

SORASTRO'S The LORD OF THE RINGS

JOURNEYS IN MIDDLE-EARTH PAINTING GUIDE

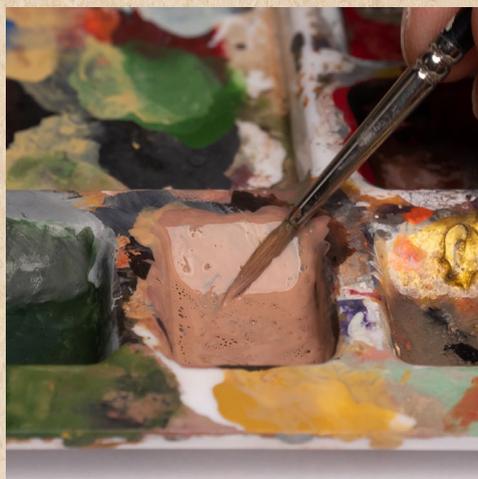
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BERAVOR

As usual 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 skin using Flat Flesh, mixed with a little Flat Brown and Flat Red as shown in the Aragorn video:



Next I'm painting the blouse using a roughly equal mix of Ivory and Buff, mixed with just a little Black:



I'm now using Flat Brown for the trousers:



And here I'm mixing in some Black, and using this for the boots:



I'm also using this for the belt and the bracers:



As usual, I like to make corrections whilst I work:



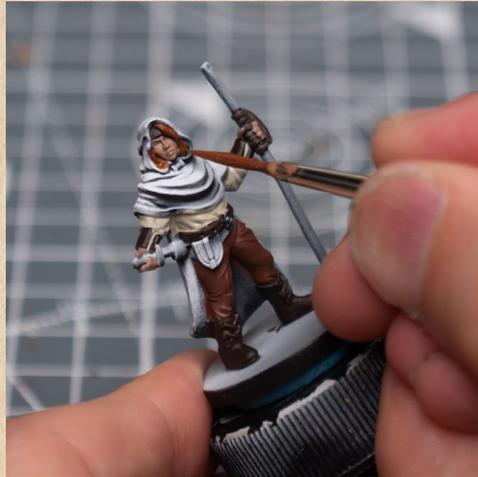
I'm now using this a little more thinned for the strap on the staff:



And here I'm also painting the headband:



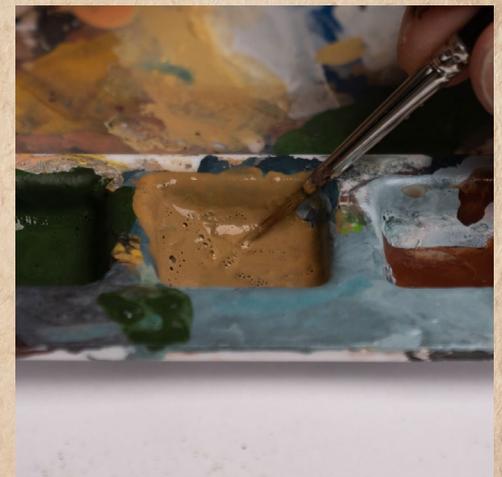
For the hair I'm using Flat Brown mixed with a little Clear Orange:



And for the cloak I'm using Flat Green mixed with a little Black and a little Clear Orange:



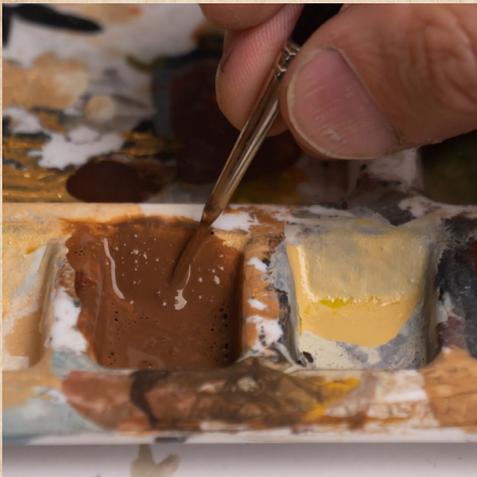
For the tan-coloured satchel I'm using Yellow Ochre mixed with a hint of Flat Brown and Black:



I've also used this for the straps on the bracers:



For the staff you could mix whatever mid-tone brown you like. My brown ended up being a mix of Flat Brown, Clear Orange, Yellow Ochre, and some Black:



In the character art I really like the small splash of red we can see on the waistcoat which is missing from the sculpt, I've therefore chosen to use a mix of Flat Red with a hint of Flat Blue and Black for the handle of the sword instead:



And here I'm mixing some Red with Flat Brown for the scabbard:



I'm now painting the sword itself with some Silver mixed with a little Dark Sea Blue and some Black:

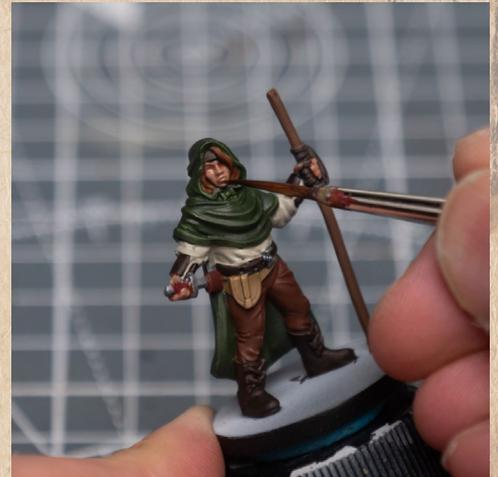


I'm also using this for the belt buckle:

We're now ready to add some Shade!



I'm going to start by shading the skin using some Reikland Fleshshade thinned with a roughly equal amount of Lahmian Medium:



Next I'm mixing an equal amount of Nuln Oil and Agrax Earthshade, once again thinned with Lahmian Medium:



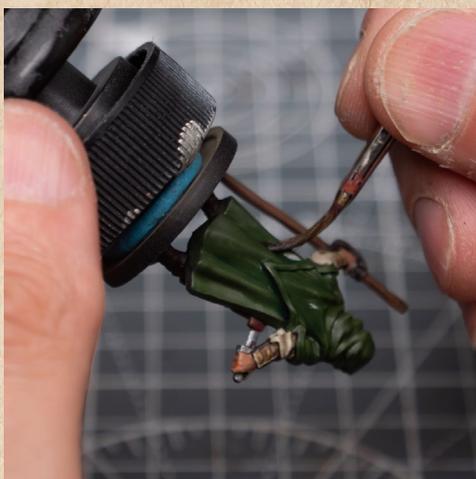
I'm using this to shade all of the clothes and the staff except for the cloak:



We can also shade the hair with this:



Finally I've chosen to apply some Coelia Greenshade to the cloak (thinned once again with some medium), focusing on the shadowed areas and recesses; I like the blue-ish tint this provides:



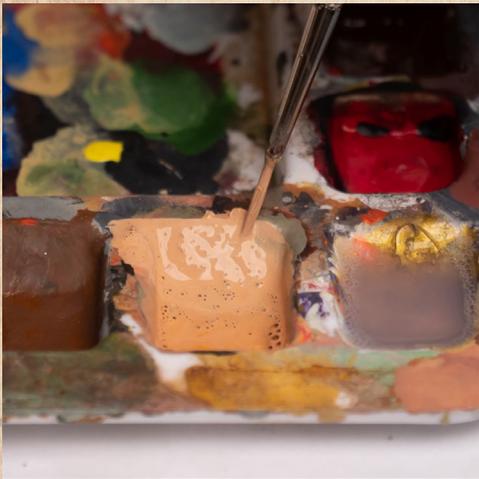
Once dry Beravor is already looking table ready, so you should feel free to add as many or as few highlights etc as you wish!



I'm now using some Ivory to dot in the whites of the eyes, but I didn't feel the need to add pupils:

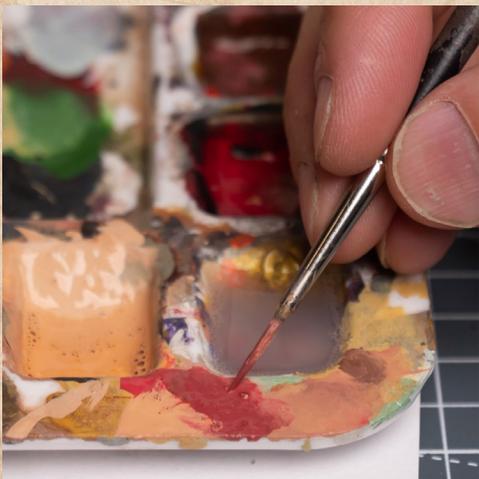
Next I'm highlighting the skin just as I did with the previous heroes, by adding white to the original base tone:



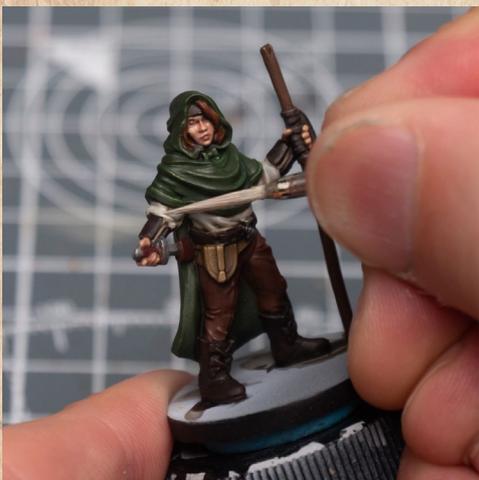
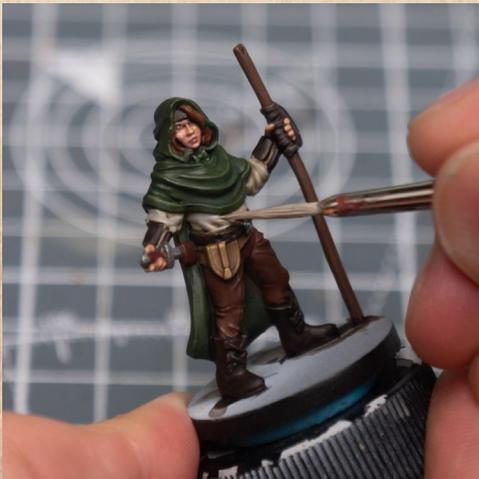


Here I'm adding some additional Flat Red and Brown to create a deeper, reddish tone for the lips:

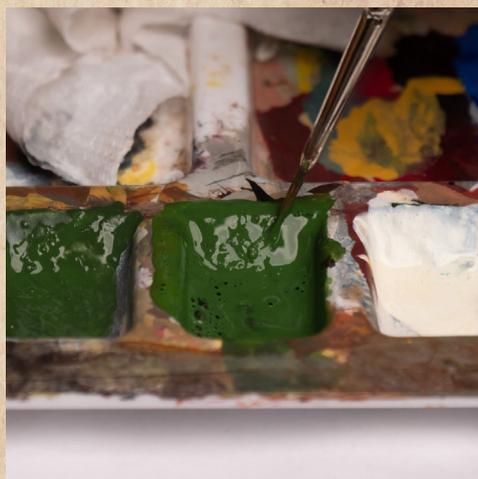
Next I'm returning to the blouse base tone to begin highlighting the top:



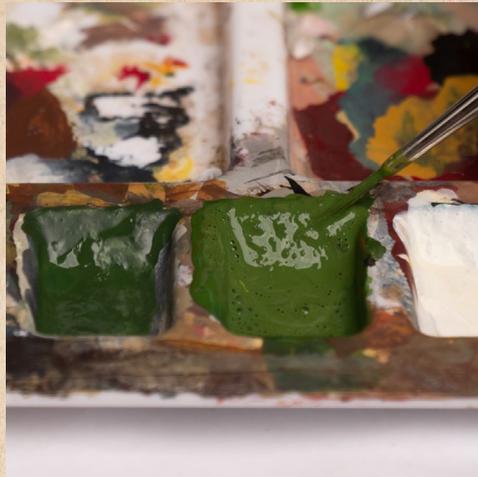
I'm now lightening this with the addition of some Ivory in a couple of stages, reaching nearly pure Ivory for the brightest highlights:



To highlight the cloak I'm returning to the base tone but with slightly more of the Flat Green than used previously:



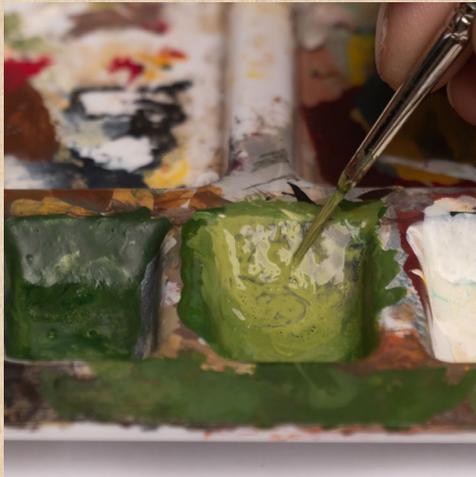
I'm now lightening things up with the addition of some Yellow Ochre, and a little Clear Orange:



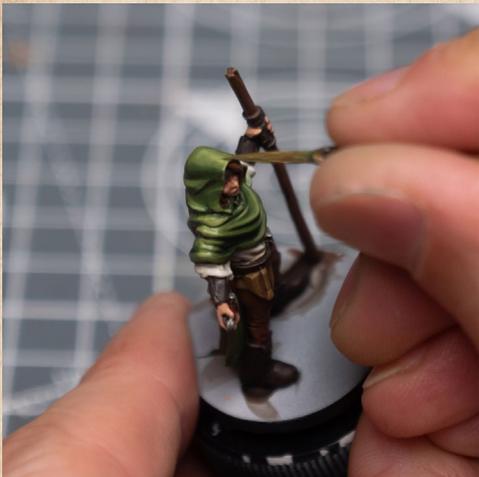
Along with the yellow and orange I'm also now adding a little White to lighten things further but also to help control the saturation:



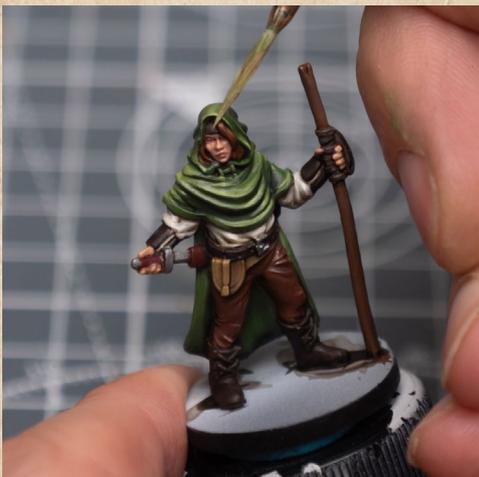
I'm continuing to push things brighter still:



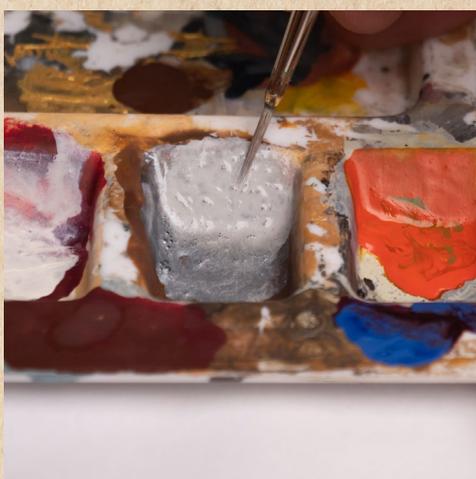
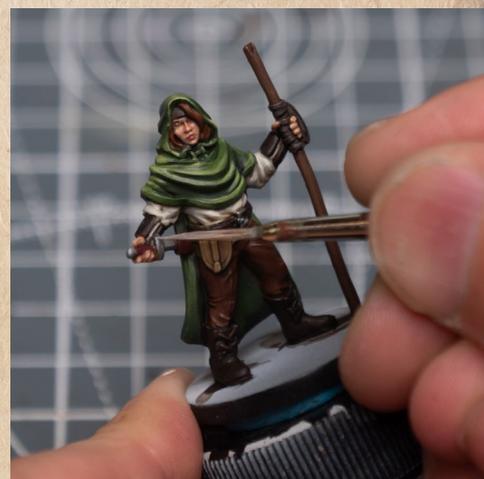
This is my brightest highlight tone:



