WEREWOLF BY NIGHT

PAINTING GUIDE BY SORASTRO

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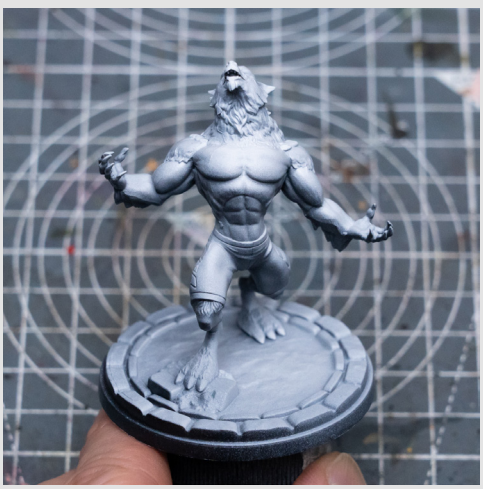
Hello! In this PDF painting guide I'll be painting Werewolf by Night from the "Monsters Unleashed" character pack for Atomic Mass Games' Marvel: Crisis Protocol Miniatures Game.

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



I then decided to sculpt a ripped shirt effect using Green Stuff (which I would have done before priming, had I thought of it at the time!).

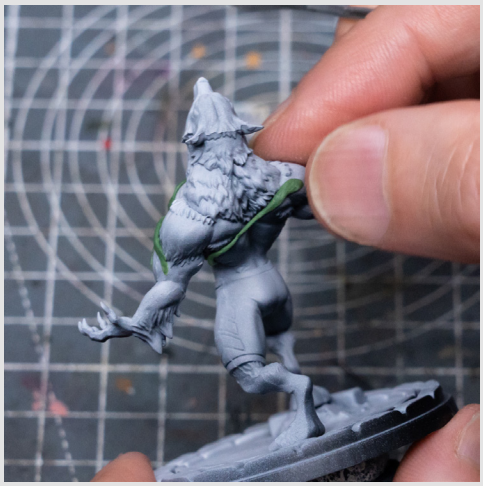
I'm starting by placing some thin strips across the chest area:

It’s a good idea to keep the fingers wet whilst working with Green Stuff to prevent it sticking.

I’m also adding some at the back:

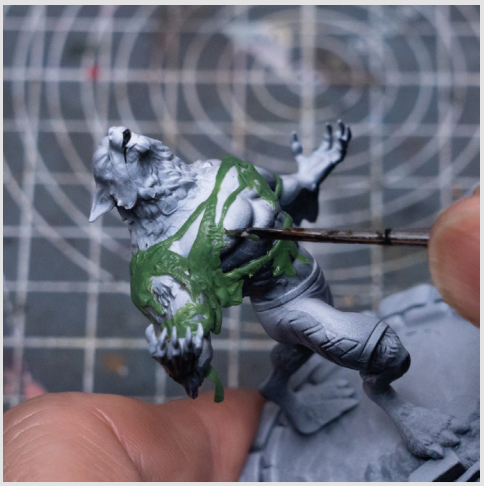
I’m now adding some flatter pieces, like this one on the shoulder:

We can pull and stretch the green stuff to create some more ragged edges:



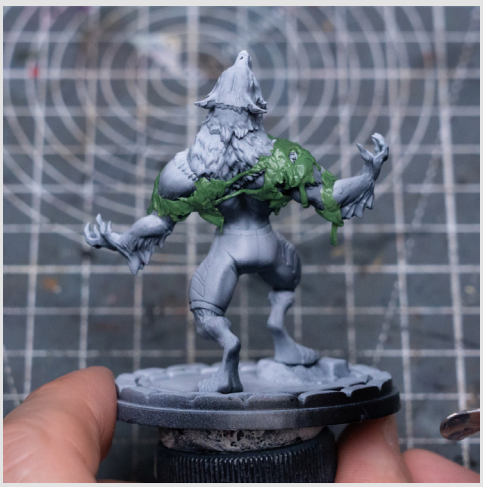
Here you can see me adding more flat pieces; each time I’ll use the tool to press them down into the Green Stuff that’s already there:

I'm now just freely building the effect up:



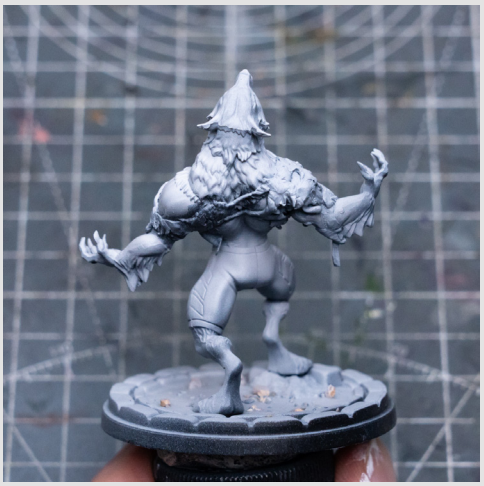
We can also create ripped holes in some of the flatter areas:

Next I chose to glue down a few pieces of rocky scatter to the base (this is Urban Scatter by Javis):



I'm now just brushing some primer over the Green Stuff:

And once dry I've provided a fresh blast of zenithal highlights from above:



After doing a quick colour test on the left foot I decided to paint the ground, initially with a free mix of Blue Black, Black Brown, and Black Green, creating some variation between the flagstones as I go:

I'm then doing some light drybrushing and quick edge highlighting (any light Khaki or Ivory tones would be fine for this):

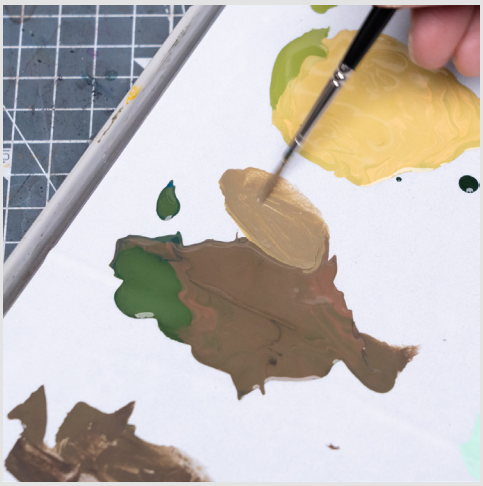
For the fur I'm using Black Brown for the shadow tone, then a mix of Light Umber and Camo Green for the mid tones, and Golden Brown mixed with Yellow Green for the highlights:

Here you can see the tones that I want after mixing (for the mid and highlight tones I used more of the browns than the greens in the mix):

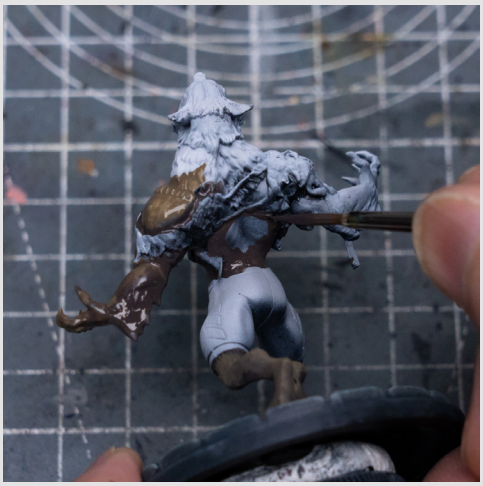
I'm first providing a base coat with the Black Brown, and also using pure Black for the claws:

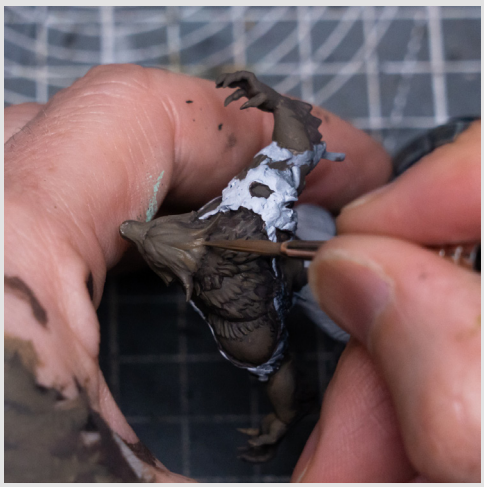
We can then start building up to the mid tones, introducing a bit of texture as we work:

And here I'm now mixing in some of the highlight tone:



I'm now moving on to the torso etc where I've decided to start blocking in the shadow and mid tones to save a bit of time:





Here I'm taking a break from the fur to clean up some of the top using Bright Neutral Grey:

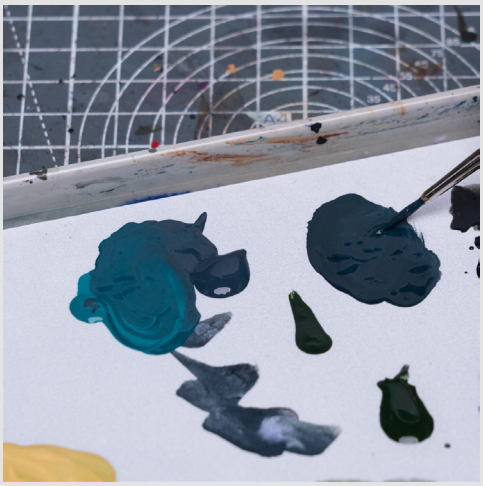
And I'm now going to shade the top down using a mix of Dark Neutral Grey and Neutral Grey, thinned down with some Glaze & Wash Medium:

We can also add some black lining where the top meets the fur to aid the definition:

Next I'm painting the shorts using a mix of Blue Black and Jade, which I'm also darkening with some Coal Black for the more shadowed areas:

Here I'm mixing the Jade and Blue Black:

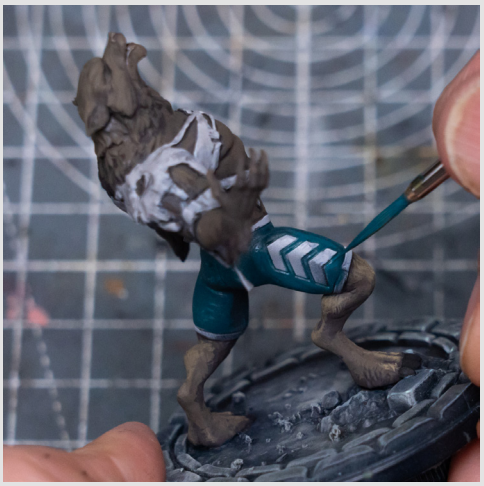
And here I'm adding some Black off to the side:



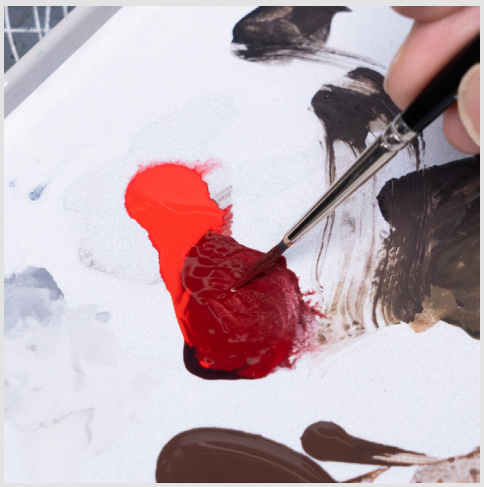
I'm then blocking in the shadows with the darker tone:

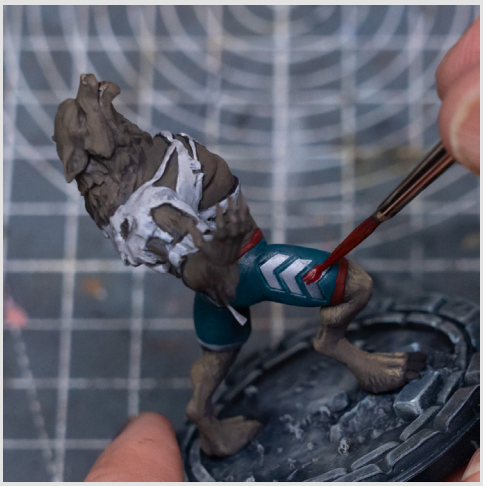
Then using the lighter tone for the rest:

This will need a couple of layers to achieve a solid finish:



For the red detailing I'm using Red darkened with a little Black:





I'm once again doing some careful black lining between the shorts and the fur, but also for the design on the shorts:

I'm now painting the eyes using Bright Ivory followed with a mix of Bright Ivory and Golden Yellow:

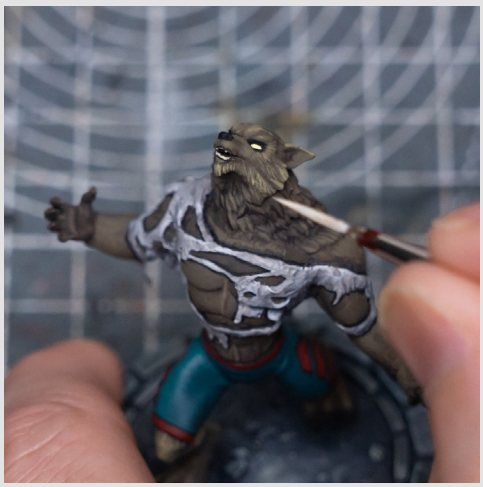
We can then add some black lining for the surrounding area:

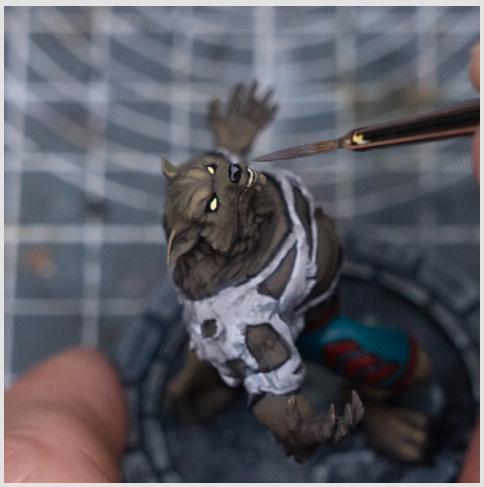
I'm also painting the nose with the Black:

I'm now returning to push the fur highlights on the face area:

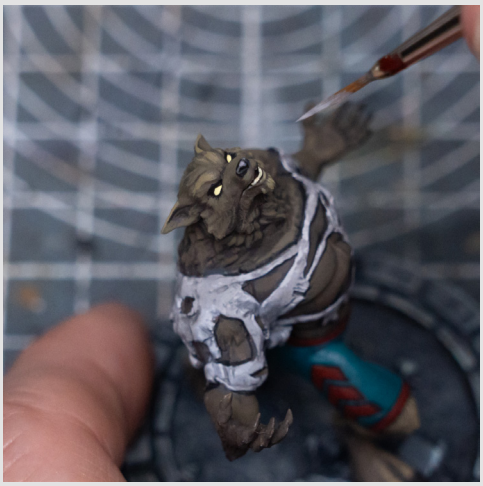
I'm also picking out the teeth with some Khaki, then a hit of Bright Ivory:

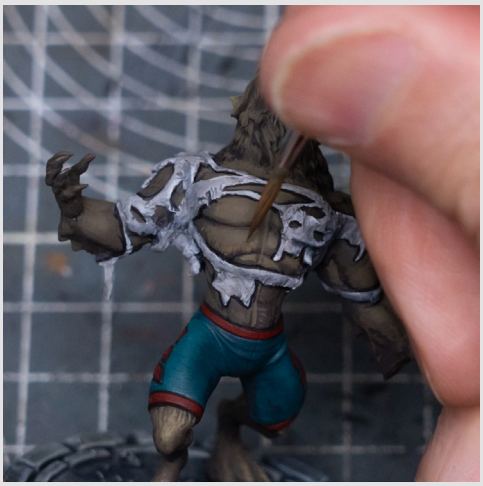
And here I've just mixed some grey tones to provide a shiny highlight for the nose:





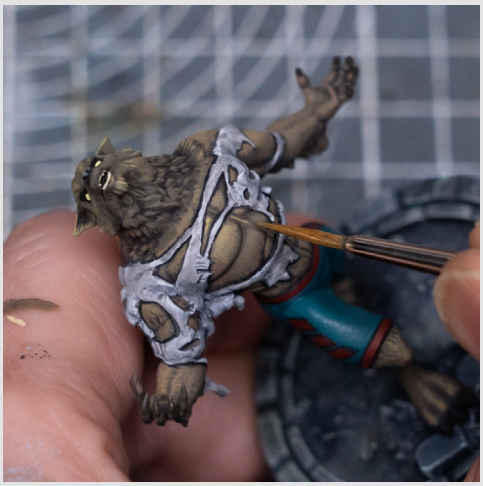
I’m now continuing to work on the highlights for the rest of the fur, aiming for a nice sense of volume whilst also articulating the texture:

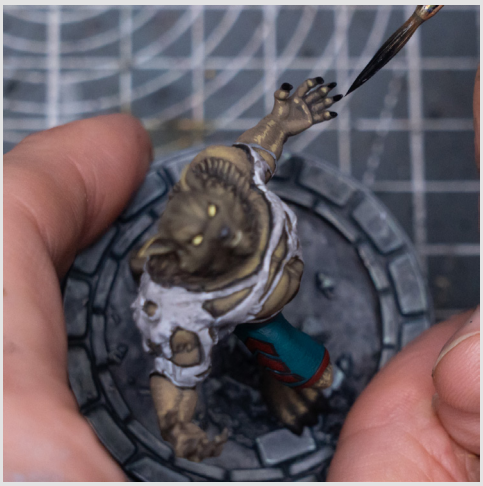




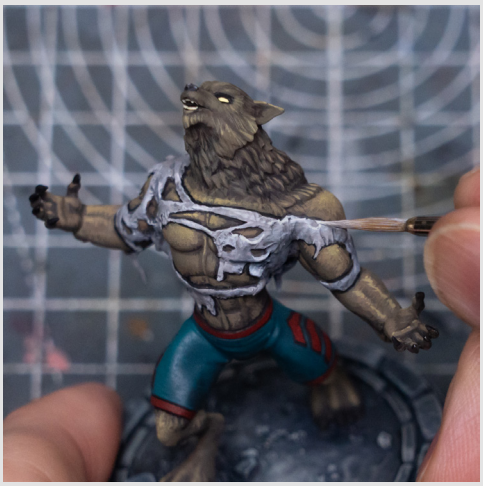
I'm also painting the claws on the hands with Black:

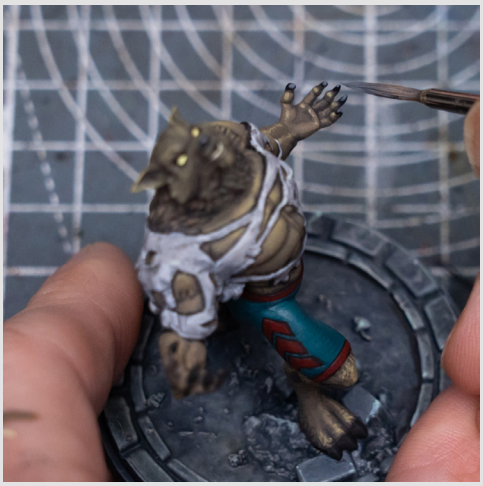
Here I'm using some Bright Warm Grey to add a few highlights to some of the upper edges of the ripped top:

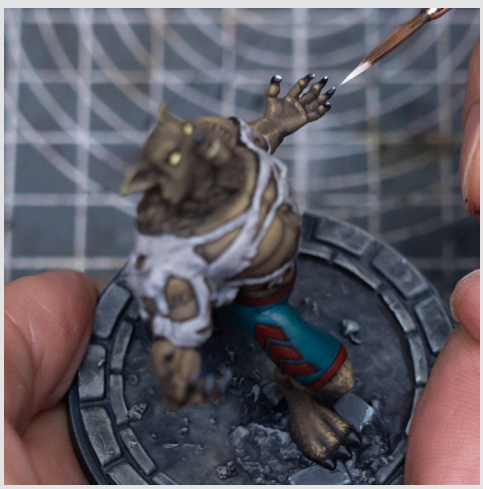




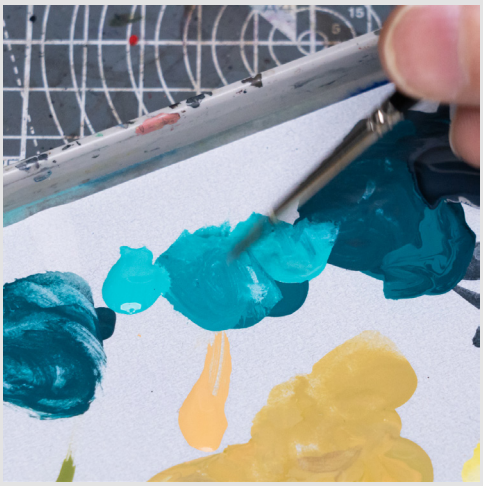
And we can add some Bright Ivory to the Black to create some sharp highlights for the claws:

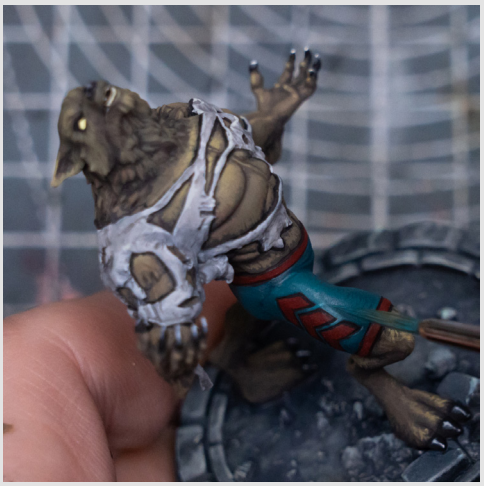


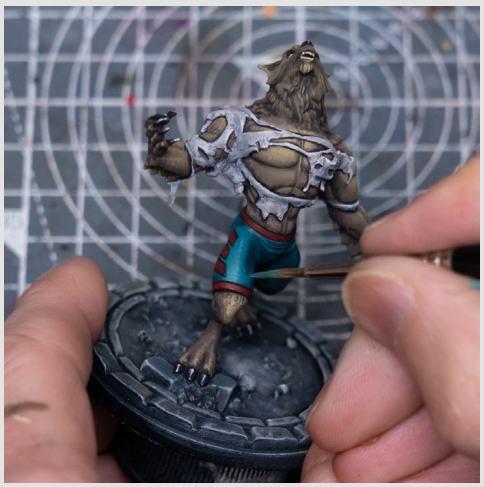




Next I'm returning to the shorts where I'm going to mix some Bright Jade into the base tone to add some highlights:







I'm also highlight the red details up to pure Red from the base tone:

And I'm pushing the Jade highlights a little further:

And here I'm just adding some secondary reflecive highlights:

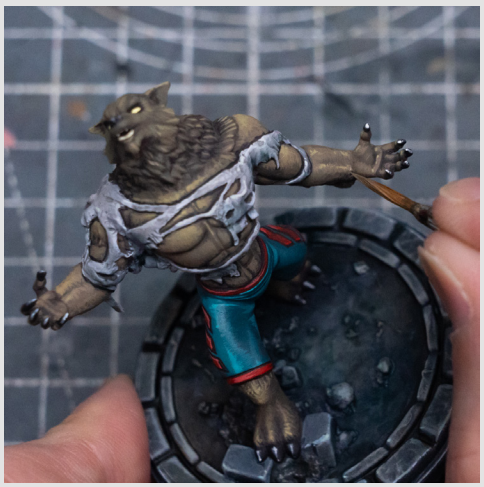
I felt that the base needs a little more colour to balance things out, so I'm now using some Agrax Earthshade and Coelia Greenshade to create some tonal variation for the central area:

And we can also darken the grooves:

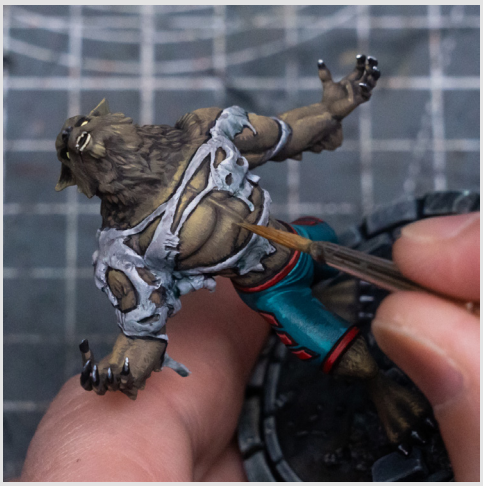
I also decided to thin some Coelia Greenshade right down with Lahmian Medium, and provide a gentle tint to the ripped top:

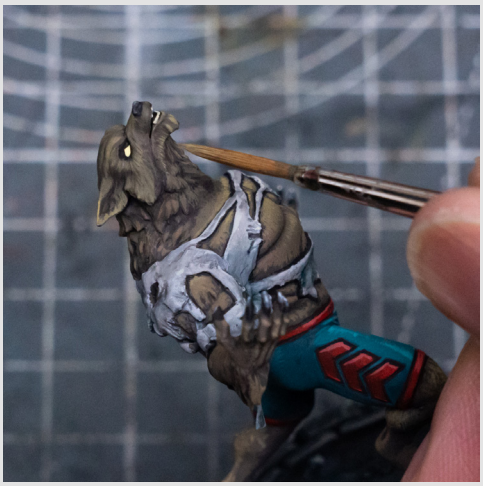
And here I'm adding some Pale Yellow to the Red to push the highlights on the red detailing a little further:

And I'm now just adding a few final touches to the fur:



And this completes Werefolf by Night!





PAINT LIST:

Black Brown (MH)
Light Umber (MH)
Camo Green (MH)
Golden Brown (MH)
Yellow Green (MH)
Black Brown (MH)
Blue Black (MH)
Black Green (MH)
Bright Ivory (MH)
Dark Neutral Grey (MH)
Neutral Grey (MH)
Coal Black (MH)
Jade (MH)
Bold Pyrrole Red (MH)
Golden Yellow (MH)
Khaki (MH)
Bright Jade (MH)
Agrax Earthshade (GW)
Coelia Greenshade (GW)
Pale Yellow (MH)

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Thank you!

GW = Games Workshop, MH = Monument Hobbies