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

You can see that I’ve also provided some initial basing as described in the video series using Vallejo’s Dark Earth Basing paste and some cork rocks:

As I often like to do I’ve started by painting the eyes using Deck Tan, then painting in the pupils and the surrounding area with some Black:

For the skin I’ve chosen to use Beige Red mixed with some Red Leather and a little Black:
Next I’m paining the hair where I’m loosely wetblending some Rainy Gray and some Birch to create some initial light and shade:
For the metal areas I’ve chosen to explore a mix of metallic paints and non-metallic paints. So for the silver areas I’m using Black mixed with Heavy Metal (you could use whatever your “go-to” silver might be):

Likewise for the golden areas I’m using Elven Gold mixed with some Black:

I’m painting the whole hammer with this for now:
As usual I’m tidying things up as I go:

Don’t forget the hair ties!

Next I’m painting the fabric using Red Leather:
I’m now going to shade the armour using a mix of Nuln Oil (4), Druchii Violet (1), and Lahmian Medium (4):

Here’s how she looks once dry:

I’m now thinning this down further before also shading the hair:
I’m now going to highlight the skin where I’m mainly adding some Ivory to the base tone, along with some Flat Red - especially for places like the cheek and nose area:

For the brightest highlights I sometimes like to add a little green - in this case Lime Green - to add some tonal variation and to boost the luminosity:
Next I’m going to highlight the fabric by adding increasing amounts of Sandalwood along with a little Fuchsia to the base tone:
I'm now using some Tenere Yellow for the brighter highlights:

Next I'm using the hair base tones (up to Birch) to add a few highlights to the hair:
I'm first testing things out on the left leg: I'm then simply progressing up to the lighter tones - each mixed with some Elven Gold:

So this is Japanese Uniform mixed with the Elven Gold, which I'm now adding to the Gold and Black base tone:

I'm now going to highlight the gold by adding some Elven Gold to the following progression of tones: Japanese Uniform, Ice Yellow, Ivory:
There isn’t really that much room to play with the profile of light and shade:

This is a bit like working in a NMM style, but using semi-metallic paints:

I’m now progressing round the rest of the golden areas:
I’m now just brushing a little of the fabric tones to some of the places I might imagine light being caught by the shiny armour:

There’s areas so small that all we can really do is a little bit of stippling:

I’m now going to highlight the silver metal in a similar way - this time by adding my silver tone (Heavy Metal) to some Dark Sea Gray, and then to some Ivory:

There’s areas are so small that all we can really do is a little bit of stippling:
I'm first providing a base tone using Anthracite Gray mixed with some Graphite, and a little Black:

I’ve then highlighting things up with the addition of some more Graphite and some White Sands:

I’ve now decided to paint the main body of the hammer to look more like stone, so I’m using the matte Scalecolor paints to create a blueish grey scale:

I’m going to return to the silver highlights in a moment...
I’m looking to create a slightly rough texture:

I’m now returning to finish off highlighting the silver areas, including the decorative parts of the hammer:

I’m also adding some final highlights to the gold:
I'm now using some Gobi Brown and Thar Brown to add some muddy weathering:

Here you can see I’ve added some little nics and scratches to the hammer using the dark and light ends of the gradient to create the impression of relief:

I'm using more of the Thar Brown for the peaks of the fabric:

I'm now adding some grass tufts to the base:
And I’m brushing some matte varnish over the entire figure:

And this completes Dis!
PAINT LIST

- Beige Red (VMC)
- Black (VMC)
- Red Leather (SC)
- Deck Tan (SC)
- Rainy Gray (SC)
- Birch (SC)
- Heavy Metal (SC)
- Elven Gold (SC)
- Nuln Oil (GW)
- Druchii Violet (GW)
- Lahmian Medium (GW)
- Ivory (VMC)
- Flat Red (VMC)
- Lime Green (VMC)
- Sandalwood (SC)
- Fuchsia (SC)
- Japanese Uniform (SC)
- Ice Yellow (SC)
- Dark Sea Gray (VMC)
- Black (SC)
- Anthracite (SC)
- Graphite (SC)
- White Sands (SC)
- Gobi Brown (SC)
- Thar Brown (SC)

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

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