

STAR WARS™

SHATTERPOINT™

EZRA BRIDGER

PAINTING GUIDE BY SORASTRO

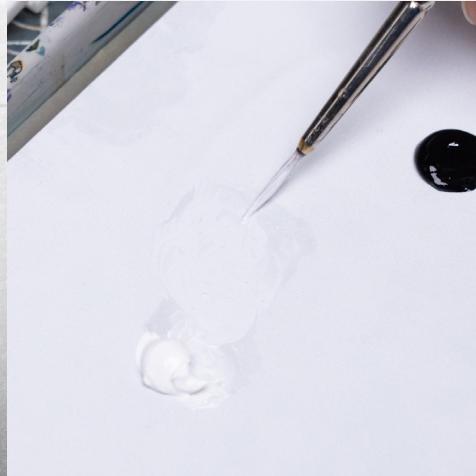
Hello! In this guide I'll be painting Ezra Bridger from the "Stronger than Fear" Squad Pack from STAR WARS: Shatterpoint!



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



I'm starting with the eyes where I'm first mixing a very pale off white (and it's OK if they're a little too big at this stage):



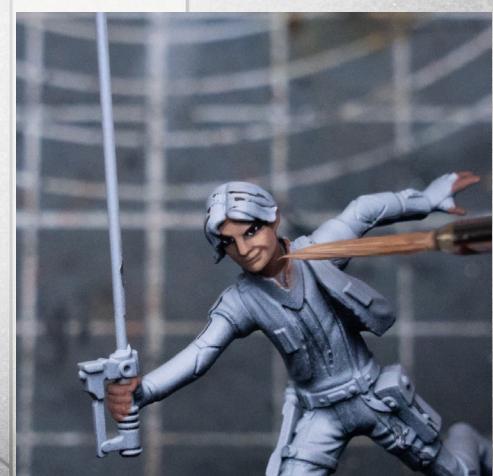
We can then paint the pupils using black, and also paint around the eyes, trimming the whites back in the process.



For the skin I'm providing a base tone of Golden Flesh darkened with some Burnt Sienna Umber:



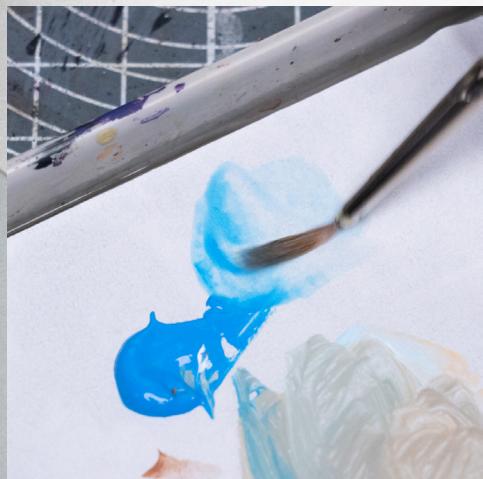
And I'm now adding some highlights by increasing the amount of Golden Flesh in the mix, focusing on the left side of the face for now:



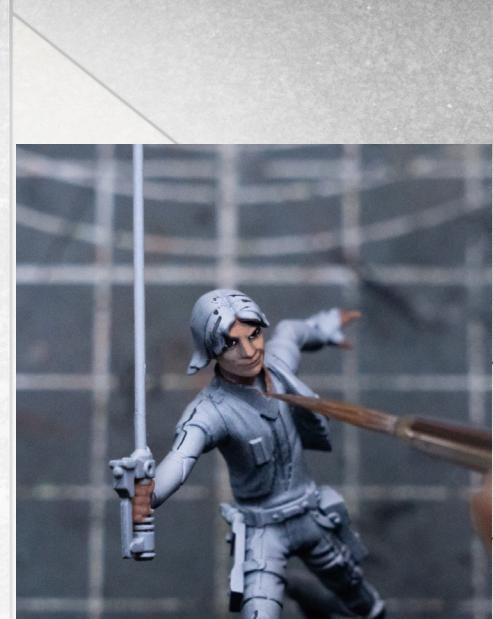
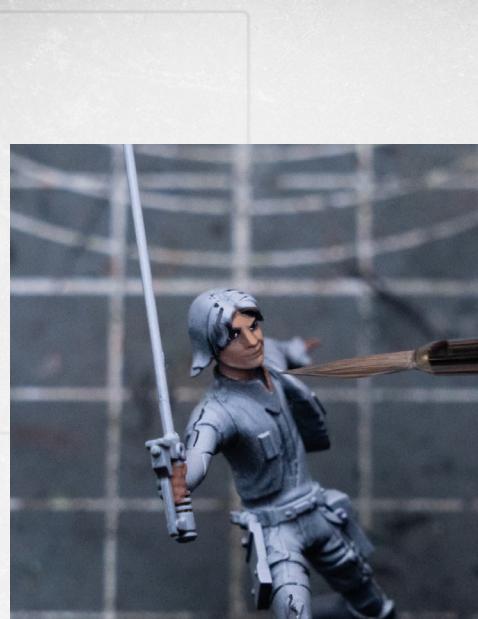
For the right side of the face I chose to add some blue Object Source Lighting, so here I'm mixing in some Primary Blue along with some White:



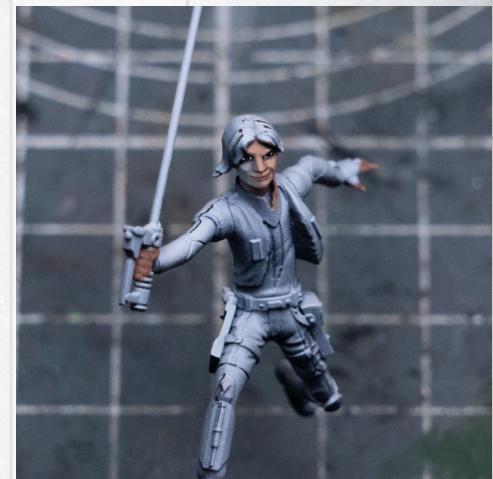
We can also glaze over some pure Blue to gently increase the saturation to taste:



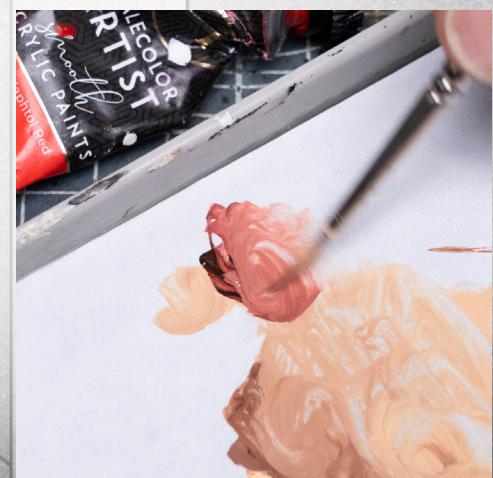
I'm continuing to push the highlights on the left side of the face up to pure Golden Flesh:



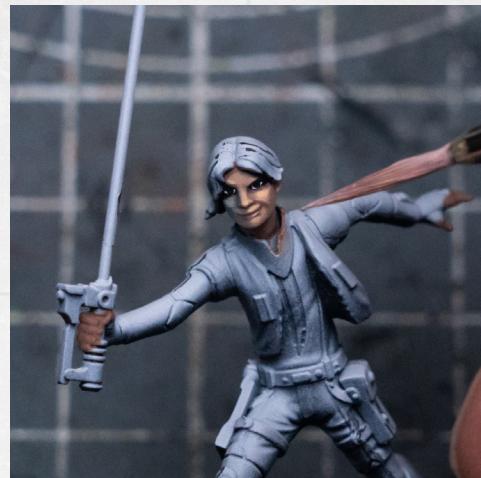
I'm using the paint very thinned for this, and also unloading most of the paint from the brush so it doesn't run everywhere:



Here I'm just adding a little Primary Red for the lips:



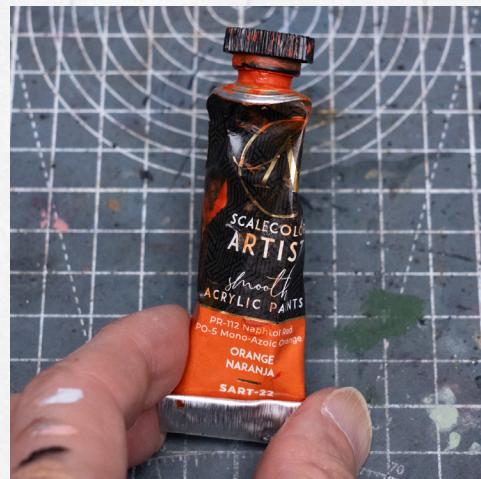
And we can add a highlight to the lower lip:



I'm also adding some cool-toned highlights to the fingers of the right hand:



Finally I decided to glaze a little Orange over the left side of the face, brushing the pigments into the areas of shadow:



Next I'm painting the hair using Coal Black mixed with some Dark Blue:



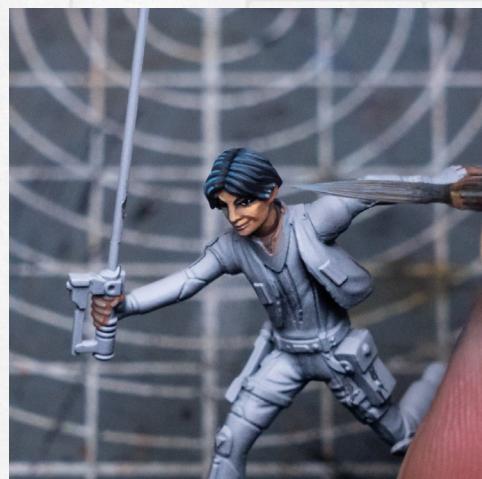


We can then begin adding white or ivoire to lighten things up for the highlights:

