



# ALTANSAR WARLOCK

MASTERCLASS TUTORIAL

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# INTRODUCTION

Hi everyone, it's Amy. Today I'm going to be showing you how to paint an Eldar Warlock in the Altansar colour scheme.

This is Maugan Ra's Craftworld and features a pink/purple scheme with black helmets. This tutorial will cover painting cloaks utilising techniques such as blending and glazing.

We'll also be covering how to paint a blended power sword effect in a green colour scheme.

I hope you find this tutorial useful!

## PAINTS:

### CITADEL

- |                            |                   |                     |
|----------------------------|-------------------|---------------------|
| ● Abaddon Black            | ● Macragge Blue   | ● Yriel Yellow      |
| ○ Corax White              | ● Teclis Blue     | ● Gorthor Brown     |
| ● Gal Vorbak Red           | ● Baharroth Blue  | ● Rakarth Flesh     |
| ● Mechanicus Standard Grey | ● Incubi Darkness | ● Pallid Wych Flesh |
| ● Eshin Grey               | ● Caliban Green   | ● Retributor Armour |
| ● Dawnstone                | ● Warpstone Glow  | ● Skeleton Horde    |
| ● Administratum Grey       | ● Moot Green      | ● Magos Purple      |
| ● Greyseer                 | ● Screaming Skull | ● Nuln Oil          |
| ● Fenrisian Grey           | ● Screamer Pink   | ● Agrax Earthshade  |
|                            | ● Pink Horror     |                     |

### SCALE 75

- Elven Gold SC-74
- Citrine Alchemy SC-75

### VALLEJO METALLIC AIR

- Gunmetal 72.072
- Silver 71.063

### VALLEJO MODEL COLOUR

- Cold White 70.919

### ALSO USED:

**Vallejo Black Surface Primer 74.602**

## TOOLS:



I used a selection of brushes from **Brokentoad** in sizes from **#1** down to **#000** for some of the finer details.



I used an airbrush for priming and the initial basecoat but it isn't essential though!



### PAINT STEP BY STEP WITH THE ARTIST!

Wherever you see this button this tutorial has an accompanying audio commentary from the artist.

# BASECOATING

## STEP 0

Prime the miniature with your preferred primer.

I chose to prime the miniature with **Vallejo Black Surface Primer** using an airbrush.

*This is personal preference, but the primer colour doesn't really make a difference in this instance.*



## STEP 1

Basecoat the miniature using **Gal Vorbak Red**.

*I have used an airbrush for this step for speed, however, if you are basecoating with a brush I'd recommend mainly painting the cloak with this colour.*



# BASECOATING

## STEP 2

Block in the basecoats for all the other elements of the miniature:

**ARMOUR**  
*Abaddon Black*

**FACEPLATE**  
*Screaming Skull*

**RUNE**  
*Warpstone Glow*

**SASH**  
*Grey Seer*

**POUCH**  
*Rhinox Hide*

**PLUME**  
*Grey Seer*

**SWORD**  
*Warpstone Glow*

**GOLD**  
*Retributor Armour*

**METALLICS**  
*Gunmetal*

**STRAPS & BAGS**  
*Abaddon Black*

**STONE**  
*Mechanicus  
Standard Grey*

**SKULL**  
*Rakarath Flesh*

# CLOAK



## STEP 3

To begin to build up the pink/purple of the robes apply a of mix **Gal Vorbak Red** 1:1 **Screamer Pink** to the majority of the cloak leaving the darker red in the recesses.



## STEP 4

Apply **Screamer Pink** to the raised surfaces of the cloak again, leaving the recesses darker.



## STEP 5

Glaze **Incubi Darkness** 1:1 **Gal Vorbak Red** into the deepest recesses.



## STEP 6

Apply **Screamer Pink** 1:1 **Pink Horror** to the top surfaces and folds of the cloak.

# CLOAK

## STEP 7

Finish the cloak with a final extreme edge highlight to the sharpest edges of the cloak with **Pink Horror**.



# ARMOUR

8



## STEP 8

Apply a thick edge highlight to the helmet and shoulder pads using **Incubi Darkness**.



## STEP 9

Apply an edge highlight to the helmet and shoulder pads with **Fenrisian Grey**.

