

STAR WARS™

SHATTERPOINT™

DARTH VADER

PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting Darth Vader from STAR WARS: Shatterpoint!



I began by priming the miniature in black, and I've also sprayed the light saber with a white ink:



To save time I've also chosen to airbrush the cloak using Scalecolor's Black, which I've thinned with some thinner, and a little Flow Improver:

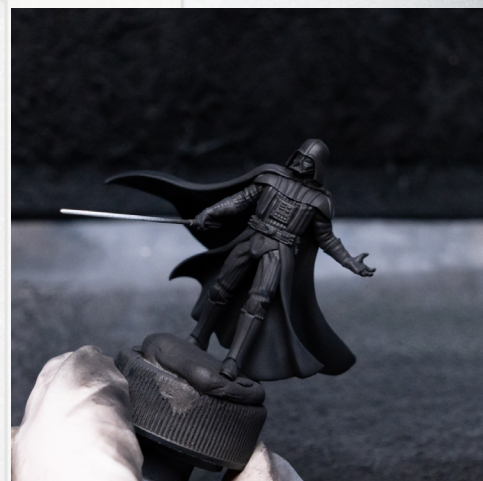


The reason I've chosen this particular black is because it has a nice, matte finish - ideal for rendering softer fabrics like the cloak:



I'm now going to create some cool-toned highlights for the cloak by mixing in increasing amounts of Graphene Gray:

I'm applying these from an overhead angle (as we do with zenithal highlights):



If you don't have an airbrush you can still use the exact same colours using the brush; it will just take longer of course.

I ended up getting pretty close to pure Graphene Gray, but was quite "light" in my application:





I might add a few "manual" highlights and some OSL with the brush later on (and do any necessary tidying up if I accidentally hit the cloak), but this is already looking pretty good.



I decided to paint the base separately, but first filled in the small hole where the levitating debris can be attached (but I chose to leave off). I did this with some Vallejo basing paste:

I'm now providing a base tone to all of the leather and armoured sections of the outfit, using Art Black mixed with some Prusian Blue:



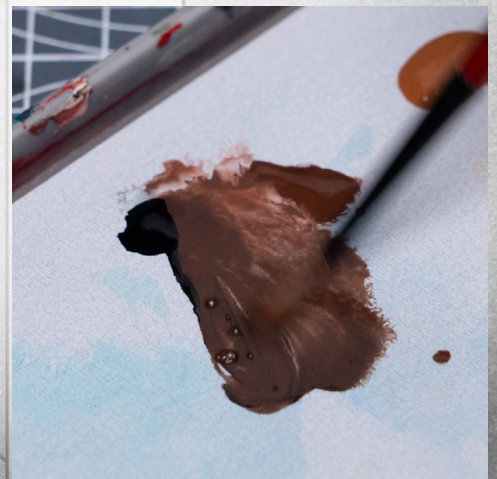
I've chosen the Scalecolor Artist paints here partly because they have a slightly more satin finish, which I prefer when rendering materials like leather, metal etc...



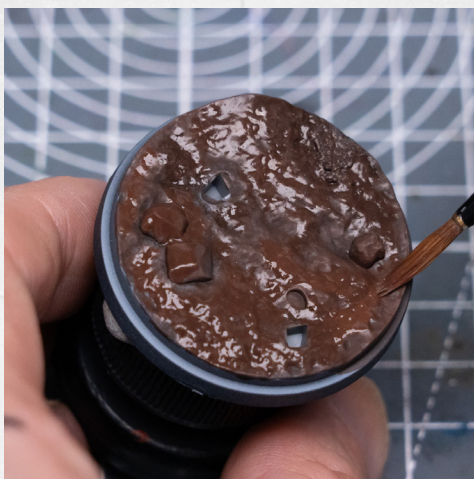
(It's quite interesting to observe how the light reflects off the helmet whilst the paint is wet...)



