

STAR WARS™

SHATTERPOINT™

EWOKS

PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting all of the Ewoks from both the "Yub Nub" and "Ee Chee Wa Maa!" Squad Packs from STAR WARS: Shatterpoint!



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For the Hunters and Trappers there are a wide range of colours we could use for both the fur and leather, so do feel free to experiment!

I ended up using three main different fur tones, and four different colours for the leather, which I've then put together in various combinations. I'm using a base-shade-highlight approach for the fur and leather, and a simple brown speed paint for all of the weapons and little accessories to speed things along. Here are my Hunters:



And here are my Trappers:



For all of the bases I used some basing paste (Vallejo) to fill out the bare areas, and I also added a few additional plants by Epic Basing:

I'm starting by painting all of the eyes using Black (a very dark brown would also be fine). It's OK if this is a little scrappy as we can tighten things up when we paint the fur:

For my first Ewok I'm creating a mid-brown fur tone, so I'm using Walnut for the shadows, and White Sands mixed in for the mid tones and highlights:



I'll be throwing some speed paints over this in a moment which will darken things down, and bring out some of the sculpted texture.



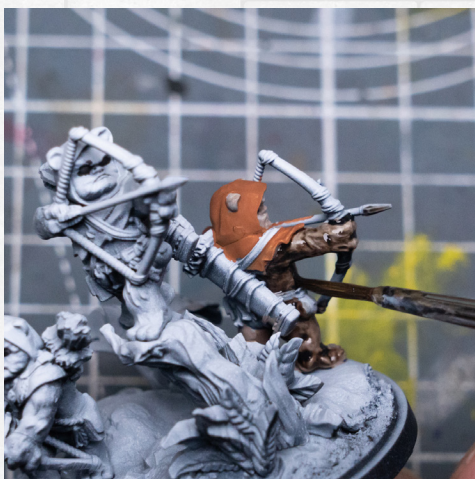
I really just want to achieve some sense of volume, and we don't need to be too neat:



For the leather cowl I'm using Orange Leather:



I'm now going to shade the fur down using Ratling Grime thinned with a roughly equal amount of Contrast Medium. You could of course experiment with using different shades of brown here to create further variations amongst your Ewoks:

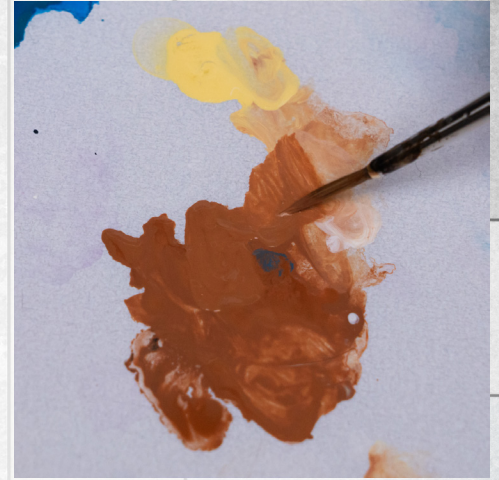


For the cowl I'm using an equal mix of Wyldwood and Basilicanum Grey, but once again, there are a range of browns etc you could use here:

And for all of the weapons, quivers, belts, pouches etc I'm using a roughly equal mix of Wyldwood, Skeleton Horde, and Contrast Medium:



Once dry we can add some highlights, and for the cowl I'm returning to the Orange Leather, and adding some Tenebre Yellow for the brightest areas:



I'm sketching on a nice bit of texture as I go:



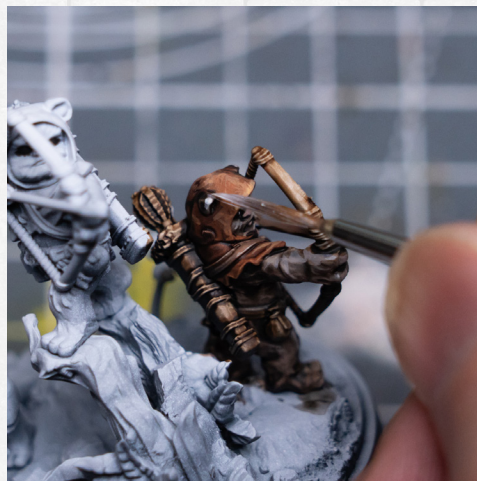
I'm also returning to the fur base colours to add a some highlights, and by using some short, repeated strokes, a little extra texture too:



