

# TEXAS CHAINSAW MASSACRE: SLAUGHTERHOUSE

## LEATHERFACE

### PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting Leatherface from Texas Chainsaw Massacre: Slaughterhouse!



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

I'm starting by mixing a pale grey to use for the whites of the eyes:





I also used pure black to paint the surrounding area, and to place some pupils towards the lower part of the eyes to create a somewhat manic expression:



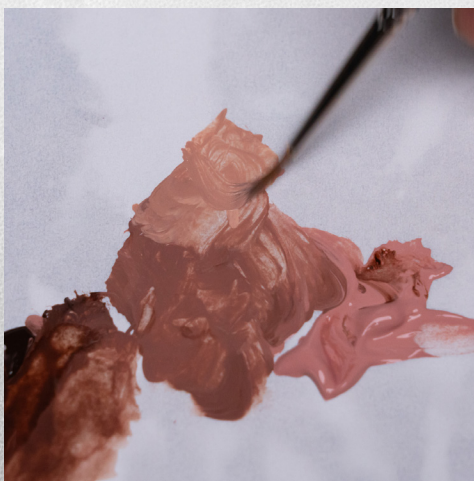
Next I'm painting the skin using a mix of Pink Flesh and Burnt Sienna UMBER for the shadows, and a mix of Pink Flesh and Golden Flesh for the mid tones/highlights:



Here you can see I'm first placing my shadow tones:



And I'm now blocking in the areas of mid-tone/highlight:





I'm then doing some refining, and adding some additional highlights on top:



I also want to get a little skin tone around the eyes:

I'm now mixing in some Vanilla White to add some final highlights:

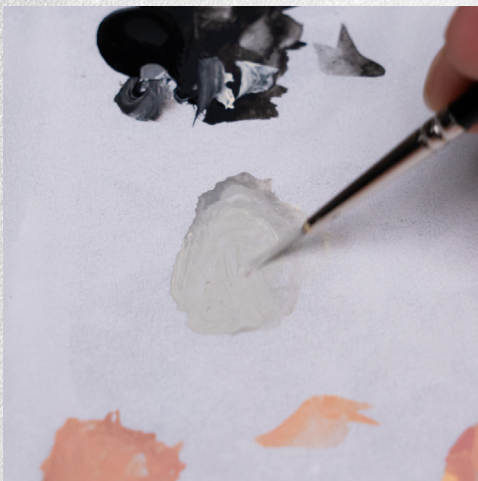




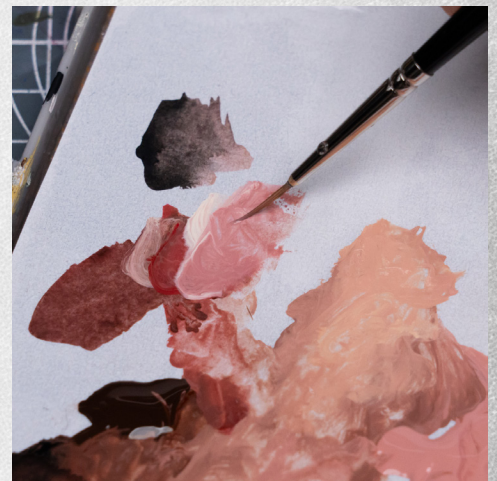
We can also mix in a little Primary Red for the mouth area:



Here I'm just mixing a grey tone to pick out the teeth:



And I'm now adding some Vanilla White to the reddish skin tone to add a highlight to the lower lip:



Next I'm painting the face mask where I'll first be using Brown Gray and Thar Brown to establish the main areas of shadow and highlight respectively, before adding additional highlights by mixing in some Pale Skin and Fall Green.





So here I'm placing the Brown Gray into the areas of shadow...



...and Thar Brown for the rest:



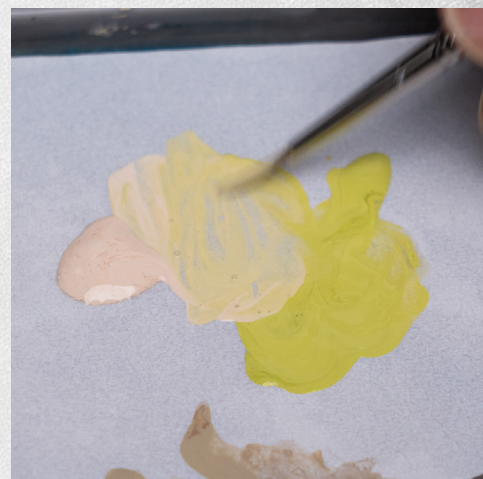
I'm then using an intermediate tone to help blend some of the transitions:



