

SORASTRO'S The LORD OF THE RINGS

JOURNEYS IN MIDDLE-EARTH PAINTING GUIDE

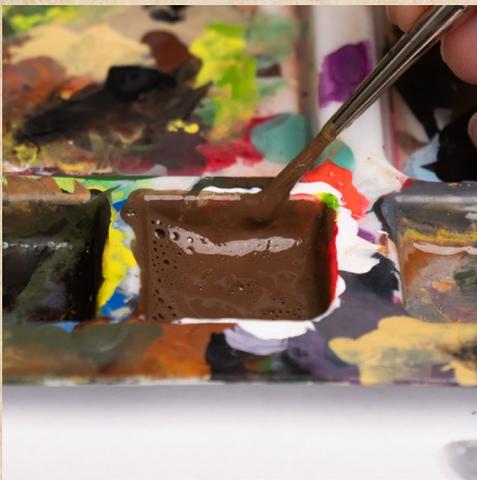
To support my work please visit: www.patreon.com/Sorastros

ELENA

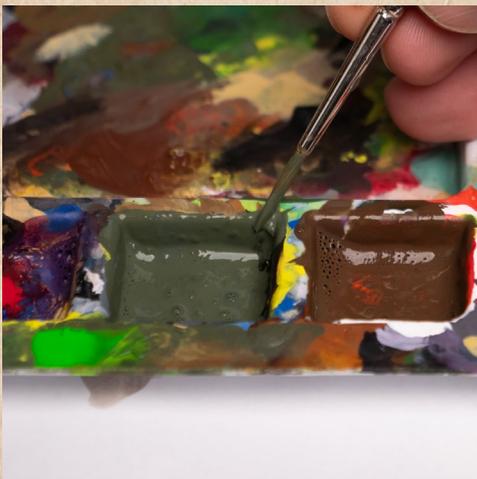
I've primed the miniature in black followed with some grey and white zenithal highlights applied from above:



I'm going to begin by painting the cloak using a 3:2 mix of Refractive Green (3) and Flat Brown (2):



I'm now using Refractive Green mixed with a little Flat Blue to paint the tunic and the boots:

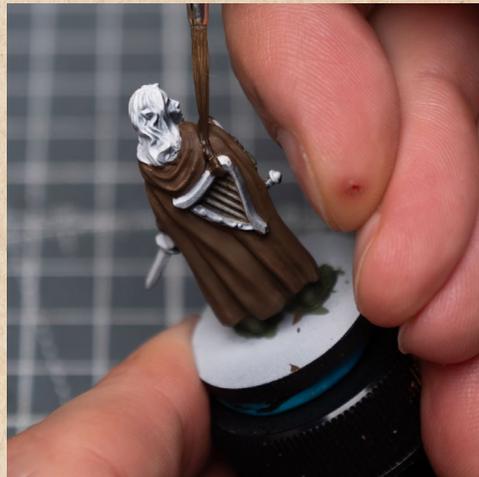


Next I'm going to create a dark brown using a mix of Flat Brown (3), Reflective Green (2), and Black (1):

And I'm using this for the leather wrists and torso:



I'm also using this for the harp strap:



For the weapon handles I've mixed a little Black and some Flat Brown into some Gold:



And for the trousers I settled on quite a muted tone by using Refractive Green mixed with purple:



For the dagger blade I've just mixed a little Black into some Silver for now:

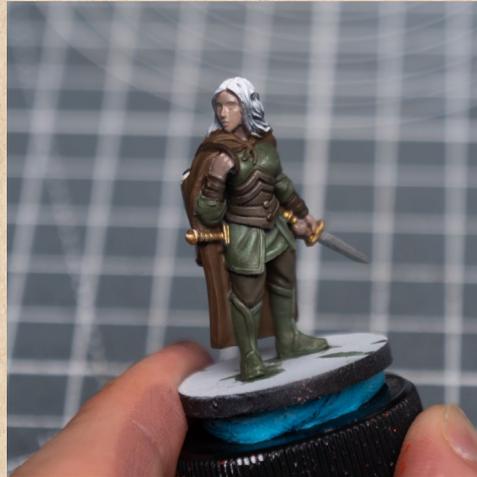


For the skin I decided to mix a skin tone using the primary colours (Flat Blue, Flat Red, and Lemon Yellow, along with some Black and some White) just for fun, but you could use whatever your usual go-to skin tone might be.