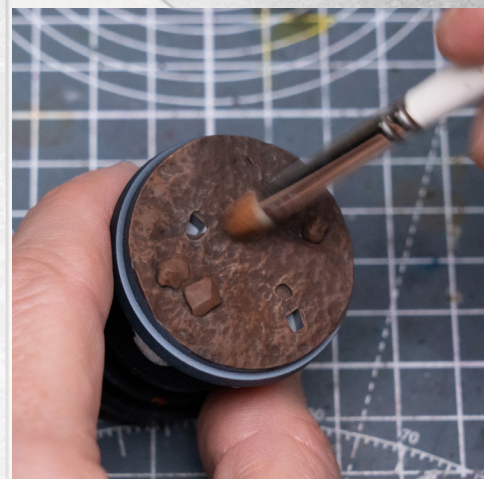
I'm now painting the base starting with Brown Leather mixed with a little Black, then roughly highlighting things with the addition of some Orange Leather, then maybe a little Iroko:



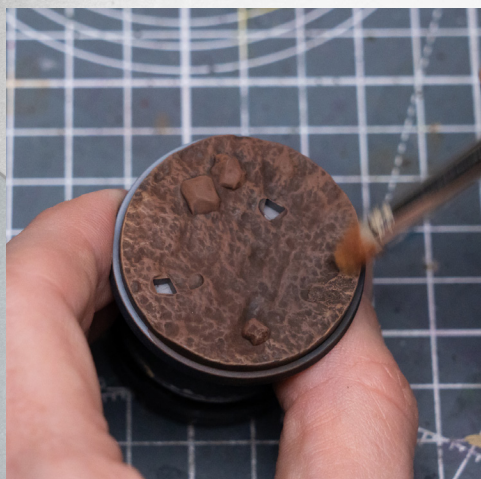
I'm being mindful of where the shadow will be cast by the figure once he's on the base whilst I do this...



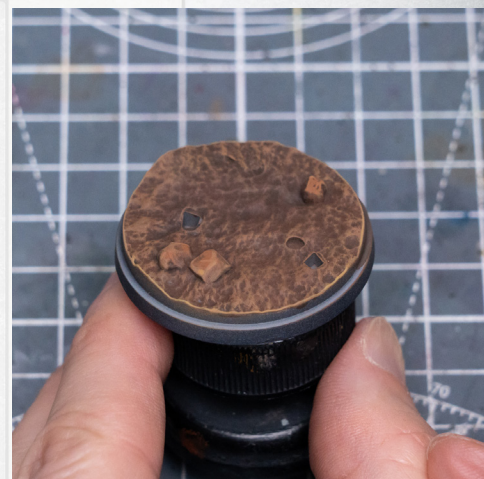
I'm now providing the highlights mainly using over brushing/dry brushing:



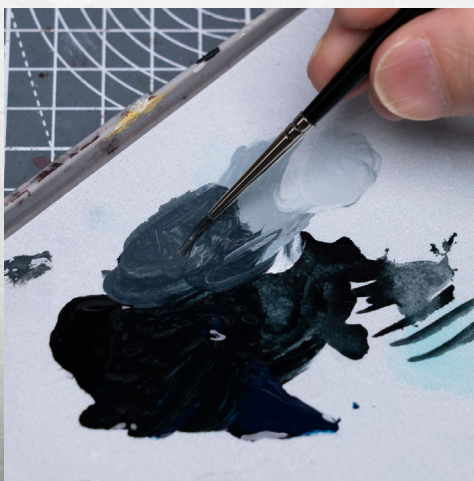
I also want the edge to be nicely defined:



I'll be doing some further refining to the base later on, but with the dry brushing all done, I'm going to go ahead and glue the figure down.



I'm now going to begin highlighting the outfit by simply adding increasing amounts of white to the base tone. We can also freely adjust the levels of blue in the mix as we go, according to the taste:



I've decided to start with the feet/legs as a way of "warming up", before working my way up to the more crucial chest and helmet area.



Sometimes I'll place some fairly strong highlights, then go in with an intermediate tone to soften the transition (like you can see on the front of the shin):



I'm now picking out the individual ridges in the leather on the upper legs:



I'm aiming to create a clear distinction between the three main types of material: the soft, matte finish of the cloak, the slightly more shiny areas of leather, then the hard, reflective sections of armour. So I'm naturally going to use the brightest values for the shiniest parts of the outfit:

As bright as this looks, it's still a fair way off pure white (I'd like to preserve the brightest levels for the helmet/chest):



To create some further tonal interest and lighten the sense of reflectivity I might glaze a little of the dark brown earth tone up into some of the mid/shadow tones:



And I'm now returning to the highlights:



I'm reasonably pleased with the left leg, so I'm now moving on to the right:



As usual I'm making constant adjustments to the consistency of the paint; I might go a little thinner from some of the larger, softer reflections or to help blend a transition, but will keep the paint more dense when adding the smaller, sharper highlights.



