Hello! In this PDF painting guide I’ll be painting Groot from Atomic Mass Games’ Marvel: Crisis Protocol Miniatures Game:

As usual I’ve primed the figure in black, followed with some grey and white zenithal highlights applied from above (please refer to Episode 1 of the video series on YouTube for more details on how I do this):

I’m going to paint Groot using the following Contrast Colours: Wyldwood, Aggaros Dunes, and Plaguebearer Flesh.
I'm using Aggaros Dunes as the main tone for Groot, and placing Wyldwood in the more shadowed areas, and using Plaguebearer Flesh for the brighter areas. The tones can then be freely mixed and wet blended on the mini.

The use of the different Contrast Colours over some zenithal highlights gives us a good range of contrast and sense of volume, along with some subtle tonal variation.
I’m now mixing some Khaki and German Yellow, and I’m using this to add some highlights to the face area which is currently just a little dark.

Here I’m also adding some of Vallejo’s Lime Green:

I’m also hitting the tips of the fingers with this:

I’m now adding some Ivory to produce my brightest highlights for the face:
I’m also using pure Ivory to articulate the teeth as well as the eyes:

I’m now painting the glowing elements on the chest and head firstly using pure White:

I’m then thinning some Fluorescent Red (which is really orange) and brushing it over the top:

I’m also now brightening up the area immediately surrounding each element to create a small area of “glow”: 
You can see that I’ve also hit the surrounding area of each element with this:

A bit more contrast can be achieved if you re-apply a dab of White, followed by another layer of the Fluorescent Red:

I’m now painting the base as described in the video series, using Stonewall Grey and some Nuln Oil:
It’s a subtle touch, but whilst the Shade dries, I’ve chosen to brush some thinned Drakenhof Nightshade into the shadows on Groot, to balance out the orange:

I’m now sprinkling on some Urban Scatter by Javis:

And as usual I’m painting the rim of the base in Black:
I’m now going to add some patches of foliage or moss, firstly using Woodland Scenics’ Blended Turf.

So I’m brushing on some patches of thinned PVA glue...

And sprinkling the turf on top:

I’m also adding a light sprinkling of these “mid green” leaves by Noch:

Just to add a little further variety, I’m also adding some lighter turf. This happens to be the Light Green Fine Turf by Javis:
I’ve now chosen to brighten the eyes with a dab of pure White:

And for the glowing elements I’m also adding a final dab of White...

Followed with a thin layer of Fluorescent Yellow mixed with a little of the Red:

And a final application of the Fluorescent Red around the edges to increase the saturation:

And this completes Groot!
This process can be taken as far as you like; I've added another layer of Seraphim Sepia followed with some final scratch-es:

Here I'm lightening the Balor Brown with a little White to really push the contrast:

We can then shade over the area with some Seraphim Sepia to help create a multi-layered richness:

Once dry we can continue applying the scratches, and for the brighter spots I'm using Balor Brown:
This process can be taken as far as you like; I’ve added another layer of Seraphim Sepia followed with some final scratches:

Here I’m lightening the Balor Brown with a little White to really push the contrast:

We can then shade over the area with some Seraphim Sepia to help create a multi-layered richness:

Once dry we can continue applying the scratches, and for the brighter spots I’m using Balor Brown:

PAINT LIST:

Contrast Wyldwood (GW)
Contrast Aggaros Dunes (GW)
Plaguebearer Flesh (GW)
Khaki (VMC)
German Yellow (VMC)
Lime Green (VMC)
Ivory (VMC)
Titanium White (S)
Fluorescent Red (VMA)
Fluorescent Yellow (VMC)
Drakenhof Nightshade (GW)

For the base:
Stonewall Grey (VMC)
Nuln Oil (GW)
Black (VMC)

Foliage:
Blended Turf (Green Blend) by Woodland Scenics
Mid Green Leaves by Noch
Light Green Fine Turf by Javis

If you enjoy my work then do please consider supporting what I do at:

www.patreon.com/Sorastros
Thank you!

GW = Games Workshop, VMC = Vallejo Model Color, S = Schmincke, VMA - Vallejo Model Air