9



# POUCHES & BOOTS

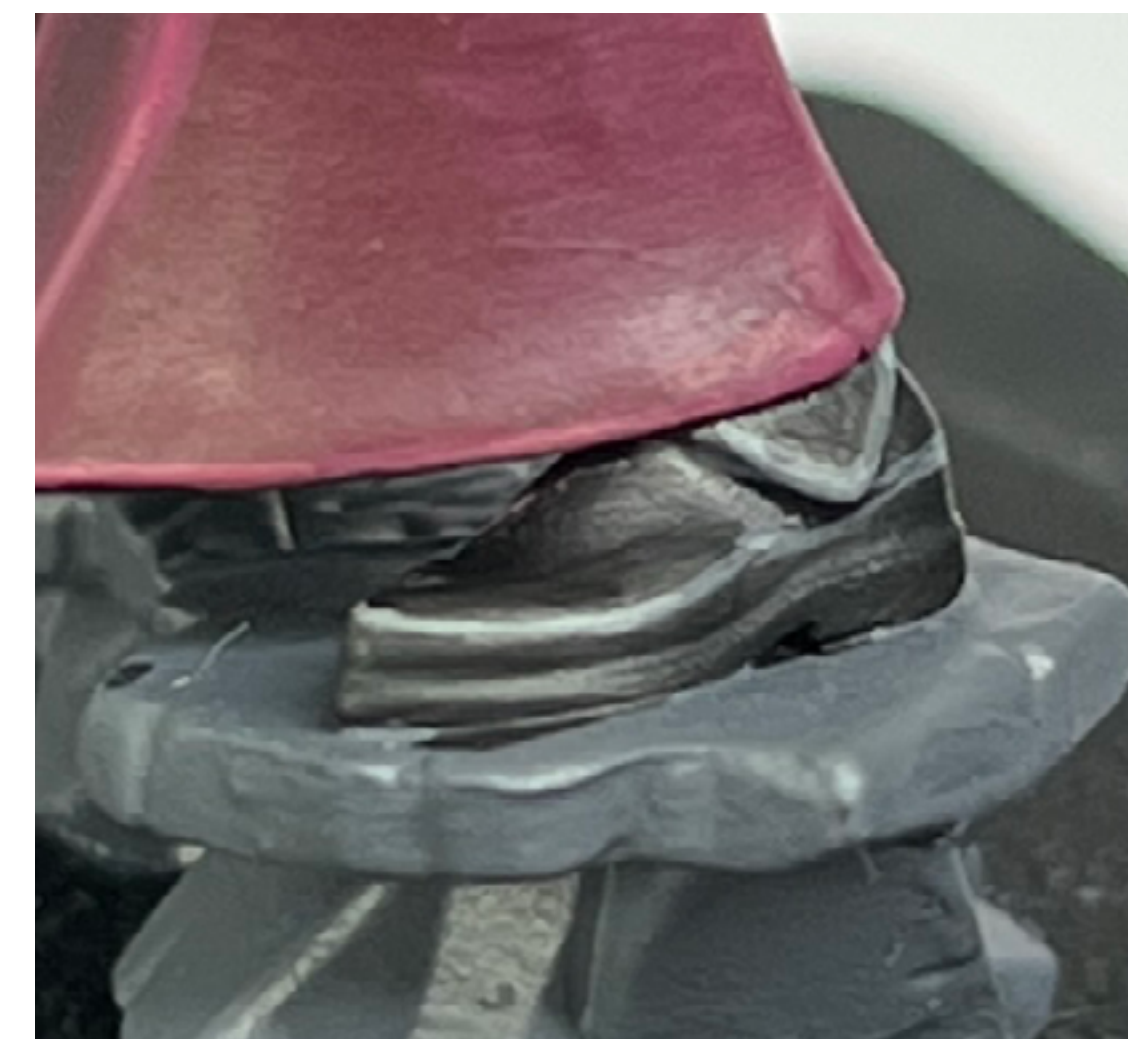
## STEP 10

Apply a thick edge highlight to the boots, straps and bags using **Eshin Grey**.



## STEP 11

Apply a finer edge highlight to the boots, straps and bags in **Dawnstone**.





# PLUME & SASH



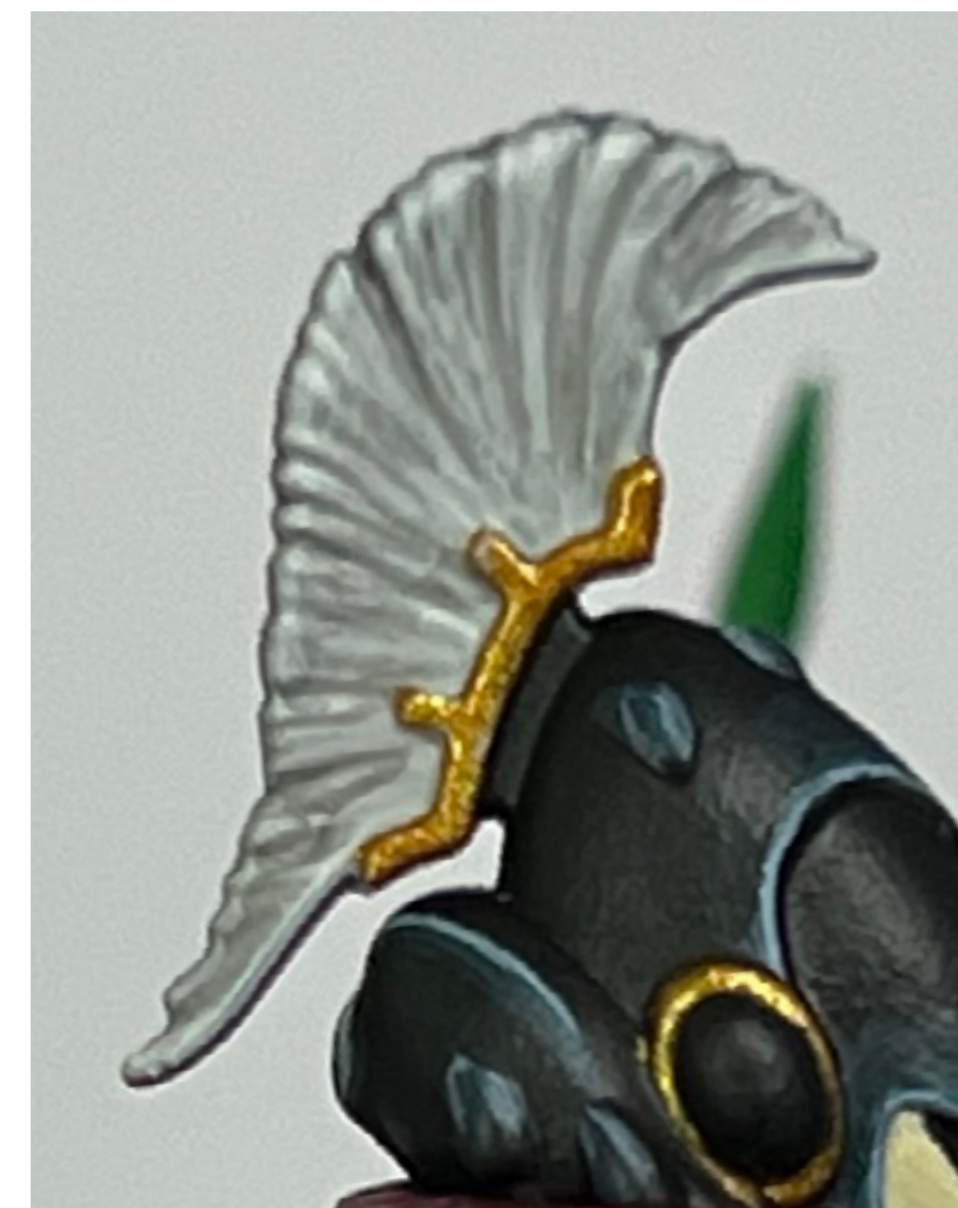
## STEP 12

Shade both the white plume and the sash with **Dawnstone** applying it directly into the recesses.

