

# STAR WARS™

## SHATTERPOINT™

### CHOPPER

#### PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting Chopper from the "Make the Impossible Possible" Squad Pack from STAR WARS: Shatterpoint!



As usual I've primed the figure in black followed with some zenithal highlights:



I'm now creating a gradient for the off-white body of the droid using Warm Grey, Light Warm Gray, and Bright Ivory. I've also mixed some Dark Golden Brown into the shadow and mid tones:



We can then either use a standard brush or the airbrush to block the tones in for the body, starting with a brownish mid tone:



I'm now going lighter, and applying the paint from a zenithal direction:



The top end has some Bright Ivory mixed in; I was a little heavy handed here, but quite like the gradients on the back of the droid:



I'm now mixing some Dark Camo Green with a little Faded Green, and painting the upper part of the left "leg":



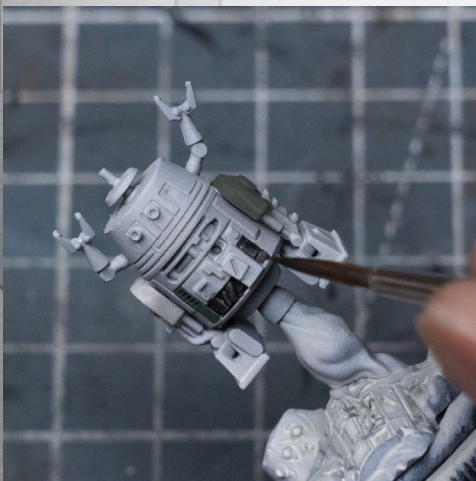
And here I've also added a little Jade for the greenish panel on the front:



For all of the dark grey details I'm using Dark Neutral Grey which we can apply somewhat thinned:



As usual I like to tidy up as I go along:



I'm now creating more of a wash-like consistency for the little arms by thinning the paint with some Glaze & Wash:



And for the yellow details I'm mixing some Warm Yellow with a little Faded Plum:



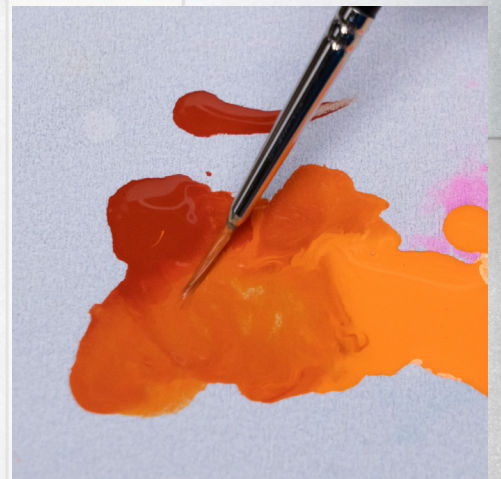
Here I'm also using the grey wash for the underside of the droid:



And I also missed a couple of dark-grey details here on the front:



For the orange top I'm using Orange darkened with some Burnt Orange. We can then lighten the Orange with some Pale Yellow along with a little Warm Yellow to create a highlight tone.



I'm first using this darker end to paint the sides of the "head":

The paint is naturally somewhat thin, so I applied this in two even layers:



I'm now using the lighter end of the gradient to paint the flat area on top:



This turned out a little too light so here I brushed over some of the Orange:

We can also paint this little horizontal strip:



And here I'm just using the off-white body tones to paint the ariel:

For the smashed droid on the ground I first just threw on a wash using Blue Black thinned with the medium:

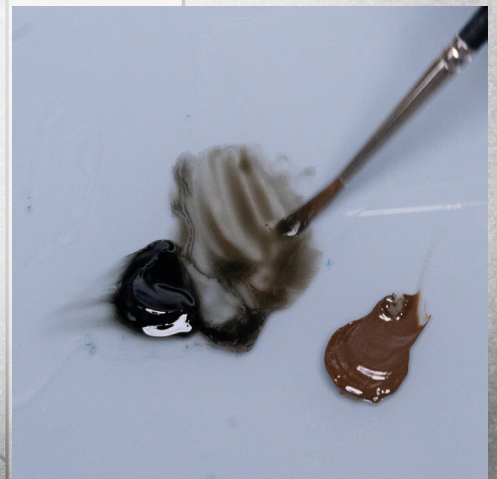




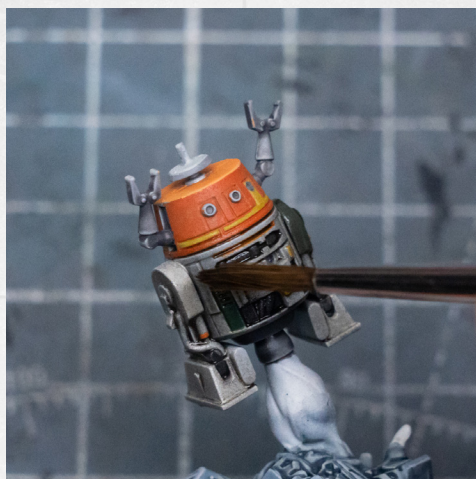
And I'm now just doing a little tidying and some preliminary highlighting with Blue Black mixed with Bright Neutral Grey:



I'm now switching to some oil paints to give him a nice oil bath; for that I'm first using some Black Ivory mixed with Raw Umber, thinned down with some thinner:

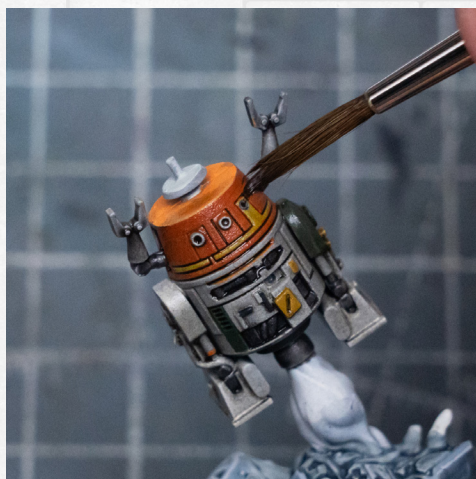


And I'm brushing this over the whole body:



We can also use this for the orange top...

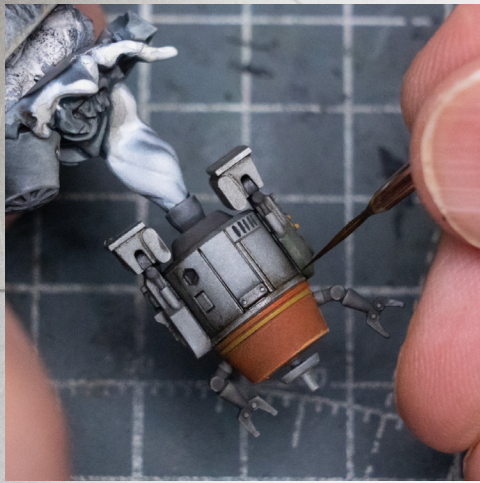
...as well as the base:



Here I'm using a little thinner to brush the paint away from a couple of places where I want the values to remain brighter:

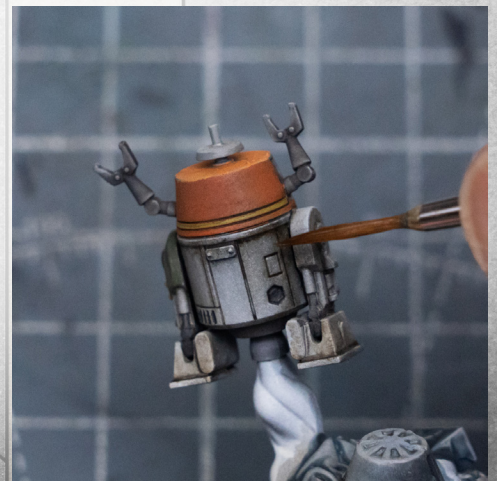
After using a hair dryer to speed up the drying time, I'm now using a slightly heavier mix to really darken down the various panel lines and recesses:



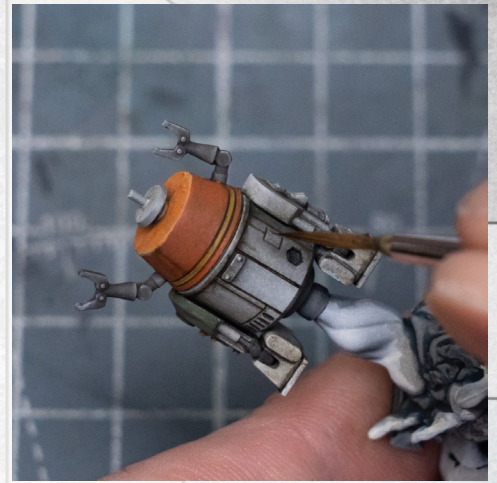
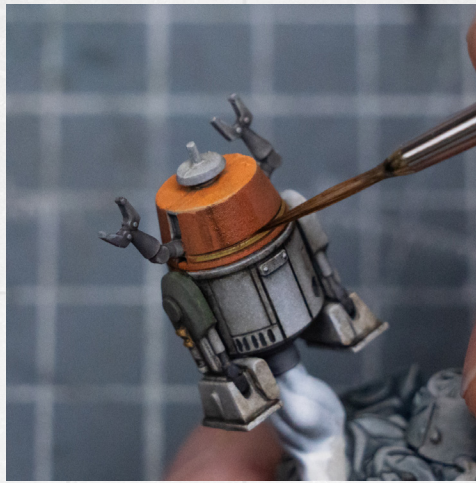
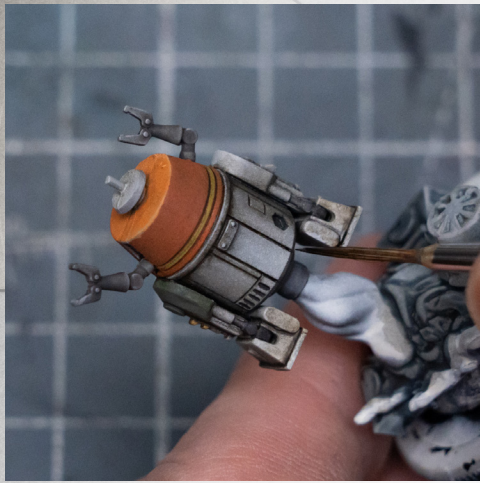


I'm now using the Brown Sienna to add a little more colour interest:

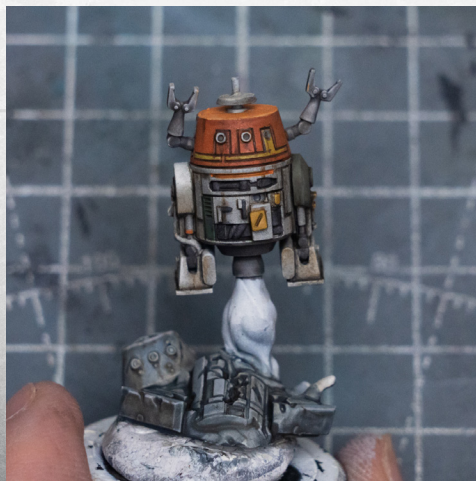
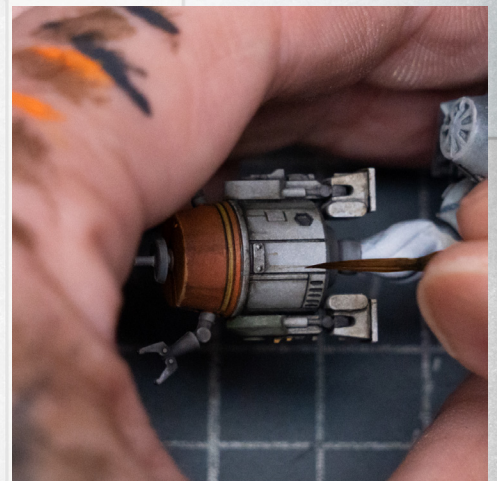
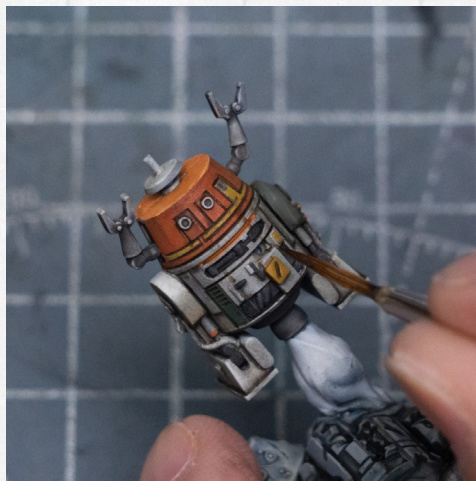
This can be glazed on thinly to add a warmer, brownish tint to places like the "feet" and some of the shadows etc:



I'm now just continuing to darken down some of the panel lines, and I'm also freely adding some bits of streaking:



Oil paints are quite forgiving for this kind of thing because if you don't like a particular streak, it can simply be erased with some thinner...



I'm now painting the jet blast using pure white:



I'm also painting the areas of smoke, and various recesses amongst the debris where I want a fiery effect:



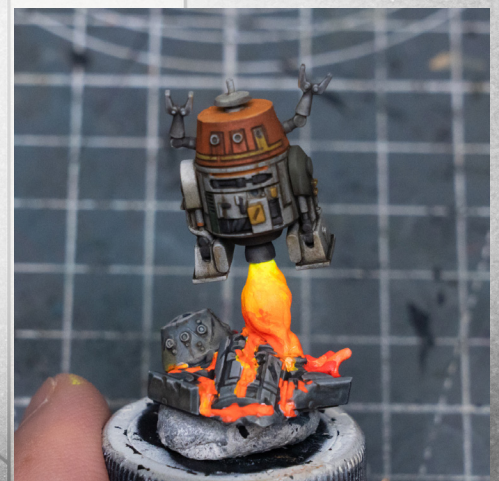
We can then use whatever fluo tones you like to paint the blast:



I'm starting with some yellow for the area at the top:



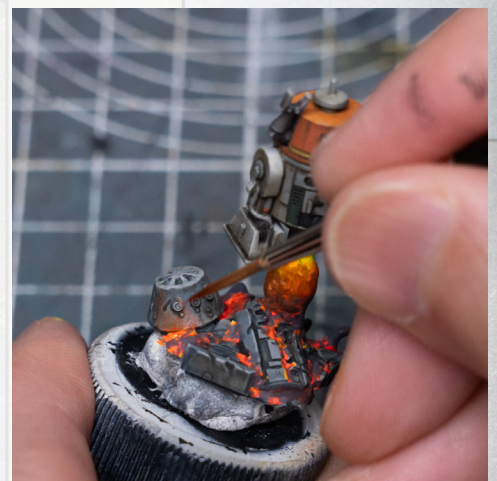
I'm then blending this into the more orange and red end of the gradient as we move down the blast:



I'm then using some grey tones to roughly paint the smoke etc, leaving little bits of the glowing fiery tones show in through:

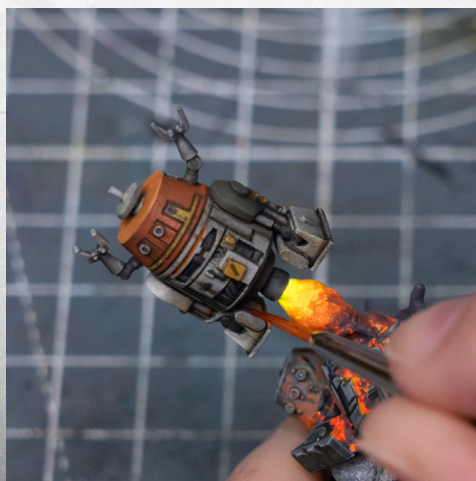


We can also thin the grey down to create a more gentle gradient here on the blast:



