The Great Bear

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:

For the fur I’m using a roughly equal mix of Black, Black Leather, and Abyssal Blue. I’m then mixing in some Thar Brown to create a highlight tone:

I’m now blocking in the shadows using the dark base-tone mix, and placing my highlights with the lighter tone; I’m then doing a little wet blending on the miniature:
Once dry I'm going over any areas where the coverage feels a little too thin:
Here's how things look so far:

I'm now going to focus on the face where I'm first painting the tongue using African Shadow, before highlighting up with some Fuchsia:

I'm now adding increasing amounts of the Fuchsia:
Next I’m painting the teeth using Nacar mixed with some Iroko:

And I’m highlighting up to pure Nacar:
I’m now placing some pupils using Black:

And I managed to place a small glint of White Sands on each eye (off centre to the right):

I’m now returning the fur tones, and I’m adding some more careful highlights to the face area in particular:
For the snout I want a lighter, more orangey look, so I tried mixing some Mars Orange into some Arabic Shadow, then went further still by mixing in some Sahara Yellow and Tenere Yellow:

For the top of the snout I went for a more mottled look:

I'm now painting the nose nice and dark using the fur base tone:

And I'm now building up some quite bright highlights with the addition of White Sands (and I went a little more blue-ish with a greater amount of the Abyssal Blue):
To bring back a bit more definition of the furry texture I decided to provide a light dry brush using Thar Brown mixed with White Sands:

And here I'm adding some manual highlights to some of the strands of fur:

I'm also articulating the claws and the padded feet:

And here I'm reinforcing some of the shadows:
On a whim I also experimented with incorporating some Caspian Blue into some of the highlights/midtones of the fur just to create some additional tonal interest (this is pretty optional however):

I'm now painting the rocks in grey, then providing a dry brush and Shade for the base as usual:

To finish the fur off I decided to thin some Basilicanum Grey with around 2 parts of Contrast Medium and apply it to the whole area:
This does a nice job of darkening things back down and integrating the highlights a little better:

I’m now applying some grass tufts to the base:

And this completes the Great Bear!
PAINT LIST

Black Leather (SC)
Abyssal Blue (SC)
Black (SC)
White Sands (SC)
Thar Brown (SC)
African Shadow (SC)
Fuchsia (SC)
Iroko (SC)
Nacar (SC)
Kalahari Orange (SC)
Mars Orange (SC)
Arabic Shadow (SC)
Sahara Yellow (SC)
Tenere Yellow (SC)
Caspian Blue (SC)
Basilicanum Grey (GW)

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