



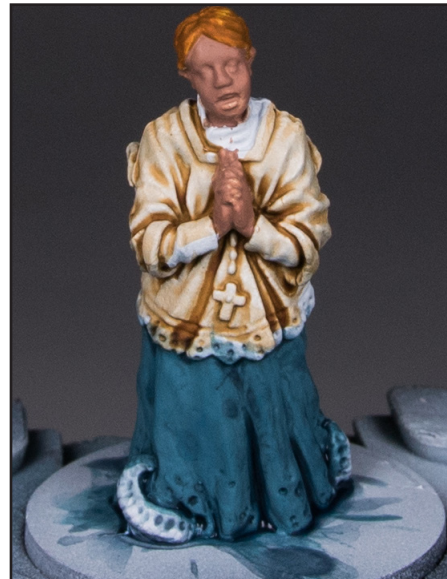
I started with an undercoat of white, specifically Badger Stynelrez. This primer has a slight gloss to it, which will be helpful for our next step.



Next we'll apply a wash of Citadel's Seraphim Sepia. Because the undercoat was satin, the wash sinks into the recesses more effectively resulting in a better shade. While this dries, we'll move onto other parts for the sake of expediency.



I basecoated the skirt Scale 75 Bering Blue.



I basecoated the skin tone with Citadel Tallarn Flesh, the hair in Citadel Snakebite Leather, and I washed the skirt with Citadel Drakenhof Nightshade. It's worth mentioning that I'm using Citadel paints because they tend to dry more satin than my Scale 75 paints, so they work better if your plan is to apply a shade as aforementioned. I didn't fret about getting fully opaque basecoats.



I applied a wash of Citadel Reikland Flesh Shade to the skin and the hair.



I basecoated the undershirt in Citadel Scourge Brown.

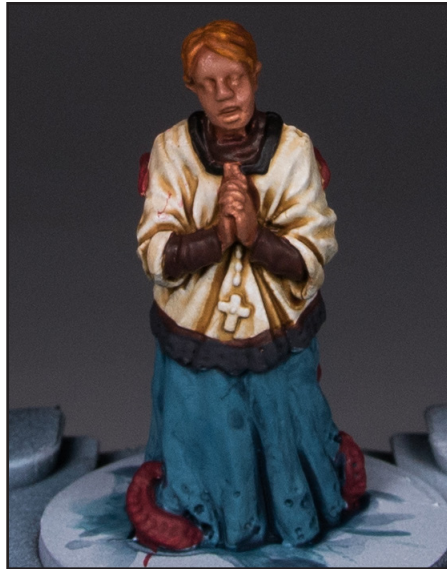




I basecoated the skirt ruffles in Scale 75 Anthartic Grey. I don't plan to wash these smaller elements, so I'm basecoating them in a color that's dark enough to operate as the darkest shade, and I will then work the highlights up. Normally, I'll start with a midtone and work down and up the ladder.



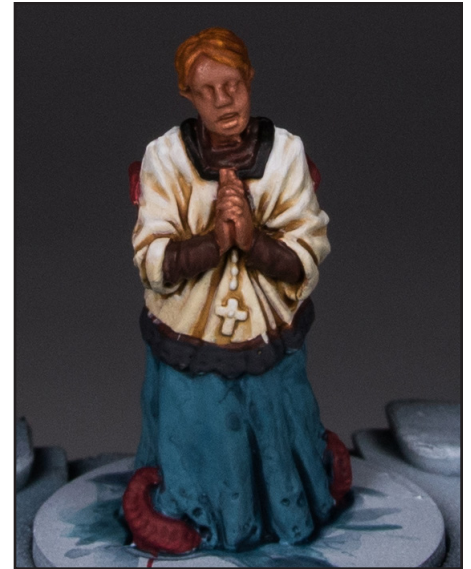
I basecoated all the tentacles and bonus arms in Scale 75 Deep Red.



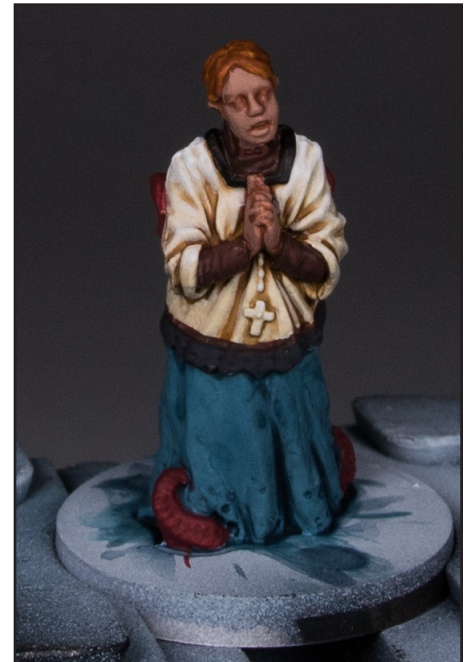
Now we'll start adding some highlights to the shirt. I started with Citadel Bleached Bone. This isn't adding much contrast, it's really just cleaning up the wash that looked ugly in certain parts.



