

SORASTRO'S The LORD OF THE RINGS

JOURNEYS IN MIDDLE-EARTH PAINTING GUIDE

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SPAWN OF UNGOLIANT

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



I've chosen to begin with the base and I'm using Volupus Pink mixed with a little Shyish Purple, thinned with some Contrast Medium:

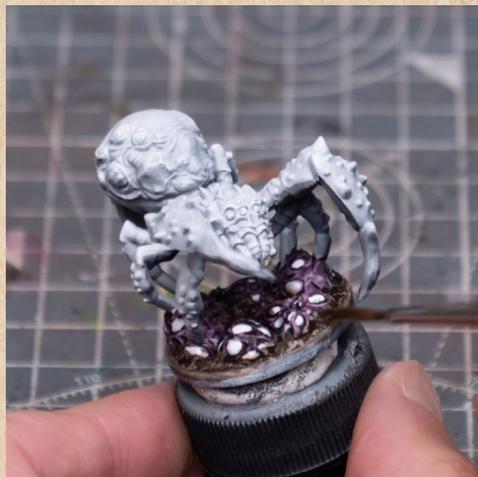
You can see that I'm avoiding the egg sacks:



I'm now applying some Dark Earth basing paste to the patches of ground:



And here I'm just applying a light dry brush to the ground followed with some Agrax Earthshade as usual:



For the egg sacks I'm using Plaguebearer Flesh:



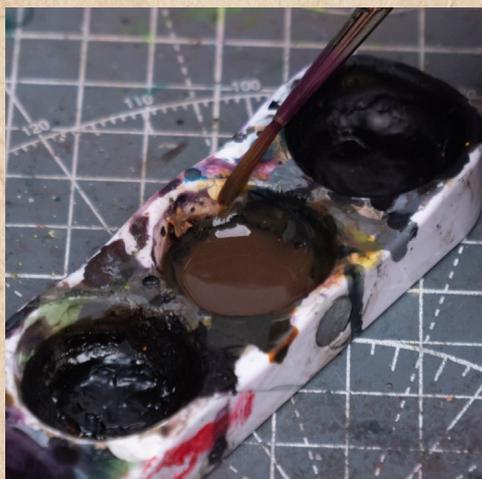
I don't mind too much if some of this gets onto the surrounding purple area:



I then mixed some Plaguebearer Flesh and Magos Purple, to try and shade the edges of the egg sacks:



And I'm now providing a central highlight to each sack using White:



And then brushing over some Fluorescent Yellow to try to get them to “pop” a little more (so to speak!):



I'm then lightening some Bloodfest Crimson with White and using this to highlight some of the purple tissue:

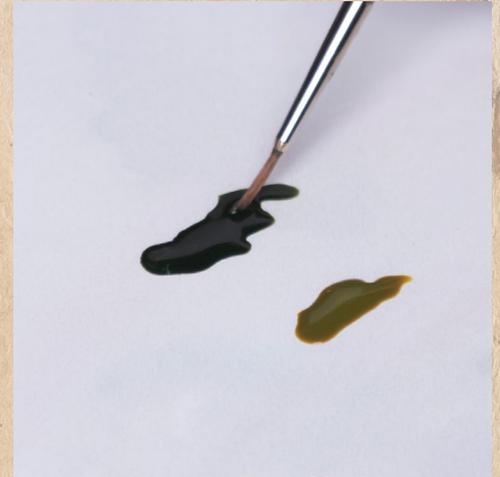


And I'm gluing down some 6mm Burned “Wild Tufts”, and some Dark Moss “Tiny Tufts” by Gamers Grass:



Moving onto the spider, I've chosen to paint the main body using Militarum Green and Plaguebearer Flesh, and for the growths on the body I'm going to use Magos Purple and Volupus Pink:

I'm first colouring the main parts of the body using the Militarum Green and Plaguebearer Flesh for the more shadowed areas, and the Plaguebearer Flesh for the lighter sections:

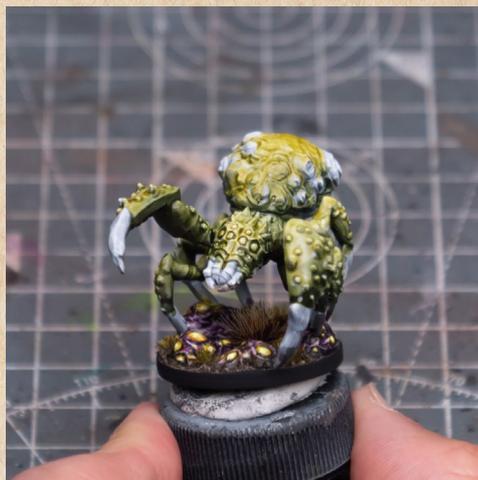


We can freely wet blend these tones as we go:





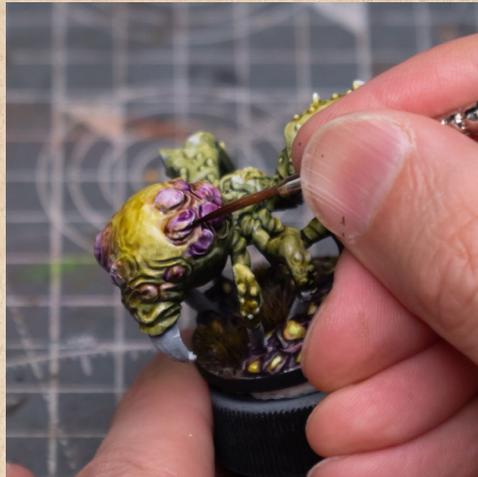
I'm now using the Magos Purple and Volupus Pink to paint the wart-like growths on the body:



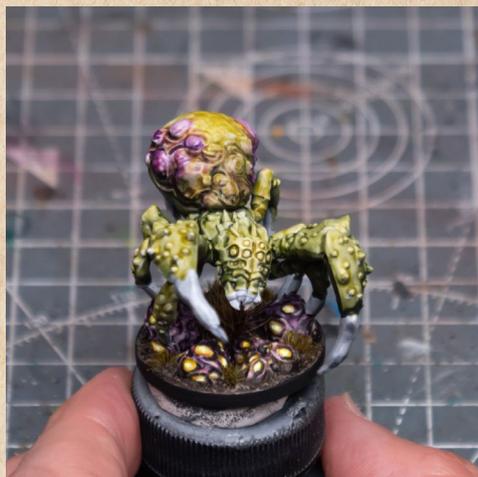
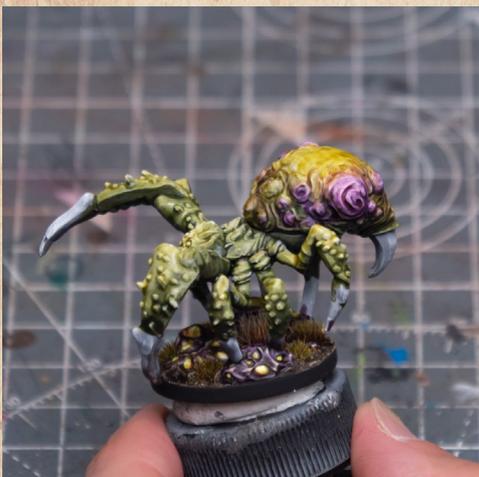
And here I've chosen to use some Druchii Violet to further darken things down:



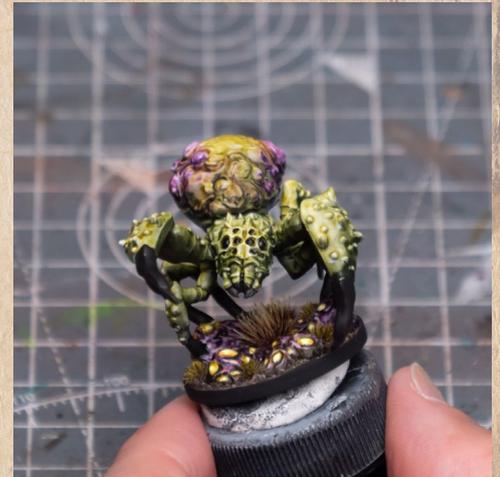
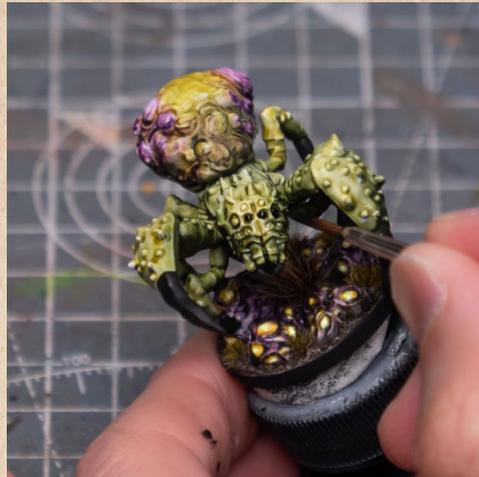
I'm also thinning this with Lahmian Medium and using it to tint some of the less-well defined bumps on the skin:



I'm now using Black mixed with some Violet to paint all of the claws etc:



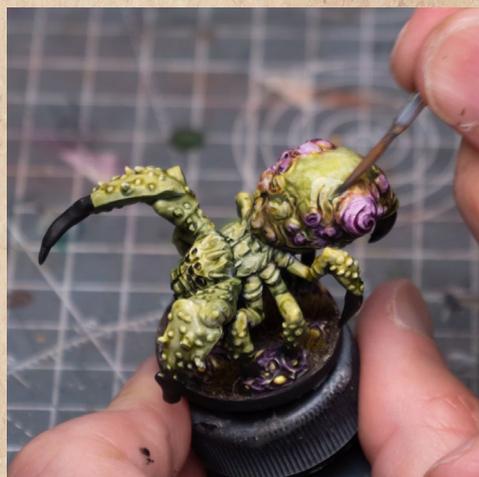
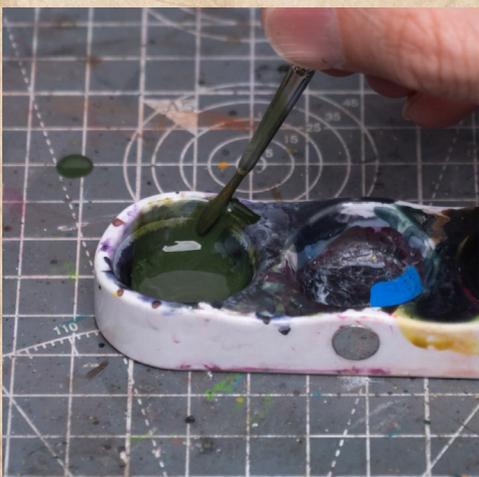
And I'm using pure Black to paint the eyes:



I felt that I was a little heavy handed with the Plaguebearer Flesh on the abdomen, so here I'm just lightening the area up with a mix of Refractive Green, Yellow Ochre, and Ivory:



And using some Militarum Green thinned down with Contrast Medium to bring the tone more in line with the rest of the body:



Next I'm using some Ivory to pick out some of the small bumps on the skin:

I'm then brushing over the pinkish Contrast Colours we used earlier:



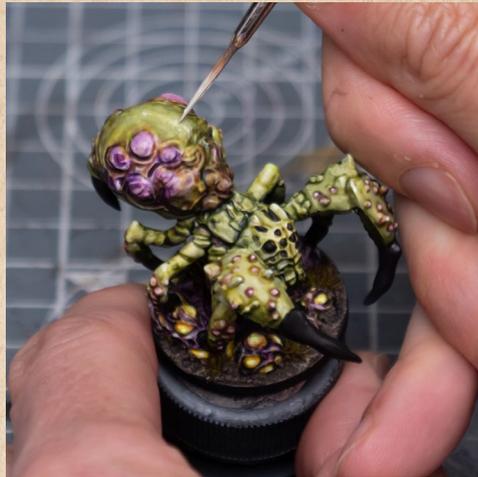
I quite liked how this looked so did the same for the rest of the bumps:



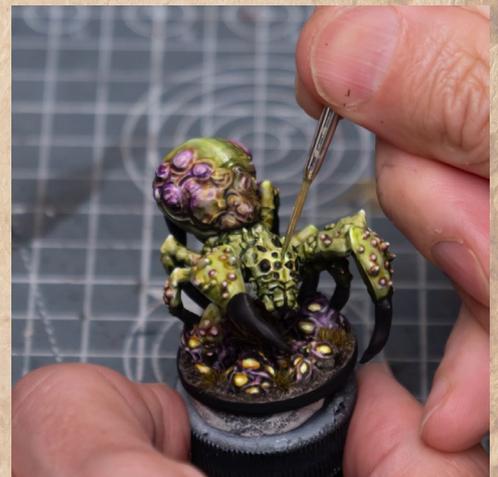
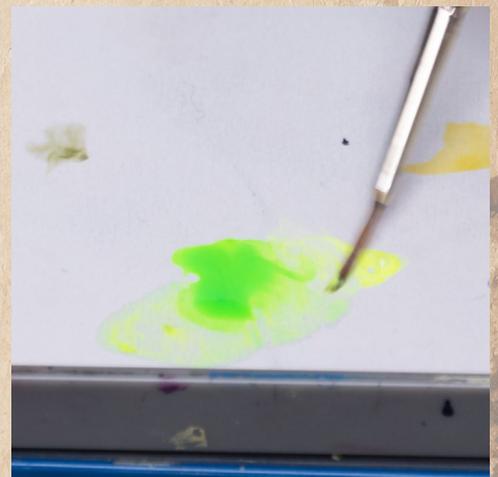
Next I'm using Purple mixed with Ivory, and maybe some Buff to highlight the large purple growths:



And I'm also highlighting the green parts of the body up to pure Ivory for places like the "knee" joints:



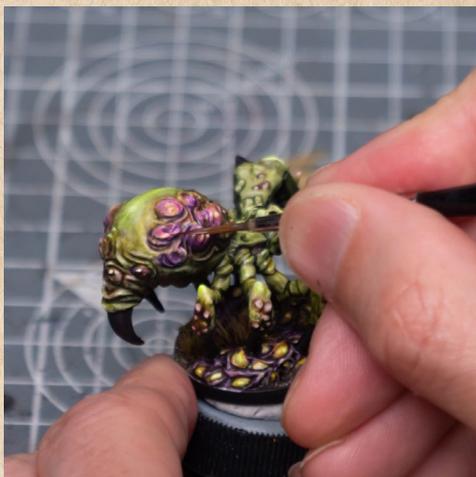
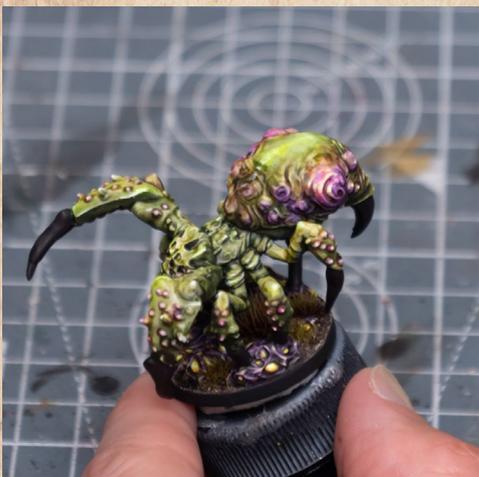
And I'm then glazing some Fluorescent Yellow and Green over these highlights:



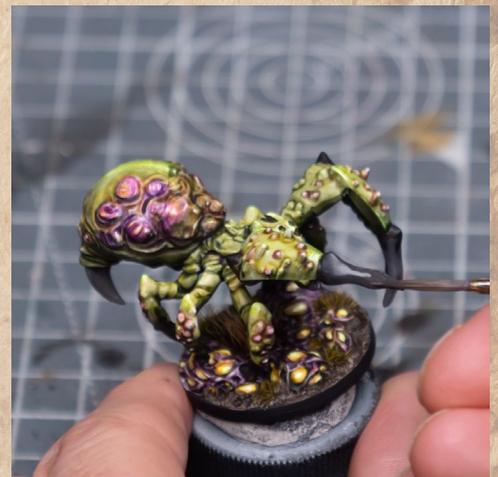
For the pink/purple growths I'm glazing over some Fluorescent Magenta mixed with some Fluorescent Yellow:

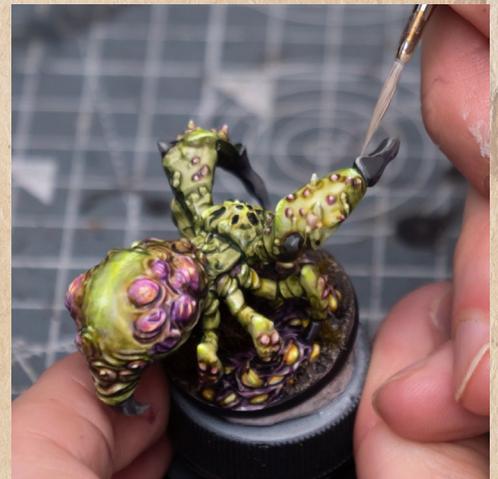
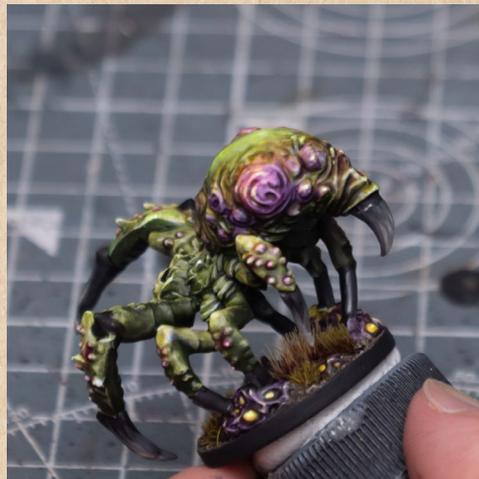
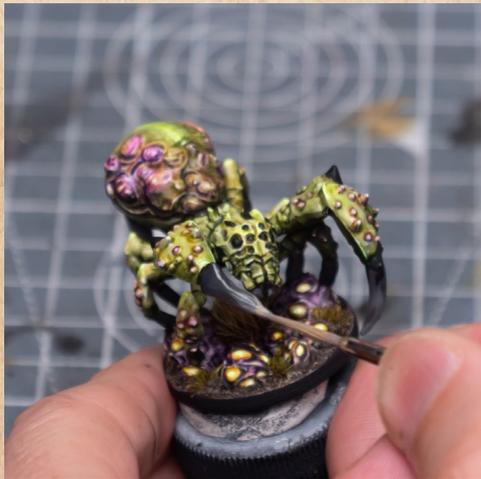


Next I'm going to highlight the claws etc by adding some Ivory and a little Yellow Ochre to the base tone:

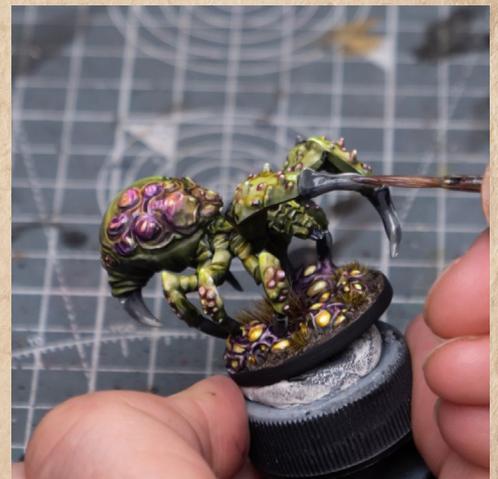
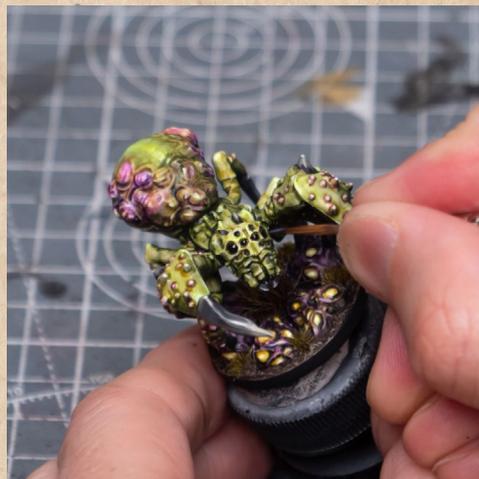


I'm being fairly loose and sketchy here, but I want a semi-shiny appearance so will push the highlights quite far:

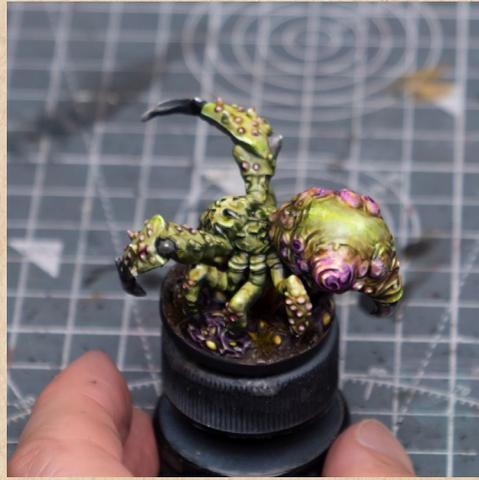
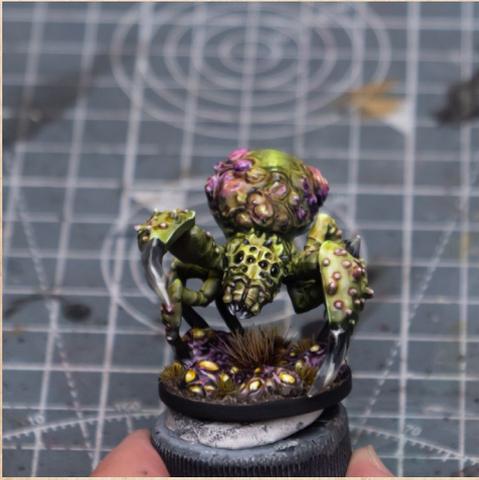




I'm now brushing some gloss varnish over the eyes as well as the claws:



And this completes the Spawn of Ungoliant!



PAINT LIST

Titanium White (S)
Shyish Purple (GW)
Volupus Pink (GW)
Plaguebearer Flesh (GW)
Magos Purple (GW)
Fluorescent Yellow (VMC)
Fluorescent Green (VMC)
Fluorescent Magenta (VMC)
Bloodfest Crimson (SC)
Militarum Green (GW)
Black (VMC)
Violet (VMC)
Refractive Green (VMC)
Yellow Ochre (VMC)
Ivory (VMC)
Purple (VMC)
Druchii Violet (GW)
Buff (VMC)



GW = Games Workshop, VMC = Vallejo Model Color, VGC = Vallejo Game Color, S = Schmincke, DR = Daler Rowney,
SW = Secret Weapon

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