

# STAR WARS™

## SHATTERPOINT™

# KANAN JARRUS

### PAINTING GUIDE BY SORASTRO

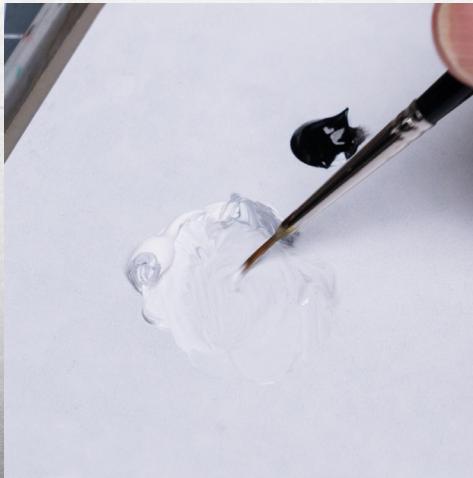
Hello! In this guide I'll be painting Kanan Jarrus from the "Stronger than Fear" Squad Pack from STAR WARS: Shatterpoint!



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



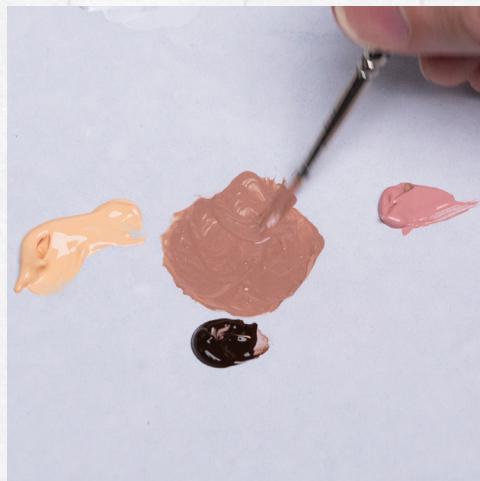
I'm starting by mixing a pale grey and placing the eyes:



I'm then using Black to paint the surrounding area, and to draw on the pupils:



I'm now using an equal mix of Golden Flesh and Pink Flesh, darkened with some Burnt Sienna Umber to paint the skin:



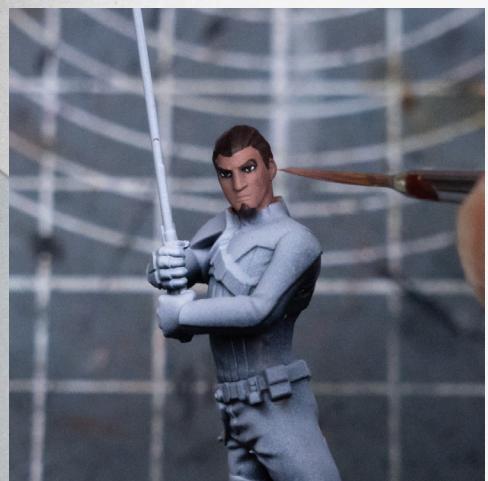
For the hair I'm using Mahogany darkened with some Black:



I'm also articulating Kanan's goatee and eyebrows with this:



Moving on to the outfit I'm using Blue Black darkend with a little Black for the right sleeve:



We can also use this for the fingerless gloves:



And here I'm just painting the fingers:



For the pale yellow parts of the top I'm using Tenere Yellow darkened with a little Gobi Brown:



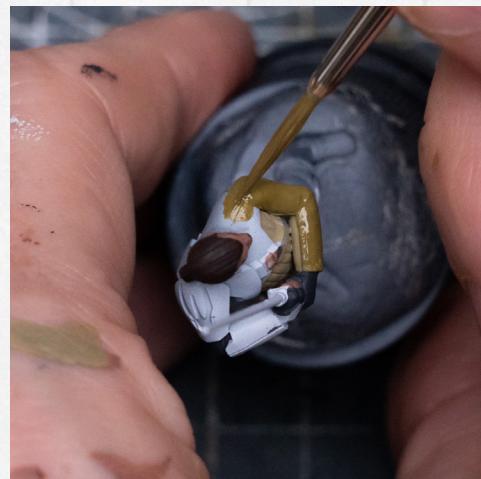
This includes the underside of the left sleeve:



For the rest of the top I'm using a mix of Dark Golden Brown and Yellow Green:



(This turned out a little too satin for my tastes, but will dull down nicely with some Ultra Matte Varnish later.)

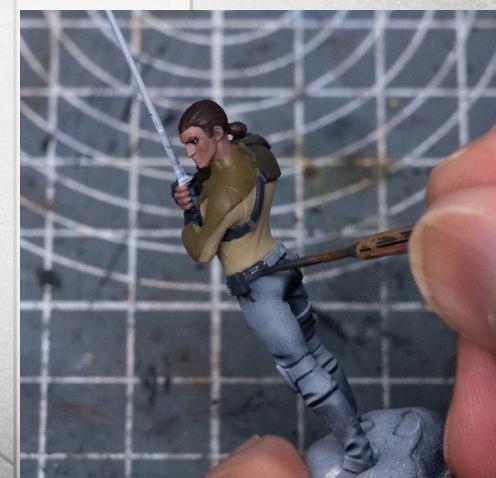
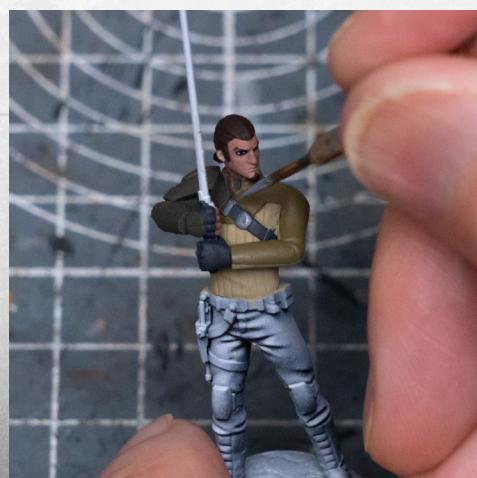


