



**Hashut skin & freehand
lava base
PDF tutorial**

Paints used :

Skin

- Corvus black
- Abaddon black
- Stegadon scale green
- French mirage blue (Vallejo mc)
- Ice yellow (Vallejo mc)
- Evil suns scarlet

Lava

- Evil suns scarlet
- Yriel yellow
- Mephiston red
- Abaddon black
- Ice yellow (Vallejo mc)





Before we start painting the back of Hashut, we locate the light reflections on the skin, 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.



I used this real life picture of the lava as inspiration for how to approach the freehand lava.



We start by basecoating the skin with a 1:1:1 mix of abaddon black, stegadon scale green & corvus black



We now glaze the frame of the light reflections by adding 1 part more of corvus black to the basecoat mix – add 2-3 parts of water.



We now make a 1:1/2: 1/4 mix of corvus black, stegadon scale green & french mirage blue & glaze towards the center of the light reflections.



We now add another 1/4 part of french mirage blue to the previous mix & glaze towards the center of the light reflections. We furthermore shade the untouched areas, by adding 1 part more of abaddon black to the basecoat mix – add 2-3 parts of water. Finally we add scratches by painting thin lines & dots with the same mix used as before, for the light reflection. Add 1-2 parts of water.



We now add $\frac{1}{4}$ part of ice yellow to the previous mix used for the light reflections, & glaze the center of the light reflections. We furthermore start working on the secondary light reflections, on the lower shaded parts of the muscles. Here we glaze the lower part of the muscles, by adding a $\frac{1}{2}$ part of evil suns scarlet to the previous mix used for the shaded areas. I've pointed some of the areas out.

We now glaze further towards the lowest part of the muscles, by adding a $\frac{1}{2}$ part more of evil suns scarlet.

We furthermore add $\frac{1}{4}$ part more of ice yellow to the previous mix used for the main light reflections & glaze the very center of them.



We now add the final $\frac{1}{2}$ part of evil suns scarlet to the previous mix used for the secondary light reflections & glaze the very lowest area of the muscles. Done 😊 !

We now start working on the lava. We basecoat the lava area, with a 2:1 mix of abaddon black & mephiston red. Add 1 part of water.



We now freehand the lava cracks, with a 2:1 mix of evil suns scarlet & yriel yellow – add 1 part of water. The patterns are inspired by a real life photo of a lava flood – see reference photo on page 4.



We now add 1 part more of yriel yellow & glaze towards the corners where some of the lava cracks meet – add 2 parts of water. These are the areas we want to make most powerfull.



We now add 1 part more of yriel yellow to the previous mix & glaze further towards the center of the corners where the lava cracks meet.



We now take pure yriel yellow & glaze the center of the corners where the lava cracks meet.



We now make a 2:1 mix of yriel yellow & ice yellow & glaze the very center of the corners where the lava cracks meet each other.



We now add 1 part more of ice yellow & once again glaze the very center of the corners where the lava cracks meet. Now its finished 😊 !