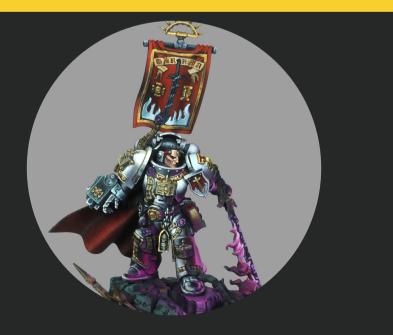


MINIATURE'S DEN PATREON GUIDES: CASTELLAN CROWE

Face, Cape, Banner and Base





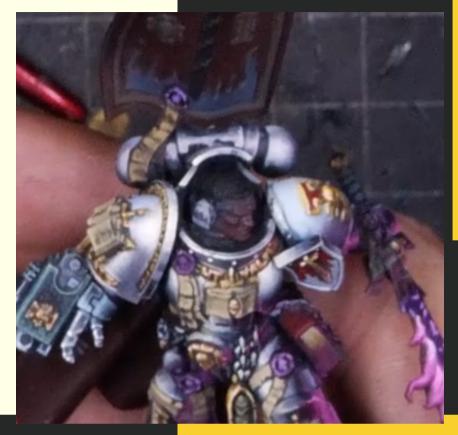
PAINTS USED IN THIS GUIDE

Reaper: Red Shadow, Violet Shadow, Harvest Brown

AK: Beige Red, Flesh Highlight, Base Flesh, Ice Yellow, Burnt Red, Matt Red, Dark Green Grey









to it.

the bottom of the eyebrows and the most recessed areas of the face.

cheekbones, the tip of the nose, the top of the chin.

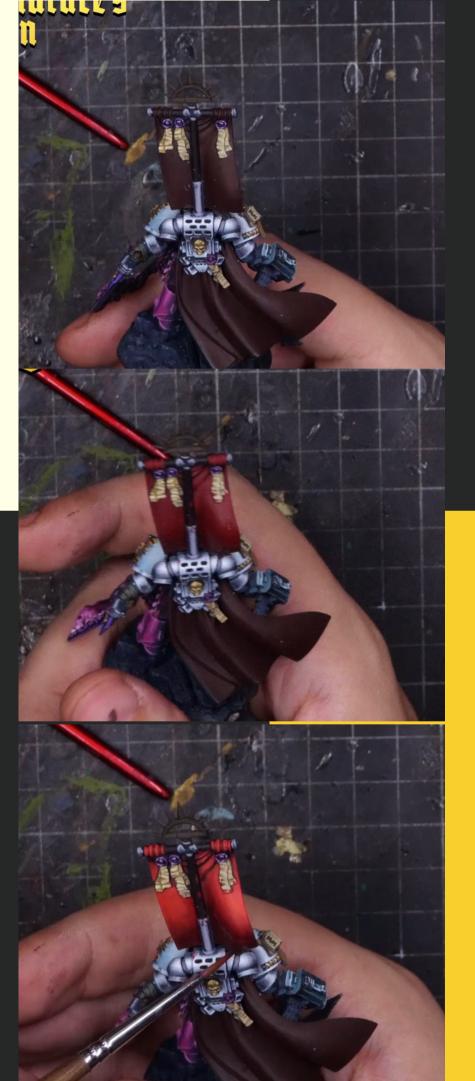
All of these colors used where smoothed out by using in-between mixes.

necessary to gain brightness.

FACE

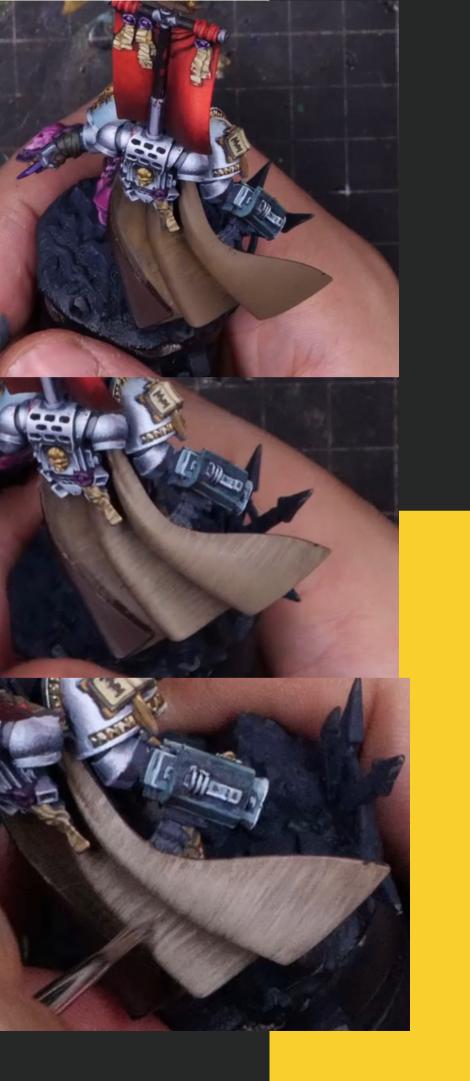
I started the face by basecoating it with AK Base Flesh with a bit of Reaper Violet Shadow added

- I then used pure Base Flesh and painted the color pretty much everywhere on the face except
- I then used AK Beige Red in its purity to sketch the real midtone of the skin, by going over the colors previously used by leaving enough space in some areas to have a shadow on them, such as beneath the cheekbones, the side of the nose, underneath the mouth...
- Lastly, I used AK Highlight Flesh to sketch the strongest highlights, mostly on the top of the
- In the picture you can see how dark the face looked after the first coat and how bright it is once finished. Try working up your skintones slowly, even going over the previous highlights if



