



SCALY SKIN

FOUNDATION
TUTORIAL

siegestudios.co.uk



INTRODUCTION

Hello, Darren here. In this tutorial we will be looking at how to paint scaly skin. The scales on this miniature belong to a traditional dragon but the scale definition in this tutorial and can be applied to and any scaled skin.

The miniature in this tutorial is Benten from the CMON boardgame Rising Sun. The miniature has been painted to near completion and the dragon base coated with Abaddon Black.

PAINTS:

CITADEL

- *Death Korps Drab*
- *Dryad Bark*
- *Night Lords Blue*
- *Baharroth Blue*
- *Elysian Green*
- *Luprical Green*

PRO ACRYL

- *Jade*
- ### SCALE 75
- *Ardennes Green*

TOOLS:



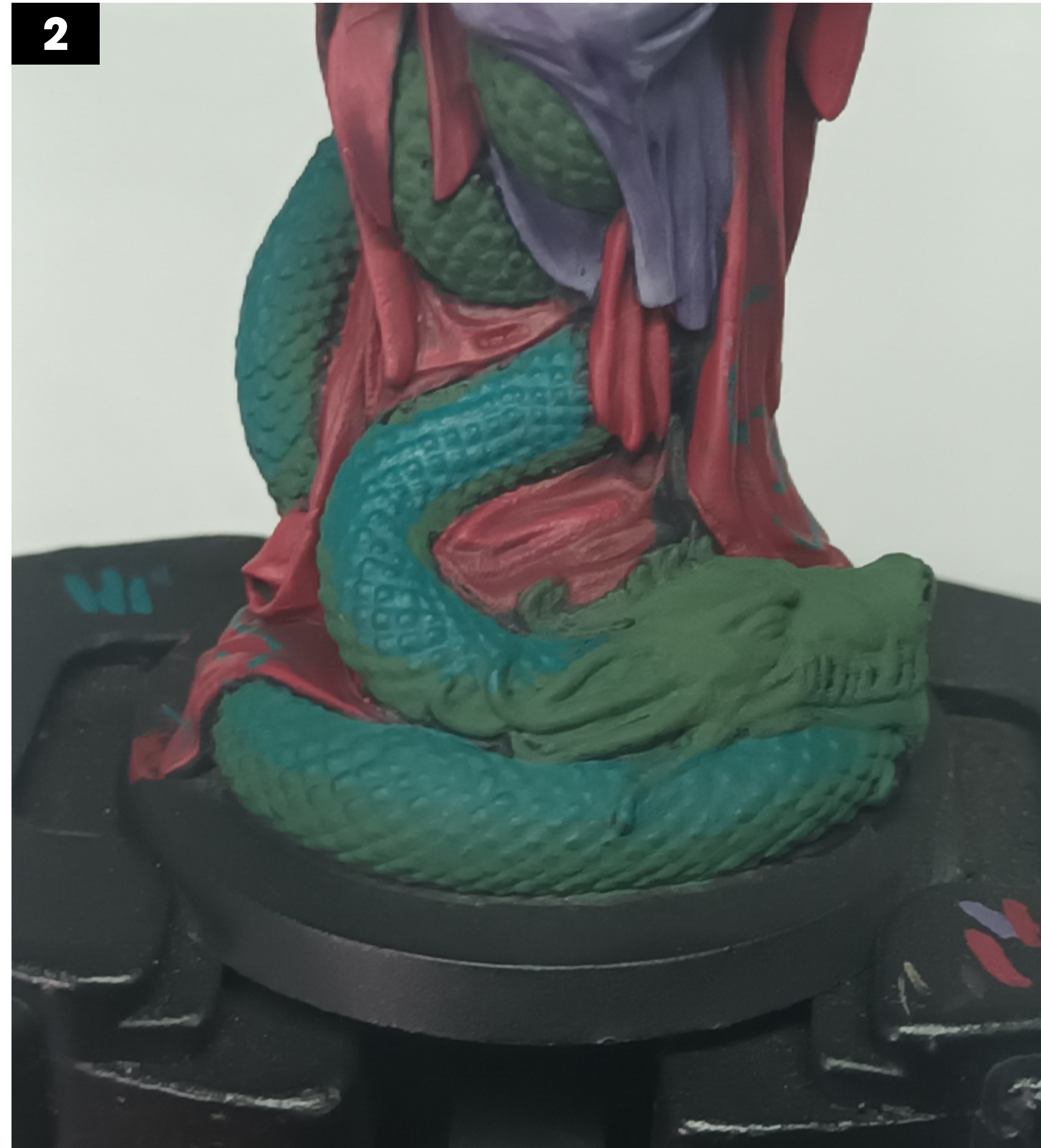
I only used a small selection of my typical brush sizes for this - I prefer Kolinsky sable.



PAINT STEP BY STEP WITH THE ARTIST!

Wherever you see this button this tutorial has an accompanying audio commentary from the artist.

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STEP 1

Make a basecoat mix of **Ardennes Green** 2:1 **Jade** and basecoat the scaly skin.

STEP 2

Apply a layer of **Jade** to the upper sections of the scales.

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STEP 3

Using the **Basecoat Mix** soften the transition between Step 2 and the basecoat.

STEP 4

With a mix **Death Korps Drab** 1:1 **Dryad Bark**, apply this to the underside of the scales to create a shadow.

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STEP 5

Darken the sections between the scales using **Luprical Green**.

STEP 6

Use **Night Lords Blue** to darken the sections between the jade scales.

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STEP 7

Add **Elysian Green** to the **Basecoat Mix** and highlight the individual green scales.

STEP 8

Apply a highlight of **Jade** 1:1 **Baharroth Blue** to the individual jade scales, to redefine them and tidy up overspill from *Step 6*.



By adjusting the colours used and creating patterns, you will be able to create a wide verity of finishes on your miniatures.

The key part is ensuring enough definition in the texture of the scales.

I hope you found this tutorial helpful and I'll see you in the next one.