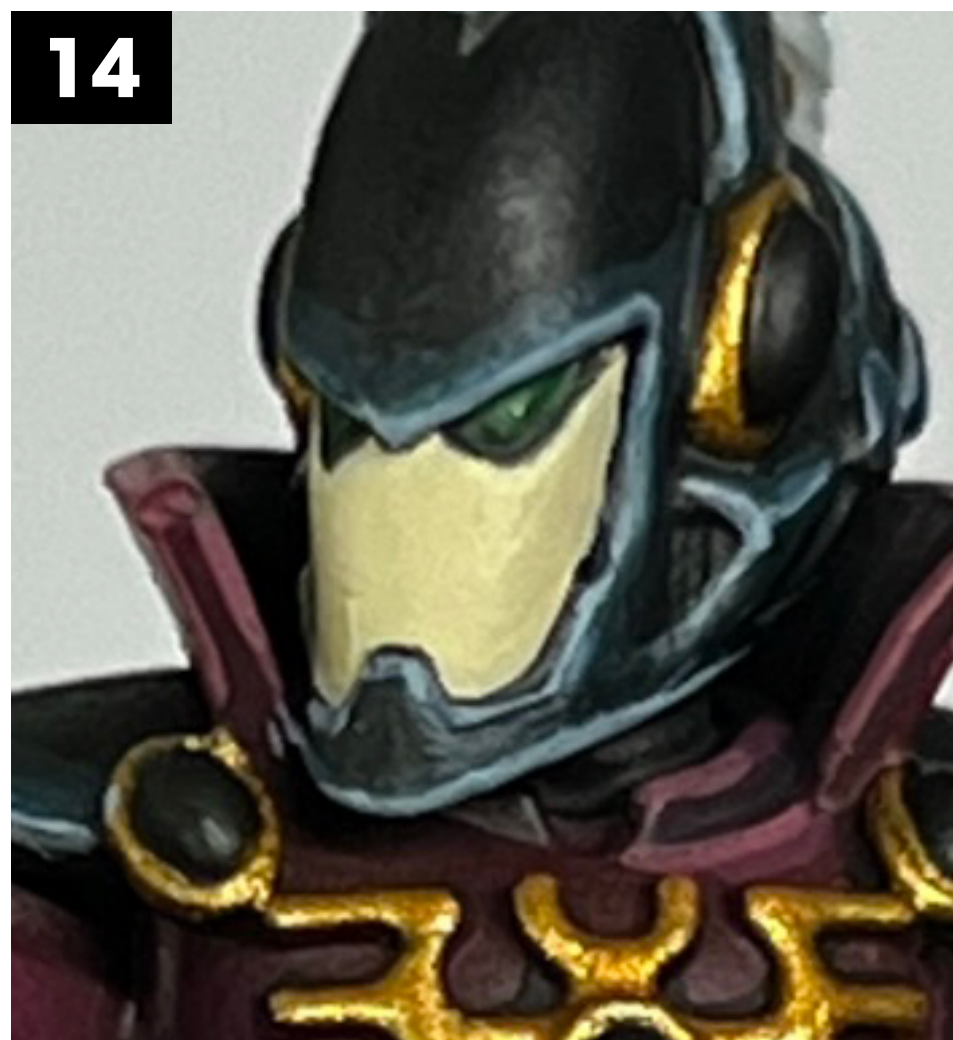


## STEP 13

Edge highlight the plume and sash using **Corax White**.