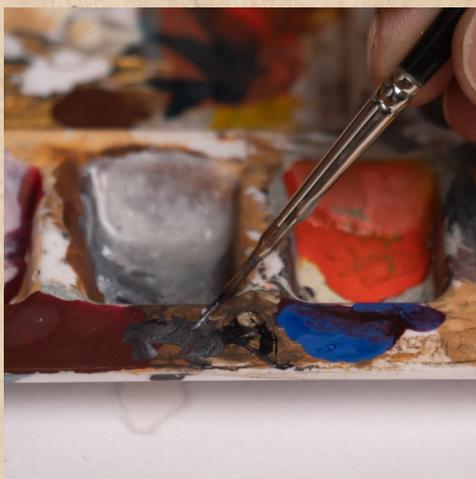
You can see I've also accented the trim somewhat:



Next I'm going to add a simple highlight to the sword by mixing some Ivory into the original base tone:



And here I'm adding some Black to darken the lower edge of the blade:



I'm now adding a gentle highlight to the trousers by mixing a little Buff into some Flat Brown:



Here I'm going just a touch lighter with some more Buff, along with a little Clear Orange:



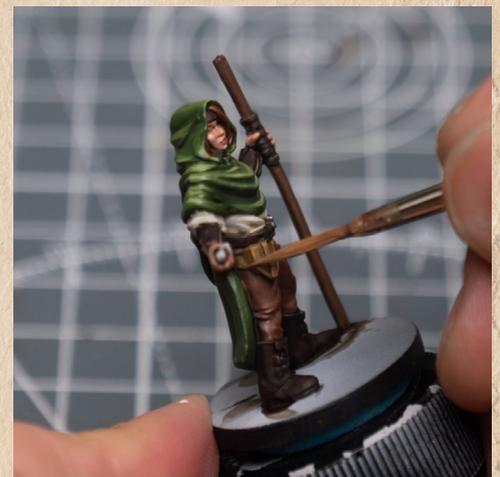
I'm now adding a little Flat Blue to some Flat Red, and using this to give a small highlight to the sword handle:



And here I'm using some Red with a little Flat Brown to highlight the scabbard:



I'm now adding a few highlights to the satchel with the Yellow Ochre, Flat Brown, and Black base tone:

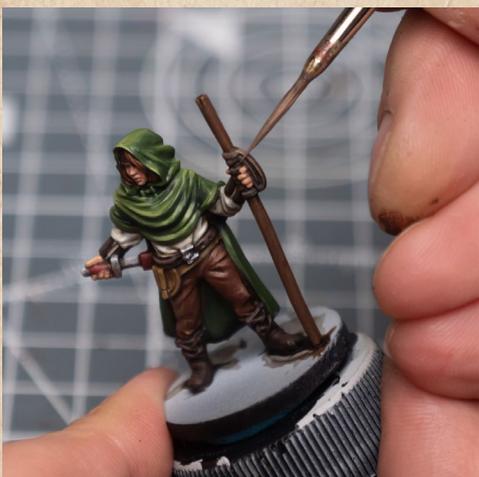
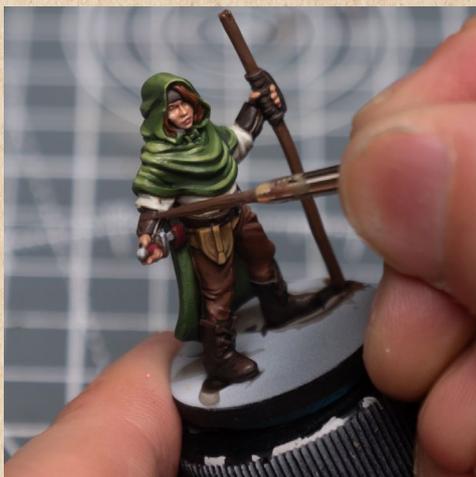
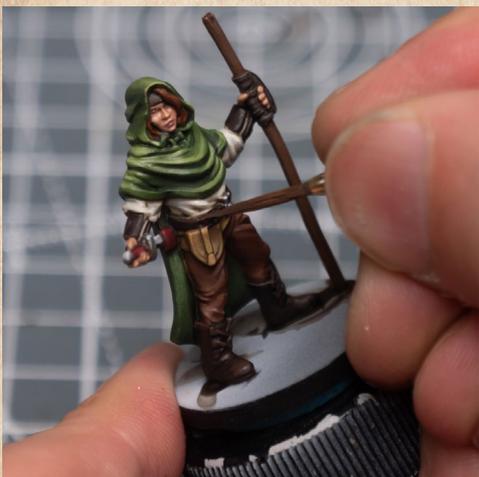


