

STAR WARS™

SHATTERPOINT™

INFERNO SQUAD

PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting the "Today The Rebellion Dies" Squad Pack from STAR WARS: Shatterpoint!



To speed things along a bit I began by priming the figures in black, then used the airbrush to spray the figures with Scalecolor's Black (to produce a matte finish), followed with a mix of Graphene Grey then pure Graphene Grey to create some zenithal highlights:



I did this simply as a quick way to paint all of the matte black parts of the outfits (namely the legs and arms) where I won't be adding any additional highlights. (And you could of course do this with a brush if you don't have an airbrush.)



I'm now painting the eyes of the named characters with an off-white, and the surrounding areas as well as the pupils using Black:

And I'm using my go-to skin tones for the faces (Pink and Golden Flesh darkened with Burnt Sienna Umber for the shadows, and highlighted up with Vanilla White for the highlights):



I also used a little Prussian Blue to tint the chin area for the men:

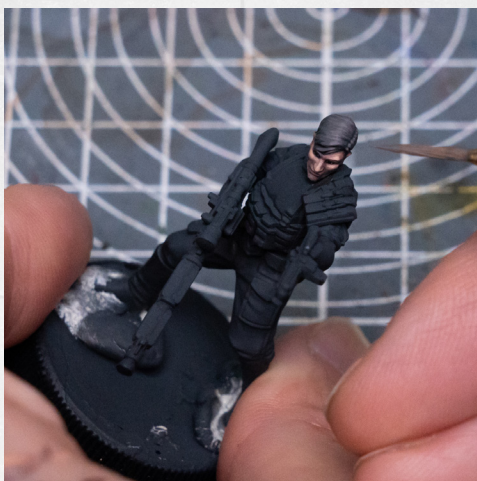


And for Iden Versio I also incorporated a little Orange into the skin tone (as you can see me do in the Sabine Wren video):

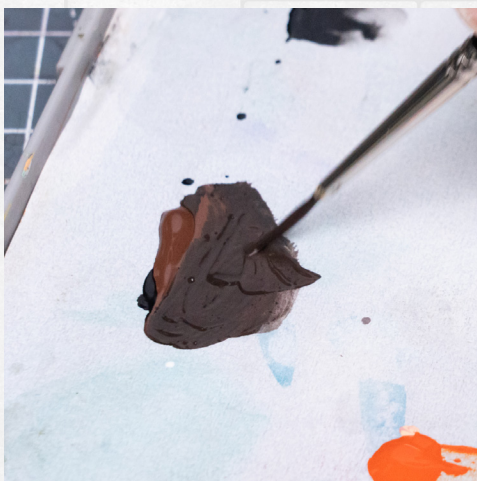


For Del Meeko's hair I used Brown Gray mixed with Black, then highlighted up with the addition of some White Sands:

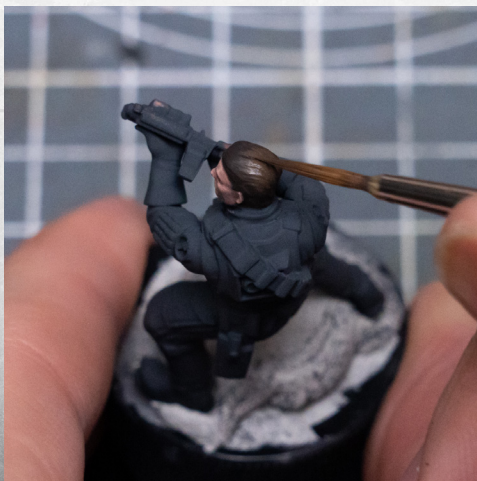




For Gideon Hask's hair I started with a base colour of Brown Leather mixed with Black, which I then lightened with the addition of some Arabic Shadow followed with some White Sands for the highlights:



Here I'm adding some Arabic Shadow:



And now some White Sands:



For Iden Versio's hair I started with a mix of Black and Graphene Gray, then added White Sands for the highlights:



Next I'm using Black mixed with some Prussian Blue to paint all of the more shiny parts of the outfits along with the weapons etc, which I'll then be highlighting with the addition of some White:



I'm now simply adding varying amounts of white to create my highlight tones:



I'm starting with the Imperial Special Forces, and am working in a fairly fast and sketchy style:





I'm ramping up the values quite sharply for the more shiny parts of the outfit - especially the helmets:



I'm now using white to provide an undercoat the the various bits of red detailing:



This includes a little strip on the arm (which isn't sculpted on):

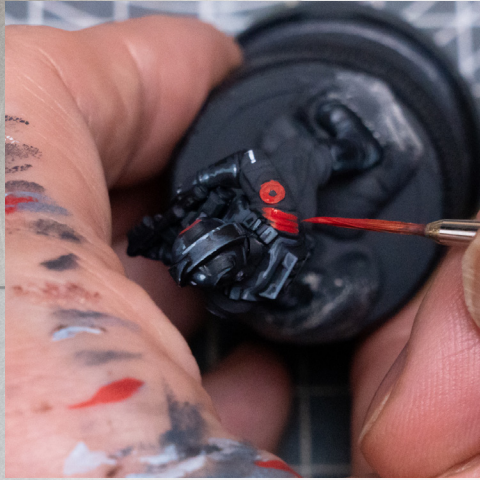
I'm also getting some white in the lenses:



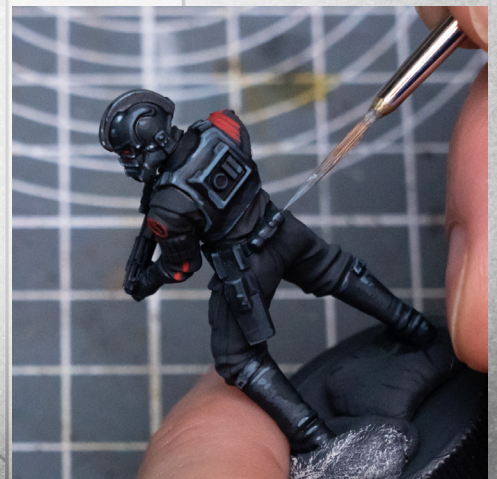
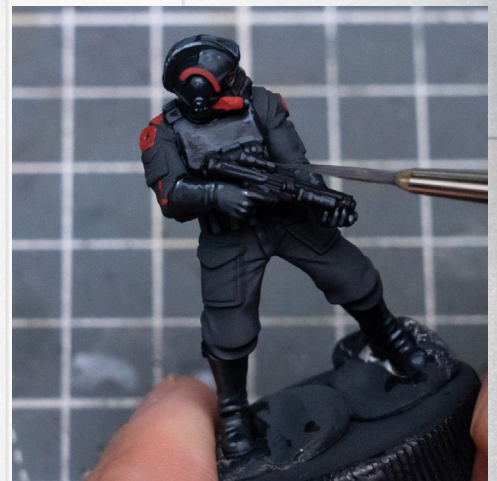
And here I'm painting three ridges on the right shoulder:

I'm then simply painting all of these areas using Blood Red, which I won't be bothering to highlight:





For an optional bit of variation I chose to mix some Titanium Grey into the previous grey scale, to create a slightly warmer tone to highlight the weapons:



Even though I was a little rough in my application, if we're bold enough with the specular highlights, the overall look can be pretty effective:



I'm now highlighting the rest of the squad in the same way:



I also chose to paint the sculpted stripes on the sides of each leg with the red too:





I'm once again leaning more towards Titanium Grey for the weapons to create a subtle bit of differentiation:



I'm now spending a bit of time working on the chest panels, where I'm using white for the little lights:



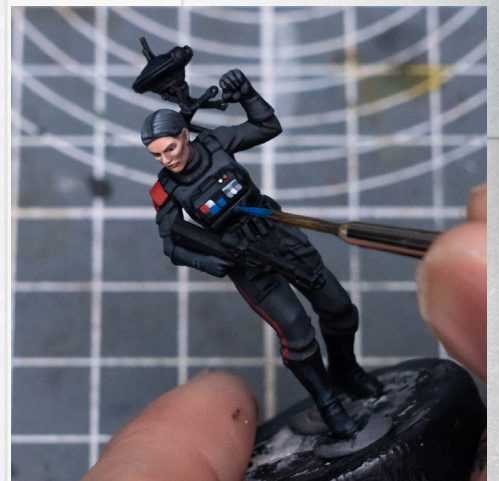
And I've just mixed some greys to articulate the switches:



I'm now using the Blood Red for some of the lights/buttons:



And for the blue details I'm using a mix of Navy Blue and Mediterranean Blue:



And I'm now painting the remaining silver/metallic details including the horizontal strip, and the circular elements on the side:

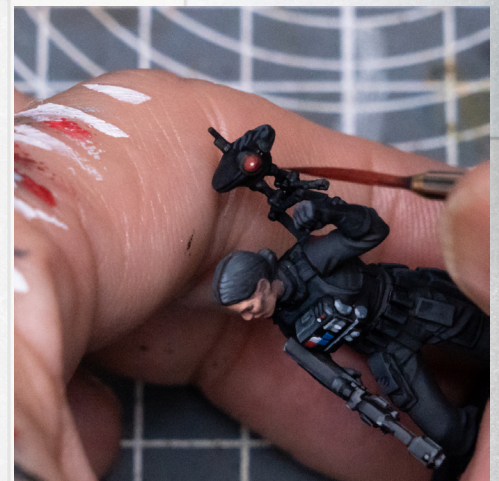
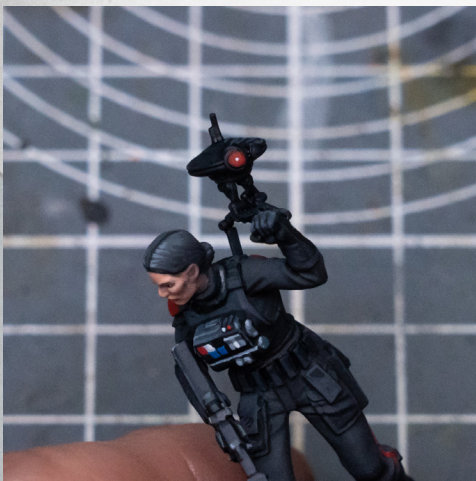


Next I've painted the lens of the droid with the red:



And here I've placed a small white dot in the centre:

Next I'm mixing some Black into the Red, and I'm darkening down the edge of the lens:



I'm then placing a larger white glint off centre towards the top of the lens:

I'm now highlighting the rest of the droid using the same blue/black grey scale as before:



And here I've just noticed the second little lens:



I decided to add some white glints to the Del Meeko's rifle scope:



And here I'm just picking out some red detailing:



I'm now glueing the squad down onto the bases which I painted mostly with the airbrush:



And I'm now adding a few final highlights:



And this completes Inferno Squad!







PAINT LIST:

Black (SC)
Graphene Gray (SC)
Art White (SCA)
Art Black (SCA)
Burnt Sienna Umber (SCA)
Pick Flesh (SCA)
Golden Flesh (SCA)
Vanilla White (SCA)
Orange (SCA)
Prussian Blue (SCA)
Titanium Gray (SCA)
Brown Gray (SC)
White Sands (SC)
Brown Leather (SC)
Arabic Shadow (SC)
Blood Red (SC)
Navy Blue (SC)
Mediterranean Blue (SC)



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Thank you!