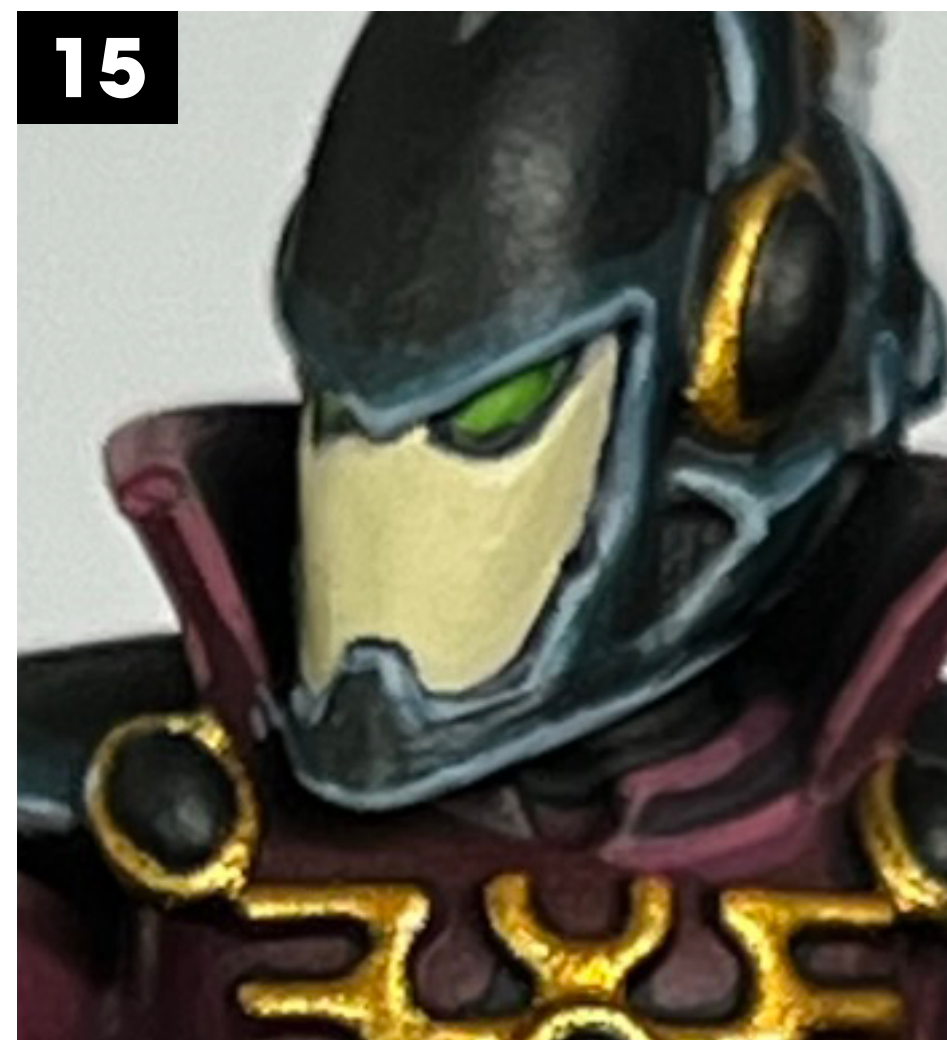


# LENSES & FACEPLATE



## STEP 14

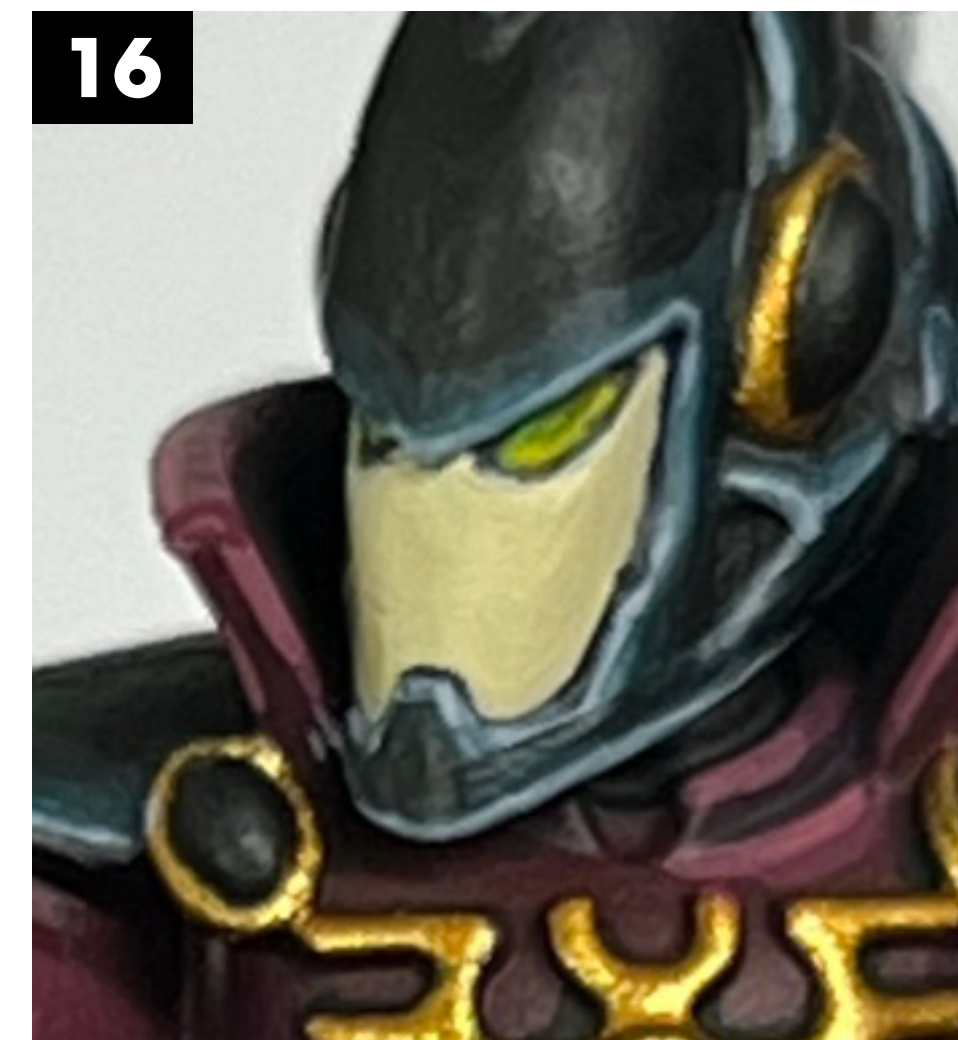
Apply a layer of **Warpstone Glow** to the lenses.



## 15

## STEP 15

Apply a layer of **Moot Green** to the lens towards the centre of the faceplate.



## 16

## STEP 16

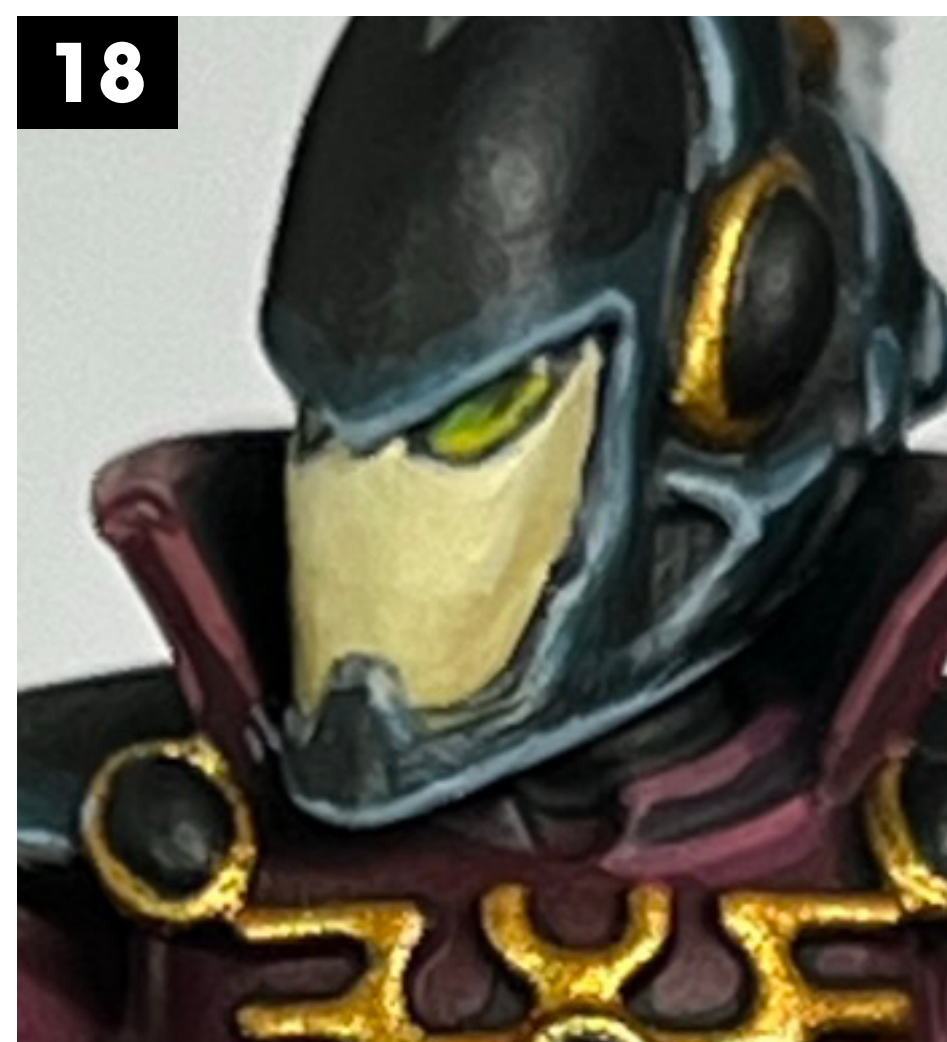
Apply an edge highlight along the bottom of the lenses using **Yriel Yellow**.



