

SORASTRO'S

The LORD OF THE RINGS

JOURNEYS IN MIDDLE-EARTH

PAINTING GUIDE

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ATARIN

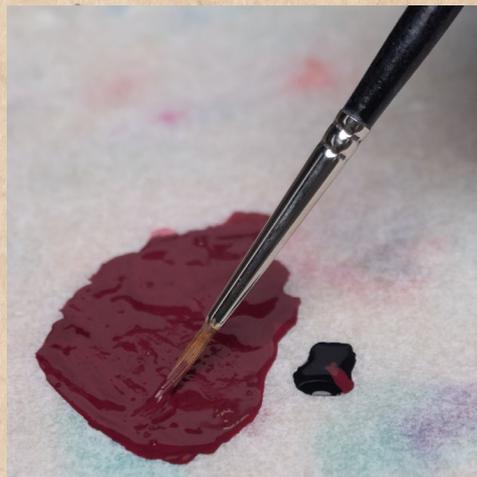
As usual I've primed the miniature in black followed with some grey and white zenithal highlights applied from above:



Given that there's no character art or visual description of Atarin in the game, I based my colour choices on the idea of him being a Black Numenorean - so went with some dark metallics, and a red cloak to create the impression of rank. I've also chosen to have a play with some simple and fun lighting effects to add some drama to the figure.



I'm going to begin by painting the cloak using Scalecolor's Deep Red, darkened with a little Black (you could use something like Mephiston Red mixed with Black instead if you like):

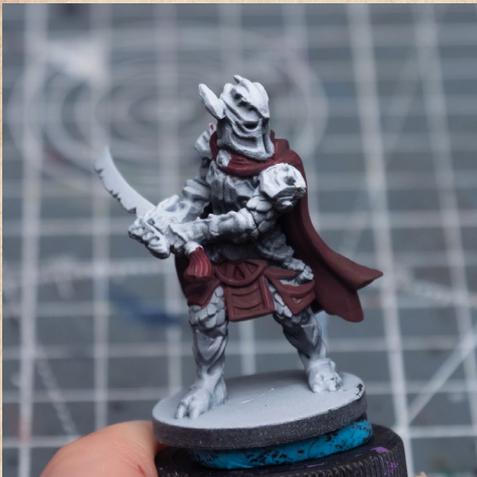


I've also chosen to use this for some of the other non-metallic parts of the outfit...



...including the tassel on the handle of the sword:

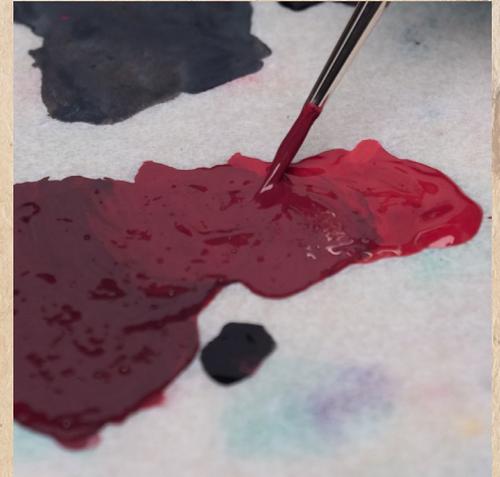
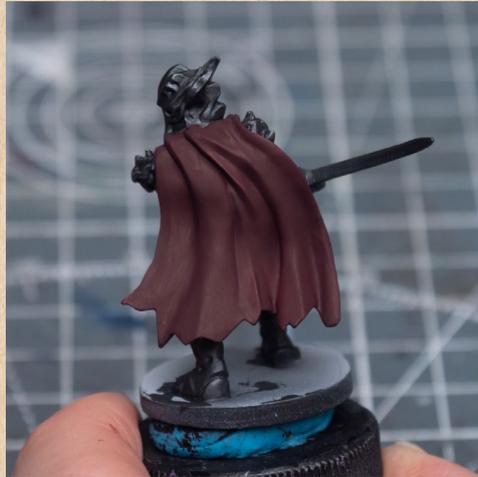
For the rest of the figure I'm providing a semi-metallic base coat using Scalecolor's Black Metal mixed with Black in a roughly 2:1 ratio. (You could equally use something like Leadbelcher mixed with Black instead if you like):



