



**Mr. Smee skin  
PDF tutorial**

# Paints used :

- Black green (Vallejo mc)
- Lime green (Vallejo mc)
- Ice yellow (Vallejo mc)
- Mephiston red
- Basic skin tone (vallejo mc)
- Stegadon scale green
- Moot green
- Wild rider red
- Evil suns scarlet
- Averland sunset
- Abaddon black





Before we start painting the miniature, we locate the light reflections on the skin, 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 patreon post.



We start by basecoating the skin with black green. We furthermore basecoat the nose with a 2:1 mix of mephiston red & black green. We furthermore glaze the frame of the light reflections, with a 2:1 mix of black green & lime green. Add 2-3 parts of water.



We now add 1 part more of lime green & glaze towards the center of the light reflections.



We now add a  $\frac{1}{2}$  part of both lime green & moot green to the previous mix & glaze the center of the light reflections on the skin.



We now add  $\frac{1}{3}$  part of ice yellow to the previous mix & glaze the very center of the light reflections. We furthermore glaze the lowest part of his belly, with a  $1:1:\frac{1}{2}$  mix of black green, stegadon scale green & moot green.



We now work on the nose. We add a 1 part of wid rider red to the basecoat mix of the nose & glaze the frame of the light reflection – add 2-3 parts of water.



We now add a  $\frac{1}{2}$  part of basic skin tone to the previous mix & glaze the center of the light reflection on the nose.



Finally, we work on the spots. We start by glazing around the spots with evil suns scarlet. We then basecoat the spots with a 1:1 mix of abaddon black & evil suns scarlet. Finally we highlight them with averland sunset – done 😊 !