## 17

## STEP 17

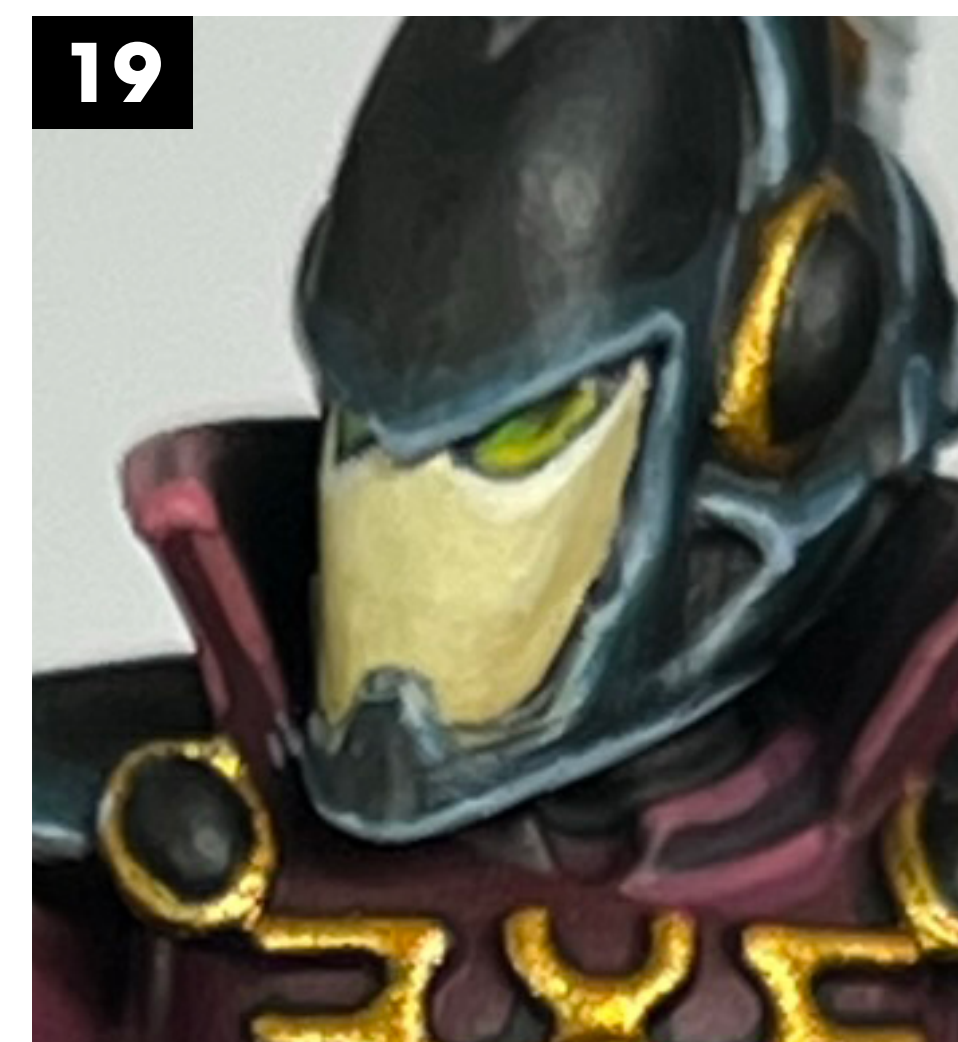
Apply a dot highlight of **Cold White** to the top corners of the lenses.



## 18

## STEP 18

Mix a glaze of **Skeleton Horde** 1:3 **Water** and glaze this on the sides of the bone on the helmet faceplate drawing this downwards to create a subtle shading across the surface.



## 19

## STEP 19

Apply an edge highlight underneath the lenses using **Screaming Skull** 1:1 **Cold White**.

# POWER WEAPON EFFECTS

## STEP 20

Apply **Caliban Green** as shown to either side of the power sword. Apply this to the recesses of the Eldar rune too.

## STEP 21

Apply **Moot Green** to the opposite ends of the power sword to the **Caliban Green** sections. Also, apply this as an edge highlight to the Eldar rune.

## STEP 22

Glaze **Warpstone Glow** between both the different greens on the power sword to blend the colours together. When glazing always brush away from the extremes of light and dark aiming to end the brushstroke in the central midtones. The most pigment is left at the end of a brushstroke and this will create a smooth blend from dark to mid to light.

## STEP 23

Paint a final an edge highlight to the the power sword and the rune with a mix of **Moot Green** 1:1 **Yriel Yellow**.