Thinning with a little flow enhancer really helps get fast coverage in all the recesses:

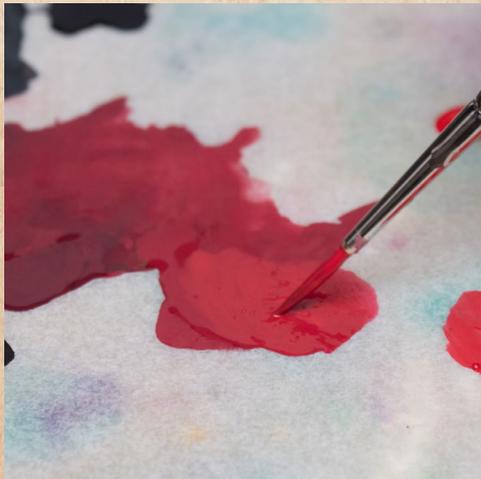


Here's how he looks once dry:



I'm now going to begin adding Blood Red to lighten things further:





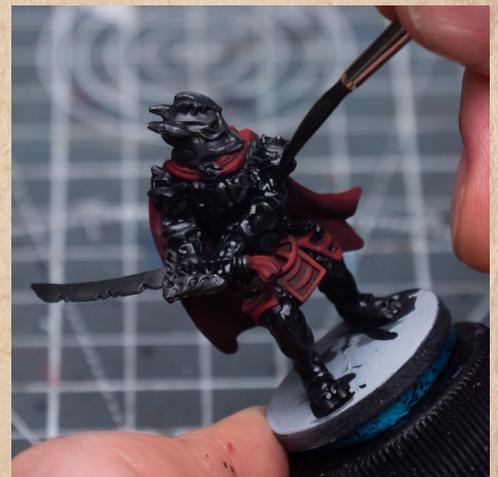
This is now pure Blood Red:



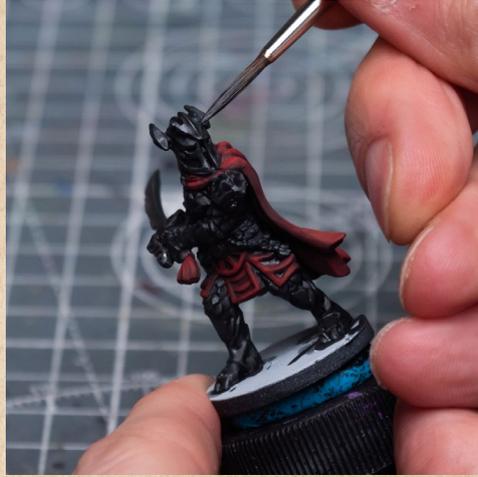
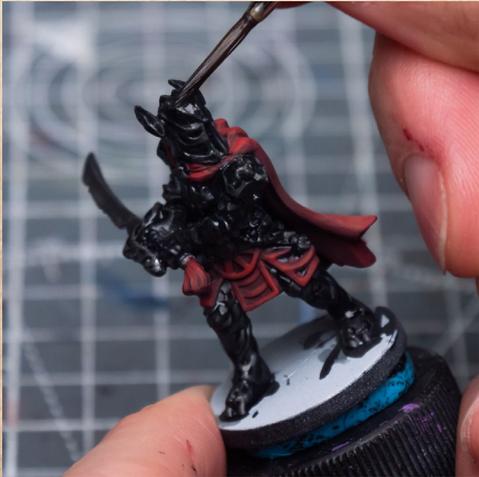
This Scalecolor range lends itself well to building up highlights in multiple layers, and I find is quite easy to produce soft transitions with:



