



Cado Ezechiar armour PDF tutorial



Before we start painting the miniature, we locate the light reflections on the armour. By taking a picture of it under our desk lamp. As you can see in the photos, i have 3 angles of light on this model. 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 :

- Abaddon black
- Skrag brown
- Dark flesh (AK interactive)
- Ice yellow (Vallejo mc)
- Volcano yellow (AK interactive)
- Incubi darkness





We start by basecoating the armour with a 2:1 mix of skrag brown & abaddon black.



We now glaze in the frame of the light reflections, by adding a $\frac{1}{2}$ part of skrag brown & dark flesh to the basecoat mix – add 2-3 parts of water.



We now add add a $\frac{1}{2}$ part more of dark flesh to the previous mix & glaze towards the center of the light reflections & edge highlight the armour. We furthermore add a secondary light reflection on the lower/shaded parts of the armour, with a 2:1 mix of skrag brown & incubi darkness - add 2 parts of water.



We now add a $\frac{1}{2}$ part of ice yellow to the previous mix & glaze the center of the light reflections. We furthermore highlight all the battle damage areas in the armour, with the same mix. We furthermore add 1 full part of ice yellow to the previous mix & glaze the very middle of the light reflections & edge highlight the edges that catches the most light (see reference photo on page 3).



Optional: Add a more warm secondary light reflection to the armour.
We now make a 3:1 mix of skrag brown & volcano yellow & glaze towards the lowest part of the secondary light reflections with thin layers – add 3 parts of water.

Finally we take pure ice yellow, & once again glaze the very center of the main light reflections & the sharpest edges on the armour.

Done 😊 !