# GEMSTONES



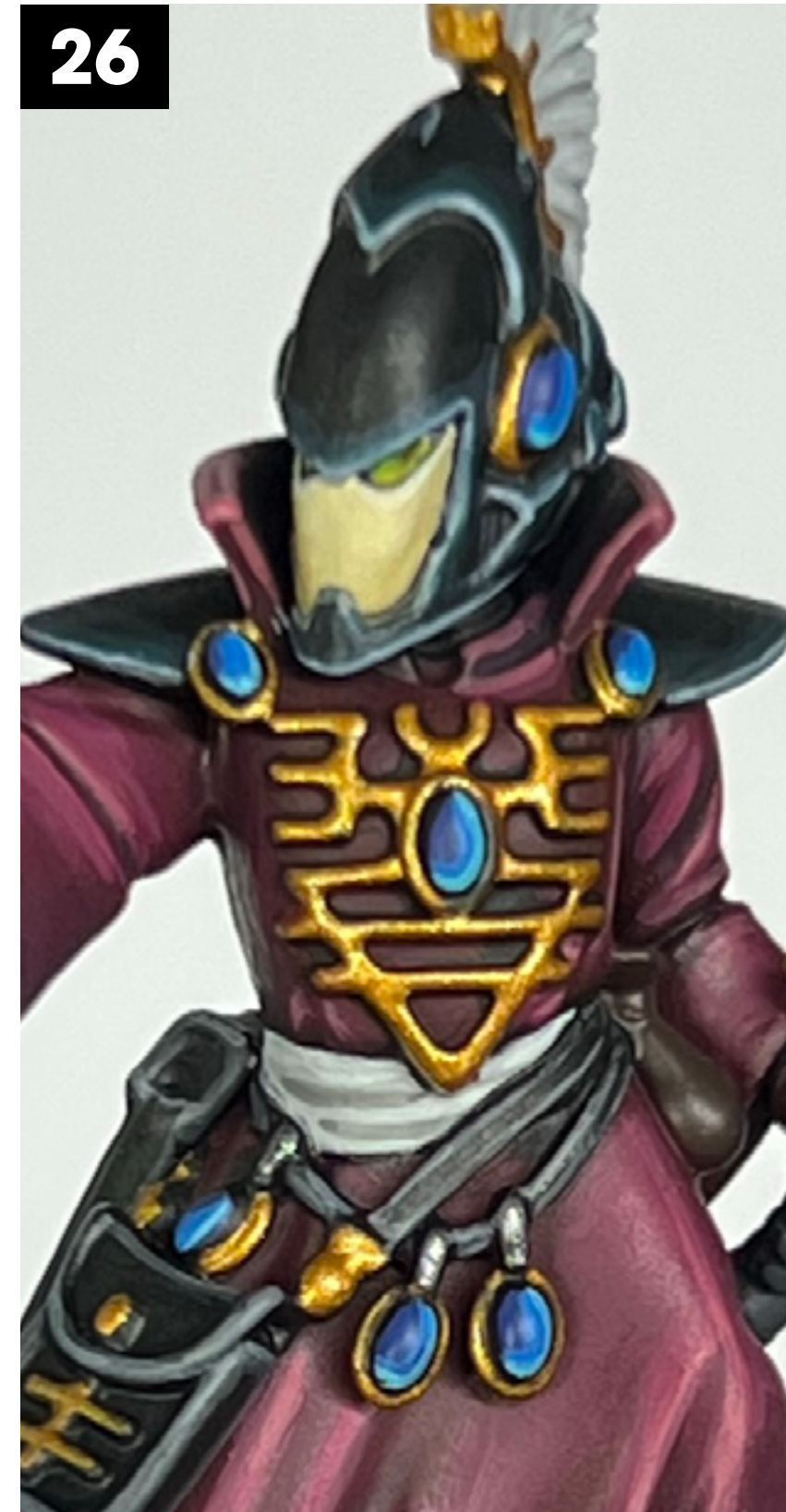
## STEP 24

Apply a base coat of **Macragge Blue** to all of the gems.



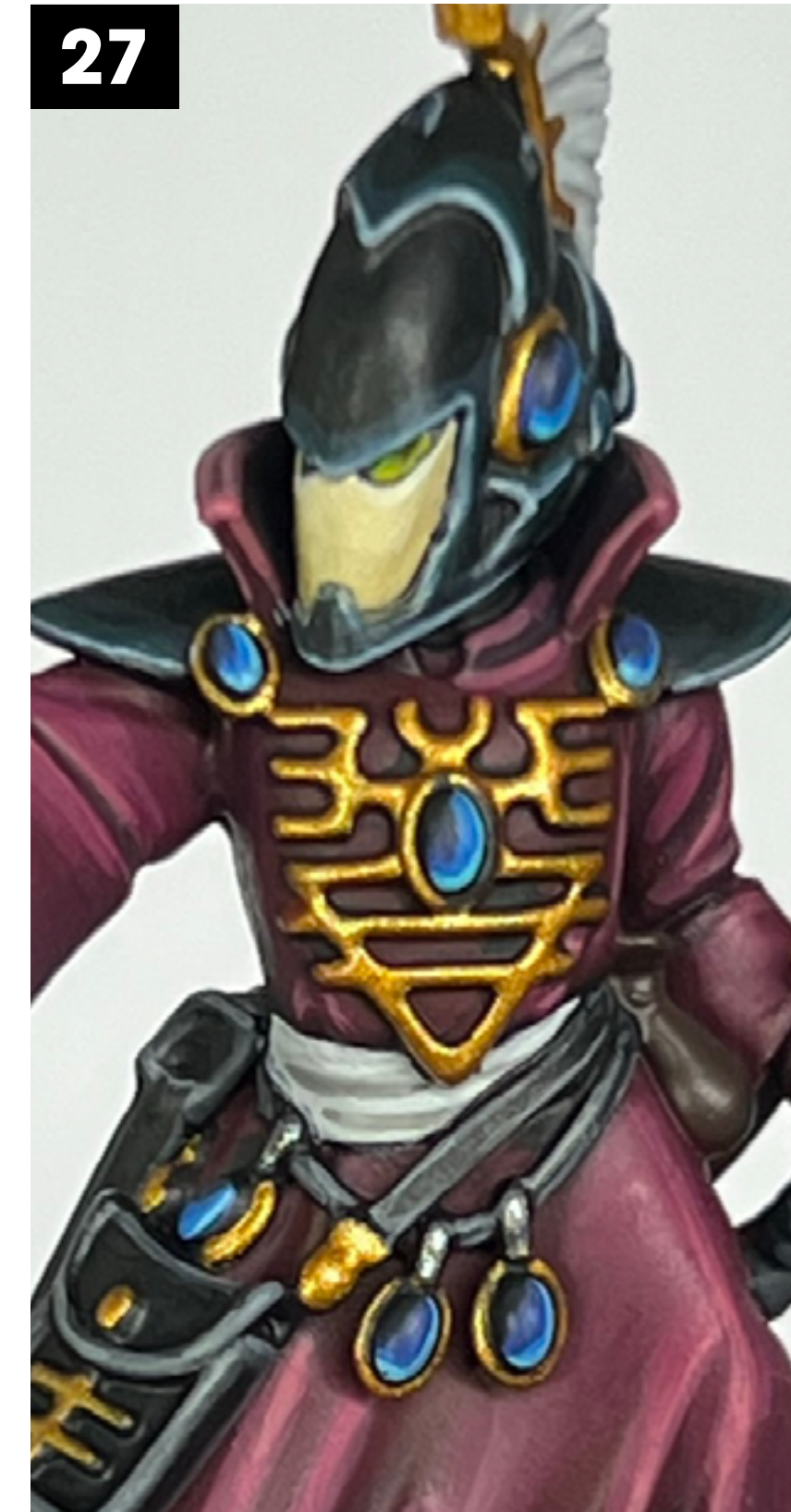
## STEP 25

Apply a highlight of **Teclis Blue** to the gems.