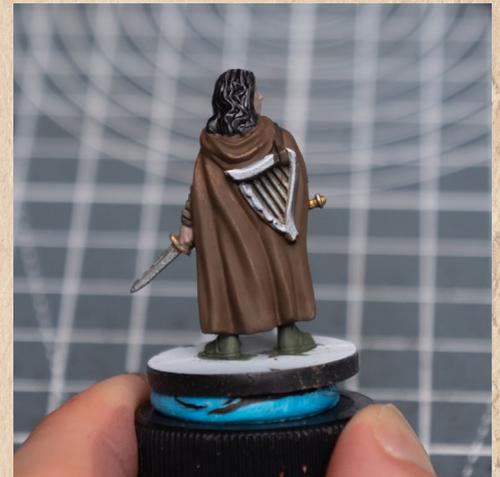
(The base tone I ended up with lies somewhere between Bugman's Glow and Cadian Fleshtone for Citadel users:)



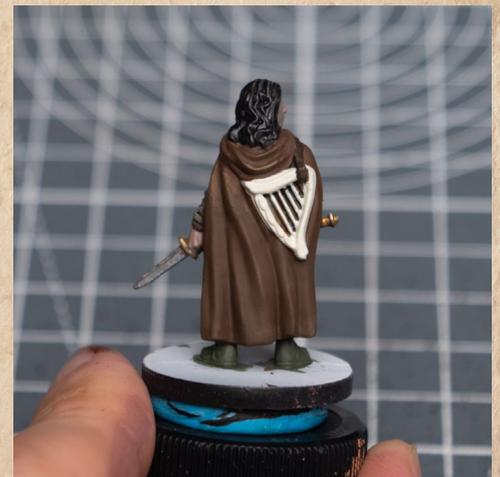
For the hair I'm using Black mixed with some Purple:



This is thinned just enough to allow some of the texture to show through:



I'm now painting the harp using white mixed with a little Lemon Yellow and Clear Orange to create quite a bright, cream colour:



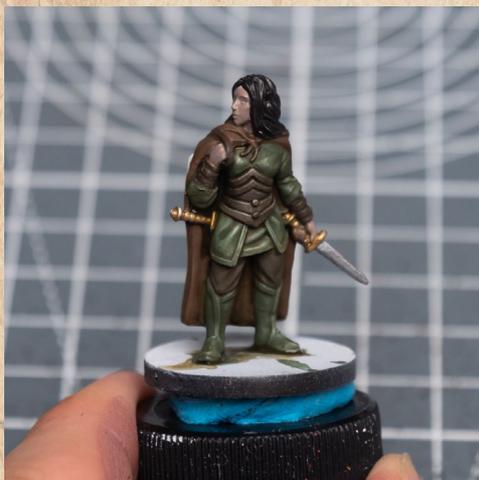
I'm now going to create a shade using a 3:1 mix of Athonian Camoshade (3), and Agrax Earthshade (1), thinned with some Lahmian Medium (2):



And I'm using this to shade all of the clothing and the weapon handles, but not the cloak:



Next I'm going to paint the eyes using an off white mix of White, Buff, and a hint of Black:



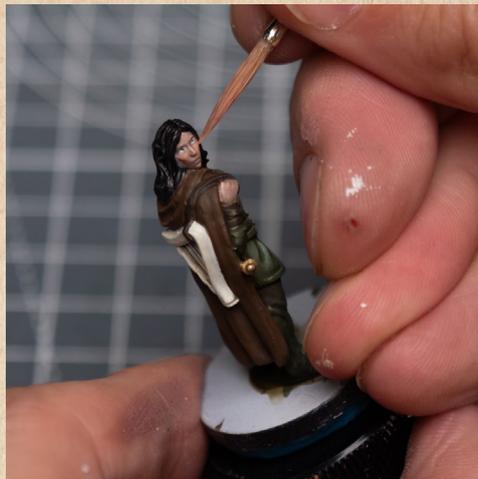
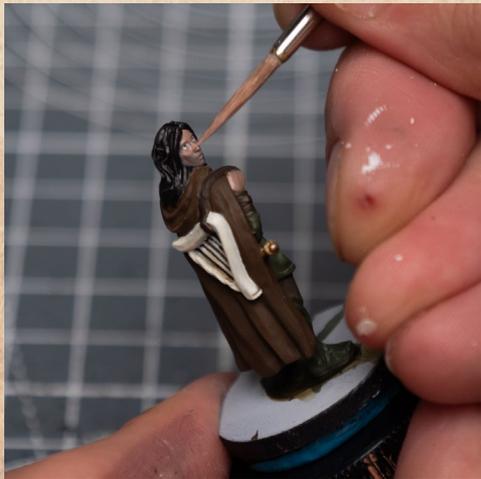
I've also dotted in some pupils and made corrections with the surrounding skin tone (although I think some further touching up will be needed!):



