



Painting Tutorial

Chaos Star Freehand




INTRO

Don't forget to listen along to the audio accompaniment of this tutorial!
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Hello everyone my name is Adam, and welcome to the second freehand tutorial in a series of tutorials I'm putting together on the dark Mechanicus Knight I've been working on. During this tutorial I'll be running through the stages that I used to create the Chaos star freehands on the armour panels.

As with all freehands I would do your research online or in reference books first and find something that fits and do some sketches on paper first.

Before I started the whole panel was primed and then airbrushed to a smooth finish with GW Wrathbone, some shading was then airbrushed in with GW Ushabti bone, the edge armour was then painted with Abaddon Black, this gave a good base to start working on.

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|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
|  Wraithbone
(Citadel) |  Mournefang Brown
(Citadel) |  Clear Red
(Tamiya) |
|  Ushabti Bone
(Citadel) |  Abaddon Black
(Citadel) |  Orange Rust Weather Powder
(Forgeworld) |
|  XV - 88
(Citadel) |  Mephistone Red
(Citadel) | |
|  Rhinox Hide
(Citadel) |  White
(Vallejo) | |



STEP 1

● XV-88
(Citadel)

I decided the first thing I would do was add some more shading to the panel itself before I started the freehand. For this I used XV-88 and it was applied through the airbrush focusing on the bottom of the panel and under the bulged part at the top. This was applied in a few thin passes.



STEP 2

● Abaddon Black
(Citadel)

I started to sketch out the centre of the chaos star by applying some slightly watered down Abaddon black just to make it flow nicely from my brush, which was a size 1 series S Artis Opus. Then sketching out 2 thin circles keeping them as central as possible. At this point I wasn't being too fussy as the chaos star was going to be a little rough around the edges. I started with the inside circle first, creating four dots to begin, top bottom left and right then sketching the circle shape in between. The outer circle was then done in the same way trying to keep it an equal distance apart from the central circle all the way around.



STEP 3

● Abaddon Black
(Citadel)

Using the same black paint I began to sketch in the north south east and west points by drawing thin lines going from the centre outwards. It is important to take your time and get these lines correct.



STEP 4

● Abaddon Black
(Citadel)

At this point I decided to sketch in the lines for the Northeast, Northwest, Southwest, Southeast points on the star in the same manner as I did in the previous step using the same black paint. I wasn't too concerned about the length of these lines as I wanted them irregular, but wanted to make sure they were as symmetrical as possible.



STEP 5

● Abaddon Black
(Citadel)

The next stage in painting the star was to thicken all the previous lines keeping them symmetrical but making them irregular at the same time with nicks and bits coming out of them. Next to make the lines into arrow shaped points I painted from the point diagonally out then back in to create a triangle shape sketching the outline first then filling it in with the black paint. The tiny spikes or points were then painted in between the main points on the star. It is important to use a good quality, fine pointed brush and to dilute your paint a little to make it flow nicely. I always test this on my thumb before painting it on the model.



STEP 6

● Mephistone Red
(Citadel)

Now we have the shape of the star in place, it's time to paint it in red. For this Mephistone Red was used, again I thinned the paint a little with water to make it flow nicely off my brush, I wanted to give the points a bit of definition so on the points I painted one side in red first then left a black line down the middle and only painted in a small part of the other side of each point. I tried to keep the red irregular to fit in with the feeling of the star.



STEP 7

● Mephistone Red
(Citadel)

○ White
(Vallejo)

Small highlight was then added to the Central line of the points, and on the Central line of the spikes, this was done with a mix of Vallejo white and Mephistone Red.



STEP 8

● Rhinox Hide
(Citadel)

For the chips and marks I used a piece of grey sponge from a blister pack. Some Rhinox hide was put on the pallet but not diluted, the sponge was then dipped in this and tested on a paper towel to check it was looking how I wanted it before I applied it to the model. The central grove in the panel and the rivets were also painted in Rhinox hide at this stage.



STEP 9

● Ushabti bone
(Citadel)

● Wraithbone
(Citadel)

● XV-88
(Citadel)

Ushabti bone and Wraithbone were used to highlight the under sides of some of these chips.

XV-88 was used to apply some more glazing and also to create some streaking from chips and rivets. The best way I find to do the streaking is to pull the brush from the end of the streak to the source, this is where your brush will deposit the most paint, thin the paint down to almost a glaze and remove excess on a paper towel.



STEP 10

● Clear Red
(Tamiya)

● XV-88
(Citadel)

Over the areas that were red on the chaos star I applied 2 thin coats of Tamiya clear red, this gives a great effect making the star look like it was painted in blood.

Some thin glazes of XV-88 were applied to the bottom of the panel focusing on the corners and where the chipping was. Finally I applied some forge world orange rust weathering powder into some of the chipping and recesses and groves in the panel.



OUTRO

Don't forget to listen along to the audio accompaniment of this tutorial!
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I hope you have enjoyed this little tutorial I have put together, it is a simple technique for sketching in areas of free hand and getting the basics shapes down first. The thinning of the paint to get the best flow from the brush is the key to getting the accuracy when painting details like this. Please try it out, it's fairly simple but very effective, and we look forward to seeing your freehands on your knights.