I'm now beginning to add some Object Source Lighting to the surrounding area:

It's mainly the inside of feet and the underside of the droid that I want to feel the most intense light:



I also went back and forth a little with the blast - here I'm glazing some more of the reddish tones for example:



As well as painting the fluo tones on directly, we can also mix them with the grey tones if we want more control of the resulting hue:



I'm also adding some touches of OSL to the undersides of various elements further up the droid:



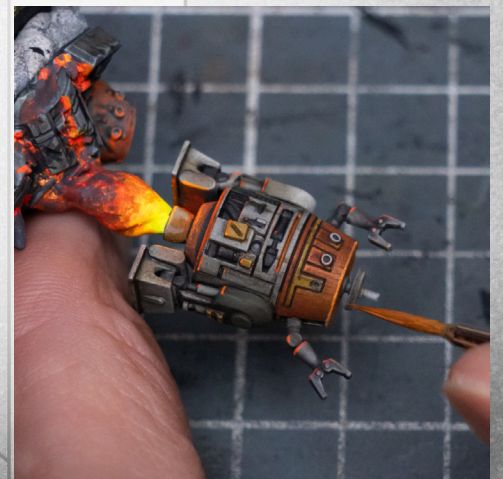
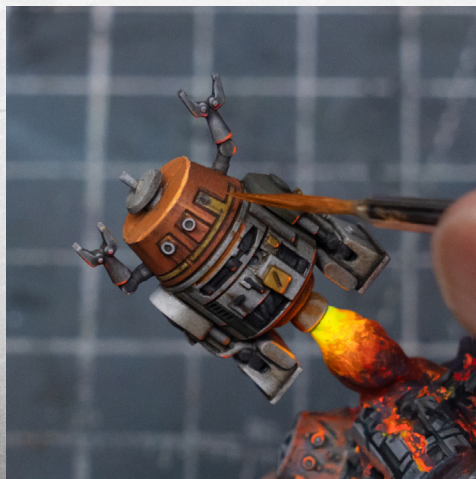
I'm now applying some general highlights starting with the orange top where I'm using the brighter end of the gradient to pick out the edge:



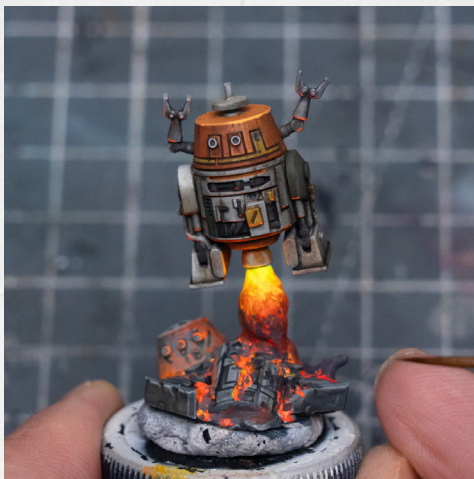
And here I'm using some Orange to provide some highlights to the front:



I'm applying the paint with vertical brush strokes; this adds to the slightly streaky appearance, and means we don't need to worry too much about blending:



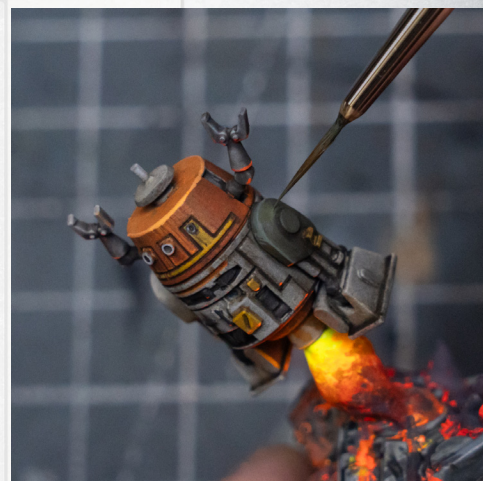
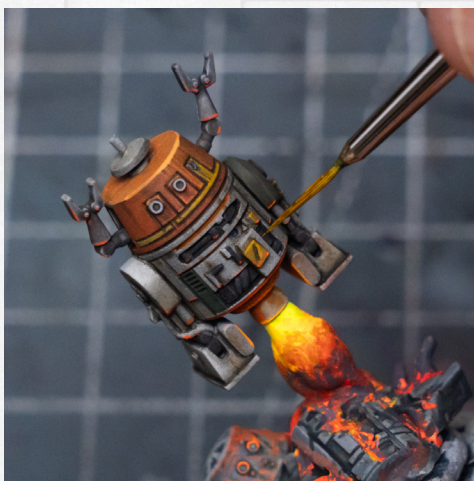
And here I'm just strengthening the edge highlight at the front:



Next I'm returning to the yellow base tone to brighten up some of the yellow areas:



And I'm now highlighting the green part using a greater amount of the Faded Green in the mix:

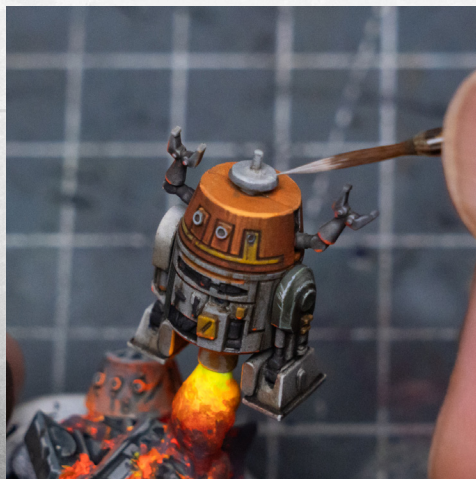


I'm also using some Bright Neutral Grey to add a few scratchy chips:

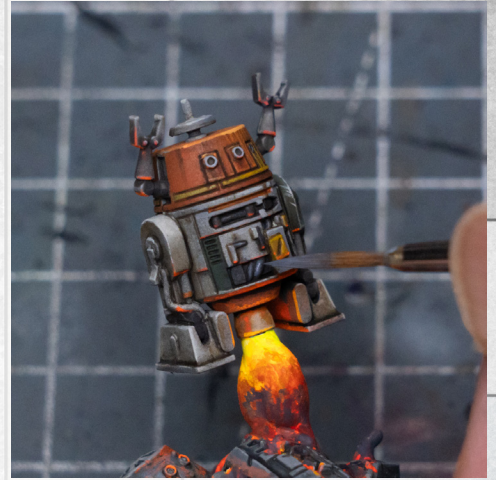




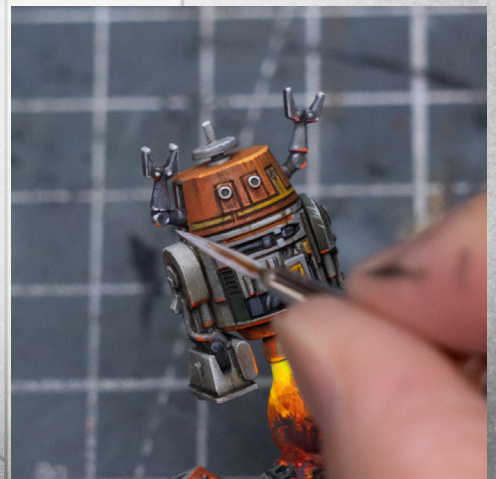
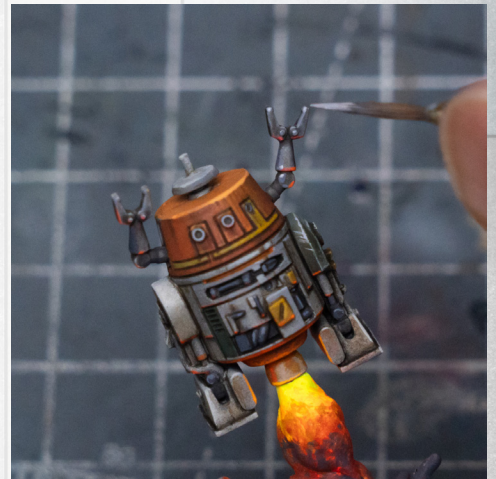
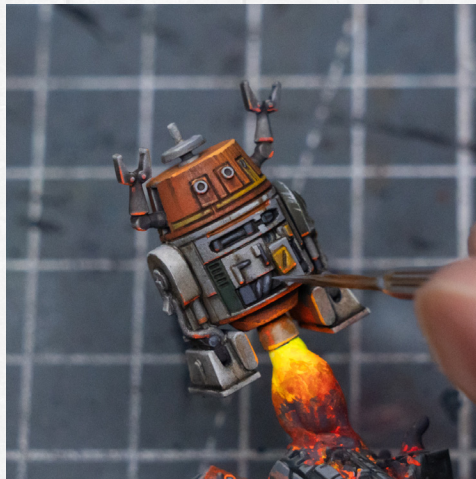
Next I'm picking out some highlights on the main part of the body with some Bright Warm Grey (mainly just hitting some of the prominent edges):



