



**Fallen hero – warm light
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. I also used the artwork for the model as reference, for the placement of the light beam & the intensity.

Paints used :

- Sunny skin tone (Vallejo mc)
- Dark grey (Vallejo mc)
- White
- Rubber black (AK)
- Anthea skin (Game color)
- Cavalry brown (Vallejo mc)
- Cadian fleshtone
- Volcano yellow (AK)





We start by basecoating the brightest areas on the skin (his right arm, chest thigh & side of his face) with a 1:1 mix of Cadian fleshtone & Anthea skin. See the reference photo on slide 2, for all placement areas. We add a ½ part of dark grey to the cadian fleshtone & basecoat the remaining areas. For the darkest shades/recesses, we add a ½ of part of rubber black & burnt umber, to the previous mix. I glazed with some thinned down cavalry brown, on the hands , ears & nose aswell. About 2-3 parts of water was added.



We now add a ½ part of sunny skin tone to the first mix in the previous mix & glaze towards the center of the light reflections, on all the areas we covered in the last step, for the first basecoat. Add 1-2 parts of water. I furthermore added a ½ part more of anthea skin to the shaded mix & glazed some of the raised areas, on the area of the body, that isnt in the light beam. For example on the left bicep, pec, the upper part of the abs, shoulder & underarm.



We now add 1 full part of sunny skin tone to the previous mix used for the light & glaze the center of the light reflections



We now add a ½ part of white to the previous mix & glaze towards the very center of the light reflections.



We now add another $\frac{1}{2}$ part of white to the previous mix & glaze the very center of the light reflections. We can now start adding shades, to bump up the contrast.



I then added shades & cast shadows on the lower parts of the chest, abs, & face by adding more rubber black, cavalry brown & burnt umber to the same mix shade mix we used in step 1. I furthermore glazed with very thinned down volcano yellow all over the light reflections, to give it a bit more of sunny warmth. Its now done 😊