Here I'm pausing to highlight the belt buckle with the sword highlight tone:

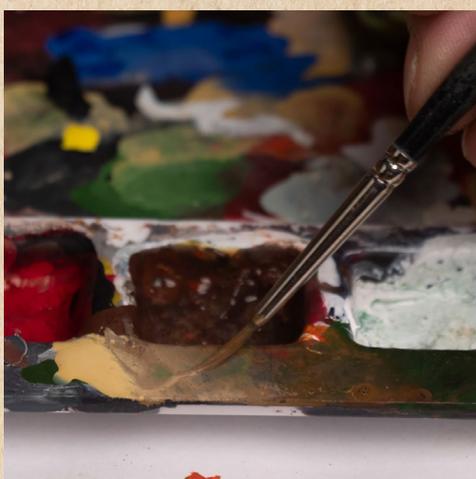
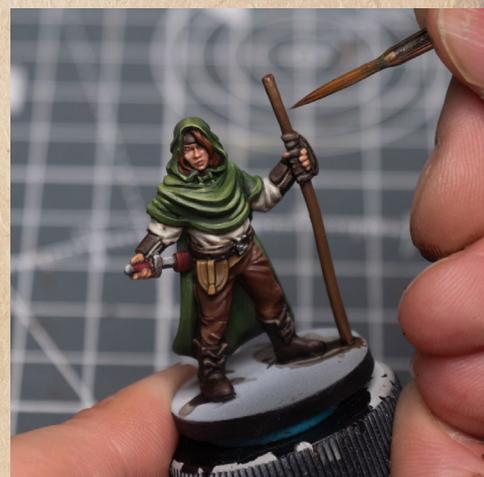
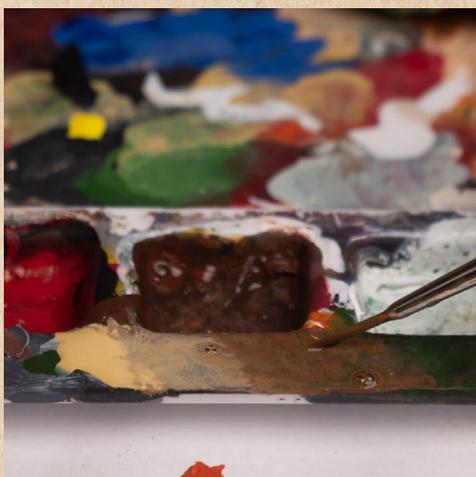
And I'm now adding some final highlight to the satchel, with some additional Yellow Ochre mixed in:



For the very dark brown leather, I'm adding some Buff to the Flat Brown and Black base tone in a couple of stages:



I'm now going to add some highlights to the staff using Buff, Flat Brown, and Yellow Ochre:



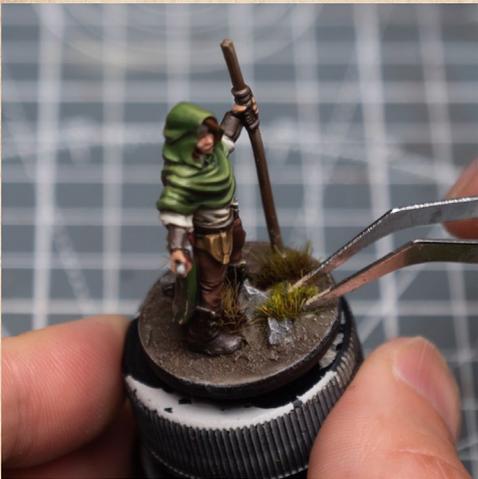
I'm now using the same tones to build up some muddy weathering on the cloak etc:



Finally, I'm adding some scenic elements to the base, exactly as described in the videos:



And this completes Beravor!



PAINT LIST

(All paints are by Vallejo Model Color)

Ivory
Flat Brown
Flat Blue
Black
White
Yellow Ochre
Flat Green
Flat Flesh
Flat Red
Dark Sea Blue
Silver
Flat Red
Buff
Clear Orange

Shades (by Games Workshop):

Agrax Earthshade
Nuln Oil
Reikland Fleshshade
Coelia Greenshade
+ Lahmian Medium