The second highlight to the shirt is a 50/50 mixture of Scale 75 White and Citadel Bleached Bone. I'm using the white from Scale 75 because it happened to be on my palette and I'm lazy. I'm focusing more on the upper forearms and shoulders now with this highlight.



Now I'm highlighting with pure Scale 75 White with no thinning. Applying it very sparingly to the shoulders to boost the contrast there.



Now onto the face. I reapplied Citadel Tallarn Flesh making sure to not cover up the deepest recesses like the mouth, under the eyes, around the nose, etc. It's important to have a defining line around all the features of the face so you can read them from a distance.



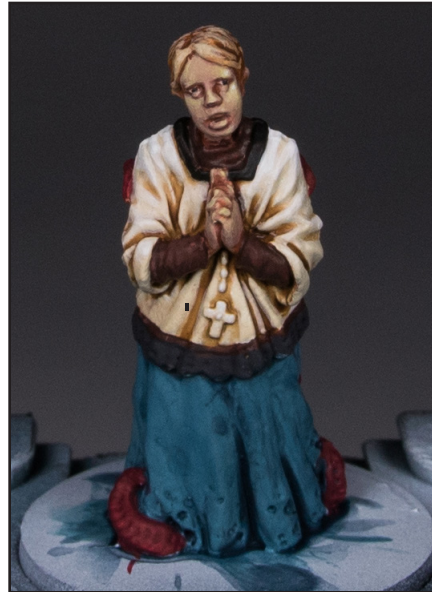


I painted the eyes Scale 75 Birch and then the pupils a mixture of Citadel Scourge Brown and Citadel Abaddon Black. After that I painted the bottom eyelid to clean up the border between the eye and the eyelid. Often times when I paint eyes I will get the dark tone on the skin, specifically the lower eyelid, so I just do that part second and clean up my mistakes.

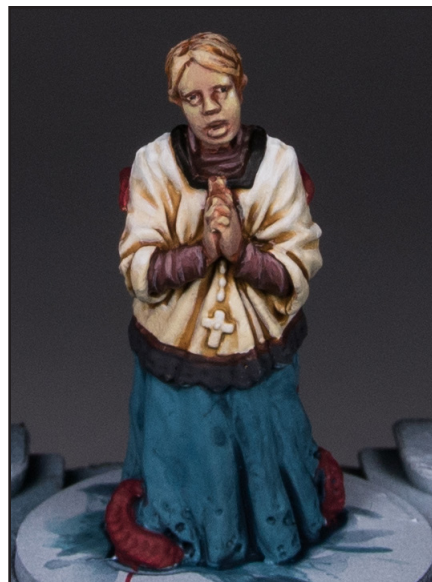


Next I applied several highlights focusing my efforts on the bridge and end of the nose, the lips, the chin, the upper cheek, the lower eyelids, and the eyebrows. Over several layers I mixed in Scale 75 Birch to my

Citadel Tallarn Flesh. I was also mixing in a very small amount of Scale 75 Fall Green. My idea was that the green would counteract the red of the flesh tone producing a grey color making the skin tone look sickly and nasty.



Next I worked on the highlights for the hair and this was very similar to the skin tone. I slowly mixed in Scale 75 Birch and Citadel Snakebite Leather and applied my highlights focusing mostly on the top of the head.



Same highlighting procedure with the brown leather elements.



Finally, I applied a single highlight of 72/25 Scale 75 White and Anthartic Grey to the ruffles, a layer of Scale 75 Bering Blue to the skirt, and a highlight of 50/50 Scale 75 White and Scale 75 Deep red to the tentacles. I finished it off with a basecoat of Scale 75 Black Metal to the roseary followed by a very small highlight of Scale 75 Speed Metal and a black basecoat to the base.

Speed painting is all about deciding when you want to be done with something. Intentionally not painting as good as you can is quite a strange thing for a lot of miniature painters. How many corners can you cut and still get a result that's satisfying to you? For me, this is 1 of 19 infected citizens from The Others: 7 Deadly Sins, so a result like this is more than satisfactory. Getting a quick result like this is also incredibly satisfying compared to the amount of time invested. Little speed paintings like this is a great way to break up a longer running project.