



**Lion El'Johnson face
PDF tutorial**



Before we start painting the miniature, we locate the light reflections on the head, 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.

Paints used :

- Basic skin tone (Vallejo mc)
- Cadian fleshtone
- Bugmans glow
- Burnt umber (Vallejo mc)
- Cavalry brown (Vallejo mc)
- Rhinnox hide





We start by basecoating the skin with a 2:1 mix of bugmans glow & burnt umber. For the shaded areas (side of the face, nose, under the cheek bones, under the eyelids etc.) we basecoat by adding 2 parts of cavalry brown to the basecoat mix.



We now layer underneath the eyebrows & the eyes with rhinox hide. We furthermore add 1 part of bugmans glow & a ½ part of cadia fleshtone to both basecoat mixes & glaze the frame of the light reflections. Add 1-2 parts of water. The eyes was painted with a basecoat of basic skin tone & a dot of rinox hide, with a tiny reflection in the center with basic skin tone again.



We now add full part of basic skin tone to the previous mixes for the skin & glaze towards the center of the light reflections. We furthermore make a 1:1 mix of cavalry brown & cadia fleshtone & highlight around the edges of the skin, that is shaded. Add 1 part of water. If we want it to be brighter, add a $\frac{1}{2}$ part more of cadia fleshtone.



We now add a $\frac{1}{2}$ part of basic skin tone to the previous mixe & glaze the center of the light reflections. I added a couple of random dots & scratches aswell, with the same mix.



We now add 1 full part of basic skin tone to the previous mixes for the main reflections on the skin, & glaze the very center of the light reflections. The beard & hair was painted with a basecoat of british khaki & rhinox hide, then highlighted up with a mix of british khaki & purulent yellow. Done 😊 !