

DOCTOR OCTOPUS

PAINING GUIDE BY SORASTRO

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Hello! In this PDF painting guide I'll be painting Doctor Octopus from the "Earth's Mightiest Core Set" from Atomic Mass Games' Marvel: Crisis Protocol Miniatures Game.



As usual I've primed the figure in black followed with some zenithal highlights applied from above, and here I'm just scraping off some mold lines that I failed to notice earlier!

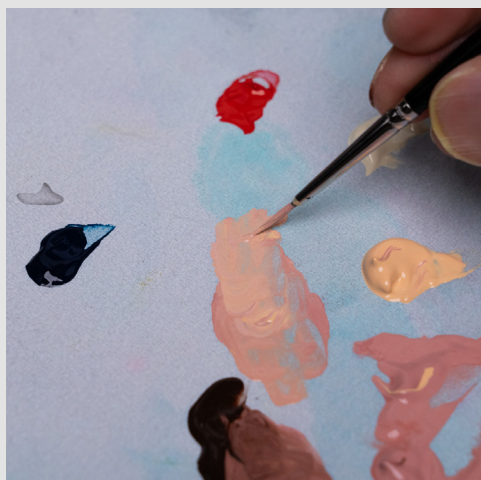
I'm starting with the face where I'm using Coal Black for the goggles...



And for the skin I used the Scalecolor Artist paints for their slightly more satin finish. So I used a base of Pink Flesh mixed with Burnt Sienna Umber, and highlighted up to a mid-tone mix of Pink Flesh and Golden Flesh:



You can see I also picked out the teeth with a light grey (something like Nacar will do for this):



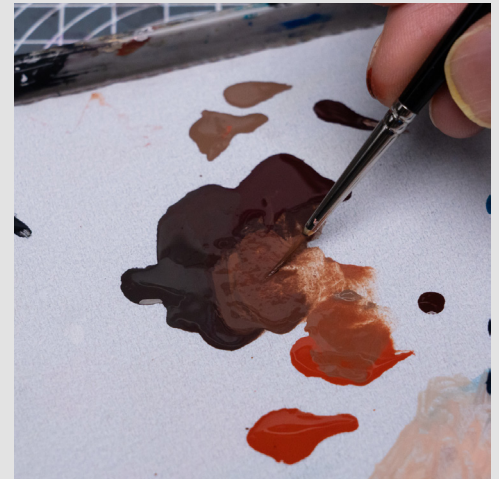
I also glazed a little Prusian Blue over the chin area, and incorporated some Primary Red into the lips and cheeks:



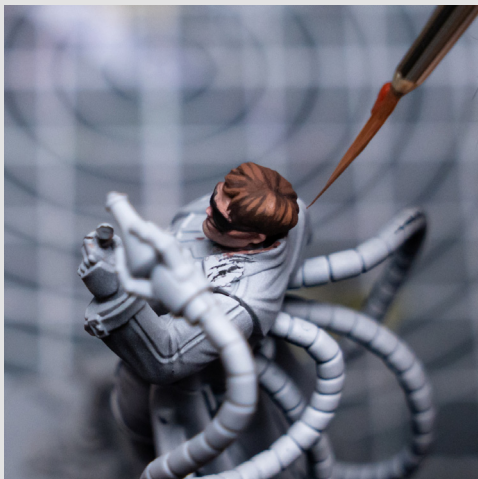
I'm now painting the hair using a mix of Black Brown and Mahogany:



And for the highlights I'm first mixing in some Burnt Orange and Light Umber:



And for the brighter highlights I'm adding some Golden Brown, followed with a little Pale Yellow for the brightest spots:



And to boost the saturation I also glazed a little of the Burnt Orange over some of the mid tones:



Next I'm going to highlight the goggles using a blue-ish grey scale made with Coal Black, Blue Black, and Bright Ivory:

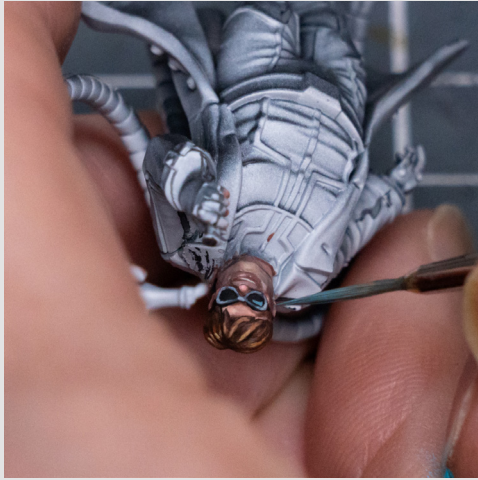


I'm first picking out the rim..



