



Arch revenant
weapon blade
Step-by-step

◆ Paints required

◆ Weapon blade

- Moot green
- Abaddon black
- Ice yellow (Vallejo mc)
- Yriel yellow
- Pastel Green (Vallejo mc)

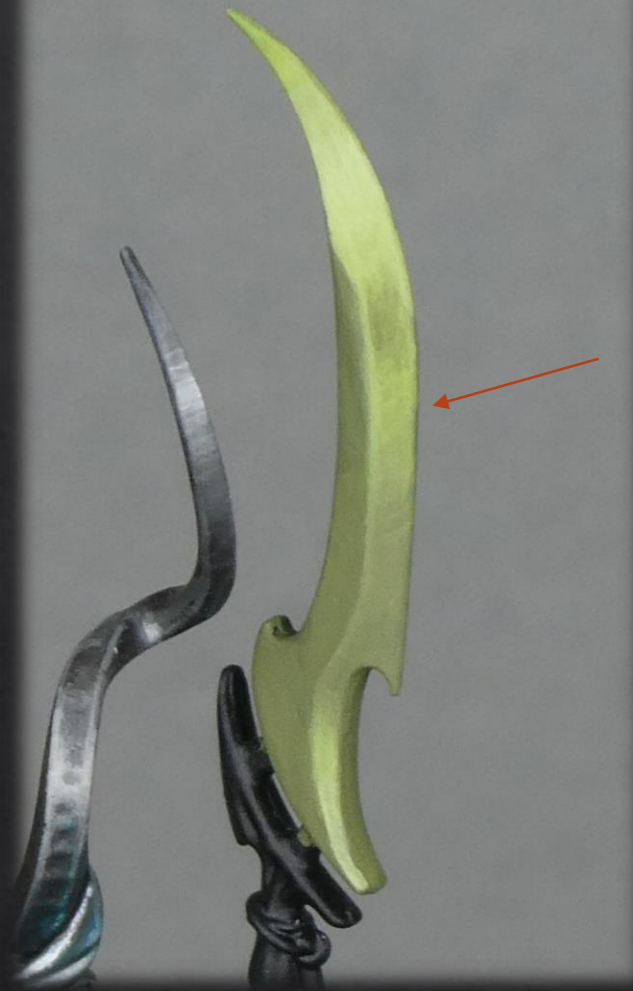




We start by basecoating the weapon with 1:1:1 mix of moot green, pastel green & abaddon black.



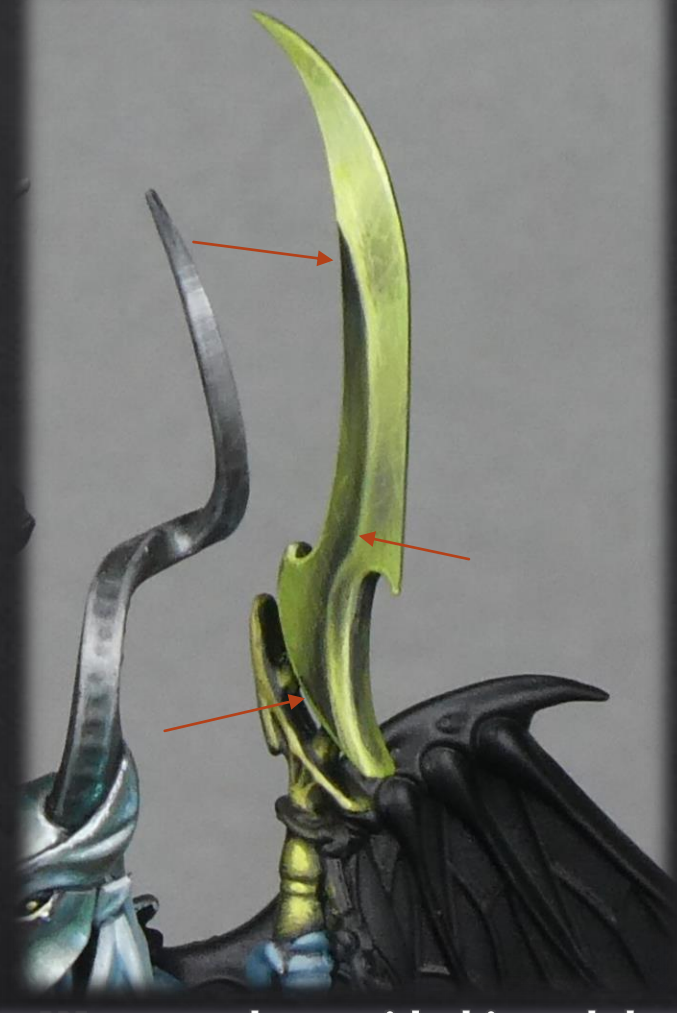
We now glaze in the frame of 3 light reflections on the blade, by adding a $\frac{1}{2}$ part of ice yellow to the basecoat mix - add 2-3 parts of water.



We now glaze the middle of the light reflections by adding a $\frac{1}{2}$ part more of ice yellow to the previous mix. On the middle light reflection & tip of the blade, we glaze it with a very thin layer of moot green (i have pointed it out)



We now shade all the remaining areas by adding a $\frac{1}{2}$ part more of abaddon black to the basecoat mix – add 2-3 parts of water. We add a half part more of abaddon black to the previous mix & shade the pointed out area on the blade.



We now add some secondary light reflections by glazing with a $\frac{1}{2} : 1:1$ mix of abaddon black, moot green & yriel yellow. We continue adding 1 part of moot green & yriel yellow again & glaze the center of the secondary light reflections. I have pointed them out. We furthermore add a edge highlight with a $1:1$ mix of pastel green & moot green. On the edges closest to the brightest light reflections, we edge highlight with the previous mix used for the center of the light reflections.

We now glaze with thinned down abaddon black, following the shaded areas closest to the edge on the blade – add 2-3 parts of water. We furthermore glaze the very center of the brightest light reflections by adding 1 full part of ice yellow & a $\frac{1}{2}$ part of moot green to the previous mix used for the light reflections. Its now done 😊 !