Hello! In this guide I’ll be presenting two different colour schemes for painting old statues. I’m using a pair of statue figures from Games Workshop’s “Ruins of Osgiliath” scenery set, but the colours and techniques could of course have quite a wide range of applications. Here you can see I’ve primed the statues in plain black:

For my first statue, I’m starting by providing a base colour of Blue Grey Pale darkened with a little Black, which I’ll later be lightening with some Ivory. (You could use any cool grey tone for this.)

I’m using a large flat brush to do this, and I’m happy to leave the deepest recesses black:
I’m now using pure Blue Grey Pale and applying the paint more like a heavy dry brush, beginning to build up the areas of highlight:

I’m now lightening things further with the addition of some Ivory:

You could just add white of course, but I like the contrast of the subtle warmth of the Ivory against the cooler grey tones:
I’m now going lighter still in a couple more stages, focusing the highlights more towards the top of the statue, and places like the edge of the plinth, and the raised edges of the robes - especially as they flare out slightly towards the bottom:

My last dry brush is pure Ivory:
As I imagine my statue to be situated outdoors, I’m now going to apply some weathering, using mostly a range of green tones to simulate the look of moss etc. You could try whatever green colours you like for this.

Other times I might apply the paint more thinly:

I’m now applying a shade to the entire figure, using a roughly equal mix of Nuln Oil and Lahmian Medium:

I will sometimes apply these using quite an opaque consistency, such as here with this Castellan Green:
I might also dot on some small, dark markings, made by mixing some Black into the Castellan Green:

You can see I’m freely mixing and playing with the tones to create a bit of variety:
This is Vallejo’s Lime Green:

..which I’m now mixing with some Flat Green:

I’ve also chosen to add some small touches of brown, using Orange Brown and Flat Brown:
We can of course mix the browns with the greens:

I'm also going to add some small dots and blemishes with some ivory:
Finally, I'm going to apply some neat Nuln Oil selectively to darken some of the main joins and recesses:

And here I'm adding a few final markings or highlights with the Ivory:

This completes our stone statue!

Let's now try one made of old copper...
I'm going to begin by applying a base tone of Vallejo's Foul Green, mixed with a little Black:

This can then be lightened up to pure Foul Green - once again creating some quick areas of highlight with some dry brushing:
I'm now lightening things further with the addition of some Ivory:
I’m now going to shade the statue using a 3:2:5 mix of Nuln Oil, Athonian Camoshade, and Lahmian Medium respectively:

Next, I’m going to begin the weathering with a mix of Black and Castellan Green:
As well as adding various specks and marks, we can also create some streaking:

Here I’m using some Buff to create some further variety:
This is also nice for creating streaks with:

And here I'm once again adding a few touches of brown:

And I'm now freely playing with the different elements until I'm happy with the overall look:
I’m now applying a neat Nuln Oil and Athonian Camoshade mix selectively into the main joins and recesses to push the contrast:

And here I’m adding a few final touches of weathering/highlights:
This completes our statues!

PAINT LIST

- Blue Grey Pale (VMC)
- Ivory (VMC)
- Black (VMC)
- Nuln Oil (GW)
- Castellan Green (GW)
- Flat Green (VMC)
- Lime Green (VMC)
- Orange Brown (VMC)
- Flat Brown (VMC)
- Foul Green (VGC)
- Athonian Camoshade (GW)
- Buff (VMC)