For any fleshy parts like the nose, fingers, and toes, I'm using Sandalwood. This can first be mixed with a touch of Black if you like, then highlighted up to pure Sandalwood. I later decided to add a touch of Tenere Yellow to add some final highlights to places like the nose:



I'm also adding an off-centre glint of pure white to each eye:

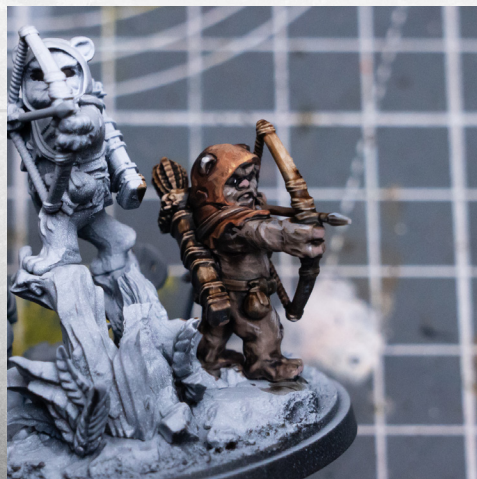


And if you feel any parts of the weapons etc need a little brightening or evening out, we can also hit them with a light brown (in this case I just wanted to make the arrow stand out a little):

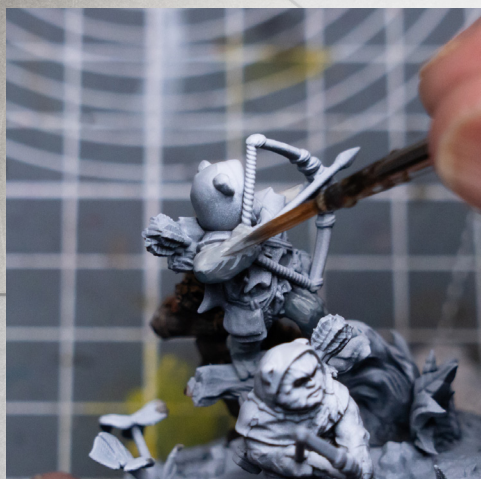
And this completes our first Ewok!

Let's now explore some other colour ideas...

For a grey-ish fur tone I'm using Graphene Gray and Nacar for my initial gradient:

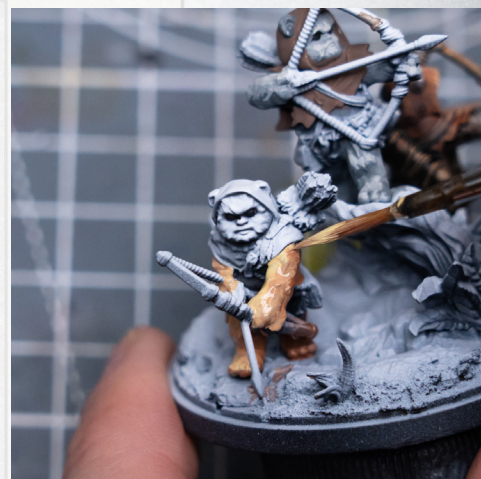


Once again, I'm looking to create a sense of volume, and maybe some initial texture as well. You can see I'm now working in batches of Ewoks, too:



For a basic brown leather look I used Walnut for my base tone for some, and Brown Leather for a more saturated tone for others.

