

# STAR WARS™

## SHATTERPOINT™

### ZEB ORRELIOS

#### PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting Zeb Orrelios 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, and I also chose to magnetize the arms:



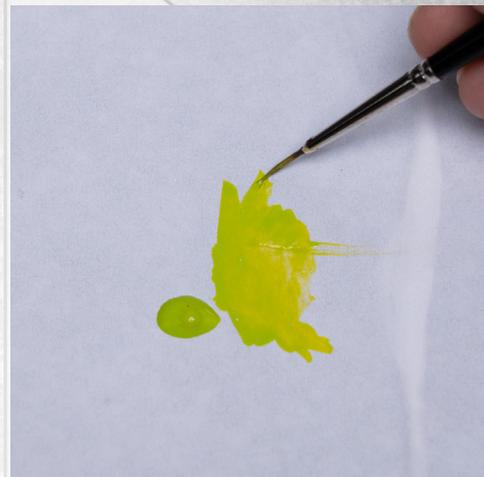
I'm first painting the eyes using pure white, before placing the pupils with black:



I've also painted around the eyes with the black, trimming the whites back in the process:



Next I'm colouring the whites of the eyes with a thin layer of Bright Yellow Green:



Next I'm mixing some Green in with the Bright Yellow Green:



And I'm applying this more towards the edges of the eyes:

We can then reapply the black to tidy things up:



And I finished the eyes off with a small glint of pure white for each one:



Next I'm painting the skin using a roughly equal mix of Warm Grey and Faded Plum, lightened with some Olive Flesh:



Here I'm mixing the Warm Grey and Faded Plum:



And I'm now adding the Olive Flesh:



(Here I mistook a part of the arm for armour, but will fix that later!)



For the head I'm also mixing in some Khaki:





Next I'm painting the hair using a mix of Dark Neutral Grey and Dark Purple:



I'm also using this to darken the skin tone, which I'm then using to place some shadows around the eyes, and pick out the recesses on the face:



For the outer yellow parts of the suit I'm first mixing some Yellow Green and Dark Golden Brown, then lightening things with some Pale Yellow and a touch of Golden Yellow:



These are the four colours on the palette:

Here I'm mixing the Yellow Green and Dark Golden Brown (which we'll actually be using for the trim in a while):

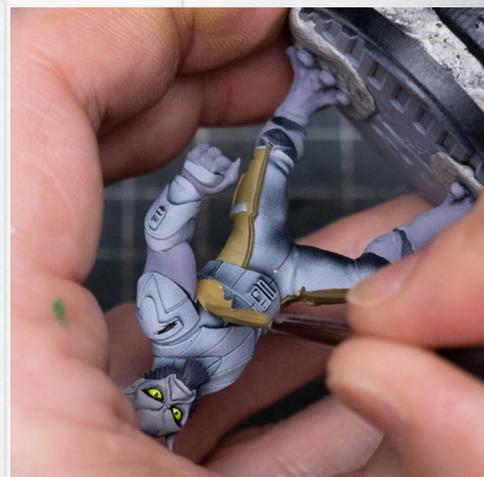
And here I'm adding the Pale Yellow along with a little Golden Yellow:



I'm now using the Yellow Green and Dark Golden Brown mix to paint the raised trim:



For the torso I might go slightly darker for the shadowed areas:



Next I'm using Warm Yellow darkened with a little Black Brown for the more saturated yellow parts of the outfit:



Here I'm using a slightly darker mix for the more shadowed areas, and doing a quick bit of blending:



I'm now mixing some Dark Camo Green and Black Green for the dark parts of the armour:



And for the lighter parts I'm using Camo Green lightened with some Faded Green and Yellow Green:



I'm now painting all of the armour with the two tones:



