



**Orc nob skin  
PDF tutorial**





Before we start painting the miniature, 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.



Paints used :

Nob skin

- Moot green (citadel)
- Ice yellow (Vallejo mc)
- White
- Black green (Vallejo mc)
- Cavalry brown (Vallejo mc)
- Black
- Seraphim sepia (Citadel)







We start by basecoating the skin with a 2:1 mix of black green & moot green.



We now glaze the frame of the light reflections, by adding 1.5 part more of moot green to the basecoat mix. Add 1-2 parts of water.





We now add 1 part more of moot green & glaze towards the center of the light reflections.



We now add 1/2 part of ice yellow to the previous mix & glaze the center of the light reflections.





We now shade towards the deepest recesses on the skin, with a 2: ½ part of black green & black. We furthermore add a ½ part more of ice yellow to the previous mix & glaze towards the very center of the light reflections.



We now add 1 part of cavalry brown & moot green to the basecoat mix & create a secondary reflection, on the lower part of the muscles, that are shaded.





We now add more parts of cavalry brown & moot green, to the previous mix & glaze in the center of the secondary reflection. We furthermore add the last ½ part of ice yellow to the mix for the main light reflections & glaze the very center of them.



We now give the secondary reflections a layer of Seraphim sepia. The skin is now done 😊  
Lips & scars: Cavalry brown, Cadian fleshtone & white.  
Eye lids : Incubi darkness & ice yellow.  
Eyes: Volcano yellow, evil suns scarlet & white.  
Teeth: Mournfang brown, Dark sand, white.