And for the armoured sections I'm using Dark Camo Green mixed with a little Mahogany:





For the dark straps and belt etc I'm using Dark Neutral Grey, and I'm using Neutral Grey for the lighter buckles etc:

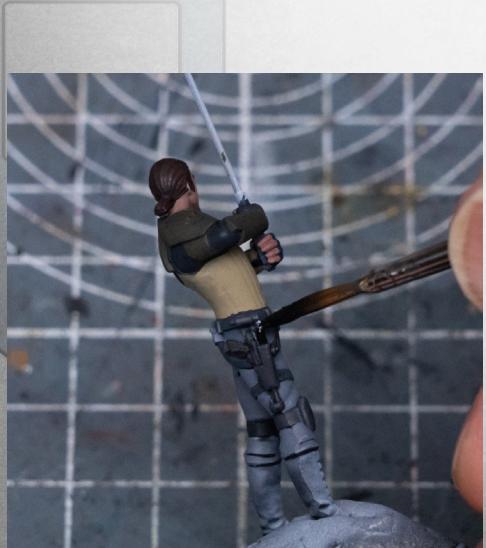




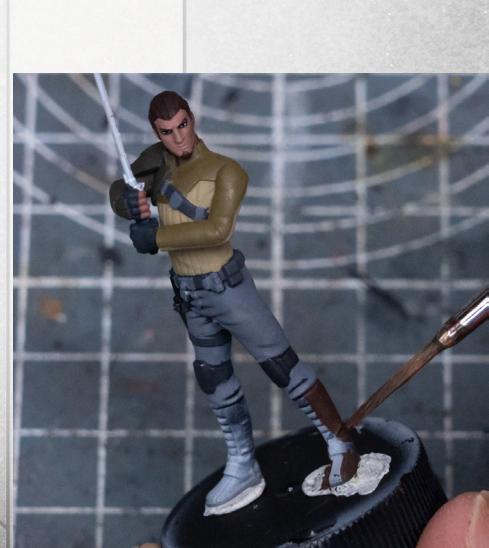
I'm also using the Neutral Grey for the trousers, but might leave the darkest recesses:



Here I'm just using pure Black for the blaster:



Next I'm using Dark Umber for the boots:



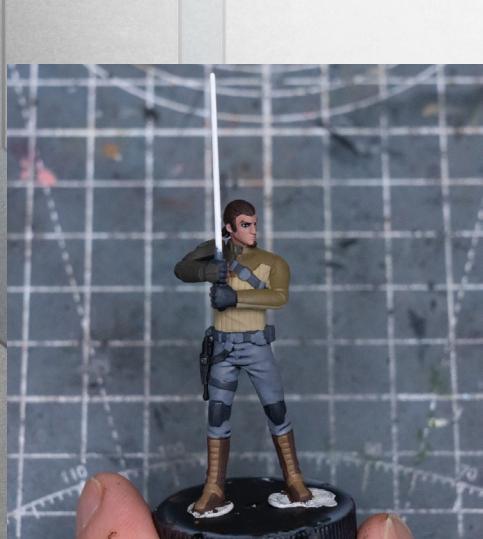
And for the lighter-coloured strip on the front I'm mixing some Dark Golden Brown with some Khaki:



I'm now also using the Neutral Grey to paint the exposed part of the lightsaber handle:



And I'm cleaning up the blade with some pure white:



I also used this for the front of the boots:



The resulting effect was fairly minimal - possibly because of how fine the grooves are, but it's something:



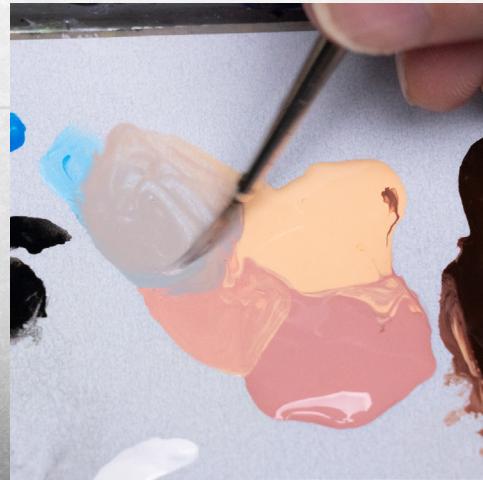
Next I'm going to tint the lightsaber using White mixed with a little Mediterranean Blue: (You could use any white and blue you want; I just prefer a very matte finish when painting the blades):