Moving onto the torso area, I'm first using a mix of Black and Graphene Grey to provide some soft highlights to the cloak material running down each side:



I'm now working on the belt details, and I'm using a pretty bright mix for the central element:



And here I'm working on the chest panel:



For the little lights on the outfit, I'm first providing an undercoat of pure white:

We can then colour the lights using whatever bright or fluorescent tones you like. I'm using the Hera Models Green and Dark Red pigments:



(I initially went with the blue option for the upper-left light on the chest, but later decided to go with the green.)

I'm now continuing with the highlights for the suit, working my way over the arms and gloves:



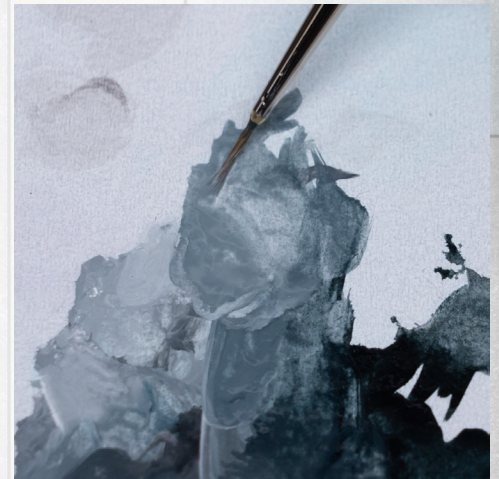
I'm bringing up the levels here on the right hand, where I'll later be adding some Object Source Lighting:



For the shoulder armour Vader has a two-tone scheme of gloss black and gunmetal silver. So I'm first using a mid-light grey to pick out the strips of gunmetal silver:



I'm now mixing some slightly darker tones, and beginning to place some areas of shadow, keeping the paint reasonably thinned so as to create some fairly smooth gradients:



The resulting pattern of light and shade doesn't need to be "zenithal" in nature, and can be fairly random.

I'm now also pushing up the levels for the areas of highlight:



You can see I'm pushing both the shadows and highlights.



Notice that I ended up allowing the highlights to "cut across" the adjacent panels:



I'm now highlighting the areas of gloss black, where I want to leave larger areas of black, and jump up to some more specular-style highlights:



There isn't much room to manoeuvre here on the chest, but a few simple touches is all we need to create quite an effective overall impression:



For larger, exposed areas like the left shoulder, I'm breaking the surface up with several smaller glinting highlights:



We can once again add some subtle touches of dark brown in some of the shadows:



Next I'm moving onto the helmet, where I'm first highlighting the face area:



I went back and forth a little with the strength and placement of some of these highlights...



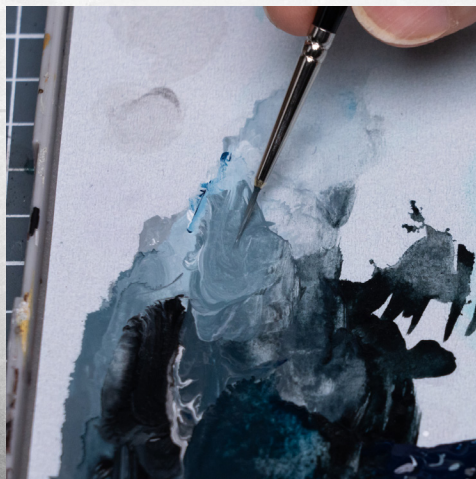
I'm now moving on to the helmet:



Here it helps to look at Vader in the movies, and observe the types of shapes we can see being formed by the reflections on the helmet. Keeping the paint thinned just enough to be opaque but without creating actual texture on the model means we can freely explore different ideas, and simply paint over what we don't like...



