

STAR WARS

LEGION

PADME AMIDALA

PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting Padme Amidala from Star Wars: Legion.



As usual I've first primed the model in black followed with some grey and white zenithal highlights applied from above. I've also provided some basing paste and a few cork rocks for the ground:

I'm starting by painting the eyes using White Sands:



I've now used some black to draw in the pupils, and paint the surrounding area (they're a little uneven however, so I'll be adjusting things in a while!):



Next I'm painting the skin mainly using the following tones from the Scalecolor Artist Range:



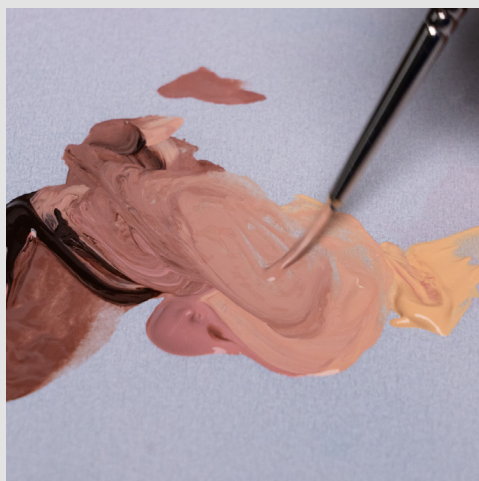
I'm first darkening some Pink Flesh with some Burnt Sienna Umber to achieve by base tone:



I worked quite carefully around the eyes:



I'm then progressing up to a roughly equal mix of Pink Flesh and Golden Flesh to achieve my main mid tones and highlights:



I'm now creating a reddish lip tone using Primary Red mixed with a little of the Pink Flesh and the Burnt Sienna Umber:



I also added some Vanilla White to create a highlight tone for the lower lip:

I'm now adding Vanilla White to the skin tone to push the highlights further:



I went back and forth a bit with the eyes; here you can see me playing with the eyebrows (using Burnt Sienna Umber), and I also made some adjustments to the pupil placement:



Next I decided to glaze on some Orange to achieve a slightly more golden skin tone:

I'm applying this very thinly (and without overloading the brush), generally pushing the paint into the mid-tones and shadows:



I'm now returning to add some final highlights:



And I'm still not completely happy with those eyes!

Here I've just added the small beauty spot to the left cheek with the Burnt Sienna Umber:



Next I'm painting the hair using a roughly equal mix of Mahogany and Black Brown:



And I've chosen to wet blend in some of my highlight tone for the top of the head, so I'm now mixing in some Light Umber (and in a moment, some Golden Brown):



Once dry, we can add some further highlights in layers:



For the lighter highlights I'm now mixing some Golden Brown into the Light Umber:



And for the brightest highlights I'm adding some Bright Ivory:



Moving on to the outfit, I'm first using Bright Warm Grey to provide my base colour:





For the cape I'm also wet blending in some Warm Grey for the more shadowed areas:

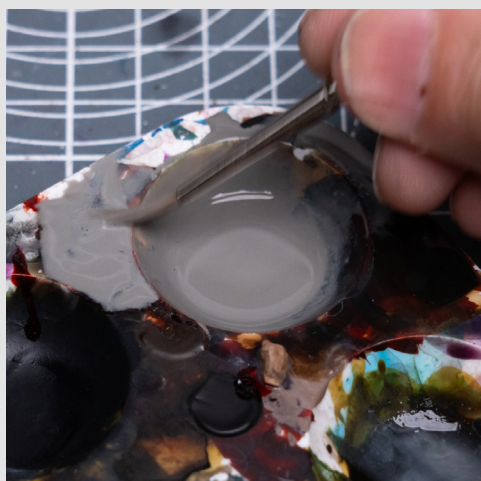


And here I'm just ensuring I've got solid coverage with the Bright Warm Grey:

Next I've chosen to create a wash using the "Glaze & Wash" medium mixed with the Warm Grey:



I tried using a roughly equal amount of paint, medium, and water:



I'm now brushing this over the cape to help bring out the texture:



And I'm also brushing it over the boots, belt, and holster which want to be slightly darker than the legs and top:



I'm now going to highlight the leggings and top, by simply progressing from the Bright Warm Grey base tone to Bright Ivory:





And for the belt, boots, and cape, I'm highlighting within the range of Warm Grey to Bright Warm Grey (so bringing the values up to the original base tone):



After my first few highlights, I decided to also incorporate some Khaki to create a slightly more creamy tone:



I also freely went back and forth a bit between the wash and the highlights:



Next I'm painting the blaster simply using a roughly equal mix of Black Templar and Gryph-Charger Grey:



And for the arm bands I'm using a blue-ish grey scale mixed with Coal Black, Blue Black, and Bright Ivory:



I'm also using the same tones for the pistol:



I'm now providing a dry brush and some Shade for the base (with my usual mix of Agrax Earthshade and Fuegoan Orange):

Here I'm just adding a couple of final highlights, and a little dark lining for places like the belt:



And after painting the rim of the base in black, Padme Amidala is complete!





PAINT LIST:

White Sands (SC)
Black (SC)
Burnt Sienna Umber (SCA)
Pink Flesh (SCA)
Golden Flesh (SCA)
Vanilla White (SCA)
Primary Red (SCA)
Orange (SCA)
Mahogany (MH)
Black Brown (MH)
Light Umber (MH)
Golden Brown (MH)
Bright Ivory (MH)
Bright Warm Grey (MH)
Warm Grey (MH)
Khaki (MH)
Black Templar (GW)
Gryph-Charger Grey (GW)
Coal Black (MH)
Blue Black (MH)

