



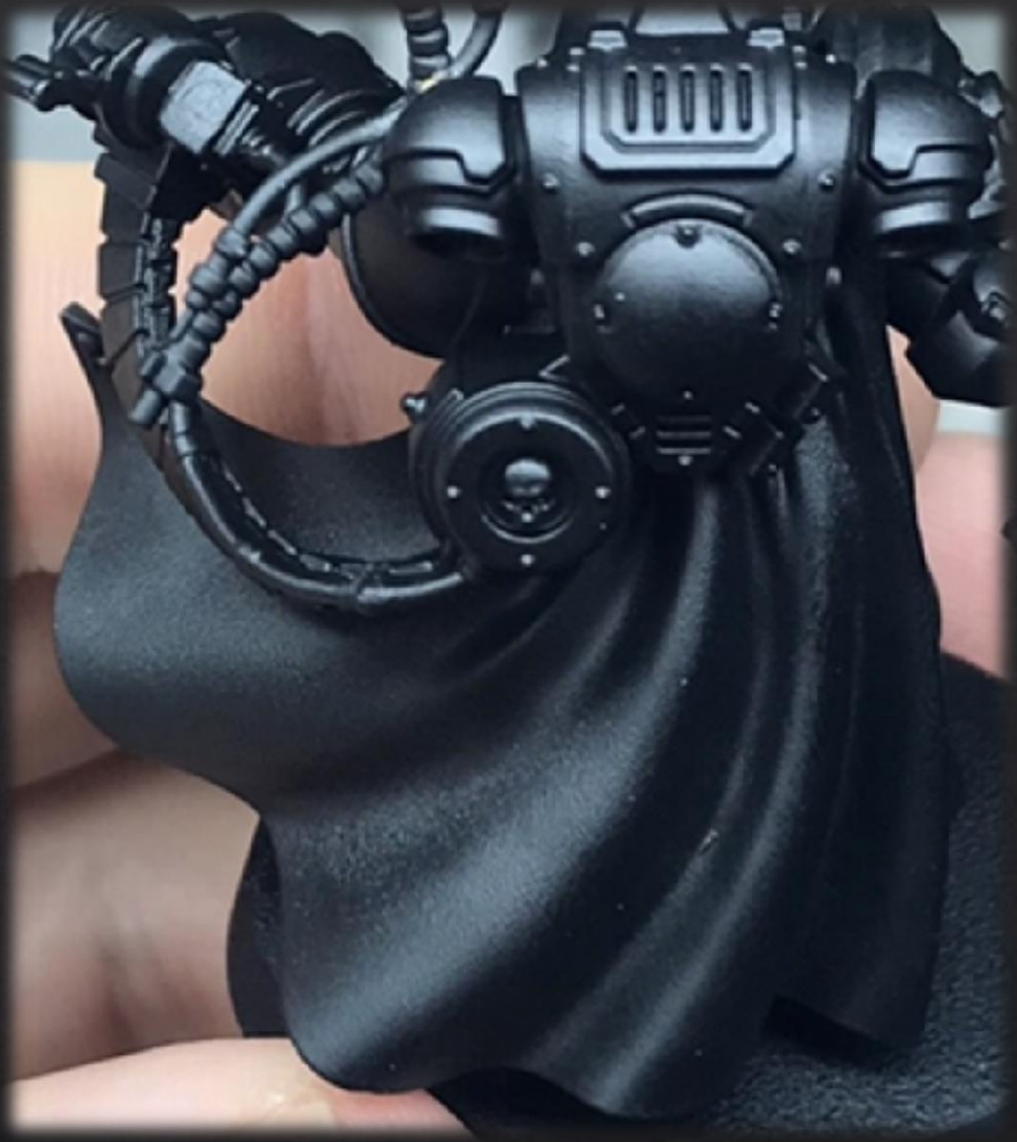
Flesh tearer
beige cape
Step-by-step

◆ Paints required:

Beige cape

- Zandri dust
- German camo. Black brown (Vallejo mc)
- Dark sand (Vallejo mc)





Before we start painting the miniature, we locate the light reflections on the cape, 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 post description.



We start by basecoating the cloak with a 2:1 mix of zandri dust & german camo. Black brown.



We now start by shading. We now add 1 part more of german camo. Black brown to the baecoat mix & glaze all the naturally shaded areas – this is where we look at our reference photo & see where all the shades areas are – add 2 parts of water. Remember that there is also light reflections in the recesses of the cloak.



We now add a $\frac{1}{2}$ part of dark sand to the basecoat mix & glaze the frame of the light reflections on the cloak – add 2-3 parts of water. We furthermore add small strachtes all over the cloak, by painting thin lines & dots with the same mix. Add 1-2 parts of water.



We now add another $\frac{1}{2}$ part of dark sand to the previous mix & glaze the center of the light reflections on the cloak.



We now add 1 full part of dark sand to the previous mix & glaze the very center of the light reflections. We furthermore add scratches with the same mix, but this time only around the light reflections. Done 😊 !