



**Arch
revenant
wings
Step-by-step**

◆ **Paints required:**

◆ **Wings**

- **Corvus black**
- **Ice yellow (vallejo mc)**
- **Balor brown**
- **Black green (Vallejo mc)**
- **US Olive drab (Vallejo mc)**
- **Abaddon black**





Before we start painting the miniature, we locate the light reflections on the frame of the wings, by taking a picture of it under our desk lamp. I primed it in Chaos Black as it has a great shine to it. I have added a guide for how to locate light reflections in the post description.



We start by basecoating the wings with a 1:1:1 mix of olive drab, black green & balor brown.

We furthermore glaze the upper half of the wings, by adding 1 part more of balor brown – add 2-3 parts of water. I choose to wet blend the glazing mix instead – that's why it looks wet.

Here the paint has dried, and has a stronger look – this is the look you are aiming for after glazing it. 3-4 layers should do it.



We now add 1 part more of balor brown to the previous mix, & glaze further towards the upper part of the wings.



We once again add 1 part of balor brown & now glaze the upper quarter of the wings. If you want the upper part of the wings to look stronger, glaze with pure balor brown on the very VERY upper quarter of the wings.



We now layer all the membranes inside the wings, with a 1:1 mix of olive drab & abaddon black. Add 1-2 parts of water.

We now work on the frame of the wings. We basecoat them with corvus black.



We now glaze the frame of the light reflections on the wing frames (see reference photo on page 3) by adding a 1/3 part of ice yellow to the corvus black - add 2-3 parts of water.

We now add a 1/2 part of ice yellow to the previous mix & glaze the center of the light relections on the wings. We furthermore shade all the deepest receses with pure abaddon black – add 2 parts of water. Its now finished 😊 !