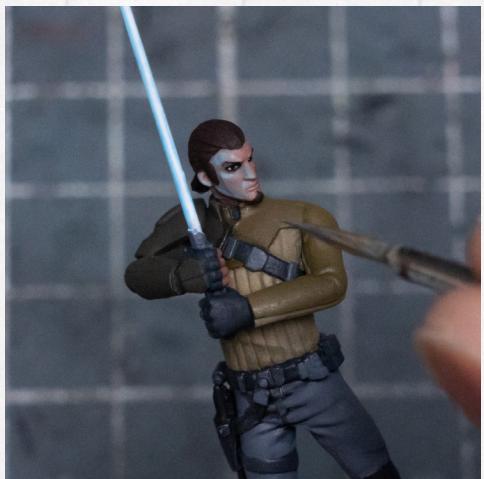
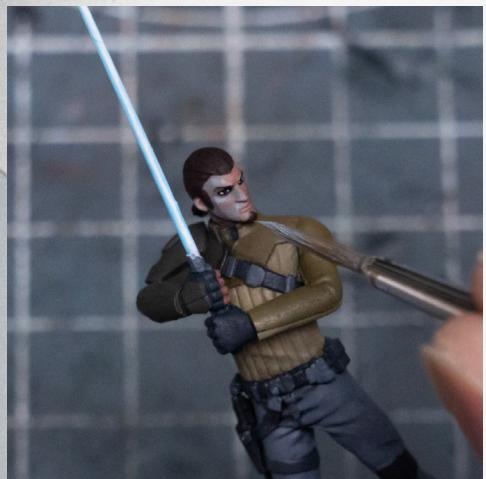
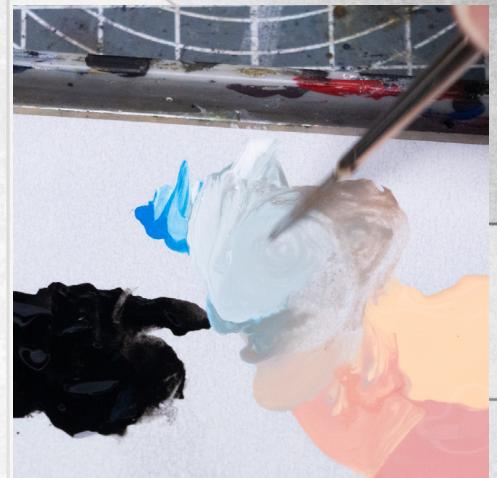
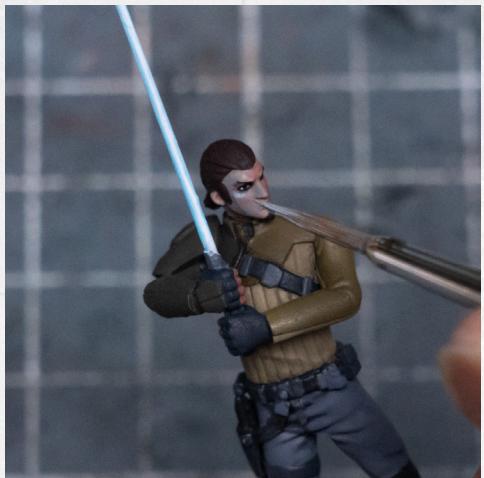
I'm just gently bringing up the saturation for the back and sides of the blade:



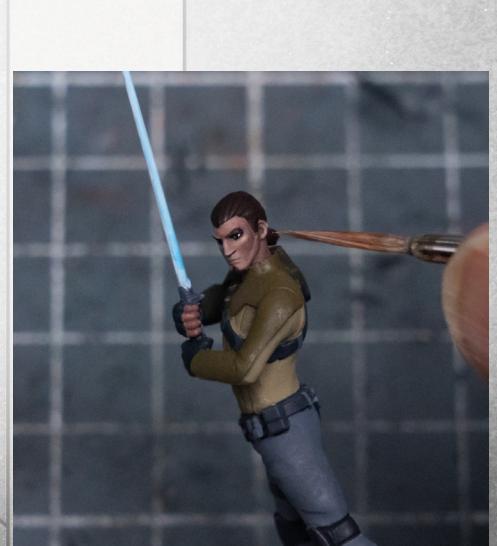
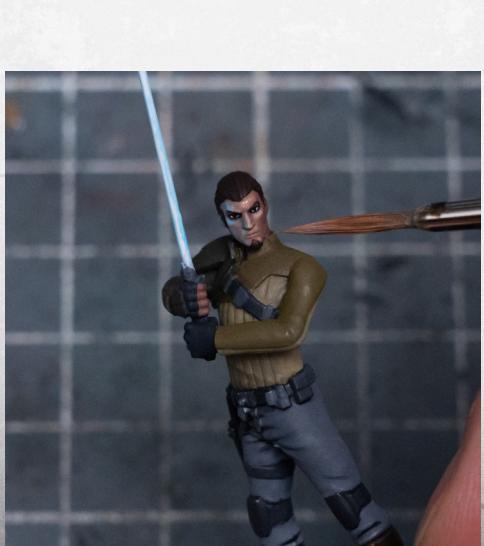
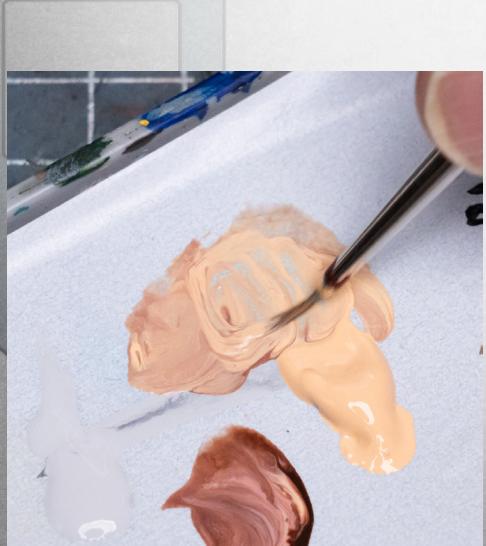
I'm now mixing some of the blue and white into the skin tones, and starting to build up some Object Source Lighting on the right side of Kanan's face:



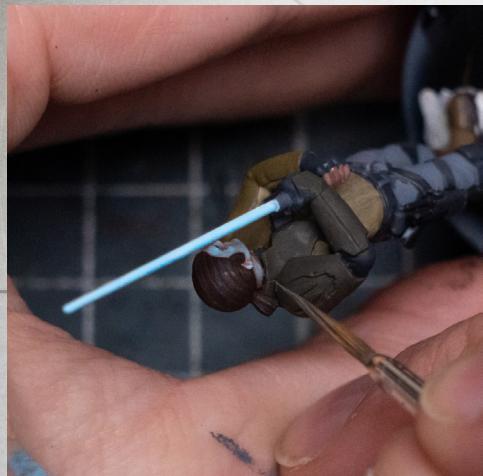
After starting with a gentle tint for the whole side of the face, I'm now placing some brighter, more concentrated highlights:



For the rest of the face I'm adding increasing amounts of the Golden Flesh into the base tone:



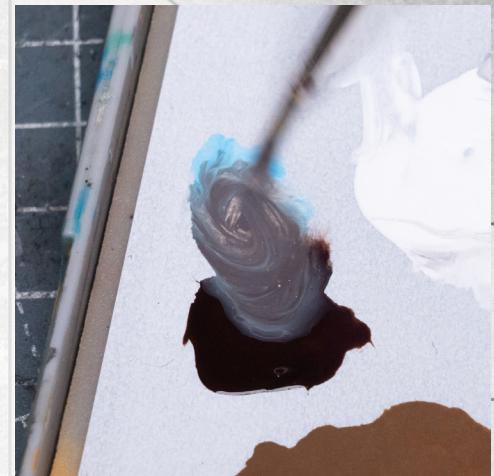
And I'm going back and forth a little between both sides of the face:



I'm quite pleased with how this is now looking (although it still looks odd without the surrounding highlights):



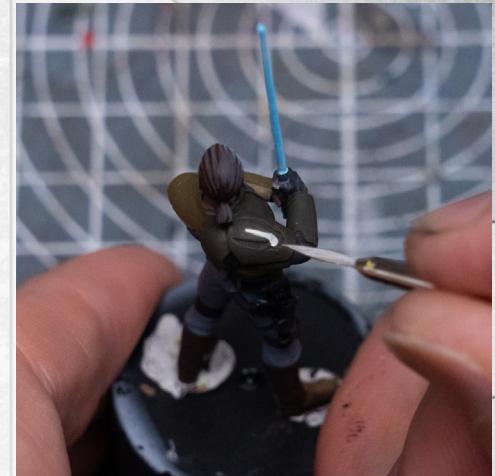
I'm now mixing some White and Blue into the hair base tone, and adding some OSL highlights to the right side of the head:



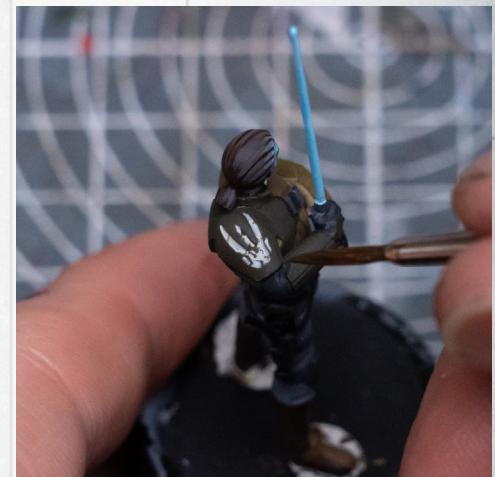
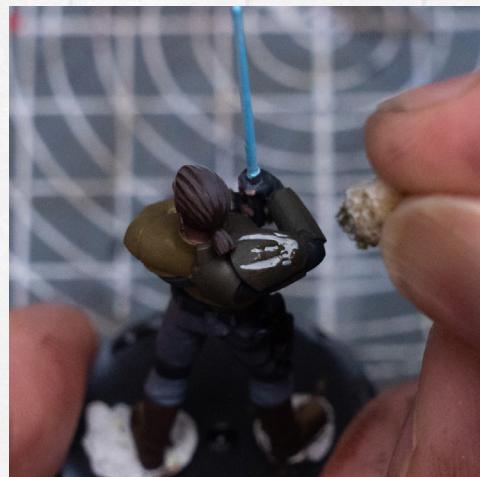
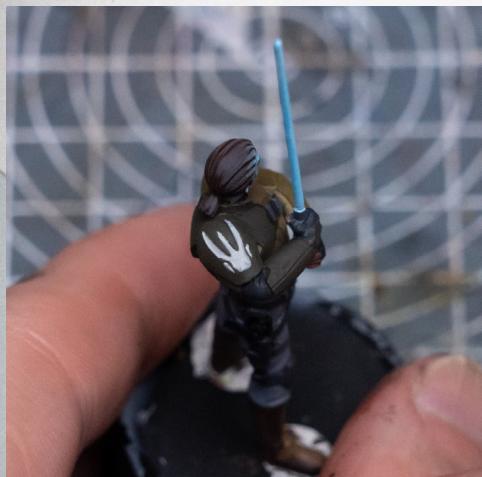
And for the rest of the hair I'm adding some Dark Golden Brown and some Khaki:



Next I'm mixing a lightly dirty off white (white mixed with a little black and some dark green), and I'm filling in the recessed design on the right shoulder:



I then chose to add some chipping with both a sponge and brush, using the armour base tone:



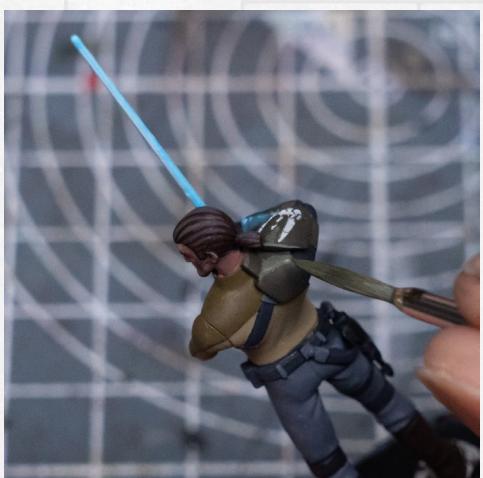
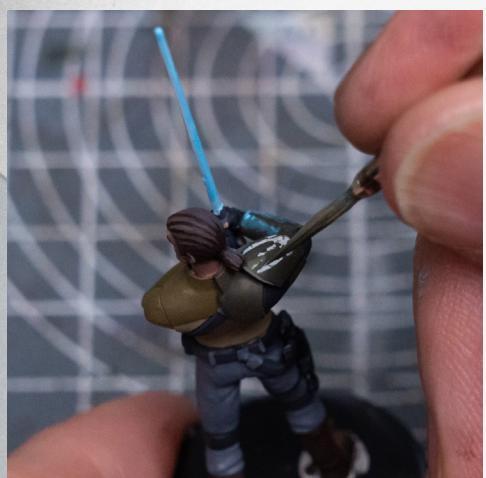
I'm once again adding the blue and white to the armour base tone to create some OSL highlights, and because the armour is quite shiny, I'm playing around with some stronger, more reflective highlights:



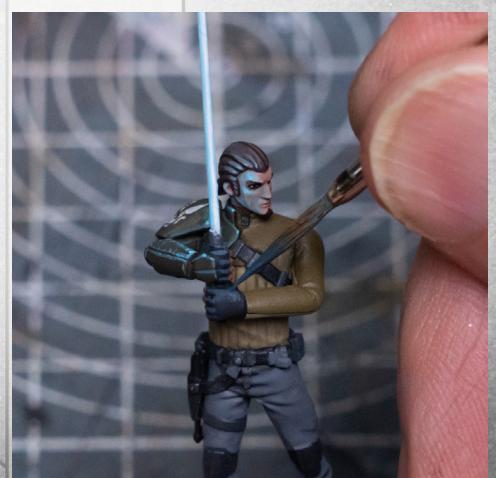
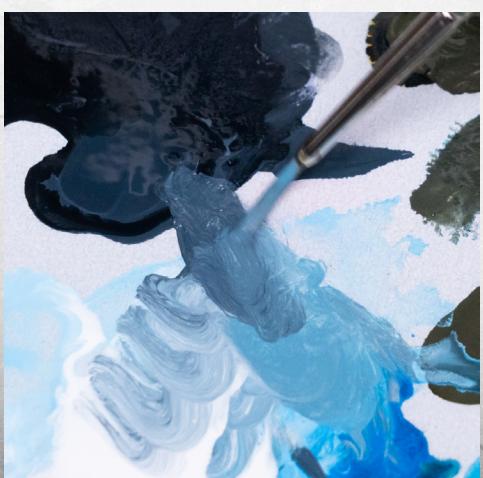
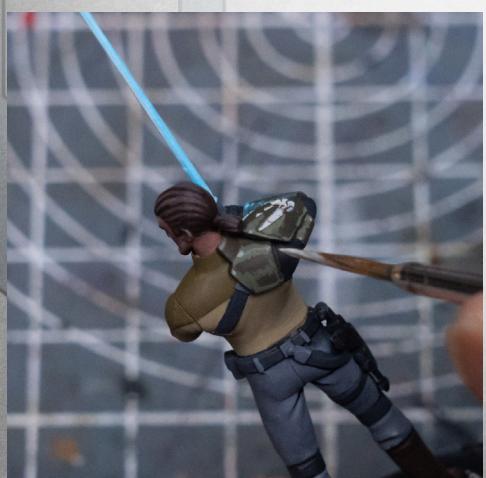
I'm using a pure mix of the white and blue for some of these glinting, specular highlights:



Elsewhere we can mix in some Khaki, and maybe some Bright Ivory for the brighter, non-OSL highlights:



I'm now mixing some blue-ish grey tones to highlight the gloves:



And here I'm hitting the fingers:

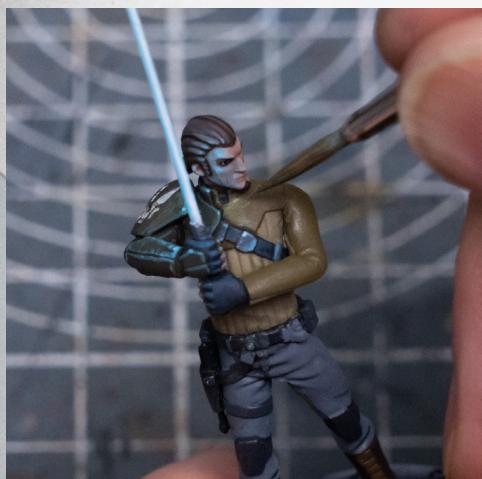


I'm now highlighting the chest area, once again adding the white and blue OSL colour into the base colours.

