

SORASTRO'S



PAINTING GUIDE

VILLAGERS



I've begun with some zenithal highlights applied from above, and I've also assembled a range of possible colours I might be using:

I'm first painting the skin using Pink Flesh and Burnt Sienna Umber:



I'm working pretty quickly but might still add a little tonal variation by mixing in some Prussian Blue for some of the chin areas:



Also, by varying the amount of brown in the mix we can quickly create a range of skin tones from dark to light:



I'm now painting the hair for the women, keeping the paint somewhat thinned. Here I used Green Grey:

Burnt Umber:

Yellow Ochre:



Red Ochre:



For each element of clothing, I'm going to sketch both shadows and highlights in one go. For this first example I'm using Yellow Ochre and Off White:

I'm really just enjoying creating some quick volumes and textures, and will use the paint quite thickly if necessary, freely blending things on the model as I go:



For all of the boots and belts I'm using Green Grey or Burnt Umber, or any mix of the two to create some quick variations, and I'm going to hit all of the models in one go:



I'd encourage you to create some of your own colour combinations and gradients, but here are a few more examples. For these trousers I'm going for a blue look to loosely compliment the top:



For this top I'm using Red Ochre, highlighted up with some yellowish tones:



And I'm using a creamy tone for the legs:



We can also pick out some of the bits of stitching with this:



Here I'm playing with a fairly bright green tone (to compliment the red hair):



Elsewhere I've gone with a more orange look, and some more muted earthy tones:



I'm now moving on to the men, once again freely enjoying the volumes and textures:



I also decided to paint some of the arms in a different colour:



I'm now going round and painting all of the weapon shafts/handles with a dark brown, followed with a few quick highlights:



And I'm using Thrash Metal for all of the metallic elements:



This can include the details on the belts:



I'm now painting all of the bases with a range of greens and browns:



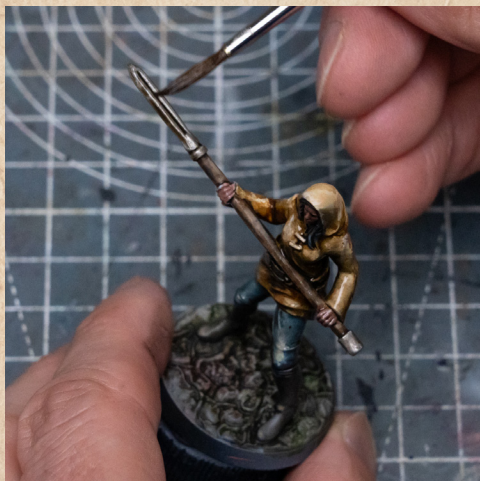
And I nearly forgot to paint the hammers, so here I've just mixed some warm grey tones:



I'm now going to give them an oil bath using a thinned mix of Ivory Black and Raw Umber (Alternatively you could use a thinned Agrax Earthshade and Nuln Oil mix):



I'm then soaking this up off the raised/flat areas to maintain the brighter levels in the highlights:



For the more green-clad figures I'm mixing in some green tones:



And I'm also adding some Rusty Brown to some of the axe heads:



This would actually be a fine place to stop if you like!



I've decided to go in with a few quick highlights for the skin:



And I couldn't resist mixing a dark red to provide a bit of blood spatter to some of the villagers:





I've also pushed the red tones a little in some of the faces:



I'm now shading down the bases with some Athonian Camoshade and Coelia Greenshade, then providing a few final highlights on top:

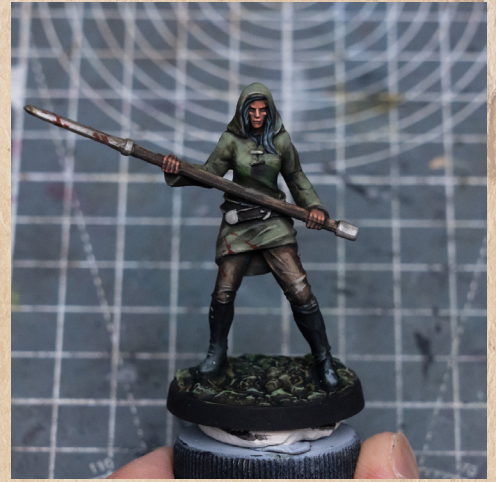
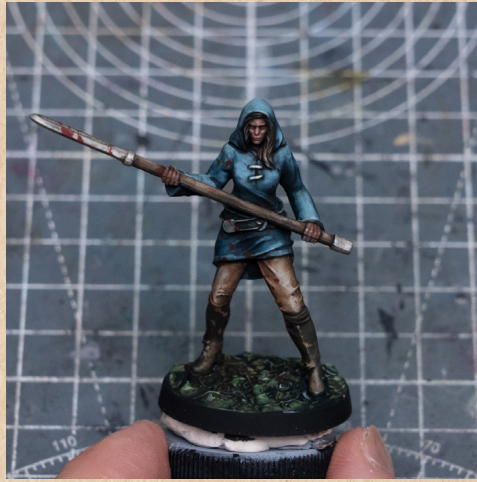