Here you can see how blue I'm prepared to go with some of these tones:



We can of course go in with the black base tone to sharpen things up and refine the shapes:

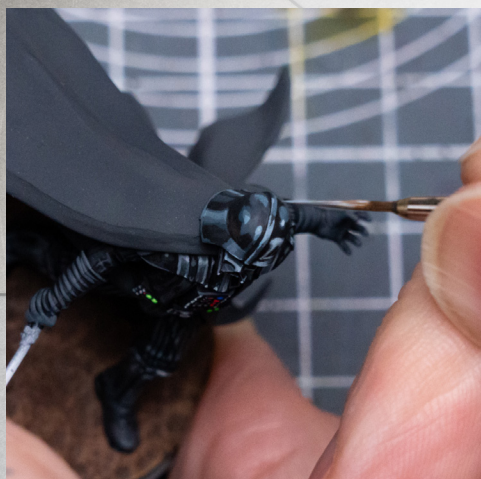


You can see I've chosen for this to be my primary and strongest area of highlight:



Here I'm once again glazing in a little dark brown to add some depth and tonal contrast:

You can see that I'm using a range of values for these reflections; some being very white with only a slight softening of the transition to the black, whilst others are more of a mid tone, and some that fade more softly into the black etc...

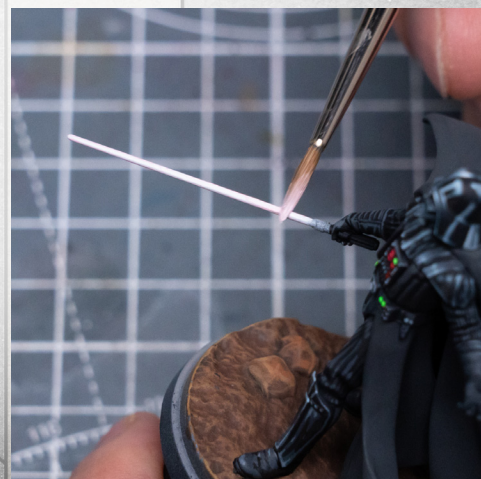
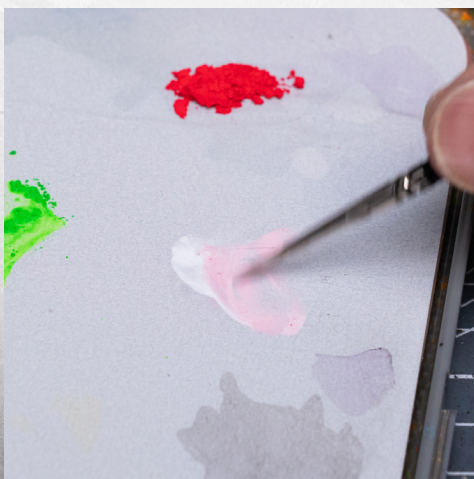


It's important to remember to step back and view the figure from a more "standard" distance to get a sense of the overall effect:



Here I've made a few adjustments to the lights - notably by switching from the blue to the green on the upper left of the chest panel (both look good actually):

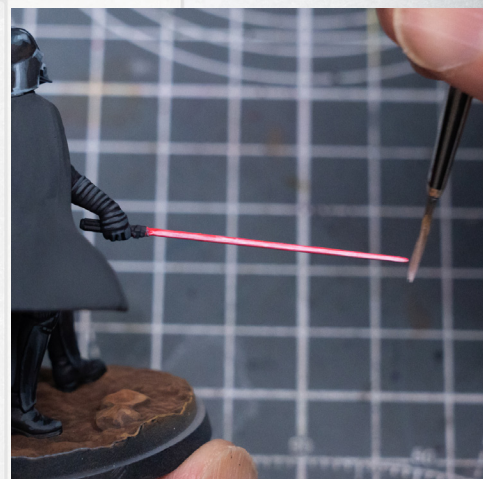
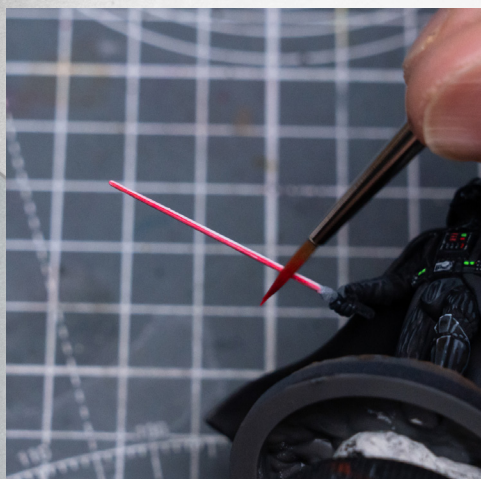
And I'm now painting the light saber as you can see me doing in the video series (for Lord Maul, Ventress etc.). You could use whatever red you like for this; I started with the Dark Red pigments mixed into White, but later switched to Antares Red:



All I'm doing here is increasing the amount of red to create an outer glow when viewed from the main, frontal viewing angle.