I'm then mixing some Turquoise into a light grey, and using this to add some reflective highlights to the lenses:





And I'm now mixing Bright Ivory with the Turquoise to provide some super-bright glints:

I also added some darker, secondary highlights further down the lenses:



And I decided to tone down the rims just a little...



Moving on to the green part of the suit, I chose to begin with a roughly equal mix of Black Green and Dark Camo Green. I also then added some Coal Black for the deepest areas of shadow.



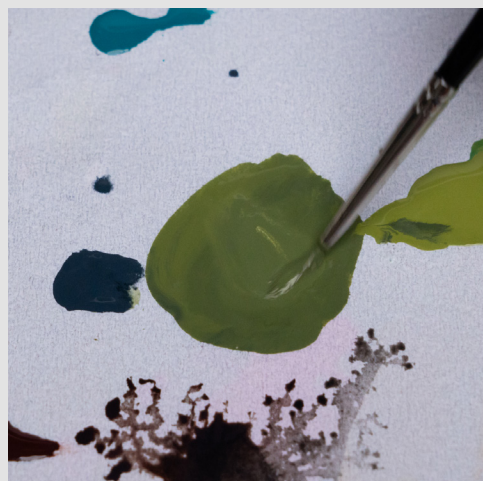
I'm then using these tones to place my initial shadows and base tone for the legs:



As we move further up to the torso I'm lightening things with some Yellow Green mixed with a little Blue Black (as I didn't want the green to be too yellow-ish):



I'm freely mixing this with the darker tones prepared earlier to establish the initial values:



You can see that I've also used the shadow tone to add some dark lining:



I'm now painting the boots and upper section of the top using Coal Black:



I'll return to add some further highlights to the suit in a while.

For the coat I'm first mixing some pale gray tones and using this to "repair" the sections where I performed my mold-line removal earlier...



I'm then going to thin some Dark Warm Grey using the Glaze & Wash along with just a little water:



I initially did this on the palette, but then mixed a greater amount in a plastic well, but here you can get a sense of the consistency that I'm after:



We can then use this to shade the entire coat:



I held the model upside-down for a while to encourage the paint to collect where I needed it most:



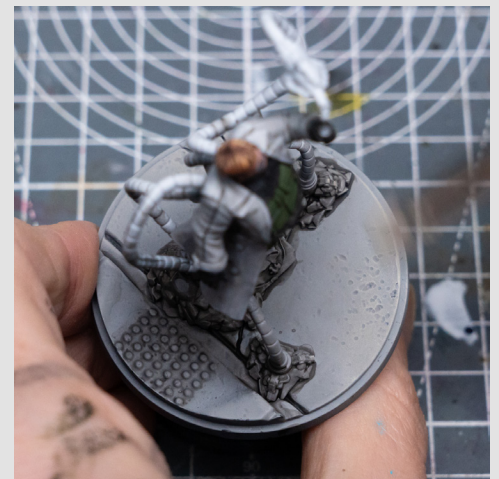
This synergizes nicely with the zenithal highlights that were already in place, and gives a pleasing - if slightly dirty-looking off-white tone:



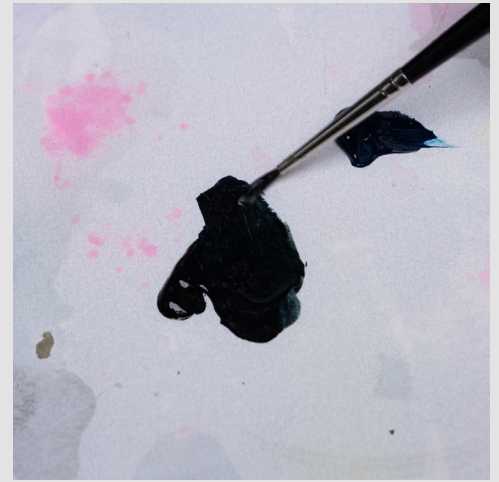
I'm now providing my initial tones for the base, including the use of an Agrax Earthshade and Nuln mix for the rubble etc:



And I'm providing a light dry brush using White Sands mixed with a little Graphite:



Next I'm painting the tentacles using Black mixed with some Prusian Blue:

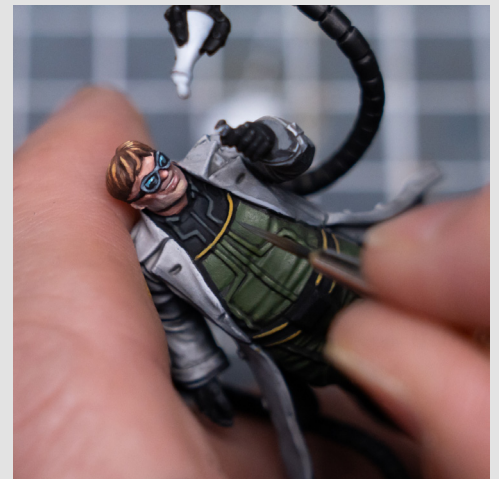
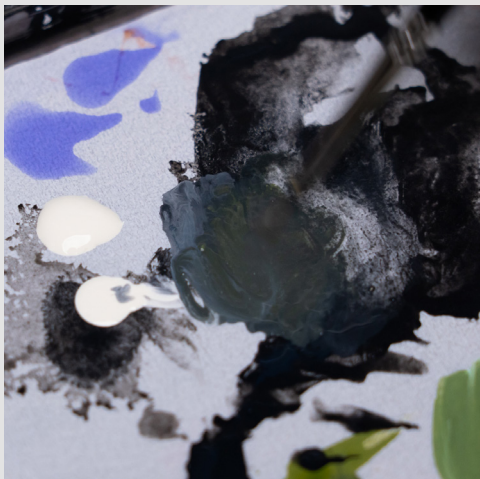


And I'm using a mix of Gobi Brown and Sahara Yellow to pick out some of the trims on the outfit, highlighted up with some additional Sahara Yellow:

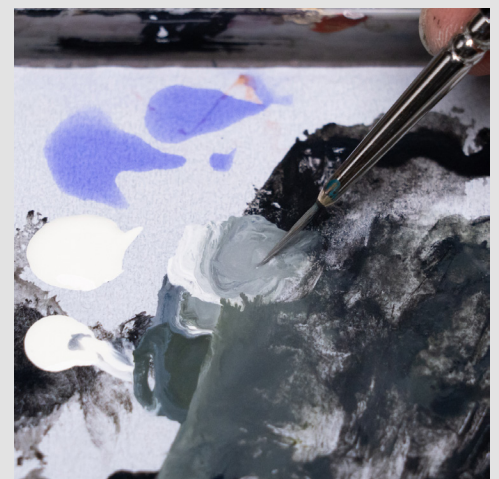
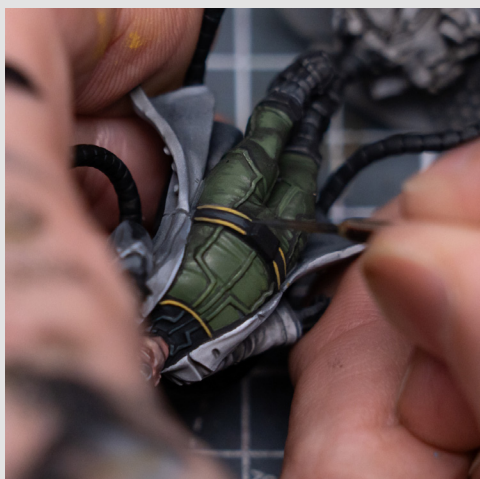




I'm now going to highlight the black part of the suit along with the boots. For that I'm using the same blue-ish grey scale that I used for the goggles, but am also mixing in a little of the dark green from the suit base colour:



I'm adding some fairly bright highlights to the boots to give them more of a dark metal look:





I'm also using the blue-ish grey scale to paint the belt buckle:



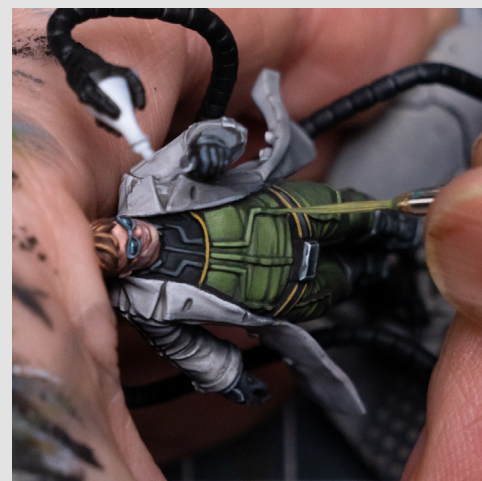
And here I'm just highlighting the gloves:



I'm now returning to the green part of the outfit, and building up a more solid highlight tone with the Yellow Green mixed with a little Blue Black:



For the brighter highlights I played around with adding Pale Yellow and some Pale Green:



I spent a fair bit of time here gently pushing up the values until I was happy with the overall look:



Some of the shadow and mid tones also needed a little cleaning up:



For the white overcoat I really just wanted to build on the tones that were already in place. So I used the three Warm Grey tones to do some general cleaning up and highlighting:

I mainly used a mix of Warm Grey and Bright Warm Grey to add some cleaner-looking areas of highlight, and used the Bright Warm Grey just for the brightest spots:



And I just used the Dark Warm Grey to re-inforce one or two of the deeper shadows:



I didn't spend too long here, and you can still see some of the zenithal "grain" from the initial airbrush on the back, but that's fine.



Next I'm going to highlight the tentacles, where I'm simply adding white, and some optional Vanilla White, to the Black and Prussian Blue base tone:



I'm initially ignoring the gaps between the segments, and just providing some broad, zenithal-style areas of highlight:

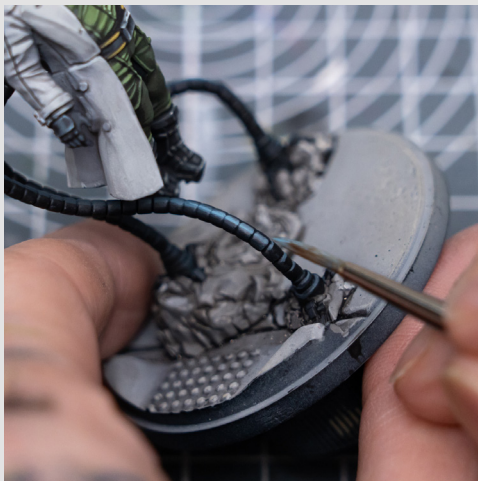


And I'm beginning to pick out some of the smaller ridges etc on the claws:

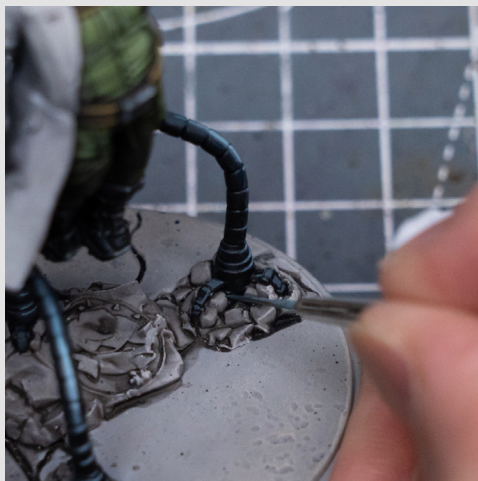


You can see I'm gradually getting lighter by mixing in additional white:





Vanilla White can also be added to the brighter tones if you like:



Once I'm happy with a stretch of highlight, and have reached peak brightness, I'll then paint the gaps using the black base tone:



For the areas that are more shadowed I'll still go in and hit the upper edge of each individual segment:



To add some further tonal contrast I'm also brushing some thinned Burnt Sienna Umber into some of the areas of shadow:



I'm then simply continuing round the figure picking out the little glinting highlights on the claws, and checking the model from various angles to ensure there's enough visual interest when viewed from each angle:

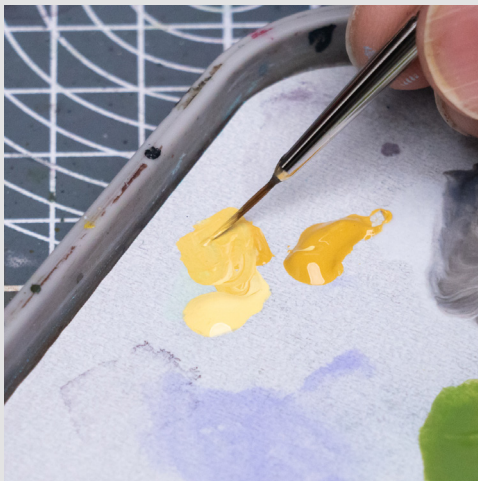


I also glazed a little of the Prusian Blue here onto the belt buckle:





Next I decided to push the highlights on the yellow trim by mixing some Tenere Yellow into the Sahara Yellow:



And I'm now painting the potion bottle first-ly using Violet:



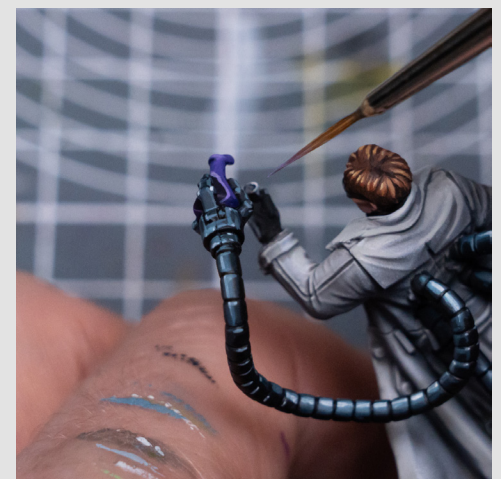
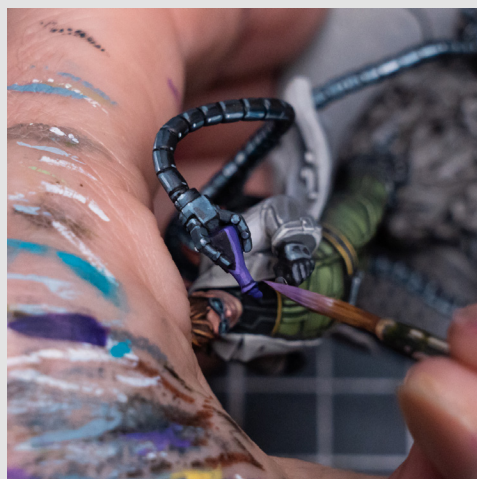
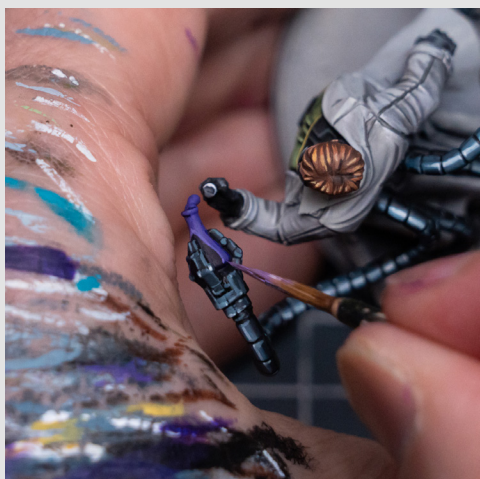
I'm then mixing in some Black and painting the upper part where there's no liquid:



And for the liquid part I'm lightening the Violet with some White along with a little Purple:



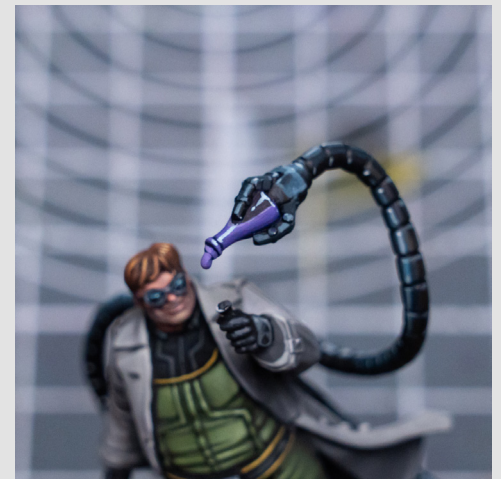
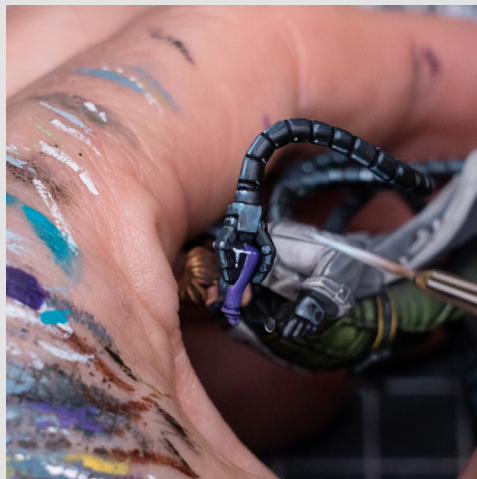
You can see I'm creating a light rim where the liquid stops:



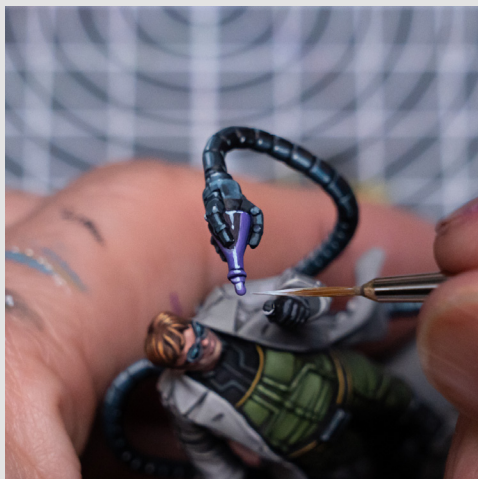
And I'm brightening the liquid that's coming out of the bottle:



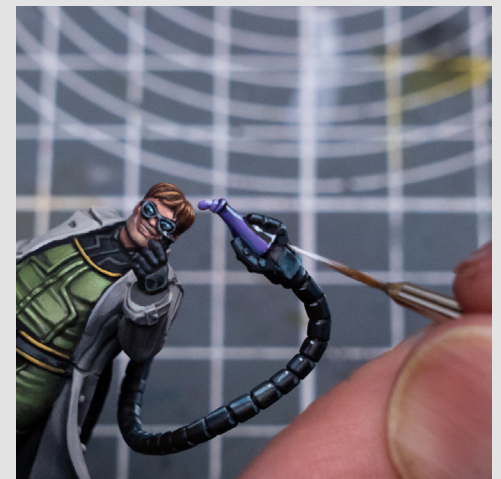
I'm then mixing White with some Turquoise, and using this to add some reflections to the glass:



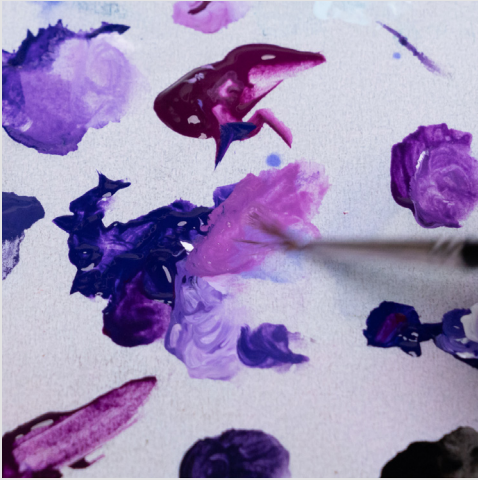
And here I'm adding a blue-ish reflection near to where the claw is touching the glass:



I'm now just making a few little adjustments to the reflections, and also creating a little further variaion in the levels of pink:



I also decided to add some tiny bubbles to the liquid in the bottle:



And here I'm painting the test tube with the same blueish grey scale we used for the tentacles:

Returning to the base, I decided to incorporate some faded purple and yellow into the ruined logo on the ground:



And I'm dirtying this up with some Nuln Oil before adding some posters and bits of scatter:



I'm now painting some of the scatter to help it blend in a bit more with the base.

And here I'm boosting the saturation of the liquid coming out of the bottle:



I also like to ensure the rim is nicely defined with an edge highlight:

And I'm now adding a couple of final highlights to the coat, and also picking out the buttons and buckles:



And I'm finishing him off with a little additional colour in the cheeks:



And this completes Doc Oc!







PAINT LIST:

Coal Black (MH)
Burnt Sienna Umber (SCA)
Pink Flesh (SCA)
Golden Flesh (SCA)
Vanilla White (SCA)
Prusian Blue (SCA)
Primary Red (SCA)
Black Brown (MH)
Mahogany (MH)
Burnt Orange (MH)
Light Umber (MH)
Golden Brown (MH)
Pale Yellow (MH)
Blue Black (MH)
Bright Ivory (MH)
Turquoise (MH)

Black Green (MH)
Dark Camo Green (MH)
Yellow Green (MH)
Dark Warm Grey (MH)
Nuln Oil (GW)
Agrax Earthshade (GW)
Art Black (SCA)
Prusian Blue (SCA)
Gobi Brown (SC)
Sahara Yellow (SC)
Bright Pale Green (MH)
Warm Grey (MH)
Bright Warm Grey (MH)
Art White (SCA)
Vanilla White (SCA)
Violet (SCA)
Purple (SCA)



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Thank you!

SC = Scalecolor, SCA = Scalecolor Artist, Monument Hobbies