For a more orangey-brown fur tone I'm using Brown Leather, Orange Leather, and Tenere Yellow for my initial gradient:



And for a couple of Ewoks I created a more blue-ish leather tone, starting with a dark base tone of Abyssal Blue (which I won't be shading as it's already so dark). I thought this would nicely compliment the orangey fur:



And for this one I used Black Leather:

Returning to the grey Ewoks, I'm now shading the fur using Basilicanum Grey, once again thinned with some Medium:



As an alternative variant to the original brown Ewok, I'm shading this one with a mix of Skeleton Horde, Ratling Grime, and Medium:



For the more orangey Ewoks I'm using a roughly equal mix of Skeleton Horde, Gore-Grunta Fur, and Medium:

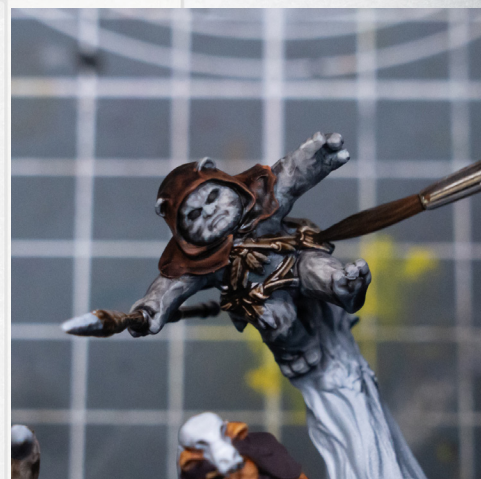
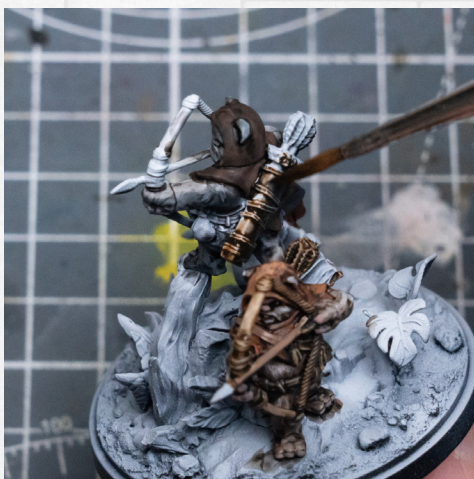


Some thinned Ratling Grime will do nicely for the brown Leather:



As with the first Ewok, this is a thinned mix of Wyldwood and Basilicanum Grey:

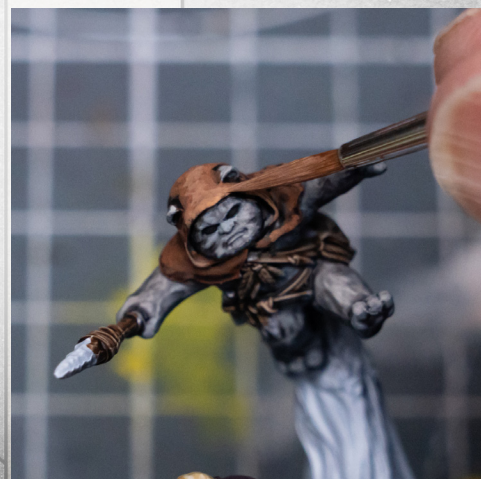
And once again I'm hitting all of the accessories with a mix of Wyldwood, Skeleton Horde, and Contrast Medium:



For this skull some neat Skeleton Horde is fine, and we can brush the excess away from the top:

Here's how these two groups look once shaded:

So I'm now adding some highlights as before:



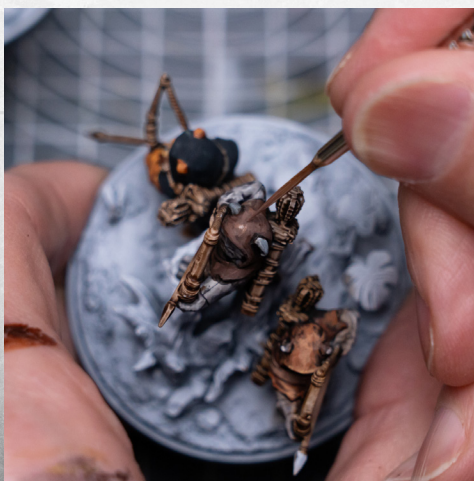
For the purplish cowel I added a mix of Sunset Purple and Deep Red to the Black Leather base tone. And I added some Tenere Yellow for the brighter highlights:



For any brown/orange leather tones, I just used the base tone followed with some Tenere Yellow mixed in for the highlights:

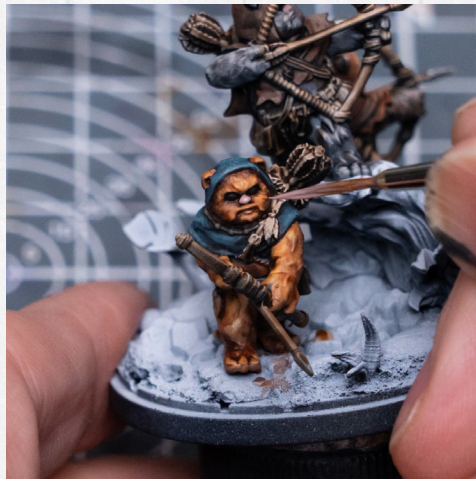


And for the blue-ish cowels I added some Caspian Blue to the Abyssal Blue base tone, followed with some Birch for the brighter highlights:

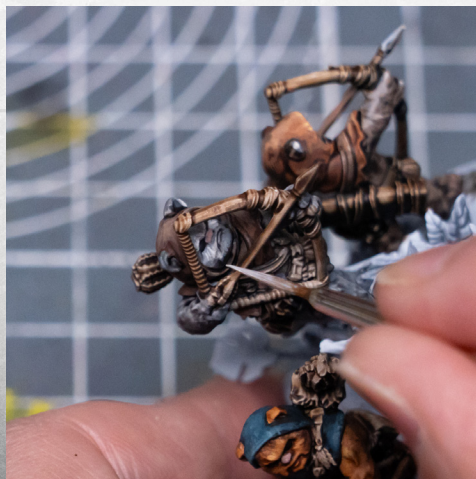




I'm now returning to the fur base colours to add some highlights and texture to the fur:



I'm also picking out some of the fingers, toes, and noses etc:

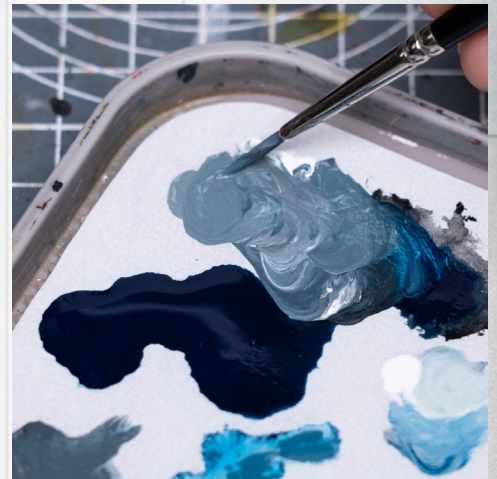


And I'm now adding the eye glints:



For the noses I decided to go a little brighter by mixing some Tenere Yellow into the Sandalwood:

And for the spear and arrowheads I mixed a blue-ish grey scale using Black, White, and Prussian Blue:



Now the Ewoks are pretty much done, let's paint the base!



Here are the colours I assembled on the palette to paint the bases; you could of course use whatever range of browns, greens etc you like, so don't feel you need to use these exact colours...



I then loosely blended my initial colours on to the base; for the stoney areas I found Titanium Grey works well (thinned so as to create some natural shading), and here I've blended it into some darker brown for the surrounding earth etc (Burnt Umber for example):

I find Earth Green to be quite a useful tone, too, as it's quite a natural brownish-green that works well for both ground and tree trunks etc:



Once dry I'm applying a light dry brush (I'm using Vanilla White but any cream or ivory tone would be fine for this):



And to achieve some further depth and variation, I'm applying some Agrax Earthshade and Athonian Camoshade:



Whilst I had the colours on the palette, I thought I'd also get my initial tones down on the bases of the four individual Ewoks, too:



I'm then adding a few highlights; here for the leaves I'm using Light Moss Green mixed with Vanilla Yellow:



And I finished the bases off my glueing down a few tufts of grass etc - mostly by Gamers Grass:



And after spraying over some Ultra Matte Varnish, this completes the Ewok Hunters and Trappers!