And I'm now using the Neutral Grey tones to highlight the grey detailing:



I used some pretty bright highlights here on the little arms to create a metallic look:



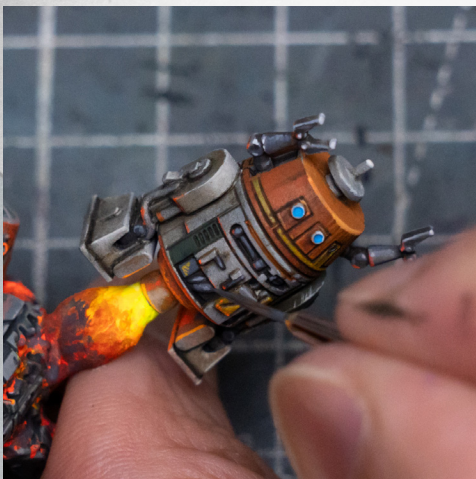
Here I'm dropping some Sky Blue into the two raised lenses on the head:



And I just noticed a small yellow triangle design here on the front:



I've now glued him to the base:



And here I'm just trimming back some of the fiery tones a little further with the grey:



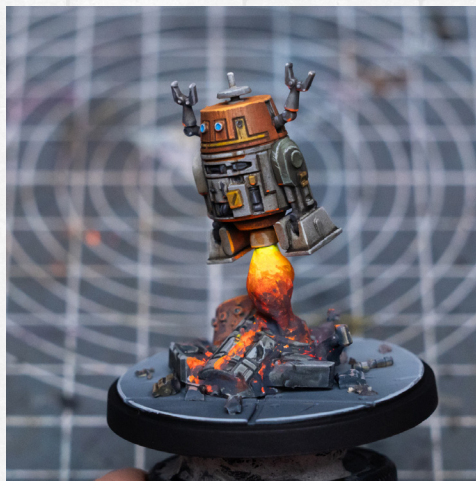
Next I chose to add some additional debris to the base (these are mainly bits of chopped up B1s):



And I'm now colouring some of the pieces of debris to ensure we have a consistent look:



And this completes Chopper!









PAINT LIST:

Dark Golden Brown (PA)  
Warm Grey (PA)  
Bright Warm Grey (PA)  
Bright Ivory (PA)  
Dark Camo Green (PA)  
Faded Green (PA)  
Jade (PA)  
Dark Neutral Grey (PA)  
Warm Yellow (PA)  
Faded Plum (PA)  
Burnt Orange (PA)  
Orange (PA)  
Pale Yellow (PA)  
Blue Black (PA)  
Bright Neutral Grey (PA)  
Ivory Black (SCF)  
Raw Umber (SCF)  
Brown Sienna (SCF)  
Titanium White (PA)  
Yellow (HM)  
Orange Light (HM)  
Orange (HM)  
Red Orange (HM)  
Dark Red (HM)  
Neutral Grey (PA)  
Sky Blue (PA)



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SCF = Scalecolor Flow, HM = Hera Models, PA = ProAcryl