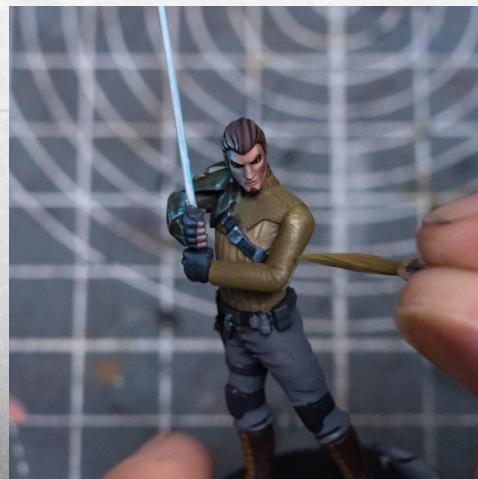
For the more shiny materials (like the metal clasps) we can once again aim for some bright, glinting highlights:



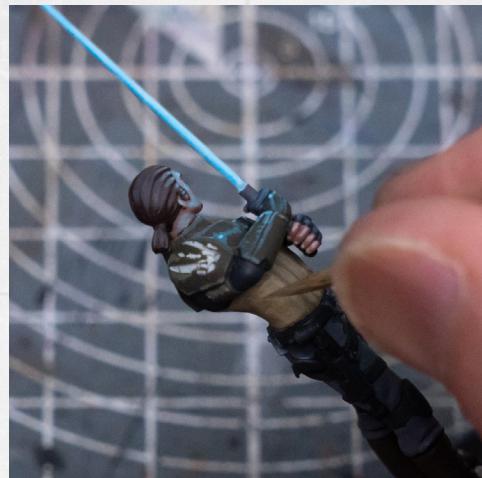
For the more matte materials like the top, we want the effect to be more subtle:



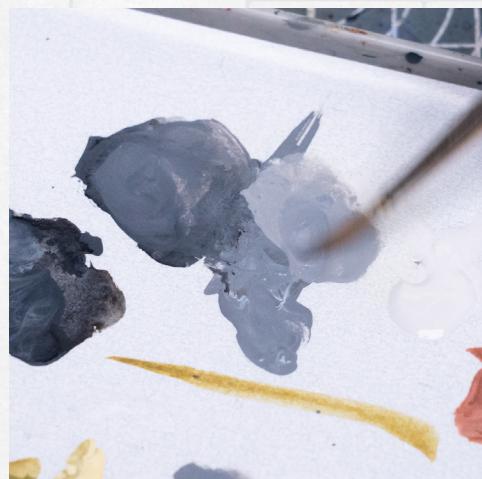
And we can once again use something like Khaki to lighten the tone for the areas not affected by the blue light:



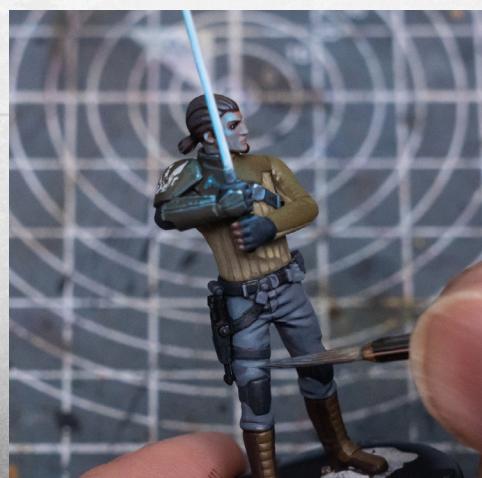
Here I'm leaning a little more towards Tenera Yellow for the lighter parts of the top:



Moving on to the trousers I'm lightening the Neutral Grey with a little Light Neutral Grey:



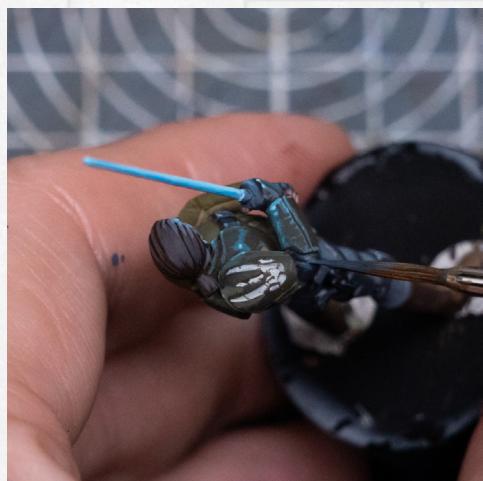
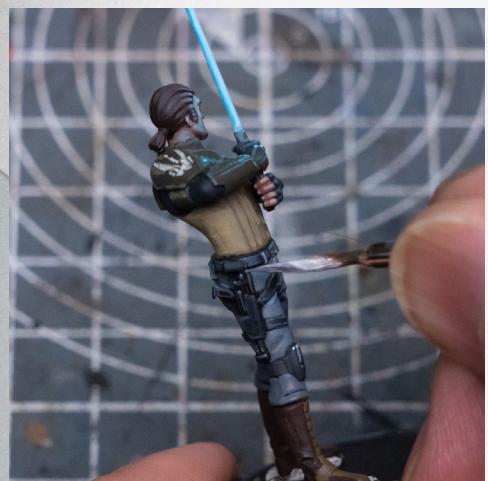
I'm also incorporating a hint of blue for the front area:



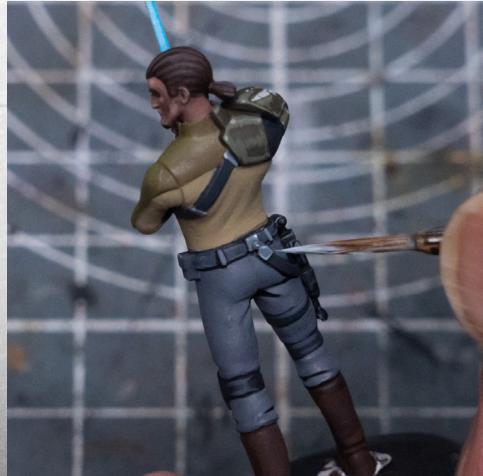
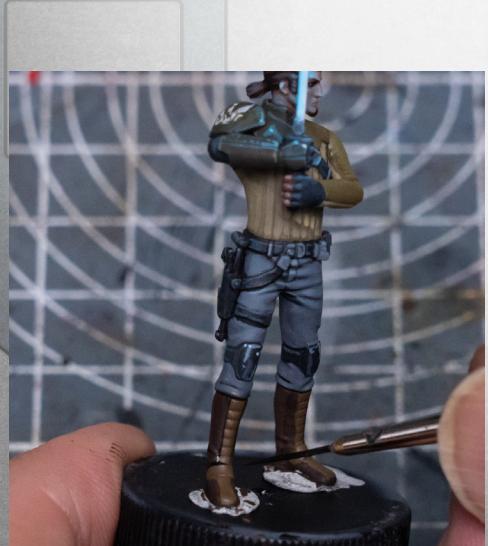
I'm now just using a grey scale to work round the various grey details:



And I nearly forgot this elbow:



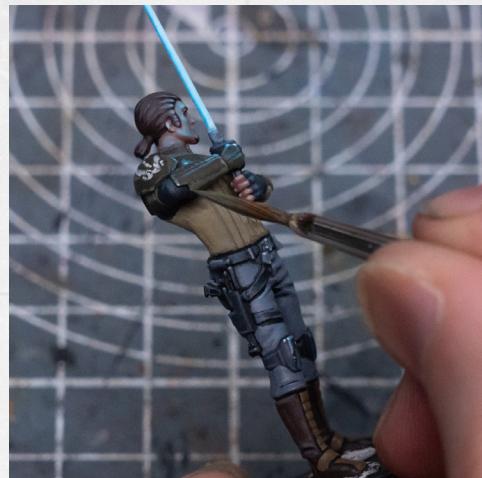
I might also add a little black lining:



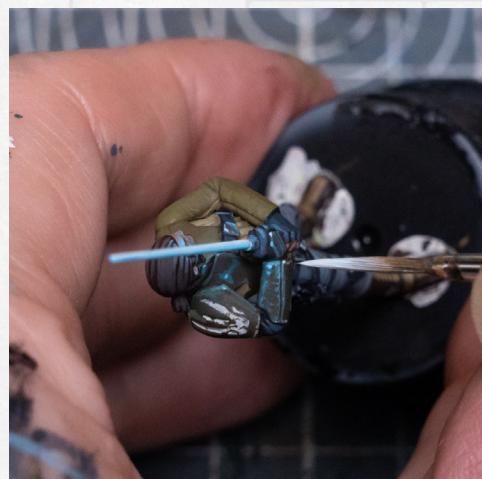
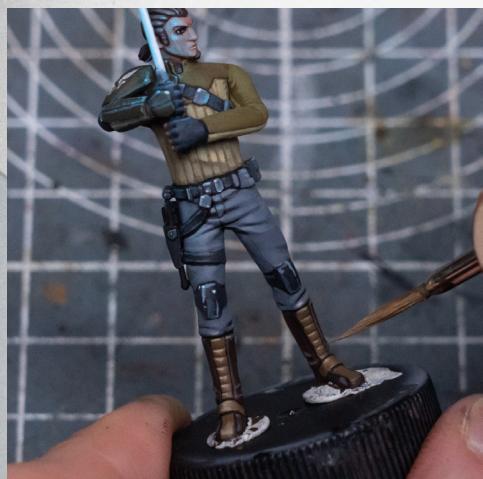
Here I'm adding some OSL highlights to the goatie:



And I'm adding some secondary strips of highlight to the armour:



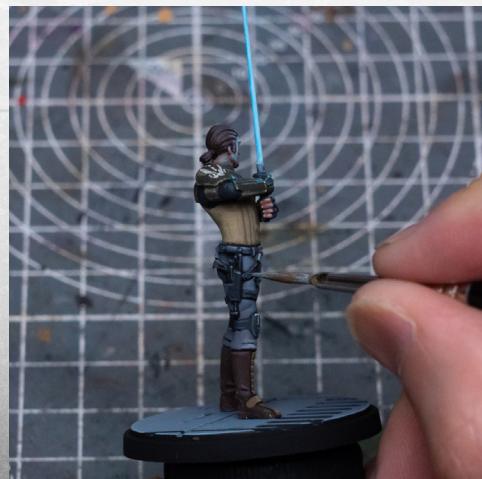
And I'm still returning to the armour to play around with the highlights:



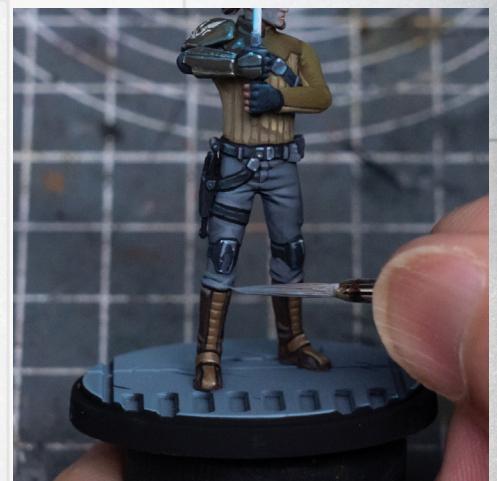
Incidentally you can see I've prepared a slightly dark base with a blue-tinted gradient to match the ambience of the character. I've also applied some Ultra Matte Varnish to reduce the satin finish of some of the colours:



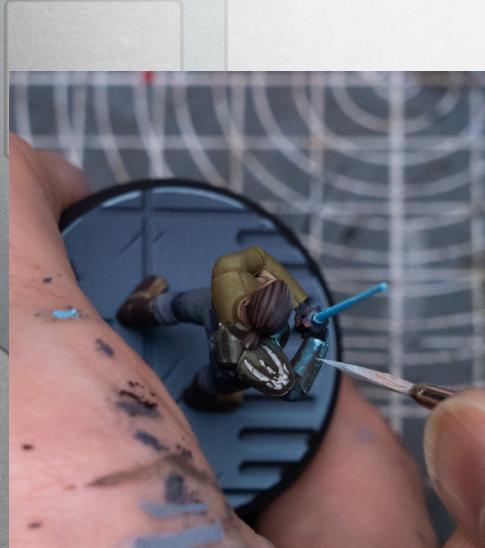
I'm now moving round the model sharpening various highlights to my liking:



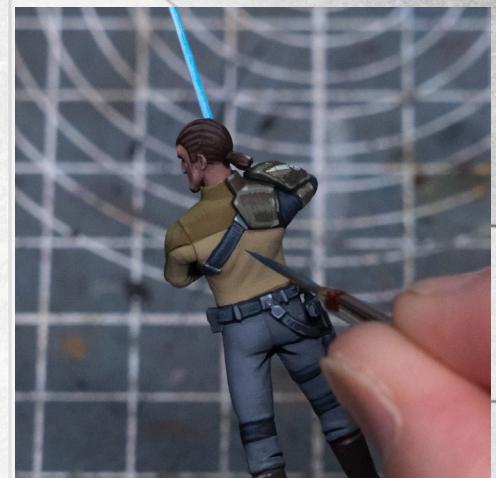
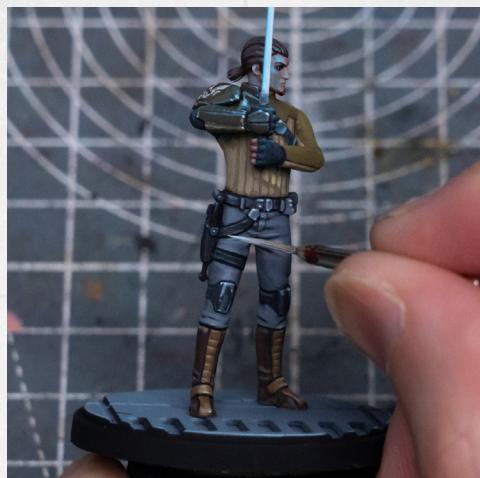
I'm trying to be quite controlled and subtle with some of these highlights so as not to upset the overall ambience, or overpower the object source lighting:



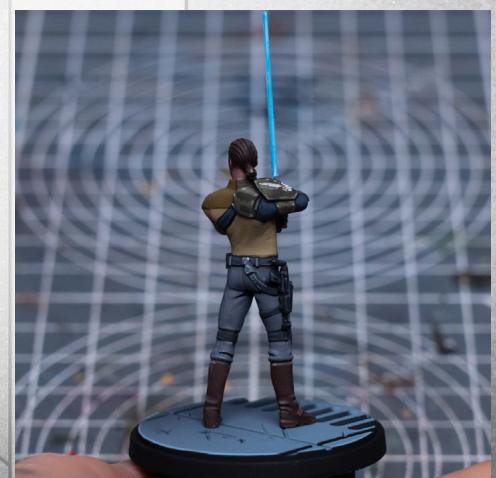
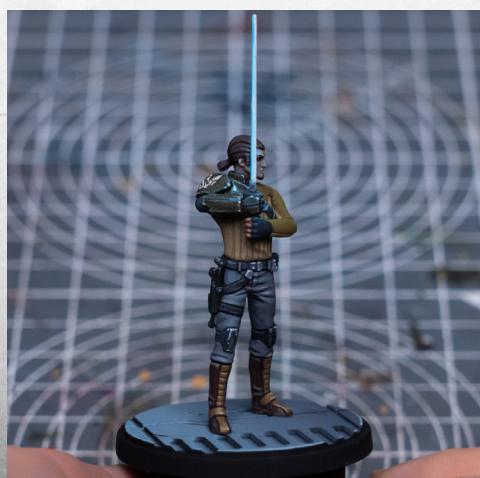
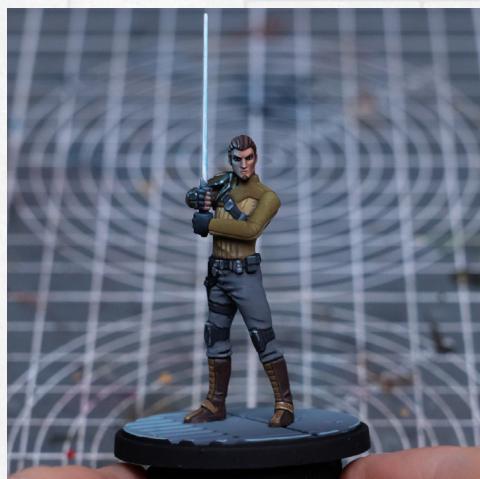
Here I'm going even further with the highlights on the armour:



Once again, we can apply some small, dense, bright highlights to the metallic details:



And this completes Kanan Jarrus!









PAINT LIST:

Art Black (SCA)  
Art White (SCA)  
Golden Flesh (SCA)  
Pink Flesh (SCA)  
Burnt Sienna Umber (SCA)  
Mahogany (MH)  
Coal Black (MH)  
Blue Black (MH)  
Tenere Yellow (SC)  
Gobi Brown (SC)  
Dark Golden Brown (MH)  
Yellow Green (MH)  
Dark Camo Green (MH)  
Dark Neutral Grey (MH)  
Neutral Grey (MH)  
Dark Umber (MH)  
Khaki (MH)  
Dark Brown Panel Line (T)  
Black Panel Line (T)  
White (SC)  
Mediterranean Blue (SC)



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Thank you!