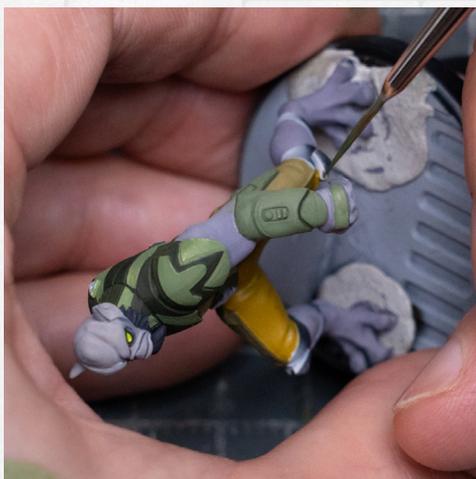
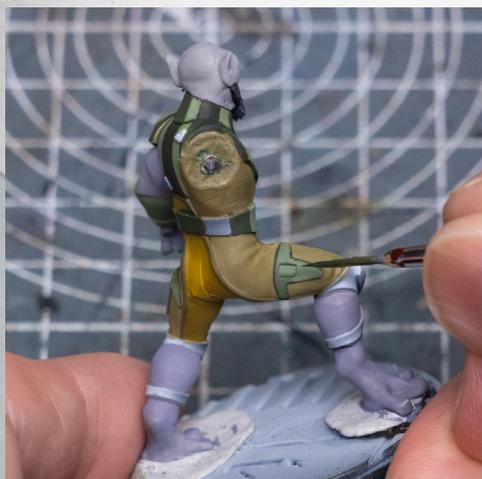
Notice I've also used the darker tone to define the recesses:



I'm also adding some dark lining to these sections on the legs:



And here on the arms:



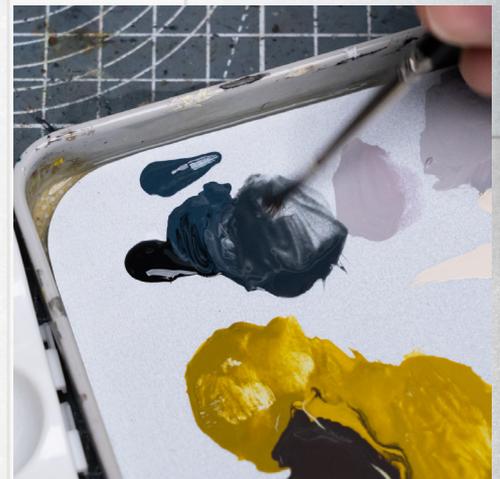
For the knee area I'm freely mixing the greens to achieve some light and shadow:



And here I'm just using the skin tone to paint over the area I mistook for armour:



Next I'm painting the weapons using a mix of Coal Black and Blue Black, thinned with some Glaze & Wash Medium to essentially create a speed paint:



And I'm now just mixing some of the tones on the palette to create a light brown-ish colour for the strips on the weapons:



We can then use a couple of grey tones for some of the smaller details. For the panel on the front I'm using Dark Neutral Grey:



And here I'm using Neutral Grey:

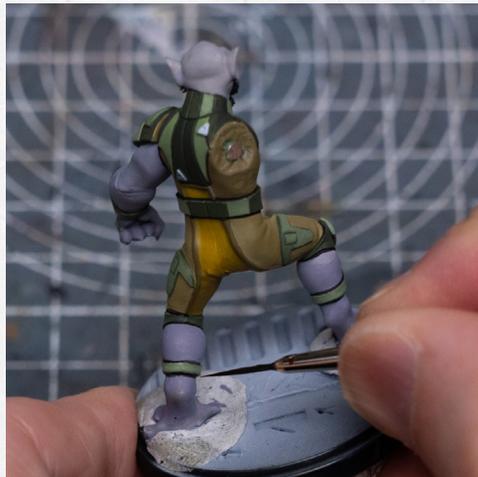
For the lights on the wrist and waist I'm first using pure white:



And I'm then brushing over some Orange Light:



Next I'm spending a while doing some careful black lining to help create a clean, well-defined look (I'm using Art Black by Scalecolor for this):



I even added black lining to the sides of the raised trim, followed with some corrections where necessary:



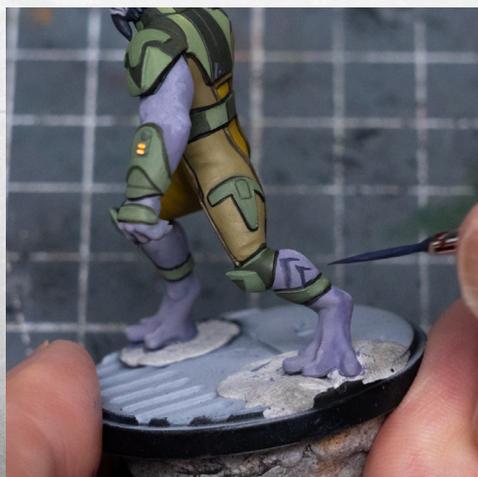
I'm now going to highlight the skin by simply adding increasing amounts of Olive Flesh to the mix we created earlier:



