



**Flesh tearer
captain face
Step-by-step**

◆ Paints required:

Flesh tearer face

- Brick red (Vallejo mc)
- Basic skin tone (Vallejo mc)
- Rakarth flesh
- Kislev flesh
- Basalt grey (Vallejo mc)
- Cavalry brown (Vallejo mc)





Before we start painting the miniature, we locate the light reflections on the face , 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 1:1:1 mix of rakarth flesh, kislev flesh & basalt grey. We furthermore preshade some of the deepest recesses with thinned down cavalry brown – especially around the eyelids, eyesockets, nose, scar, lips & wrinkles. Add 3 parts of water. (See step 3 for all the added areas of the Cavalry brown)

We now layer the eyesockets with pure black & paint the eyes. For the right (dead) eye, i painted it with a blueish grey & the left eye was painted with basic skin tone, black & white. We furthermore highlight the eyelids, with kislev flesh. Add 1-2 parts of water.



We now add 2 parts of kislev flesh to the basecoat mix & glaze the frame of the light reflections on the skin.



We now add a $\frac{1}{2}$ part of basic skin tone to the previous mix & glaze the center of the light reflections on the skin. We furthermore shade the untouched areas with thinned down Brick red – add 2-3 parts of water.



We now glaze the very center of the light reflections by adding $\frac{1}{2}$ part more of basic skin tone to the previous mix used for the skin. We furthermore shade in the deepest recesses especially under the cheekbones, wrinkles, chin & temples by adding $\frac{1}{3}$ part of cavalry brown to the brick red. Add 2-3 parts of water.

The lips was painted with cadian fleshtone & ivory.

Done 😊 !