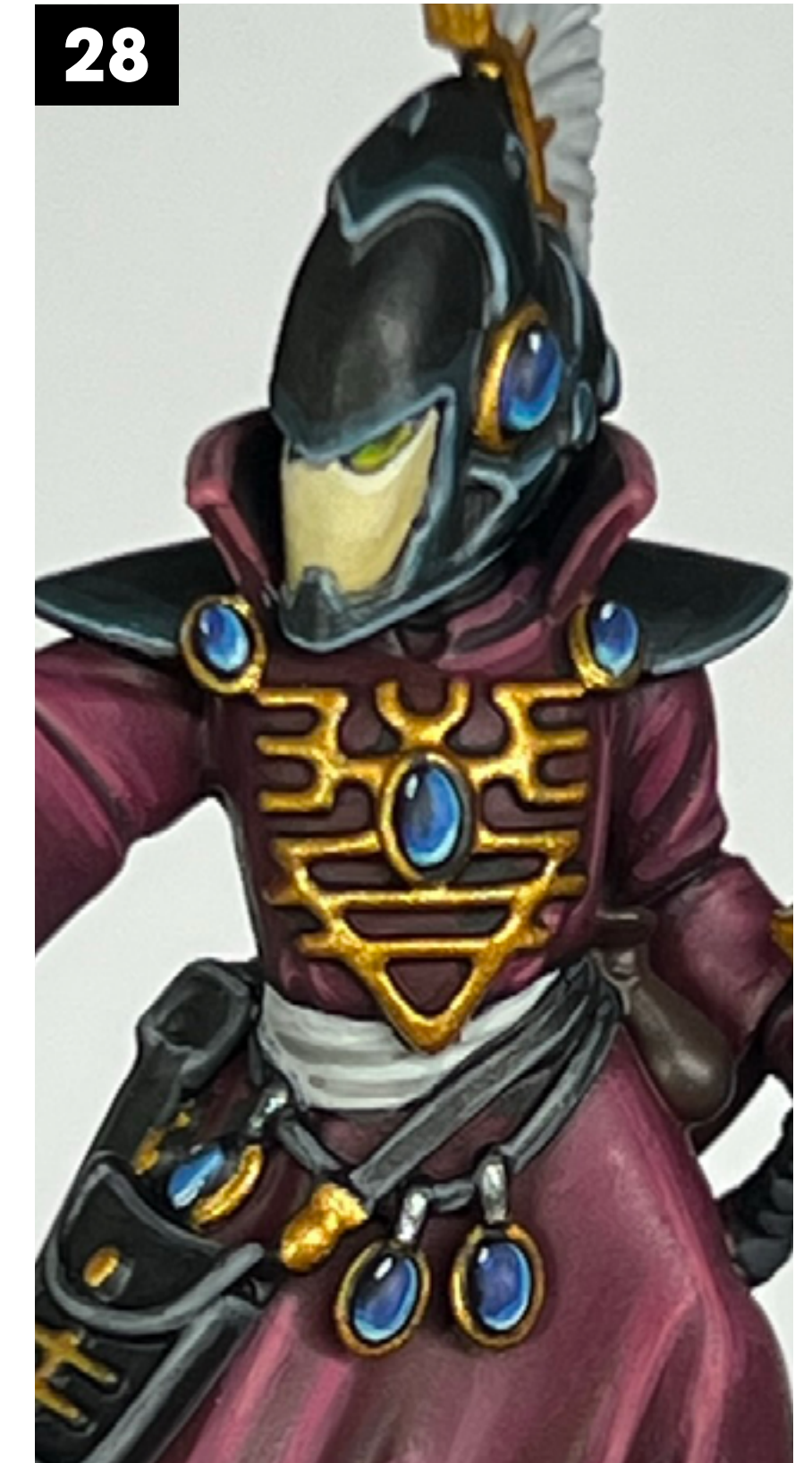
## STEP 26

Apply a highlight of **Baharroth Blue** to the gems.



## STEP 27

Glaze **Abaddon Black** in the top left corner of the gems.



## STEP 28

Apply a highlight of **Cold White** along the bottom-right edge of the gems and as a dot highlight in the top left corner of the gems.

# FINAL DETAILS



## STEP 29

Shade the gold using **Magos Purple**.



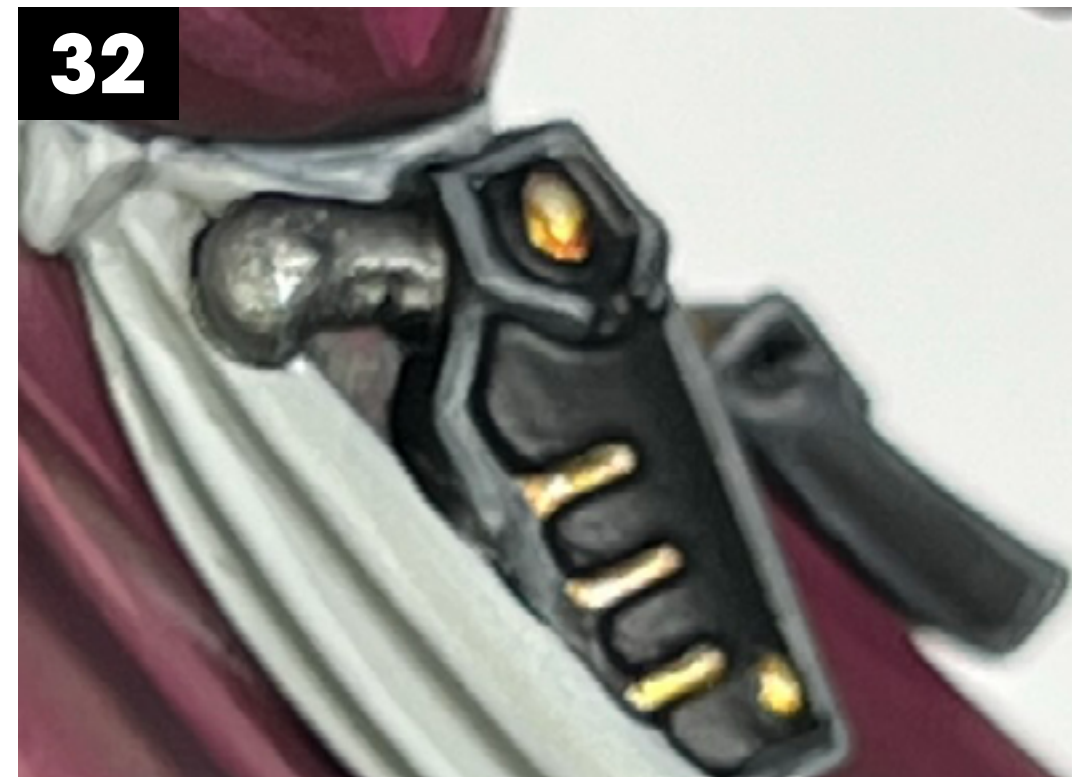
## STEP 30

Highlight the gold using **Elven Gold**.