I'm also leaving a strip of white at the rear.

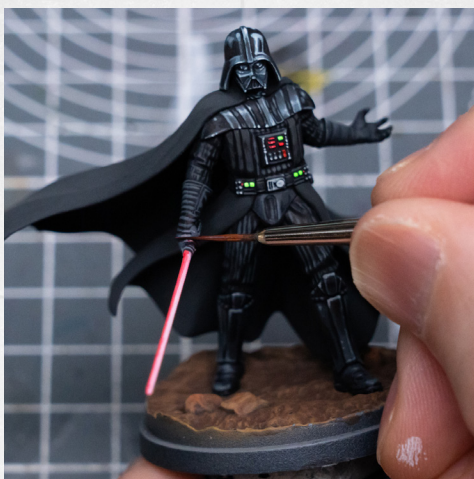


Before adding some Object Source Lighting, I'm first adding some highlights to the handle of the lightsaber:

To start introducing some DSL I'm going to simply glaze on some thinned Primary Red; this can be thinned with Glaze Medium if you like, or just water will do:



I'm not aiming to go crazy with the OSL since my Vader is set in a daylight ambience (to match the board and other minis I'm playing with).



Inbetween glazes of the red we can bring back the levels with some additional highlights:

For the inside of the cloak I'm using the more matte Antares Red:



I'm really keeping this super thin, and seeing how just a single, even layer looks to begin with:



I'm also adding some touches of red all the way up to the helmet (given how reflective it is):



It's entirely up to you how far you want to push the OSL of course. I'm going to go a little further...



As well as glazing the red on, we can also mix it into the blue-grey highlight colour to create some lilac tones:



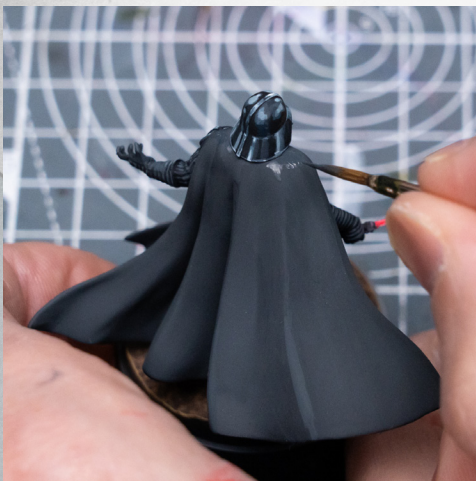
This is useful for picking out small edges/specific raised details etc..



Along the way I'm also using some Graphene Gray to push one or two of the areas of highlight on the cloak:



And I'm now continuing to add my touches of OSL:



I'm once again being mindful of the reflectivity of the different materials (and their proximity to the light source), so will add some brighter pink glints for the shinier parts of the outfit..



As we enter the final stages I'm now just adding one or two additional highlights and general refinements, and also painting the rim of the base...



Here I've also decided to add some red to the highlight tones for the ground near the lightsaber:



And for the side of the ground I used Brown Leather mixed with Black:

And I'm going further still with some of the OSL...





To enhance the sense of directional light, I'm now deepening the shadows on the ground:



I also made some final adjustments to the lightsaber to bring the light strip a little further towards the top:



And this completes Lord Vader!







PAINT LIST:

Black (SC)
Graphene Gray (SC)
White Ink (SCA)
Art Black (SCA)
Art White (SCA)
Prusian Blue (SCA)
Brown Leather (SC)
Orange Leather (SC)
Iroko (SC)
Green (HM)
Dark Red (HM)
Antares Red (SC)
Primary Red (SCA)
White (SCA)



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www.patreon.com/Sorastros
Thank you!

SC = Scalecolor, SCA = Scalecolor Artist, HM = Hera Models