



**Blightking horns & skin
PDF tutorial**

Paints used :

Horns:

- Barbarian skin (Vallejo game color)
- Grim brown (AK)
- Rubber black (AK)
- Dark sea grey (Vallejo mc)
- German camo. Bright green (Vallejo mc)
- Ivory (Vallejo mc)
- Sky grey (AK)

Skin:

- Bugmans glow (Citadel)
- Wine red (AK)
- Salmon (AK)
- Ivory (Vallejo mc)
- Averland sunset (Citadel)
- Anthea skin (Vallejo game color)
- Screamer pink (Citadel)
- Khorne red (Citadel)
- Dark sea grey (Vallejo mc)





Before we start painting the miniature, we locate the light reflections on the skin & horns, 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.



We start by basecoating the lower $\frac{3}{4}$ of the horns with barbarian skin.



We now glaze the upper quarter, with grim brown. Add 2-3 parts of water. For the very upper tip of the horns, we glaze with rubber black. We furthermore recess shade, with the same mix.



We now add scratches, where the barbarian skin meets the grim brown, with barbarian skin. We furthermore filter/ or glaze the lower part of the horns, with thinned down german. Camo bright green – add 2-3 parts of water.



We now add scratches on the lower half of the horns, with a 2:1 mix of barbarian skin & ivory. We furthermore highlight the edges of the horns, on the lower $\frac{3}{4}$ - the upper quarter, we leave covered in rubber black.



We now edge highlight the upper quarter of the horns, with dark sea grey – we furthermore add scratches, with a 3:1 mix of dark sea grey & rubber black, on the same area.

For the very tips of the horns, we edge highlight with sky grey.



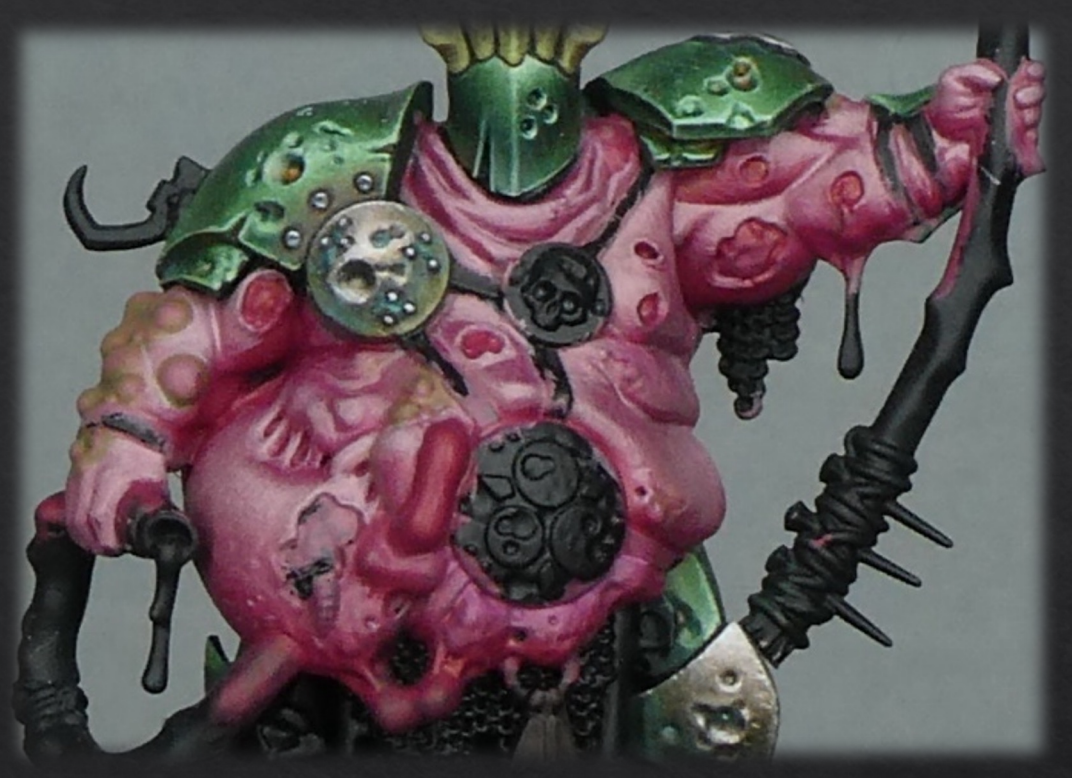
We now add 1 part of german camo bright green, to the first mix, in step 4, & highlight the lower edges (facing downwards) of the horns.



We start by basecoating the skin, with a 3:1 mix of bugmans glow & wine red. We then add 1 part more of wine red, & shade some of the naturally shaded areas (see reference photo) – add 1-2 parts of water.



We now add 1 part of anthea skin to the basecoat mix & glaze/ or layer the frame of the light reflections. Add 1-2 parts of water. We furthermore shade the most naturally shaded areas (see reference photo) with pure wine red – add 2-3 parts of water.



We now add 1 part of salmon to the previous mix & glaze towards the center of the light reflections on the skin. (Ignore the green areas – it was an experiment :D)



We now add 1 part more of salmon, & glaze the center of the light reflections on the skin. For the very center, we add $\frac{1}{2}$ to 1 full part of ivory, to the previous mix & glaze the very center of the light reflections. We furthermore basecoat the postules, with a 2:1 mix of averland sunset & wine red . Make sure, to shade around the postules, where they meet the skin, with pure wine red aswell – we do this, to create a stronger contrast, overall on the skin.



We now add a $\frac{1}{2}$ part of salmon & averland sunset to the basecoat mix for the postules & glaze the frame of the light reflections & highlight around them aswell.



We now add 1 full part of salmon to the previous mix & glaze the center of the light reflections.



We now add 1 full part of ivory & glaze the very center of the light reflections on the postules. We furthermore basecoat the guts, with a 2:1 mix of screamer pink & khorne red.



We now add 1 part of anthea skin to the basecoat mix & glaze the frame of the light reflections. We also create a bounce light, on the lower part of the guts, with the same mix & approach. Finally we add scratches all over the guts, by painting thin lines & dots.

We now add 1 part more of anthea skin to the previous mix & glaze towards the center of the light reflections on the guts. For the lower bounce light, we add 1 part of dark sea grey (instead of anthea skin) & glaze towards the center of the bounce light – wich is further towards the lowest point on it.

We now add 1 part of salmon to the previous mix for the main light reflections & glaze the center of them.

Finally we add 1 full part of ivory to the previous mix & glaze the very center of the light reflections. The more shine/gloss effect we want on guts, the more ivory we add – until the point that it is pure ivory in the very center.



We have now covered the horns, skin, postules & skin. If you want to see how i use the glazing technique, or paint scratches, i would recommend to watch one of my newest video tutorials. Simply just search for "Video" in the search function on the patreon feed :)