



**Judiciar  
leather &  
sword**

**Step-by-step**

# ◆ Paints required:

## Leather

- Abaddon black
- Leather brown (Vallejo mc)
- German cam.Black brown (Vallejo mc)
- Zandri dust
- Basic skin tone (Vallejo mc)

## Sword

- Dark sea grey (Vallejo mc)
- Corvus black
- Abaddon black
- Silver grey (Vallejo mc)
- Bugmans glow







Before we start painting the miniature, we locate the light reflections on the leather areas & the sword, by taking a picture of it under our desk lamp. I have primed the miniature in Chaos Black as it has a great shine to it, which makes it easier to locate the different light reflections. I have added a guide for how to locate light reflections in the post description.





**We start by basecoating the sword with a 3:1 mix of dark sea grey & corvus black .**



**We now shade the lower half of the sword with pure corvus black. We furthermore shade the recesses with a 2:1 mix of abaddon black & corvus black – add 2-3 parts of water.**





**We now glaze the frame of the light reflections on the upper part of the sword, by adding 1 part of dark sea grey to the basecoat mix. Add 2-3 parts of water. I have added 3 light reflections on sword.**



**We now glaze more towards the middle of the light reflections by adding a  $\frac{1}{2}$  part of silver grey to the previous mix.**





**We now add a  $\frac{1}{2}$  part more of silver grey to the previous mix & glaze the middle of the light reflections. We furthermore edge highlight the edges on the upper part of the sword with the same mix.**



**We now glaze in some secondary light reflections on the lower half of the sword, by making a 2:1 mix of corvus black & dark sea grey. I have added 3 of them once again. Optional: i have furthermore added a secondary light reflection, coming from the back of his head. I added a  $\frac{1}{2}$  part of bugmans glow to the previous mix used for the other secondary light reflections.**





**We now add 1 part more of dark sea grey to the previous mix used for the secondary light reflections & glaze the middle of them. We furthermore highlight the edges around the letters on the lower part of the sword with the same mix. Finally we glaze the very middle of the brightest light reflections with pure silver grey – done 😊!**



**We now work on the leather. We basecoat the leather areas with a 1:1:1 mix of abaddon black, german cam. Black brown & leather brown.**





**We now glaze the frame of the light reflections on the leather, by adding 1 part of leather brown to the basecoat mix – add 2-3 parts of water.**



**We now glaze towards the middle of the light reflections, by adding a  $\frac{1}{2}$  part of zandri dust to the previous mix.**





**We now add another  $\frac{1}{2}$  part of zandri dust & glaze the middle of the light reflections.**



**We now shade the remaining areas still covered in the basecoat & the deepest recesses by adding 1 part of abaddon black to the basecoat mix. We furthermore edge highlight the leather & add some scratches here and there by painting thin lines & dots with the same mix used in the previous step.**





**We now add  $\frac{1}{2}$  part of basic skin tone to the previous mix used for the edge highlights, & glaze the very middle of the light reflections on the leather. We furthermore highlight all the sharpest edges on the leather (for example in the middle of the scratches). I have pointed some of these areas out. Now the leather is finished 😊 !**