I also used some dark lining and edge highlights to ensure that the edges of the mask (around the mouth etc) are clearly defined:



I'm now mixing some Pale Skin and Fall Green:



And I'm adding this to the Thar Brown in varying amounts to push the highlights:



I really wanted quite a high-contrast look here, and also to create a clear difference between the tone of the mask and that of his skin:



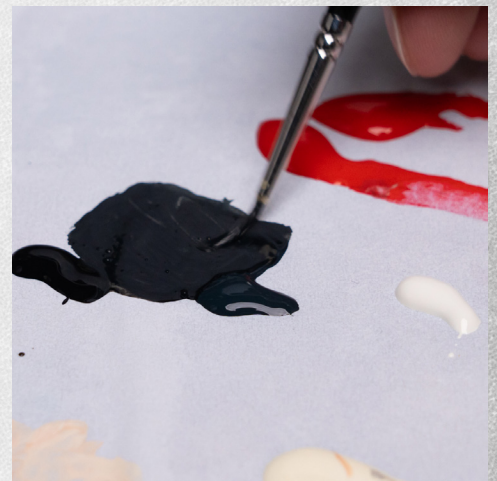


I also went even darker for the shadow on the left side of the face (I think I just added some Black and Burnt Sienna Umber to the Brown Gray):



Next I'm painting the hair using a grey scale made with Black mixed with Abyssal Blue, then lightened with White Sands:

So I'm first using Black mixed with Abyssal Blue:



And here I'm mixing a quick highlight tone with the addition of the White Sands:







I then decided to go even brighter still with some of the mask highlights, so here I'm adding some White Sands to the Pale Skin and Fall Green mix:



Moving on to the shirt, I used the same palette of colours that I used for the Old Man; that means Brown Grey for the shadows (with black added for the darkest recesses), then Sandalwood and Mojave White for the mid tones and highlights:

Once again I'm initially blocking the main values in, followed with some additional highlights and refinements.







I also added quite a bit of black lining:

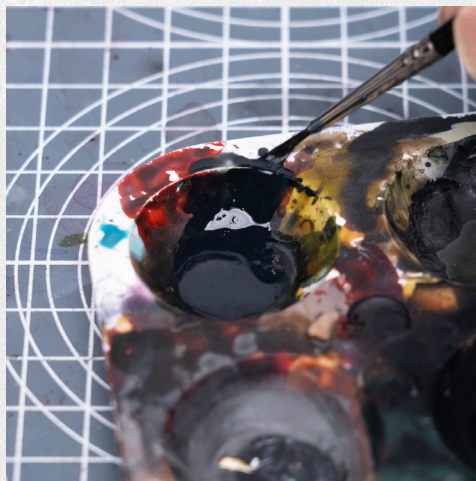




I don't mind if things are a little rough (I'll be adding some further weathering here later on, too). But it's important that the main values are clearly expressed:



For the trousers I decided to speed things along by using a roughly equal mix of Black Templar and Gryph-Charger Grey:



And here I'm painting the strip of shirt just above the belt:

For the apron I used a 2:1 mix of Plaguebearer Flesh (2) and Skeleton Horde (1):

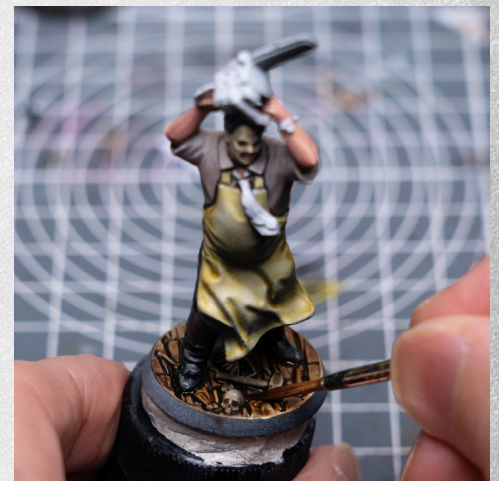




I'll be adding some additional colour interest here in a moment...