WICKET

You can see that I've already provided some texture and additional basing, along with the initial colours for the ground:



I'm once again beginning by painting the eyes - this time with Burnt Umber, which I'll follow with some glints of pure White:



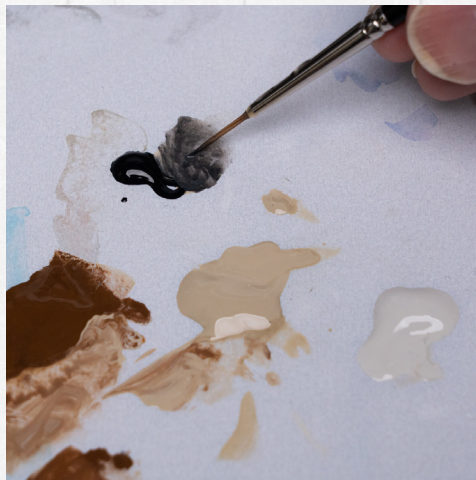
For Wicket's Fur I'm using Dubai Brown and Thar Brown to create the main gradient, and will also be using some Nacar along with some Black just for the face:



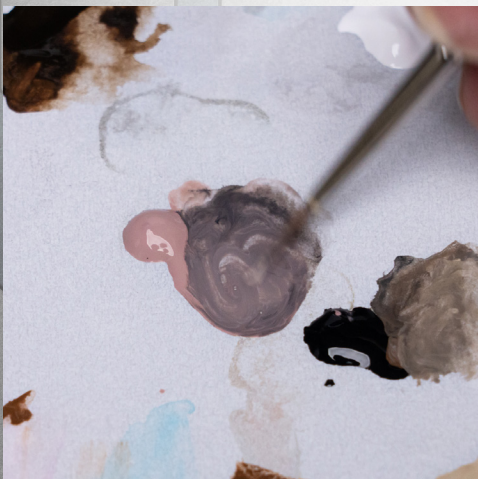
So here I've blocked in the main tones for the body using Dubai Brown and Thar Brown:



And for Wicket's face I also mixed in some Black to create a more grey-ish tone:



Here I'm using Sandalwood mixed with Black to paint the nose and lips:



And I'm pushing up the highlights on the face to pure Nacar:



For the leather cowl I'm using Orange Leather:



I'm now shading the fur down using a roughly equal mix of Ratling Grime, Skeleton Horde, and Medium:



I'm taking care to avoid the eyes:

For the cowl I'm using the same shade as the first Trapper Ewok - a mix of Wyldwood, Basilicanum Grey, and Medium:

And I'm using the previously-used mix of Wyldwood, Skeleton Horde, and Medium for the spear:



We can also shade down the stitching etc on the cowl:



I'm now highlighting the cowl using Orange Leather:



And adding Tenere Yellow for the brighter highlights:



I'm also adding a few highlights to the fur using the original base colours, mainly focusing on the face:



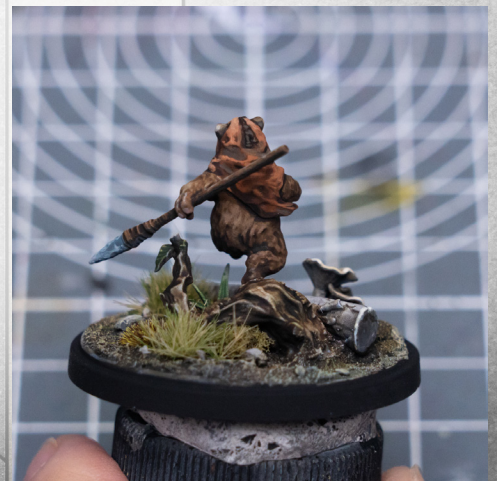
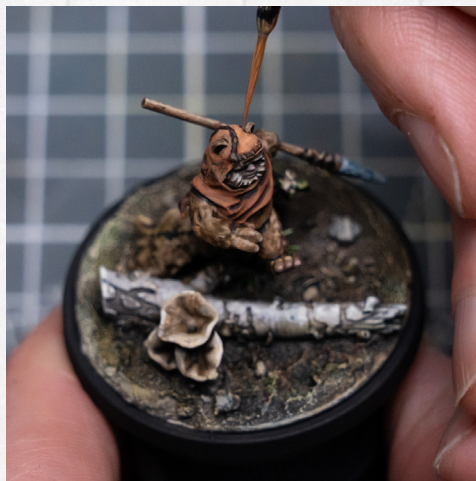
And once again I'm using a mix of Black, White, and Prussian Blue to paint the spear tip:



I'm now just moving round the figure picking out a few final highlights:



And here I've finished Wicket off by touching up the base, and adding a few small tufts of grass:





LOGRAY

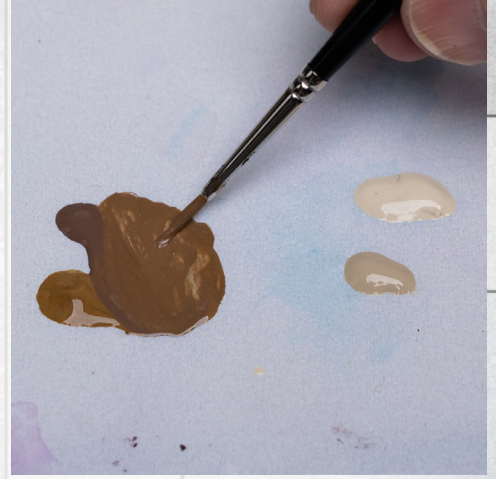
You can see I've already placed some initial basing, and I've painted the eyes (once again, either Black or a very dark brown would be fine for this):



For Logray's fur I'm painting the darker stripes using a mix of Arabic Shadow and Walnut. I'll then be using Thar Brown and Birch to paint the lighter stripes:



So here I'm creating a roughly equal mix of Arabic Shadow and Walnut, which I'm then using to paint the dark stripes:



And I'm now using Thar Brown to paint the lighter stripes, and some Birch for the more highlighted areas:



And I'm using a combination of all of the shades of brown for the face:

I've also painted the facial details as before (with Sandalwood initially mixed with a little Black):



I'm now painting the cowl using a mix of Black Leather and Brown Leather:



Next I'm shading the fur using a 1:1:2 mix of Skeleton Horde (1), Basicicum Grey (1), and Medium (2):



And I'm using Ratling Grime - one again thinned with some Medium - for the bag, strap, and cowl:



Skeleton Horde works fine for the skull here:



I'm now using a mix of Skeleton Horde, Wyldwood, and Medium for any remaining details as well as the staff:

And here I'm using Ratling Grime to darken the bindings at the top of the staff:



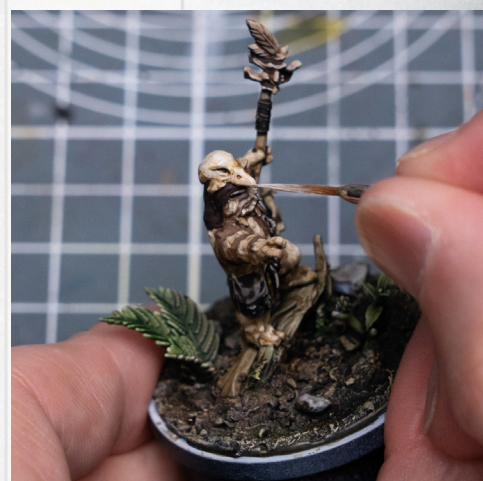
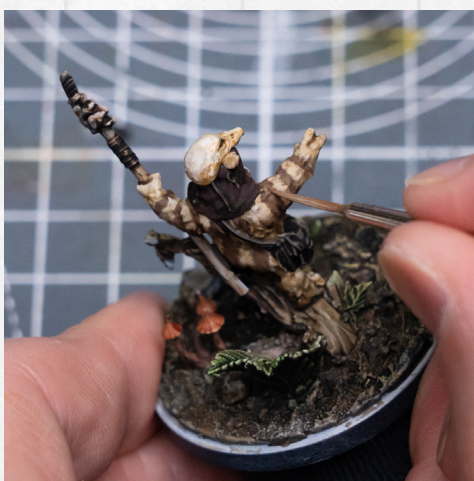
I'm now adding a few highlights to the fur:



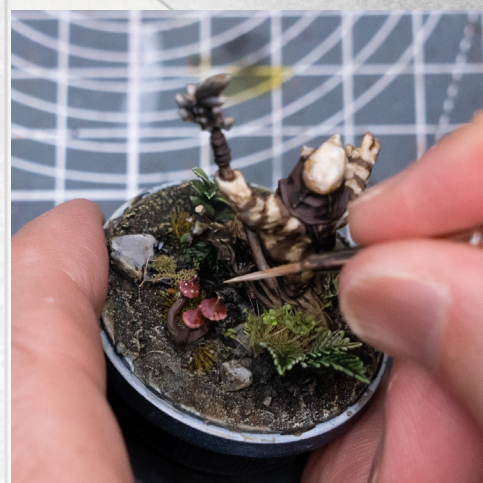
And for the lighter parts of the fur I'm also adding some White Sands:



And I'm now just moving round the figure adding a few final highlights where needed using some pale beiges from the palette:



We can then finish him off with some final touches for the base:





CHIEF CHIRPA

As with the others you can see I've already placed some initial basing, and I've painted the eyes using Burnt Umber followed with a couple of white glints:



For Chief Chirpa's fur I used Rainy Gray and Nacar for the shadows and highlights respectively:



You can see I've also painted the nose and lips with Sandalwood (mixed with Black initially, then highlighted back up), and I've picked out the teeth using Nacar:



Next I'm using Arabic Shadow for the leather cowl:



And for the decorative elements on the head I'm using Brown Leather:



I also decided to paint the belt with the Arabic Shadow:



Next I'm shading the fur using Basilicanum Grey thinned with an equal amount of Medium:



And for the cowl, staff, belt, and accessories I'm using an equal mix of Wyldwood, Skeleton Horde, and Medium:



(Once dry I often like to apply some matte varnish to take the waxy shine off.)



I'm now adding my highlights with the original base tones, and for the cowl I lightening things a little further with the addition of some Tenere Yellow:



I also lightened up the boney end of the staff with something like Birch/Nacar etc:

And here he is with some final bits of foliage added to the base:



PAPLOO

I've once again begun by picking out the facial details just as before (using Sandalwood for the nose and lips etc):

For Paploo's fur I used Walnut and Thar Brown for the shadows and highlights respectively:



For the leather cowl I'm using Birch:



And for this feather I used Orange Leather:

I'm now shading the fur using an equal mix of Ratling Grime, Skeleton Horde, and Medium:



For the cowl I used an equal mix of Skeleton Horde, Basilicanum Grey, and Medium:



And as with all of the others, I used a mix of Skeleton Hoard, Wyldwood, and Medium for the remaining elements:



To highlight the cowl I had to start a little darker than the base tone (due to the darkening effect of the Contrast Colour), so started with a mix of Thar Brown and Birch:



I've also highlighted the feather back up with the Orange Leather, and you can see I've used Sandalwood for the fingers and toes, which I lightened with a little Tenere Yellow for the highlights:



I also used the cowl tones for the bones at the end of the staff:



I then went beyond Birch with the addition of some White Sands for the brighter highlights:



I'm keeping things pretty rough and scratchy looking:



And this completes Paploo!





PAINT LIST:

Art Black (SCA)
Art White (SCA)
Burnt Umber (SCA)
Walnut (SC)
White Sands (SC)
Orange Leather (SC)
Sandalwood (SC)
Graphene Gray (SC)
Nacar (SC)
Abyssal Blue (SC)
Black Leather (SC)
Sunset Purple (SC)
Deep Red (SC)
Tenere Yellow (SC)
Caspian Blue (SC)
Birch (SC)
Dubai Brown (SC)
Thar Brown (SC)
Arabic Shadow (SC)
Brown Leather (SC)
Rainy Gray (SC)
Ratling Grime (GW)
Wylidwood (GW)
Basilicanum Grey (GW)
Skeleton Horde (GW)
Gore-Grunta Fur (GW)
Contrast Medium (GW)

Additional paints just used for the bases:

Titanium Gray (SCA)
Burnt Sienna Umber (SCA)
Burnt Sienna (SCA)
Earth Green (SCA)
Moss Green (SCA)
Light Moss Green (SCA)
Vanilla Yellow (SCA)
Vanilla White (SCA)
Agrax Earthshade (GW)
Athonian Camoshade (GW)



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