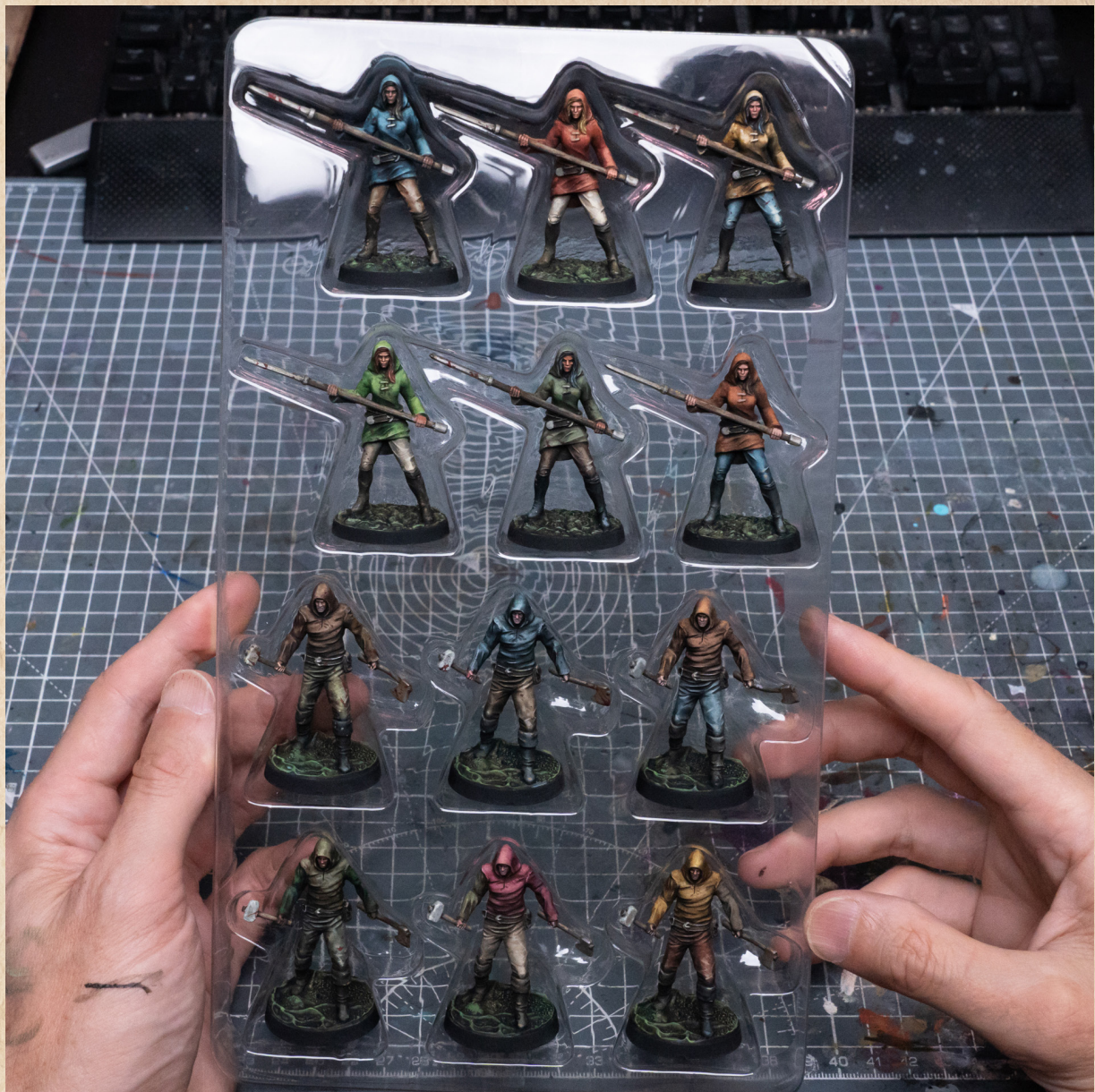
And here I'm just adding a few final touches of weathering:



And this completes the villagers! Here you can see each one individually to hopefully give you a few ideas, but once again, I'd encourage you to cut loose and have some fun creating schemes of your own:











PAINT LIST*

Pink Flesh (SCA)
Burnt Sienna Umber (SCA)
Prussian Blue (SCA)
Green Grey (SCA)
Burnt Umber (SCA)
Yellow Ochre (SCA)
Red Ochre (SCA)
Off White (SCA)
Vanilla Yellow (SCA)
Burgundy Wine Red (SCA)
Moss Green (SCA)
Sap Green (SCA)
Speed Metal (SC)
Ivory Black (SCF)
Raw Umber (SCF)
Rusty Brown (SCF)
Toad Green (SCF)
Swamp Green (SCF)
Athonian Camoshade (GW)
and Coelia Greenshade (GW)

*These are the main colours I used, but there could have been more as I was working pretty freely!



If you enjoy my work then do please consider supporting what I do at:

www.patreon.com/Sorastros

Thank you!

SCA - Scalecolor Artist, SCF = Scalecolor Flow, GW = Games Workshop