



MINIATURE'S DEN PATREON GUIDES:

WRAITH FROM BLACK CROW

Base OSL



WHY THIS MODEL?

When I saw this model I knew I wanted to play with some NMM textures and I felt it would be fun for me to do as well as for you to watch. It's a model rich with details but not overly saturated, allowing the painter to take it as easy or as "hardcore" as he or she wants. Fun stuff!



PAINTS USED IN THIS GUIDE

AK: Deep Green, Light Green

VMC: German Yellow

BASECOAT



In order to get the bright greens I wanted to cover properly I basecoated the base with a few layers of a very bright grey. Colors like green, when being very vibrant, have a terrible time covering over black or any other dark color, so preparing the area with a bright color is a good idea when working with these colors.

DIRT



In order to avoid making the rock look like a lonely island, I decided to use some real dirt to create some ground around it and then primed it in black. I then used AK Deep Green to paint the base as well as the rock.

You'll notice that the greens used in this guide are not the same used previously, but the result is the same. I wanted to try out these new AK paints and, considering they are pretty much the same colors as the ones previously used, I felt this paintjob would be a great way of trying them out.

This doesn't mean you have to go out and buy the AK paints I'm using in this guide, you can simply keep using the paints of previous guides and achieve the same exact result.

FIRST HIGHLIGHT



I increased the brightness of the basecoat by adding some VMC German Yellow to the AK Deep Green and stippled very roughly the paint all over the base, to create a very uneven texture that would give the idea of a swampy water filled with "stuff" floating in it. I also used this color to start highlighting the rock from the bottom, picking out all areas that I felt would be lit up by the glowy waters.

SECOND HIGHLIGHT



After adding even more VMC German Yellow, I painted the texture inside of the previous highlight still using rough brustrokes to create an idea of noise. I then used the same mix to highlight the rock even more, picking out its edges from the bottom. I then painted the dirt with layers of AK Deep Green and drybrushed them with this highlight color.

Lastly, I glazed AK Light Green on top of all the elements of the base, to reduce the brightness of the highlights a little bit but also to improve their saturation, taking them towards a very bright green.

WATER TEXTURE



Once done, I used AK Interactive "Water Gel Transparent" on the "swampy" part of the base, painting it with a thin, even coat to help sell the idea of water through the finish of the texture.

THANK YOU!

I hope you enjoyed this guide on the Wraith! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!



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