



Dark blue skin - Throgg
Step-by-step

◆ Paints required:

Dark blue skin

- Abaddon black
- Stegadon scale green
- Basic skin tone (Vallejo mc)
- Incubi darkness
- Teclis blue





Before we start painting the miniature, we locate the light reflections on the dark blue body parts, 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 skin with a 1:1 mix of stegadon scale green & abaddon black.



We now glaze the frame of the light reflections, by adding 1 part more of stegadon scale green to the basecoat mix – add 2 parts of water.



We now take pure stegadon scale green & glaze towards the center of the light reflections.



We now make a 3:1 mix of stegadon scale green & basic skin tone & glaze the center of the light reflections. We furthermore add secondary light reflections on the lowest parts of the skin, with a 1:1 mix of stegadon scale green & incubi darkness. Add 2-3 parts of water. I have pointed some of the areas out.



We now add a half part of tealis blue to the previous mix used for the secondary light reflections & glaze in the center of them. Add 2-3 parts of water. We furthermore shade the most shaded areas (see reference photo on page 3) by adding 1 full part more of abaddon black to the basecoat mix – add 2-3 pars of water. Finally we add 1 part more of basic skin tone to the previous mix used for the main light reflections & glaze the very center of the light reflections. Done 😊 !