I decided to do quite a bit of stippling here to create a bit of a "fuzzy" look:



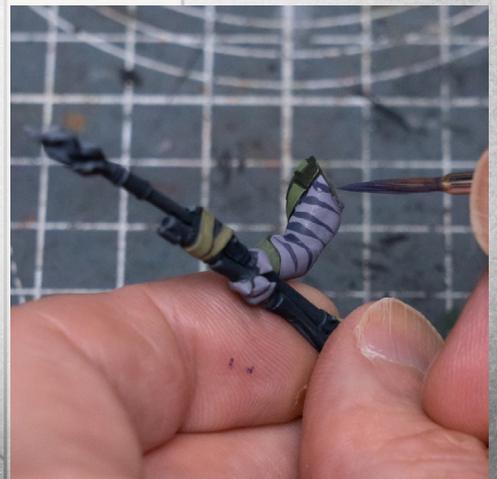
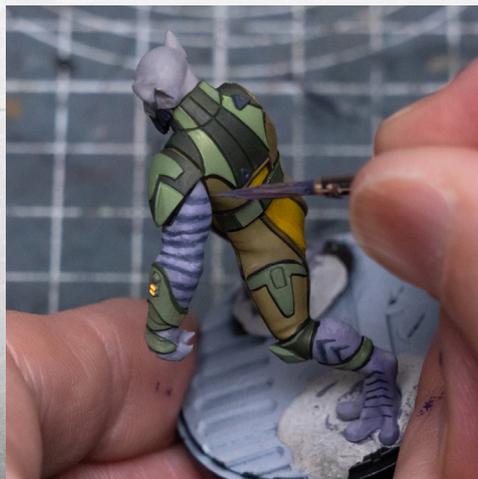
For the stripes I'm using the Dark Purple and Dark Neutral Grey mix we used for the hair, lightened up slightly with some of the skin tone:



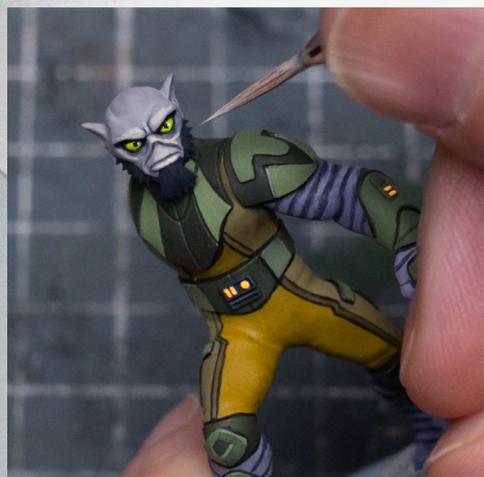
The approach I took with the larger stripes at least is to first draw the stripe on, then use a lighter tone (something inbetween the dark stripe and the skin tone) to soften up the edges:



Again, here you can see me softening the edges a little:



I'm now highlighting the face where I'm also adding some additional Khaki along with the Olive Flesh:

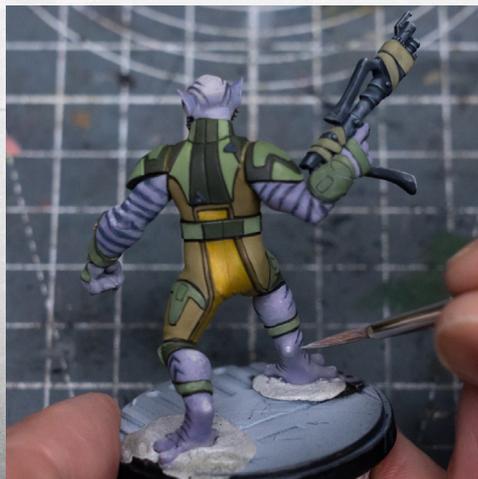


And I'm now adding the stripes:





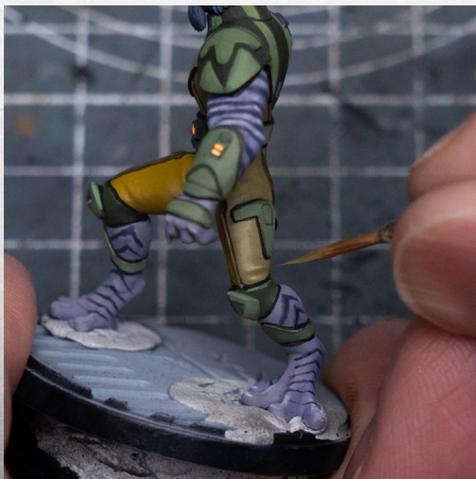
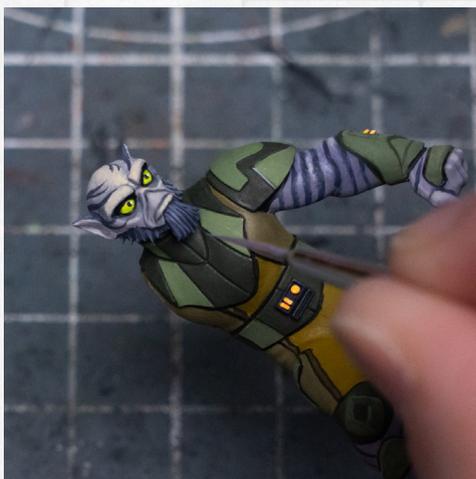
I'm now just freely adding some additional skin highlights:



I'm now mixing some Bright Neutral Grey into the hair base tone to add some highlights to the facial hair:



Next I'm returning to highlight the outer yellow parts of the suit where I'm increasing the amount of Pale yellow and Golden Yellow in the mix:



Here I also favoured doing some stippling to help with the transitions, and to create a soft texture:



And I'm now highlighting the inner sections by adding Pale Yellow to the base tone:



I'm once again doing some stippling:



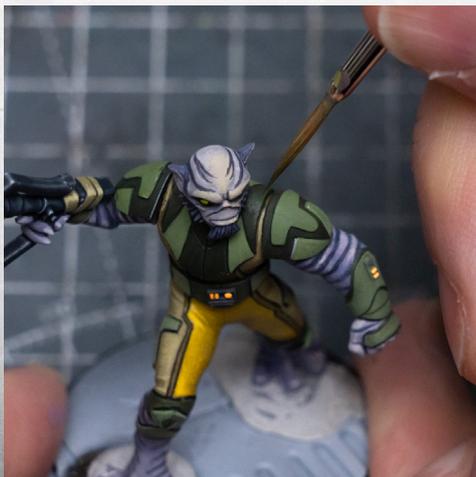
And I'm now highlighting the bands on the weapons using some creamy tones:



Next I'm highlighting the dark parts of the armour by adding some Yellow Green and Faded Green to the base tone:



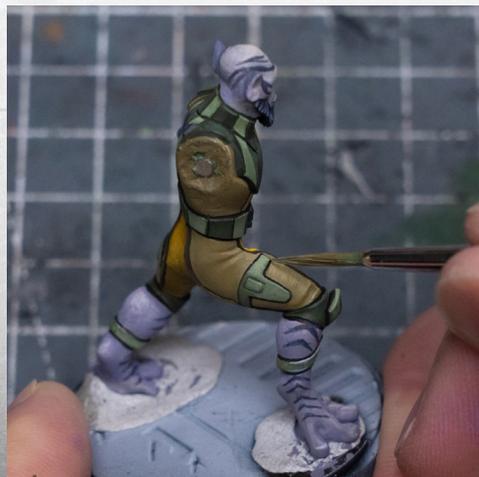
Stippling works well here, too:



We can also highlight the lighter sections in the same way:



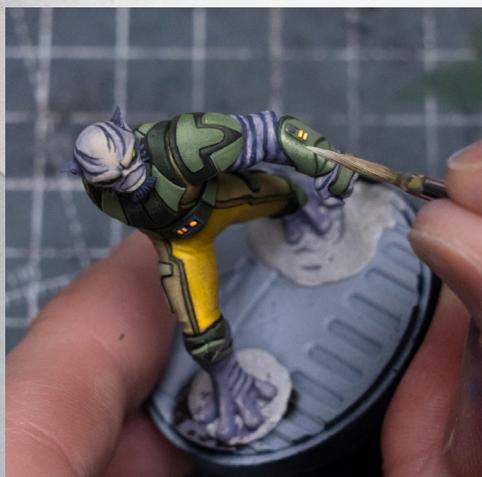
I'm adding some fairly bold strips of highlight to the arms:



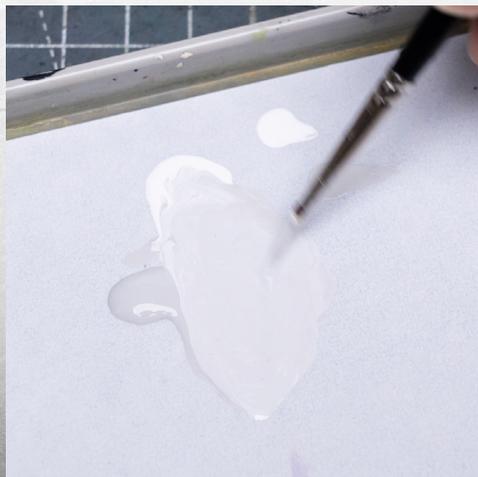
Then softening out the edges with an intermediate tone:



And for some bright, glinting highlights I'm adding some Pale Yellow:

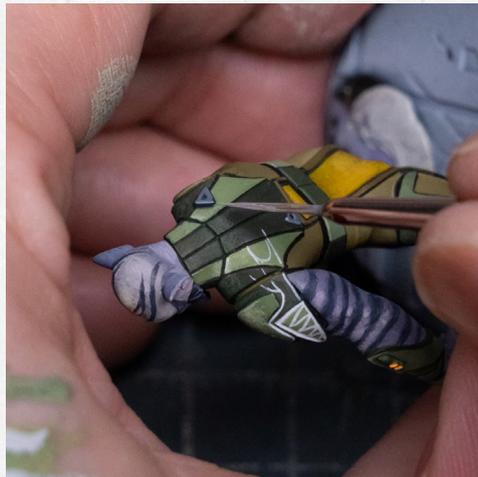


Next I'm painting on the white design using a mix of Bright Neutral Grey and White:





I'm also painting these triangular fastenings using a simple grey scale:



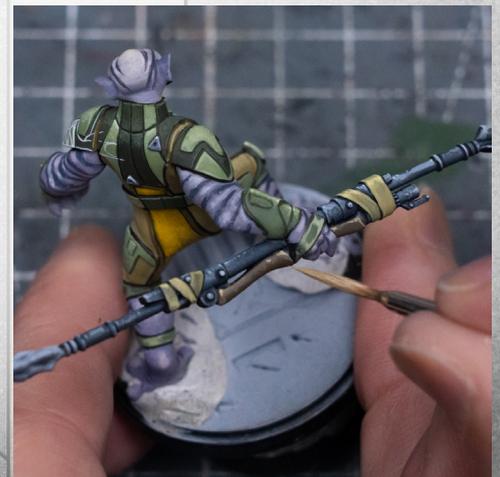
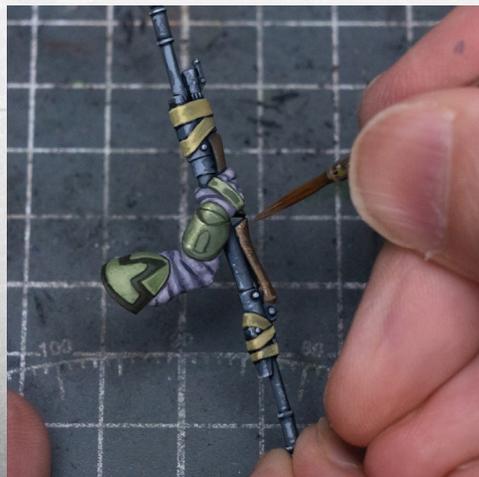
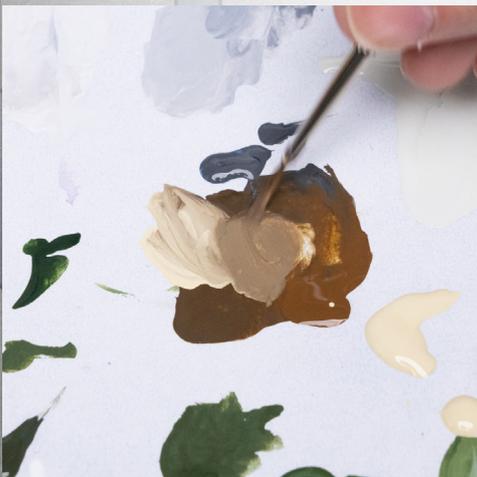
Next I'm adding some Bright Ivory to the blue-black base tone to add a few highlights to the weapons:

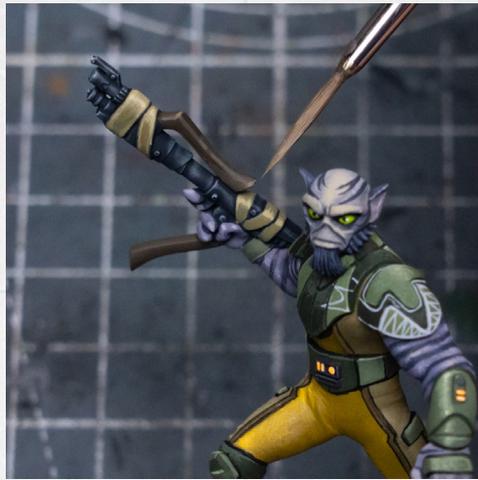


I'm now painting the brown parts of the weapons using Dark Golden Brown mixed with some Dark Warm Grey:



And we can add some Khaki for the highlights:

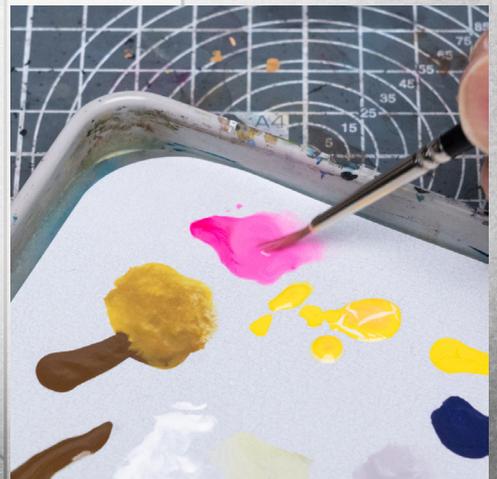




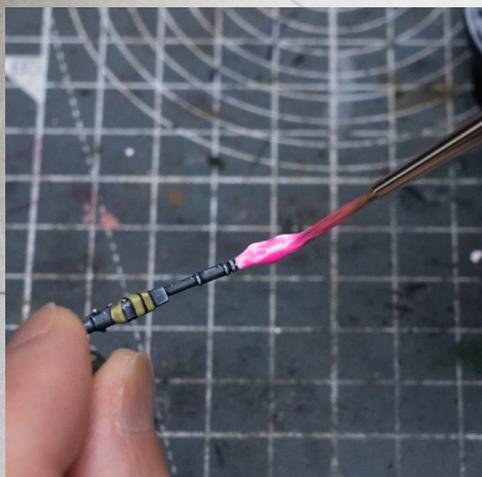
I'm now painting the "zappy" tips of the spear using pure white:



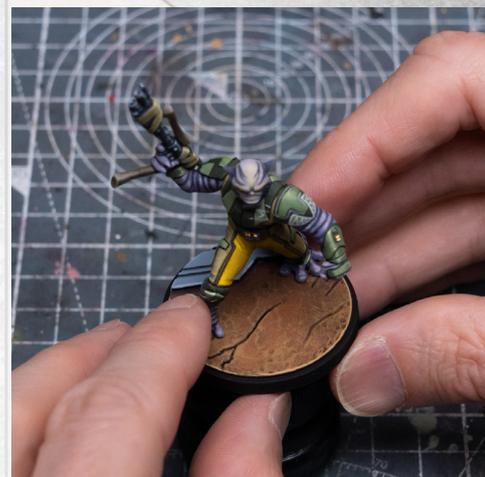
Once dry I'm brushing over some thinned Magenta Fluo:



I want this to have an uneven look:



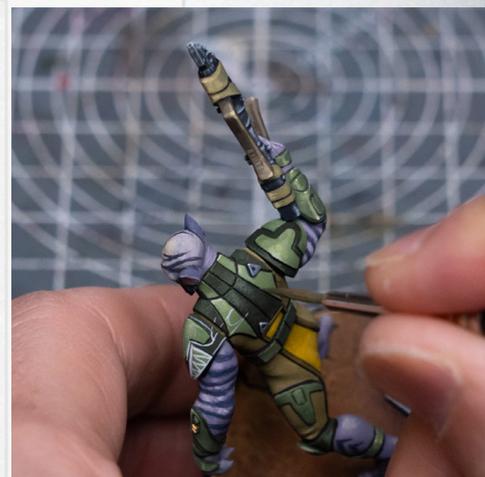
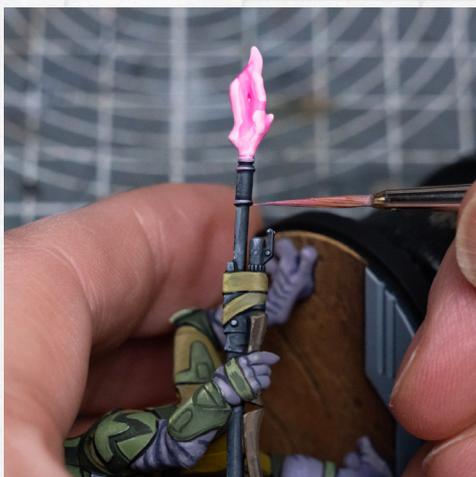
I'm now glueing Zeb to his pre-painted base:



And I decided to add just a couple of touches of OSL using the Magenta Fluor mixed with white:



I'm now just refining or pushing a few of the highlights:



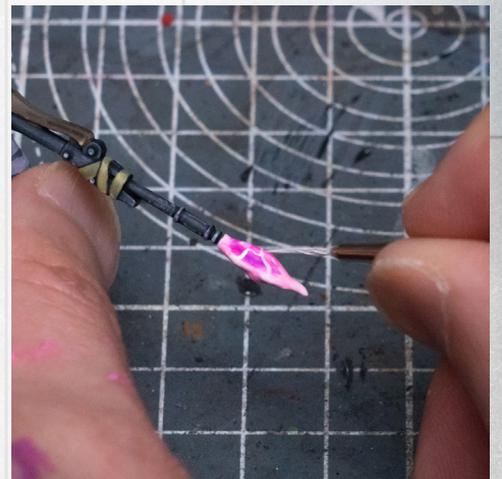
I also added a little Bright Ivory to boost the highlights on the face/head:



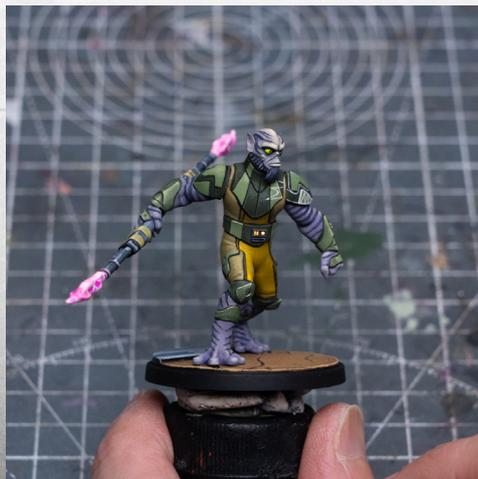
Finally, I decided to mix some Purple into the Magenta to further darken the recesses of the "zappy bits" of the spear:



And then added a few crackly lines on top using pure white:



And this completes Zeb Orrillos!









PAINT LIST:

Titanium White (MH)  
Art Black (SCA)  
Bright Yellow Green (MH)  
Green (MH)  
Warm Grey (MH)  
Faded Plum (MH)  
Olive Flesh (MH)  
Khaki (MH)  
Dark Neutral Grey (MH)  
Dark Purple (MH)  
Yellow Green (MH)  
Dark Golden Brown (MH)  
Pale Yellow (MH)  
Golden Yellow (MH)  
Black Brown (MH)  
Dark Camo Green (MH)  
Black Green (MH)  
Camo Green (MH)  
Faded Green (MH)  
Coal Black (MH)  
Blue Black (MH)  
Orange Light (HM)  
Bright Neutral Grey (MH)  
Bright Ivory (MH)  
Magenta Fluo (VMC)  
Purple (HM)



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