Before highlighting the armour I've chosen to really darken down the recesses with some Black Templar, which I'm thinning with an equal amount of the Contrast Medium:

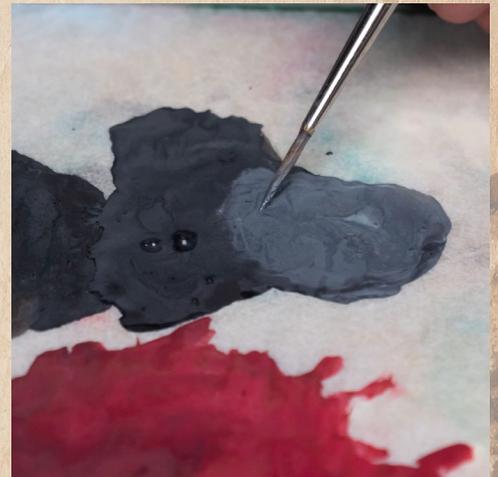


Once dry, I'm beginning the highlights with a quick re-application of the base tone for the main, raised areas:

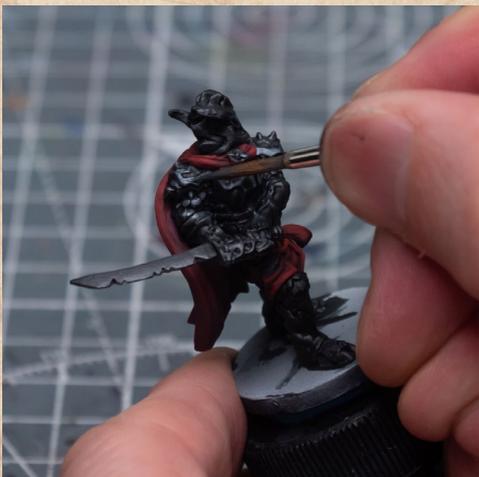


For the highlights I'm going to use Scalecolor's Heavy Metal mixed with some Blue Green and some White (if you can't get the Heavy Metal, you could equally use something like Stormhost Silver):

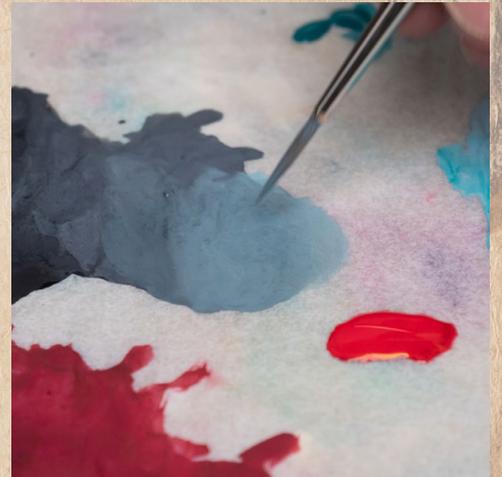
I'm then going to add this to the base tone in a few stages:



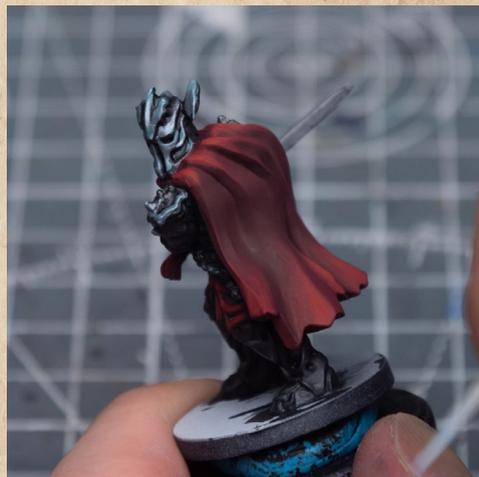
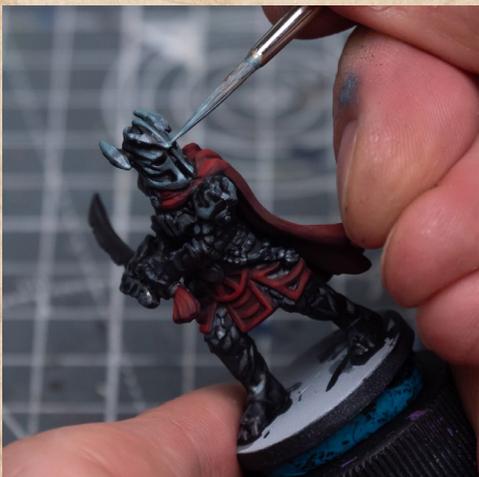
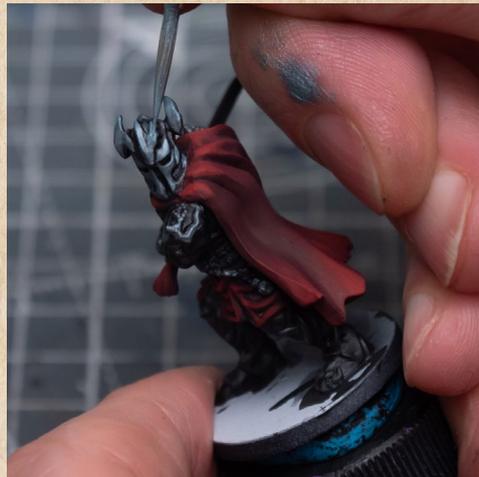
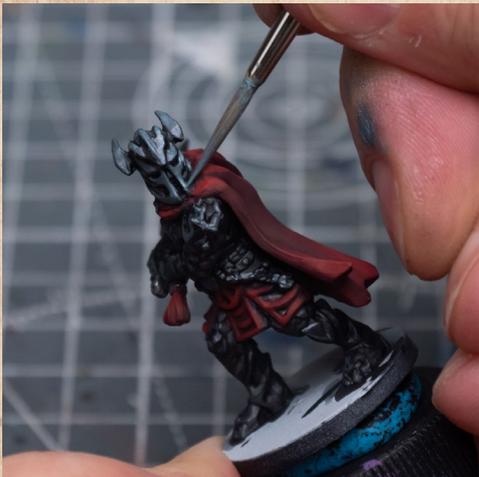
I'm now building up the highlights on the armour pretty quickly, hitting all of the prominent raised details as I go:



To help compliment the reds, I've also chosen to mix in some of Scalecolor's Arphen Jade (you could use any teal-ish green tone for this):



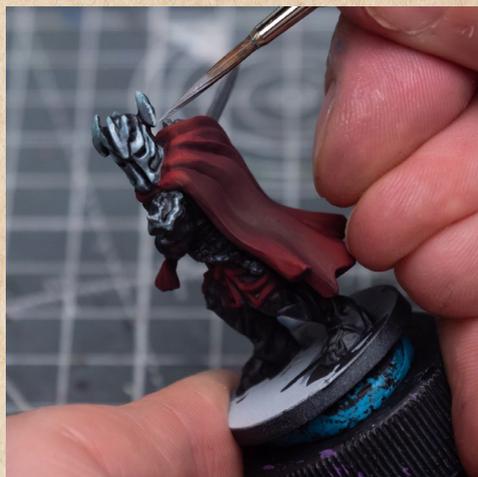
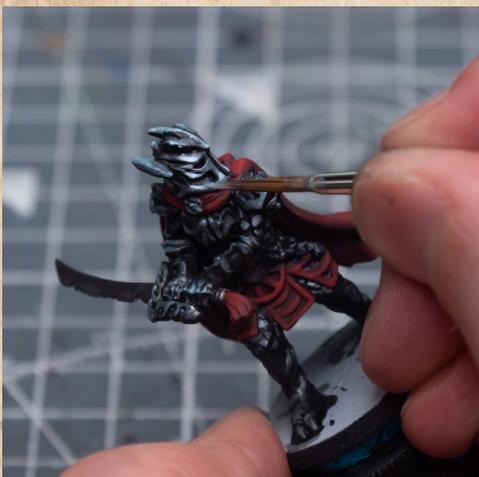
I'll be focusing my brighter highlights on the helmet:



For my brightest highlights I'm adding a mix of Heavy Metal and Ivory:



For the scale-like textures on the arms and legs I'm painting some of the individual pieces using different tones from the gradient:

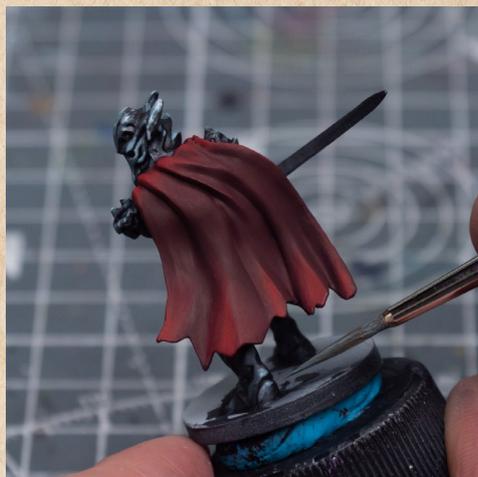
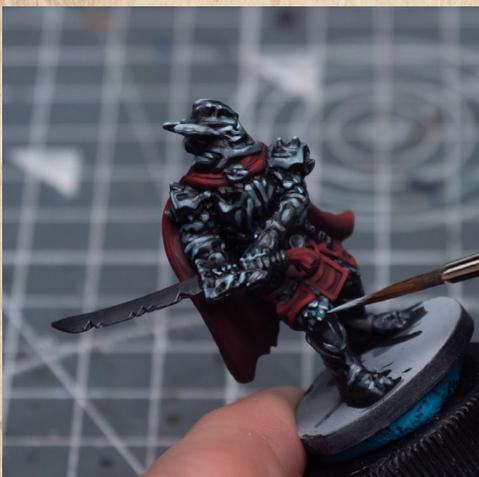


I'm also going to create a gradient on the central buckle:



I'm now adding white for my brightest highlights:

Notice that I'm not bothered about adding any further colour variation of the different parts (sword handle for example) as the orange object source lighting I'll be adding in a moment will provide all of the colour interest we need...



I'm now going to draw some runes onto the blade of the sword, firstly with a pale grey:



And now some pure white, but it's OK if some parts remain grey:

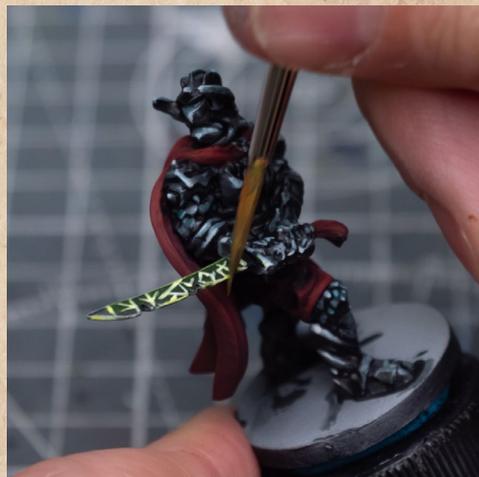


I'm also hitting the edges of the blade:



I'm now using the Yellow and Orange fluorescent paints from Vallejo to add some colour on top:

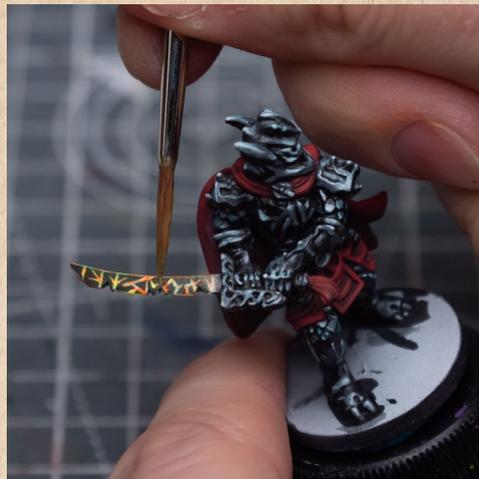
I'm starting with quite a thin orangey yellow:



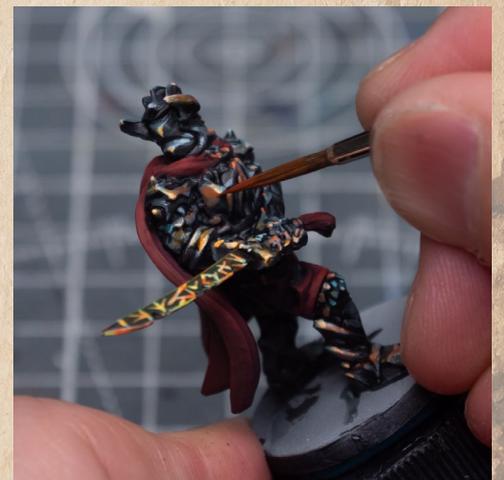
And I'm now going over it again with a more orangey tone, but leaving some patches of the yellow:



I'm now going to add a few more extreme highlights to some of the nearby armour:



And we can now use the firey tones on top to colour the glints and reflections on the armour:



Here you can once again see me dabbing on small touches of virtually pure white - even in the shadowed areas:

And then hitting it with the orange:



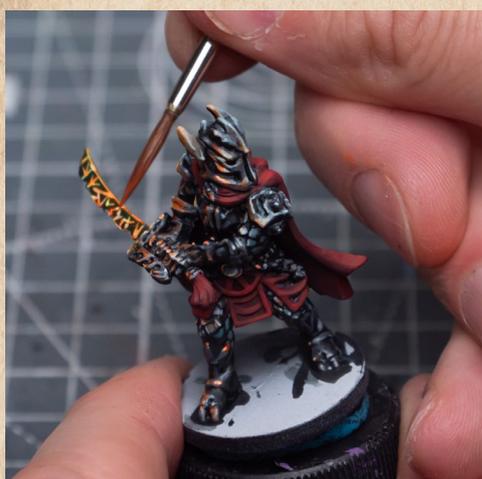
You can see I've had some fun with this, and I don't mind hitting areas that might not strictly be reached by the light from the sword:



And here I'm just adding some additional "hot spots" to the sword:



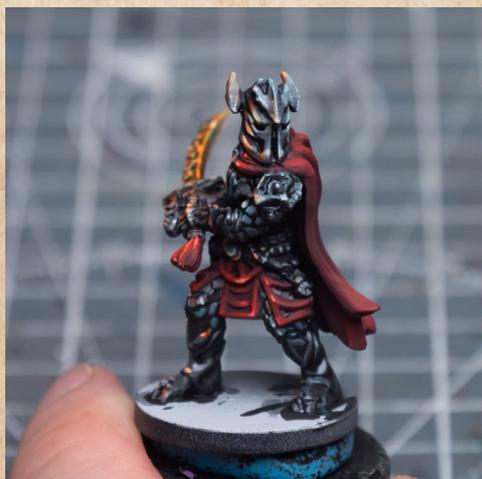
And we can also add the fluorescent orange to the cloak highlight tone to add some Object Source Lighting there too:



To achieve some more extreme highlights on the red we can also use a little white...