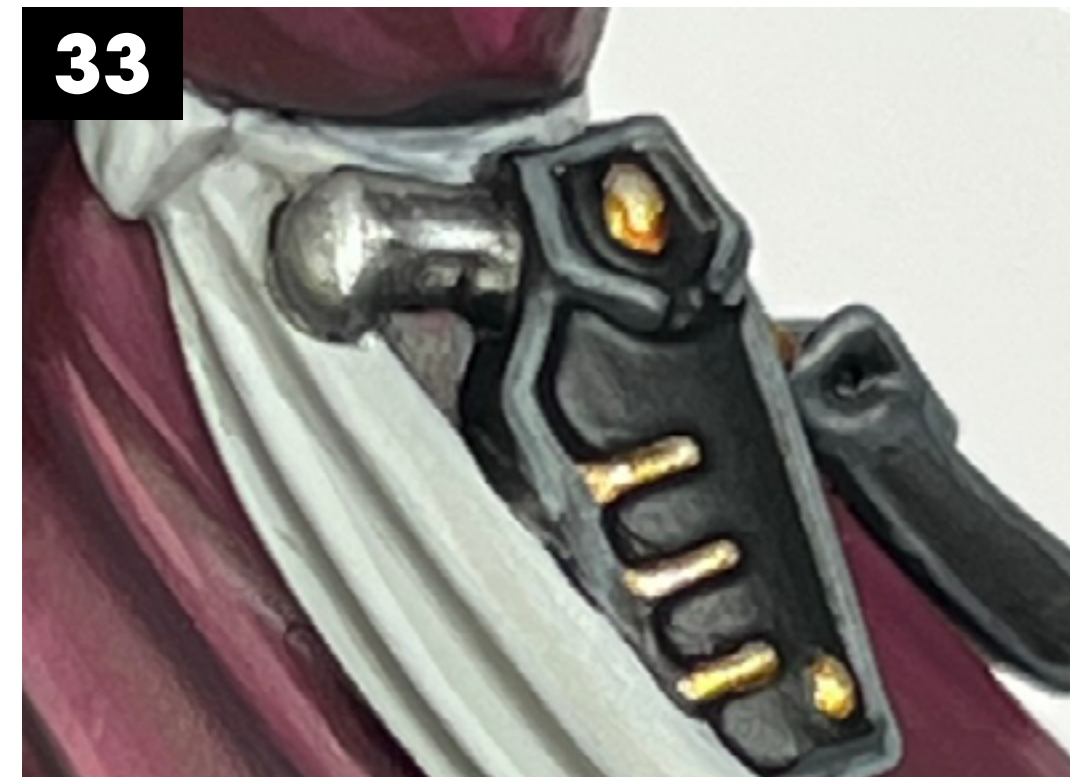
## STEP 31

Highlight the gold with **Citrine Alchemy**.



## STEP 32

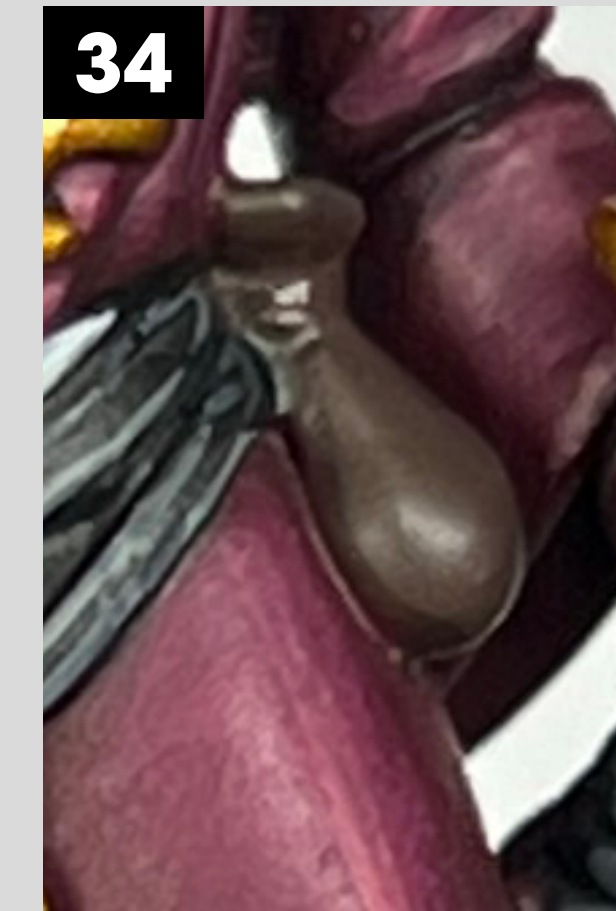
Shade the metallic areas using **Nuln Oil**.



## STEP 33

Highlight the metallic areas with **Silver**.

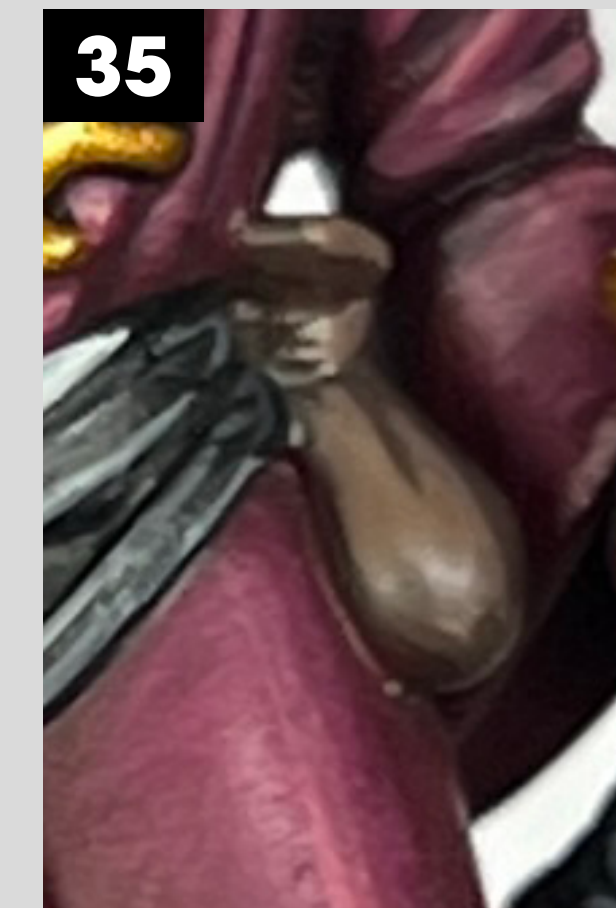
## LEATHER POUCH



34

## STEP 57

Apply an initial highlight to the pouch using a mix of **Rhinox Hide** 1:1 **Gorthor Brown**.



35

## STEP 58

Apply a final highlight to the pouch with **Gorthor Brown**.

# BASING



## STEP 36

Shade the rocks and skulls with **Agrax Earthshade**.



## STEP 37

Drybrush the rocks using **Dawnstone**.



## STEP 38

Edge highlight the rocks with **Administratum Grey**.



## STEP 39

Apply **Rakarth Flesh** to the skulls leaving the recesses darker.



## STEP 40

Highlight to the skulls with **Pallid Wych Flesh**.



The Warlock is complete once it's based in your chosen scheme - I've gone for a wintry snow base to contrast the warm tones on the mini.

I hope you've found this tutorial helpful and you enjoy painting your Warlocks.

Thank you for your support!

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