Just as with the other two characters, I initially used Wyldwood and Skeleton Horde for the base, followed with some more orangy tones to boost the saturation:



Moving on to the chainsaw, I first used the Black Templar and Gryph-Charger Grey mix for the dark metallic parts of the body (for reference I believe this is the Poulan 245a chainsaw):

For the "blade" part I freely mixed some Skeleton Horde and Gryph-Charger Grey to create a little tonal variation:





I also used the Black Templar and Gryph-Charger Grey mix for the bracelet:



For the rest of the chainsaw I'm providing a bright base tone of Lime Green (to be followed with a wash):

Because the handle was pretty black, I first brought up the levels with some white:



Then painted it with the Lime Green:

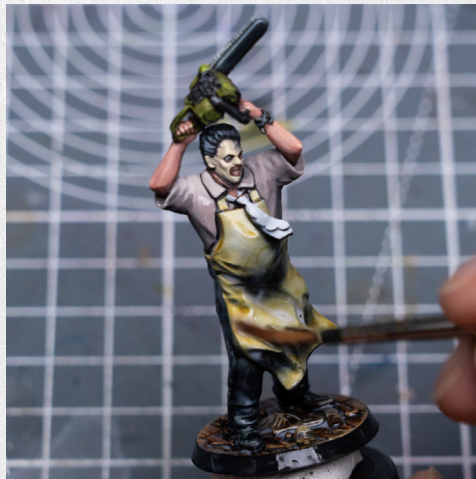




I then shaded the body of chainsaw down with some Basilicanum Grey (slightly thinned if necessary):



Once dry I chose to apply some ultra matte varnish to remove the waxy shine of the Contrast Colours (which you could at the end instead of course):



Next I'm painting the tie, where I'm using Black highlighted up with Graphene Gray:

So I've first painted the tie with the black (but left the raised design):





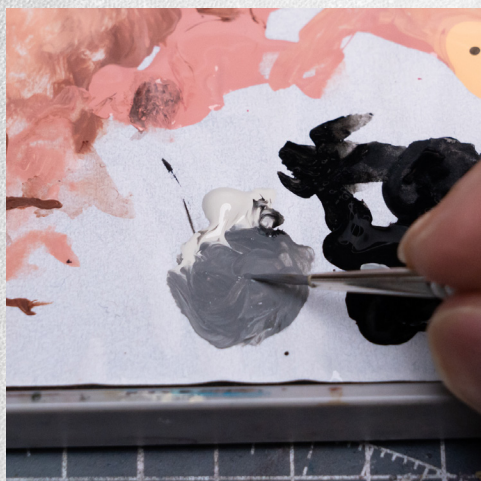
And I'm now adding some highlights with the addition of the Graphene Gray:



For the raised design I'm mixing Nacar with some Black to achieve a grey mid tone:



I'm then adding additional Nacar to create a light outline:



I'm now returning to the apron where I'd like a little more colour interest in the shadows. So I'm mixing a dark-ish brown tone using Dubai Brown and Petroleum Gray:





I'm then simply brushing this up into the shadows to create a more pleasing sense of volume and colour variation:



Next I'm adding some highlights to the chainsaw, firstly with the original Lime Green:



And here I'm adding some Vanilla White to create a few small highlights for some of the edges and corners:



I'm now using Black, Abyssal Blue, and White Sands to create a grey scale (as used for the hair) to paint the brighter section of the large handle on the chainsaw:



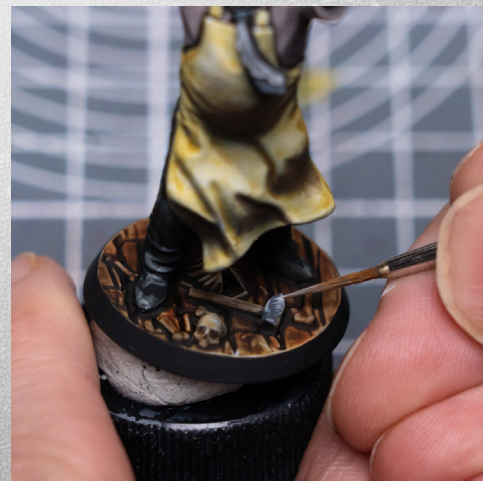
I also dotted a few highlights to the edge of the blade:



These gray tones can also be used to highlight the bracelet:



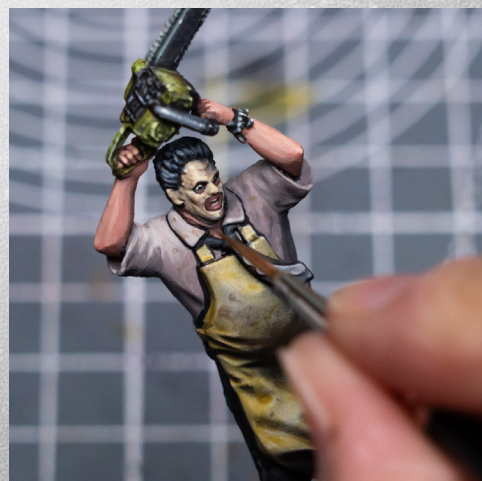
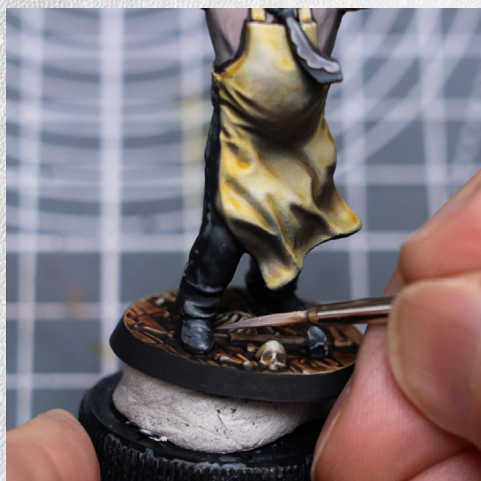
And to paint the hammer on the ground...





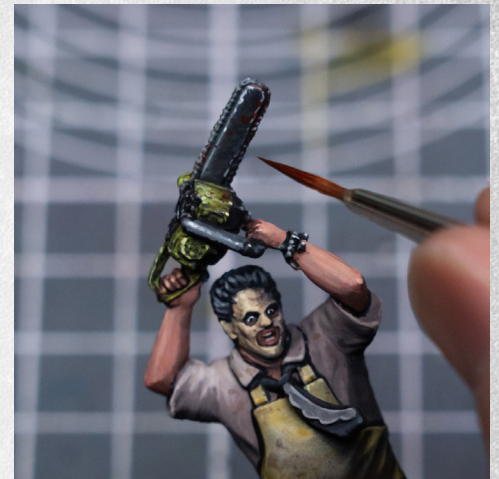
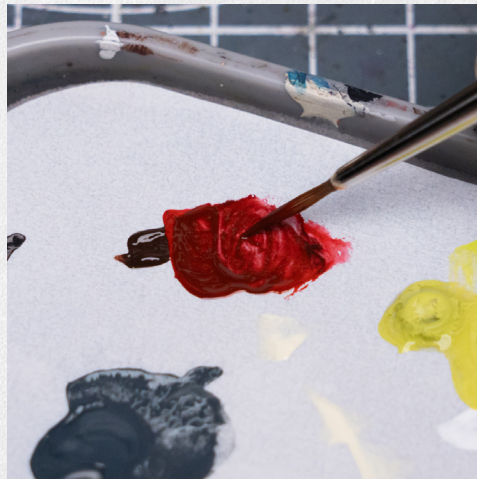
And to add a quick highlight to the shoes:

Next I'm using some thinned brown tones to add some general touches of weathering to the clothes and chain-saw:





And I'm finishing him off with some touches of blood spatter using Primary Red mixed with a touch of Black and some Burnt Sienna Umber:



It's up to you how much blood you'd like to add of course; I've taken a "less is more" approach however...



And this completes Leatherface!













PAINT LIST:

Art Black (SCA)  
Art White (SCA)  
Burnt Sienna Umber (SCA)  
Pink Flesh (SCA)  
Golden Flesh (SCA)  
Vanilla White (SCA)  
Primary Red (SCA)  
Lime Green (SCA)  
Petroleum Gray (SC)  
Brown Gray (SC)  
Thar Brown (SC)  
Fall Green (SC)  
Pale Skin (SC)  
Mojave White (SC)  
White Sands (SC)  
Sandalwood (SC)  
Black (SC)  
Abyssal Blue (SC)  
Graphene Gray (SC)  
Nacar (SC)  
Dubai Brown (SC)  
Black Templar (GW)  
Gryph-Charger Grey (GW)  
Plaguebearer Flesh (GW)  
Skeleton Horde (GW)  
Wyldwood (GW)  
Darkoath Flesh (GW)  
Gryph-Hound Orange (GW)  
Basilicanum Grey (GW)



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