Then go over it with the red/orange highlight tone:



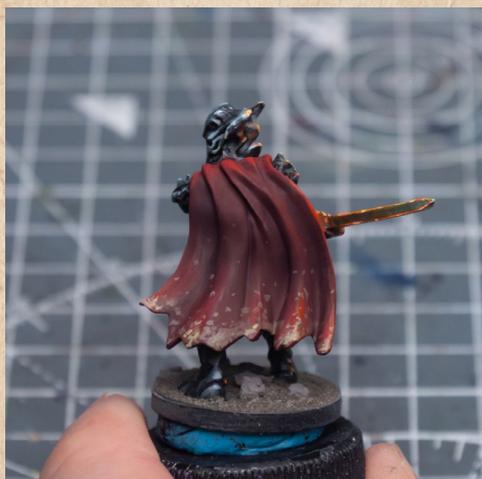
I've now provided some texture for the base as described in the video series:



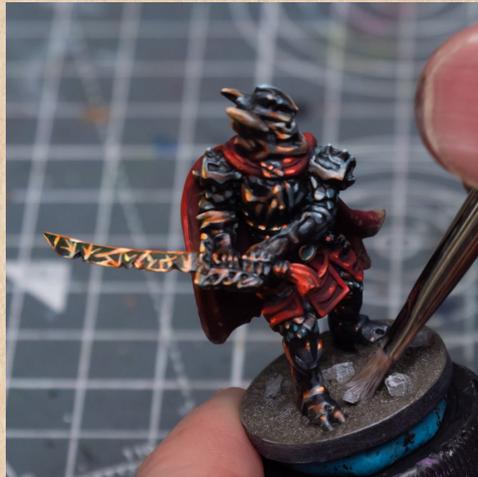
And while that dries, I'm going to provide some muddy weathering to the cloak by freely mixing some Flat Brown, Buff, and Refractive Green:



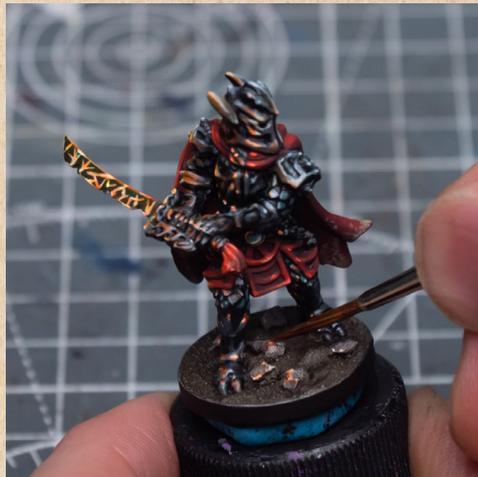
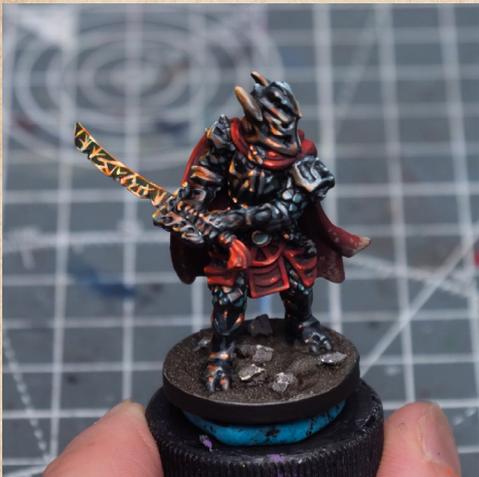
I might also glaze some of the orange over the mud where the OSL is hitting the cloak:



I'm now providing a pale-grey dry brush to the base, followed with some Agrax Earthshade:



And I've also chosen to add some spots of orange to the rocks too:



I'm now adding some grass tufts (and Gamers Grass now make "Tiny Tufts" which are great!):

And I'm finishing him off with a few final touches of weathering:





PAINT LIST

Black (VMC)
Black Metal (SC)
Deep Red (SC)
Blood Red (SC)
Black Templar (GW)
Contrast Medium (GW)
Heavy Metal (SC)
Blue Green (VMC)
Arphen Jade (SC)
Ivory (VMC)
Titanium White (S)
Fluorescent Yellow (VMC)
Fluorescent Orange (VMC)
Flat Brown (VMC)
Buff (VMC)
Refractive Green (VMC)

S = Schmincke, GW = Games Workshop, SC = Scalecolor, VMC = Vallejo Model Color



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