I'm now going to highlight the skin by lightening the base skin tone:



I'll skim over this for the purposes of this guide as I was pretty much improvising the colours using the same primary pool I used for the base tone, but there are quite a few videos you may refer to for ideas on highlighting skin (including the Legolas episode):



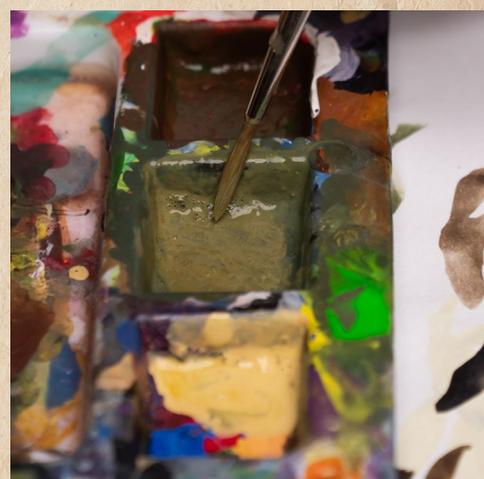
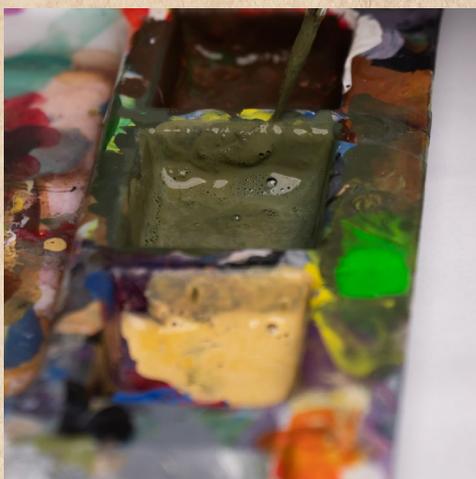
I'm now highlighting the hair as we did for Legolas by simply adding white to the Black and Purple base tone:



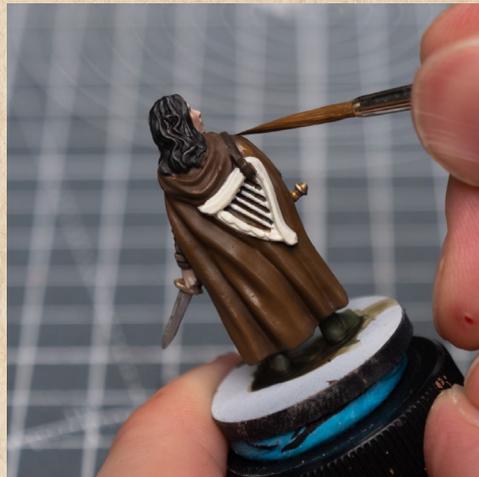
And I've chosen to tone this down with a mix of Agrax Earthshade (3), Nuln Oil (1), and Lahmian Medium (2):



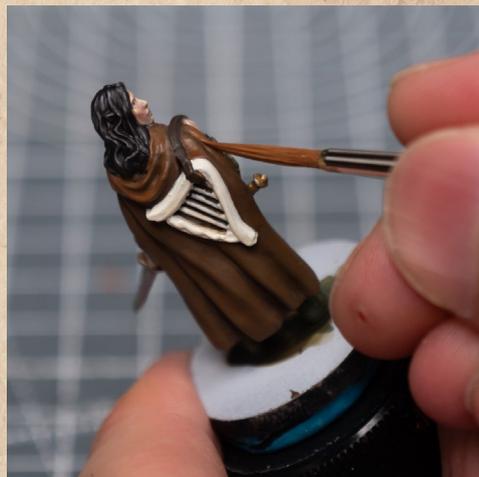
To highlight the green tunic and boots I'm adding some Buff and some Clear Orange to the original Refractive Green and Flat Blue base tone in a few stages:



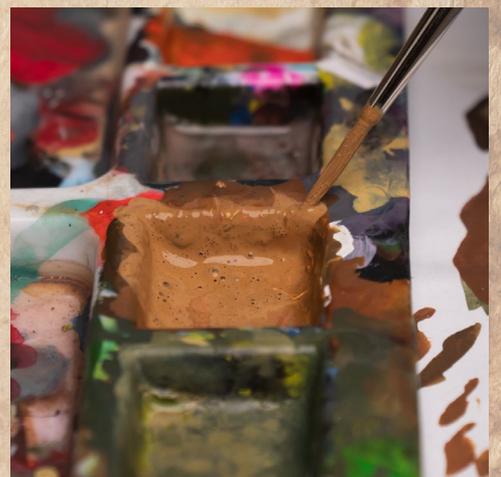
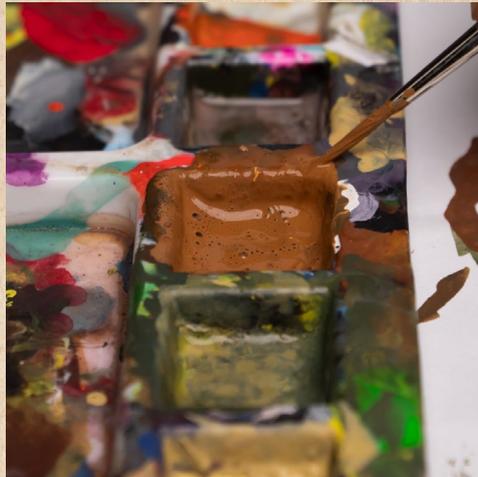
For the cloak, I'm also adding some Buff and some Clear Orange to the base tone:



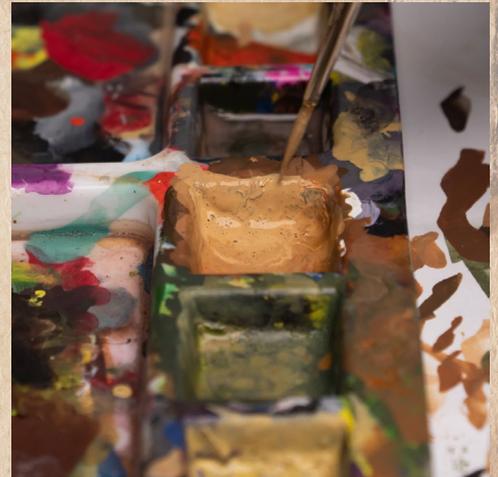
I'm also mixing in a little Flat Red to maintain a nice, rich tone:



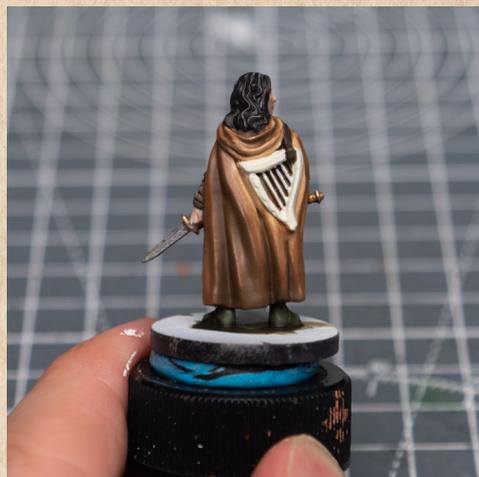
I'm gradually going lighter still:



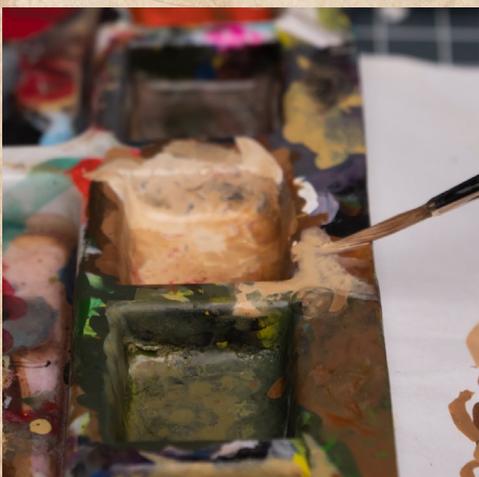
This is as light as we need to go if not applying Object Source Lighting from the harp:



This would be a fine place to call the cloak done if you want to keep things reasonably simple:



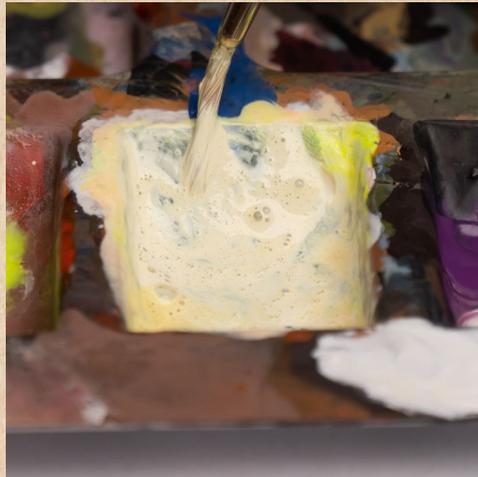
To create a the impression that the harp is acually glowing, I'm now mixing in some of the cream-tone from the harp, and firstly brightening the cloak in the gaps between the harp strings:



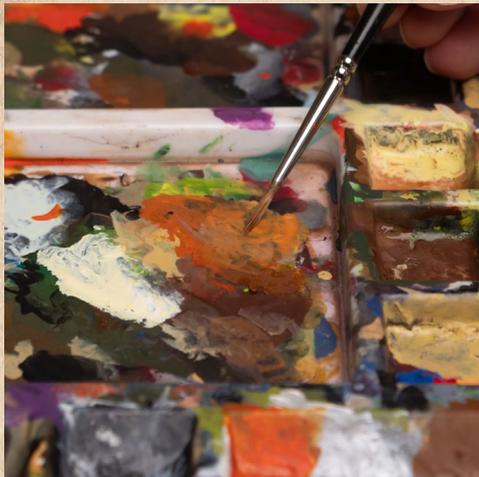
And I'm also boosting the saturation and brightness of the surrounding highlights on the cloak:



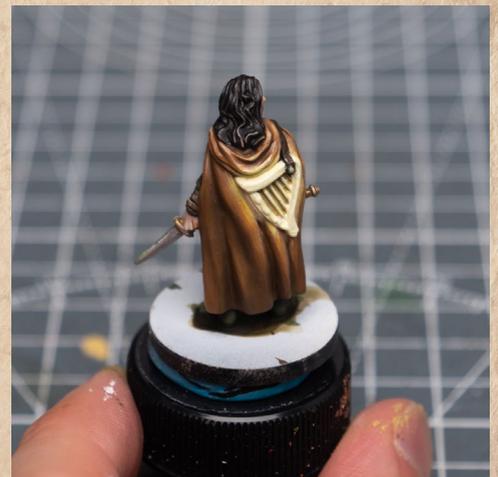
I've also chosen to brighten the harp slightly:



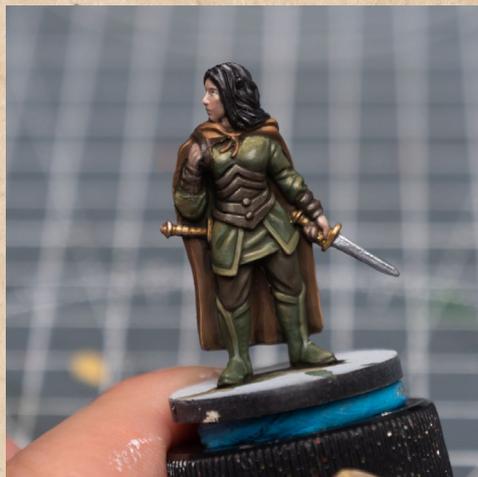
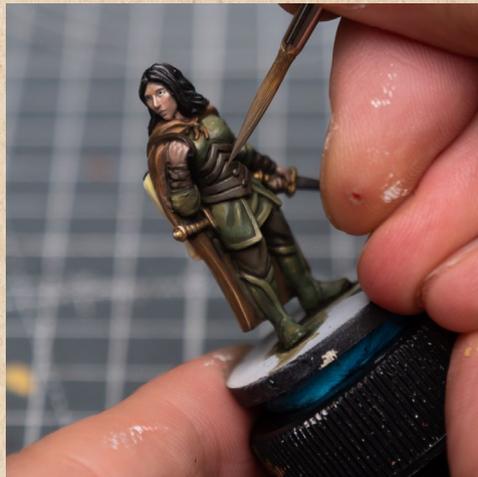
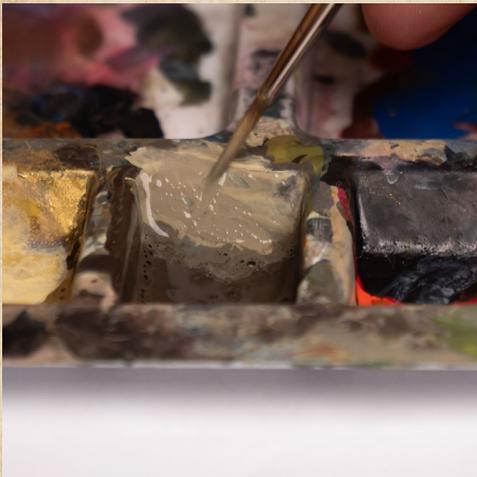
Here I'm using some quite thinned Clear Orange to blend the boarder of some of the highlights:



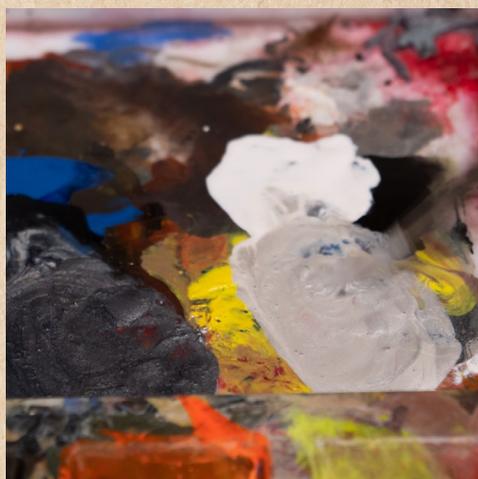
And I'm continuing to work the highlights until I'm happy with the overall look:



Next I'm going to highlight the dark leather by mixing some Buff into the original base tone:



For the dagger I'm going to create a Black and Silver mix, and a White and Silver mix on the palette:



I'm then using these to create a simple gradient along the flat of the blade:



This can be done with some wet-blending, or a quick bit of layering:



And I'm placing a bright highlight along the edge with the edge of the brush tip:



Next I'm providing a few highlights to the trousers by mixing some Buff into the Refractive Green and Purple base tone:



I'm now basing Elena exactly as described in the videos (see Legolas for example):



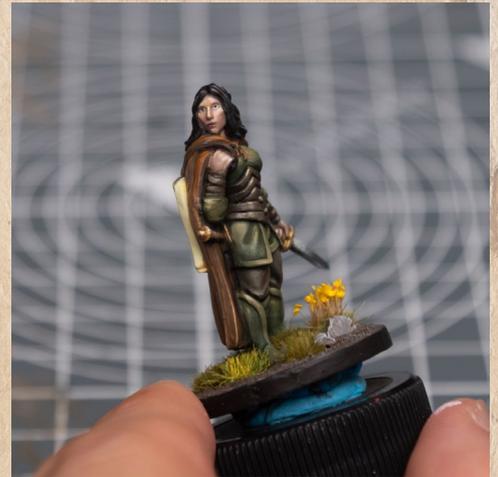
This isn't essential, but I've chosen to thin some Coelia Greenshade and brush it into the mid-tones and shadows of the green tunic just to add some tonal interest:



And here I'm using some Buff to give a final boost to the highlights on the torso:



And I'm now adding some colour to the lips with a mix of Red, Purple, Black, and White:



And finally, I've also painted the ears which I previously missed. And this completes Elena!



PAINT LIST

(All paints are from the Vallejo Model Color “Basic Colors” set)

Refractive Green

Flat Brown

Flat Blue

Black

White

Clear Orange

Gold

Purple

Silver

Flat Red

Lemon Yellow

Buff

Shades (by Games Workshop):

Athonian Camoshade

Agrax Earthshade

Nuln Oil

Coelia Greenshade

+ Lahmian Medium