The banner was basecoated with Reaper Red Shadow I then highlighted using AK Burnt Red And then highlighted again using AK Matt Red

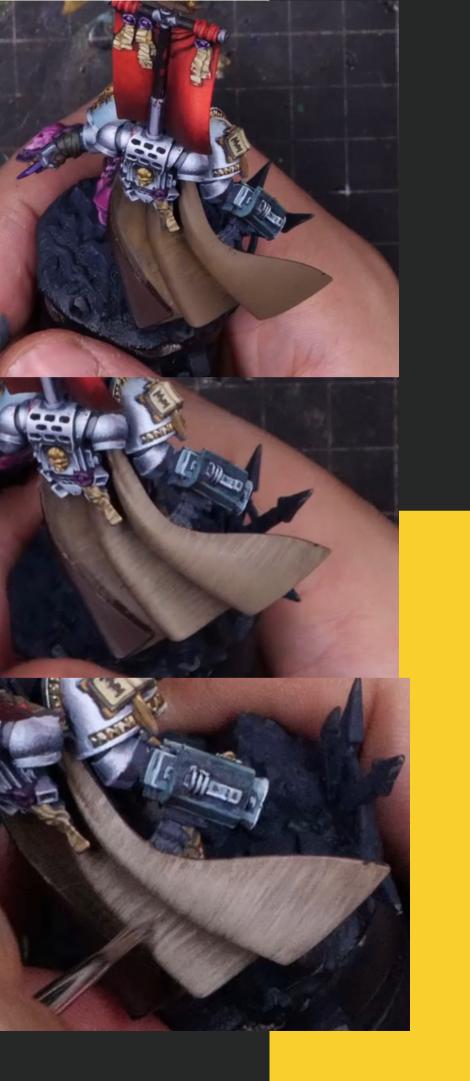
BANNER



The basecoat of the cape was Reaper Harvest Brown to which I added a light grey to it to desaturate getting more of a dark beige feeling. I progressively added more white to this mixture. The addition of white was minimal in each step, as to get a better looking texture, the more you shorten the separation between the different layers, the smoother the texture will be.

I painted all the layers with barely thinned paint, having almost none on the brush and making a series of parallel, horizontal lines progressively making them smaller in length as I highlighted.

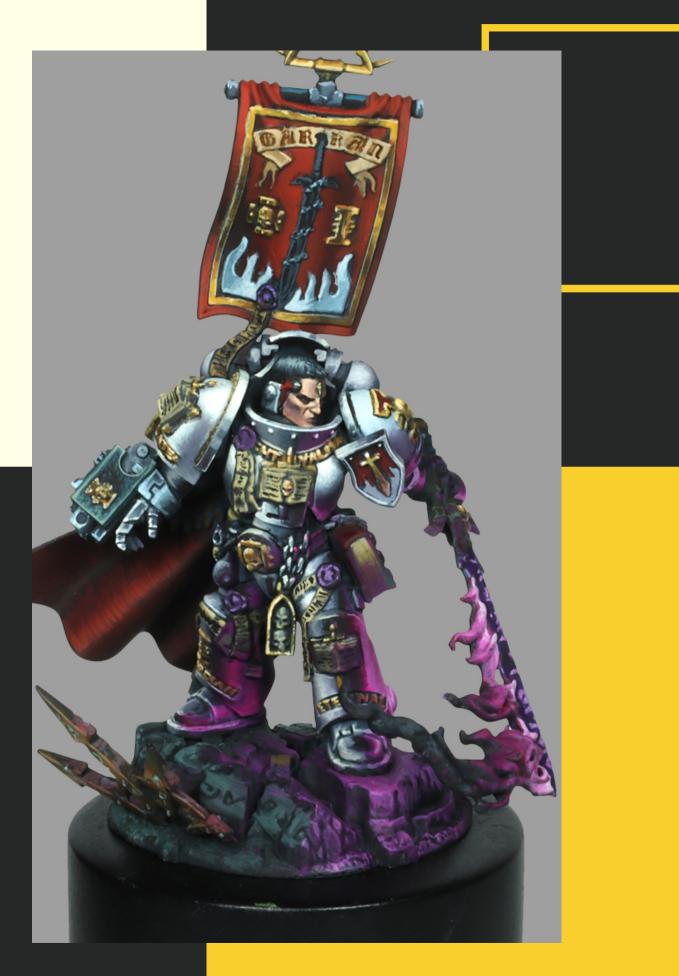
CAPE



The basecoat of the cape was Reaper Harvest Brown to which I added a light grey to it to desaturate getting more of a dark beige feeling. I progressively added more white to this mixture. The addition of white was minimal in each step, as to get a better looking texture, the more you shorten the separation between the different layers, the smoother the texture will be.

I painted all the layers with barely thinned paint, having almost none on the brush and making a series of parallel, horizontal lines progressively making them smaller in length as I highlighted.

CAPE



The base was basecoated with a mix of AK Dark Green Grey + Black. I then highlighted the area not hit by the OSL with Dark green grey and then once more, mostly on the edges, by adding a touch of Ice Yellow to it.

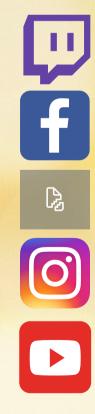
The OSL area was painted with the same colors used for the rest of the OSL, but I kept them darker as rocks don't reflect light nearly as much as metal does.

BASE



I hope you enjoyed this guide on Crowe! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!



THANK YOU!

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