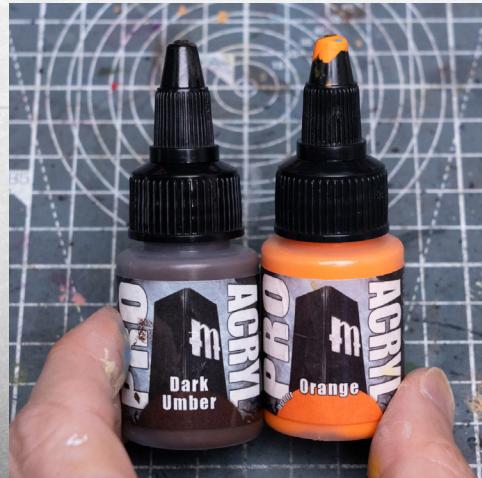


I also mixed in some Blue for the right side of the head:





Moving on to the outfit, I'm using Orange darkened with some Dark Umber for the jumpsuit:

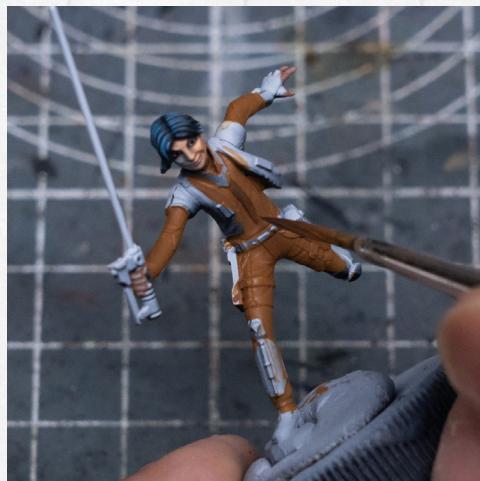




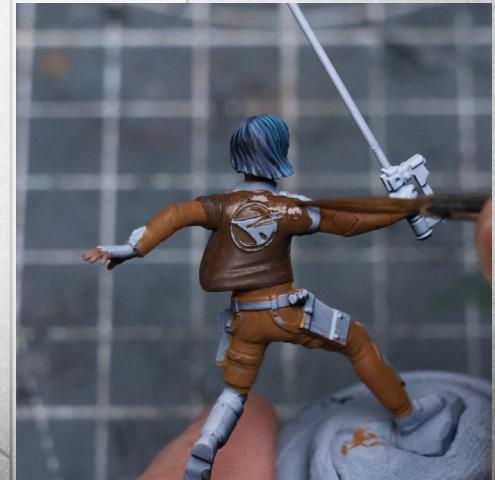
Here I'm going a little darker for the central "V" on the chest:



Next I'm painting the jacket using a mix of Dark Umber and Dark Golden Brown:



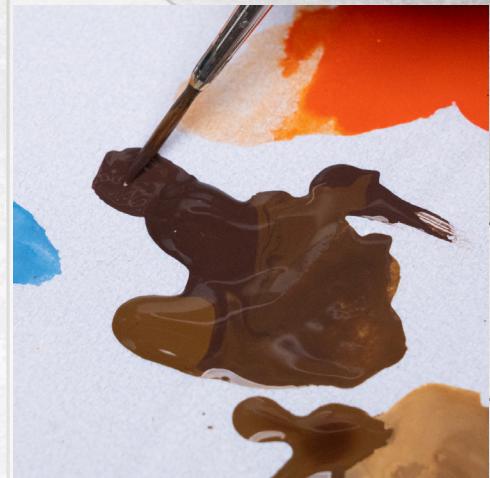
Don't worry if you go over the symbol on the back here, as we've yet to paint it...



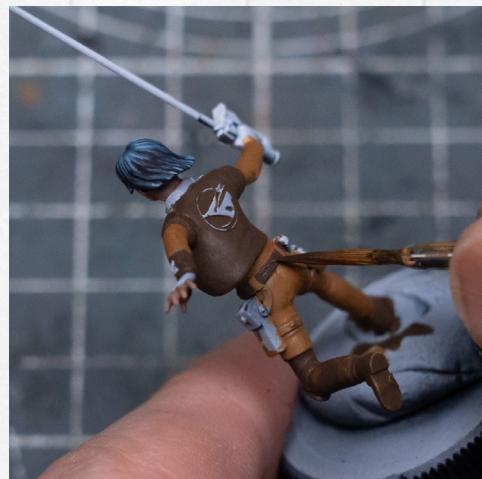
We can also use this for the boots, lower left leg, and the left wrist piece:



The belt is very dark so I'm using pure Dark Umber:



And I'm now returning to the mid brown tone to paint the pouches and straps etc:



Next I'm using Yellow Ochre to paint the neck part of the jumpsuit:



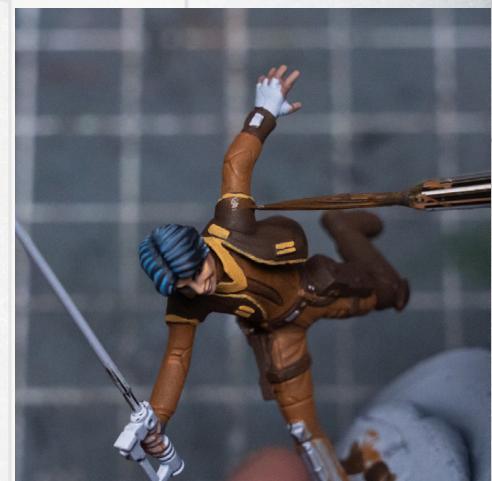
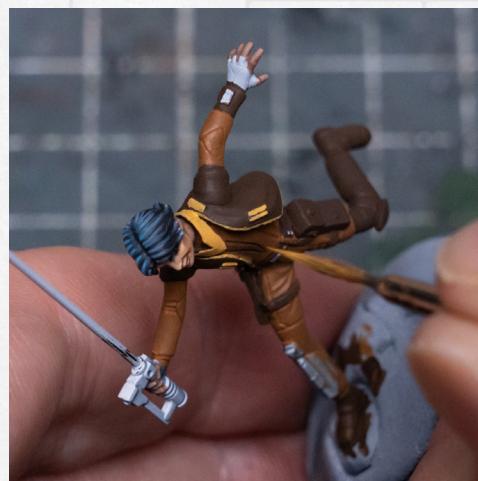
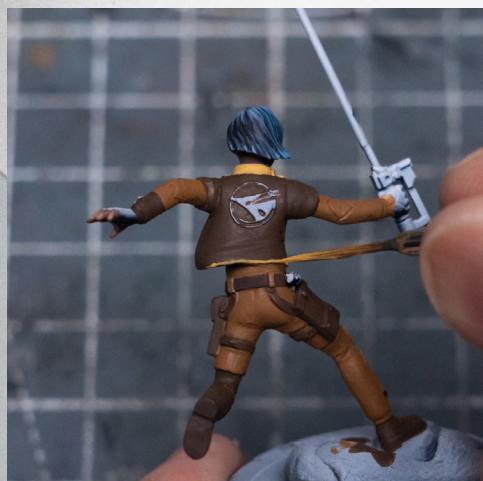
And the other yellow details:



There's also a slightly ragged-looking trim on the jacket:



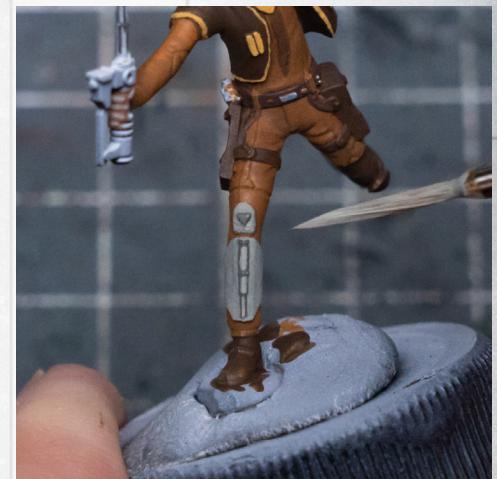
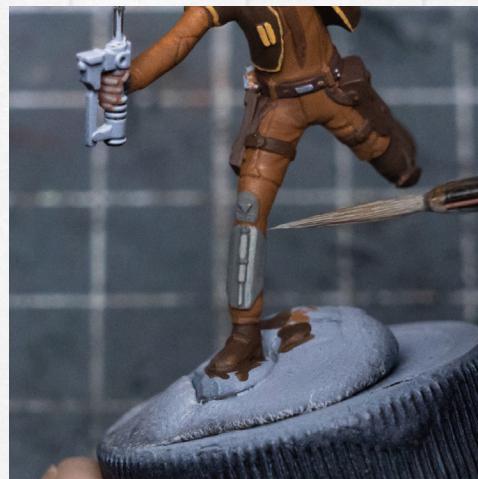
As usual I like to tidy things up as I work:



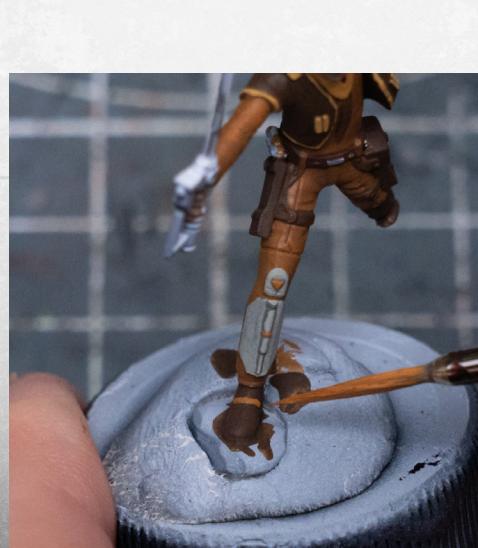
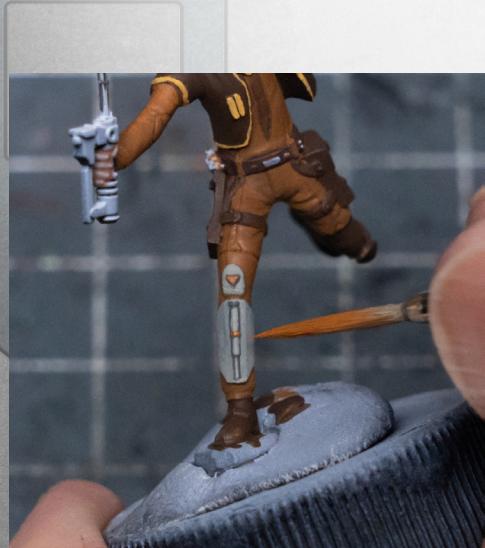
For the bits of armour plating on the right leg I'm first using Warm Grey mixed with a little Warm Yellow:



I'm now adding increasing amounts of Pale Yellow to build up some mid-tones and highlights:



Here I'm adding the orange detailing:

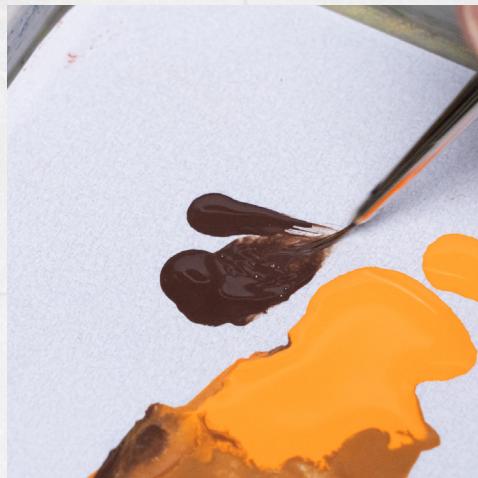
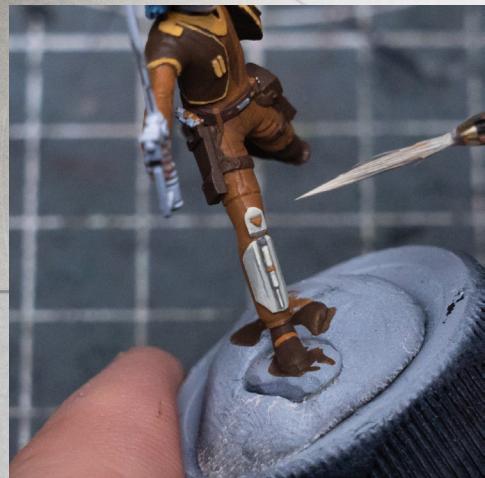


And there are also some orange strips on the boots:

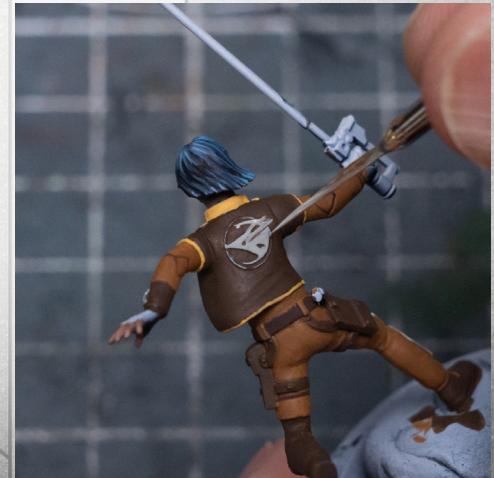
I'm now going brighter still for the highlights:



Next I'm using the Dark Umber to pick out all of the recessed lines on the outfit:



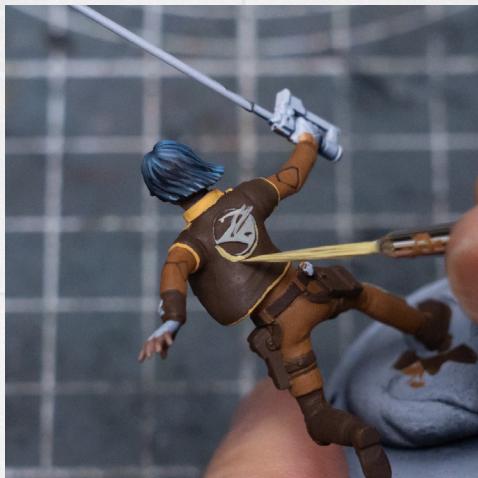
I'm now picking out the design on the back of the jacket using the same off-white used for the armour plating:



And here I'm mixing in some yellow for the outer ring:



It's quite a thin line, so may need trimming back with the brown leather tone:



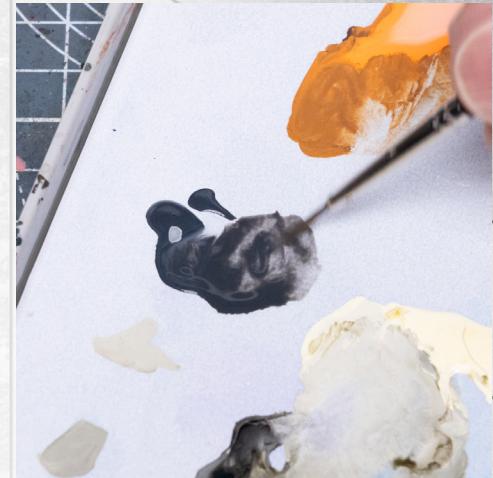
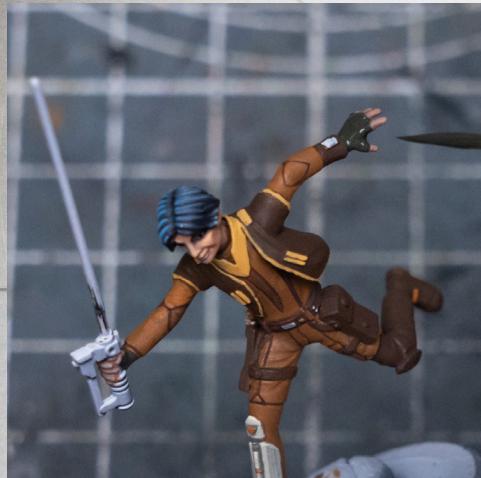
I also stippled on some slightly darker tones to create more of a worn appearance:



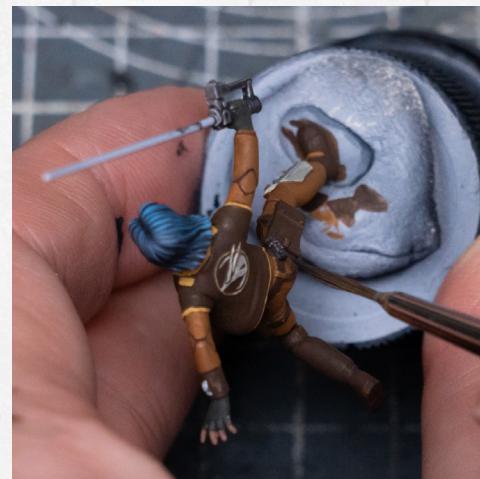
Next I'm painting the gloves using a mix of Dark Neutral Grey and Dark Camo Green:



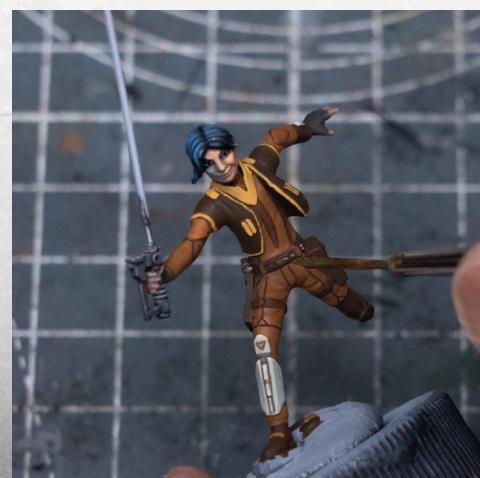
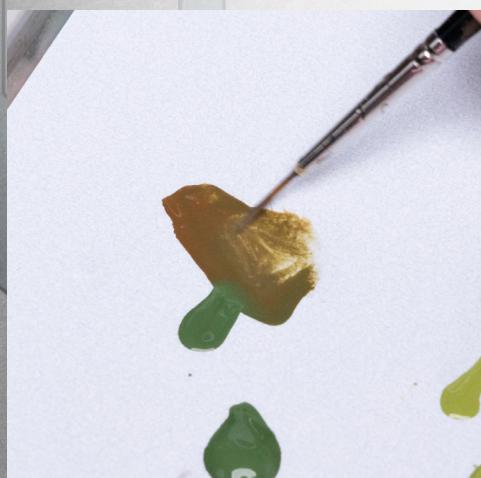
And for the lightsaber handle I'm creating a heavy wash using Dark Neutral Grey mixed with some Glaze & Wash Medium:



I'm also using this for the monocular (?) on the belt:



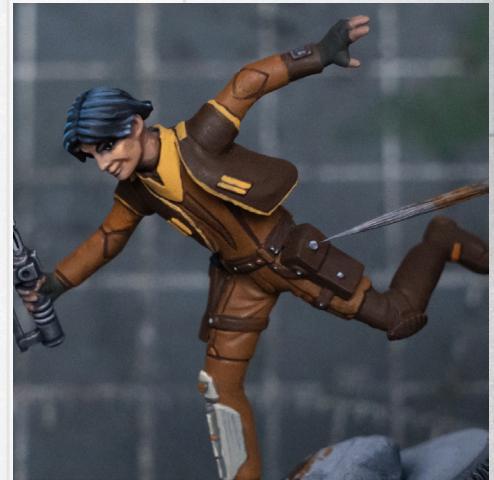
For the small, metallic strip on the front of the belt I'm using a mix of Camo Green and Dark Golden Brown:



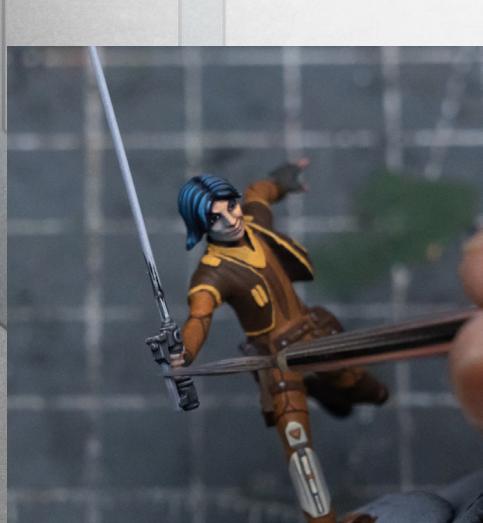
Next I'm picking out the various small metallic studs etc using Neutral Grey:



I then chose to hit each one with some Bright Neutral Grey:



Here I've mixed a lightish grey for the front part of the lightsaber handle, and I'm also picking out a few highlights:

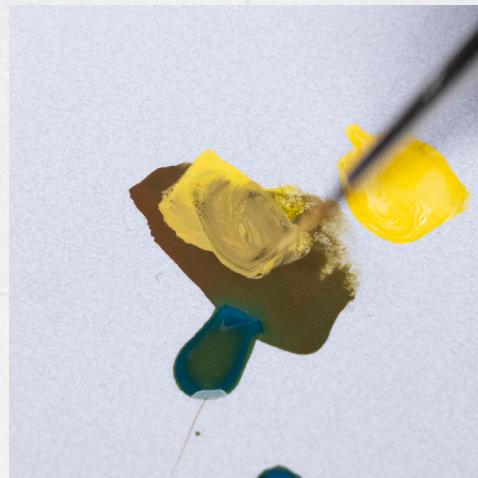


For the bright spot (light?) on the belt I'm first using pure white:

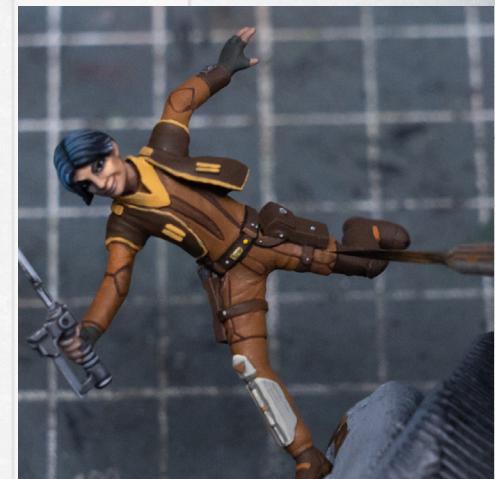
Then some Golden Yellow:



I'm now adding some Golden Yellow and Pale Yellow to the brownish base tone to create some NMM-style high-lights for the central buckle:



Next I'm adding some careful black lining along all of the main boarders of the outfit:





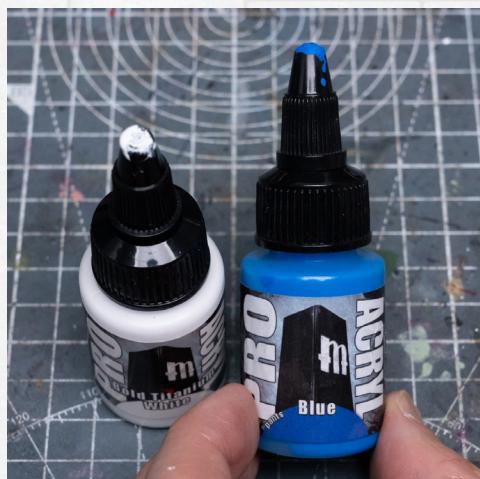
I'm now giving the blade of the lightsaber a fresh undercoat of pure white (Bold Titanium White):



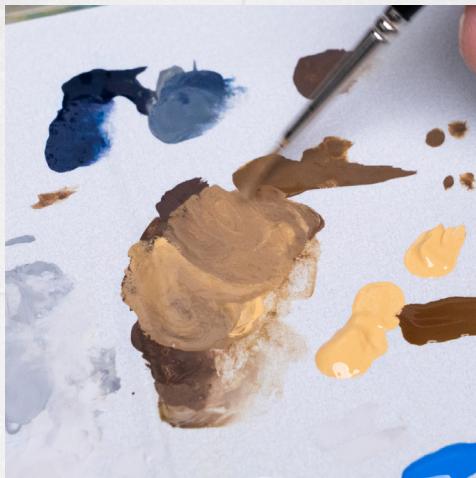
We can then mix in some Blue, and begin adding some colour to the blade:



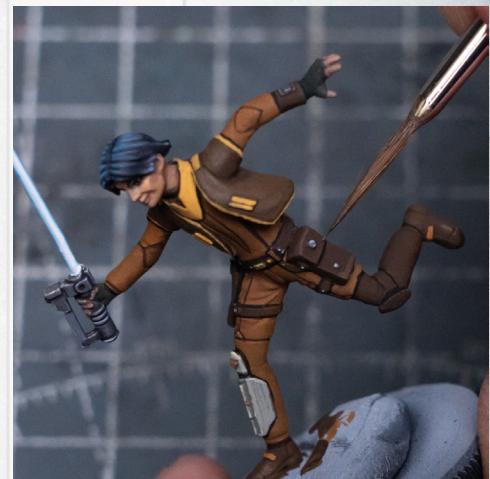
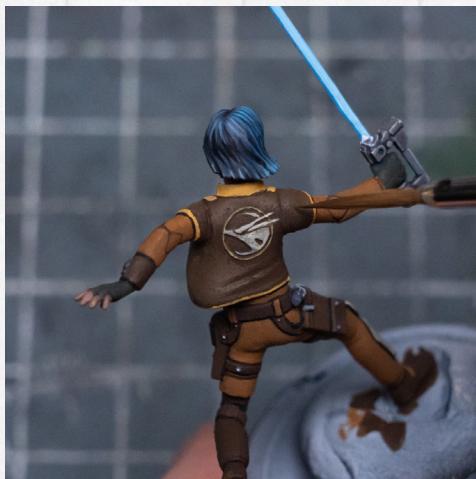
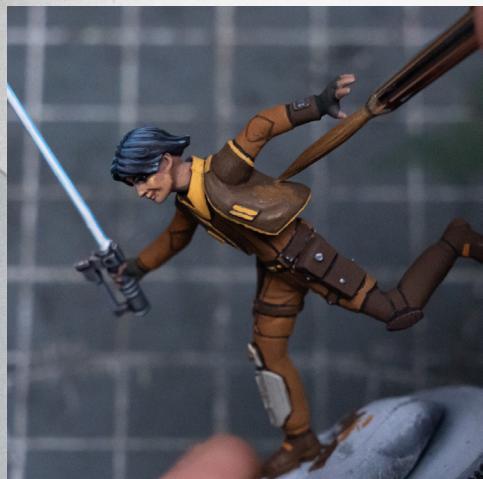
I simply chose to keep the front-facing part of the blade the whitest, wrapping round to more blue tones towards the back:



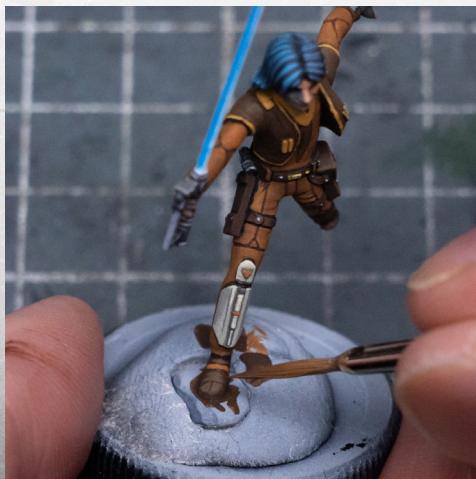
I'm now returning to add some highlights to the outfit. For the brown areas I'm adding a little Golden Brown to the base tone:



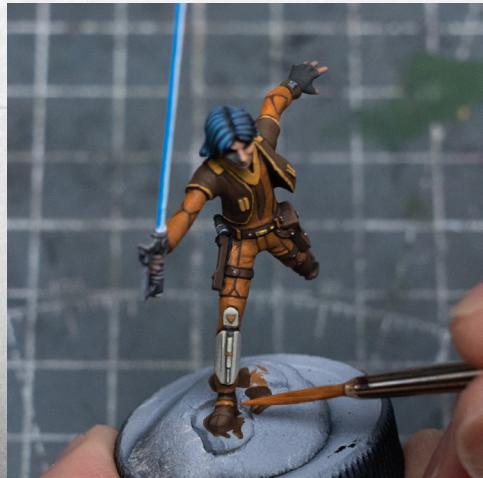
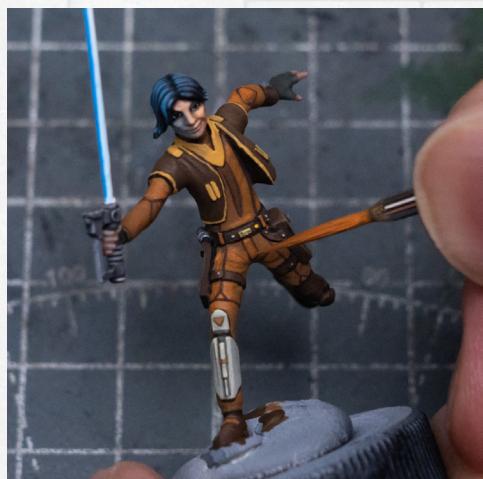
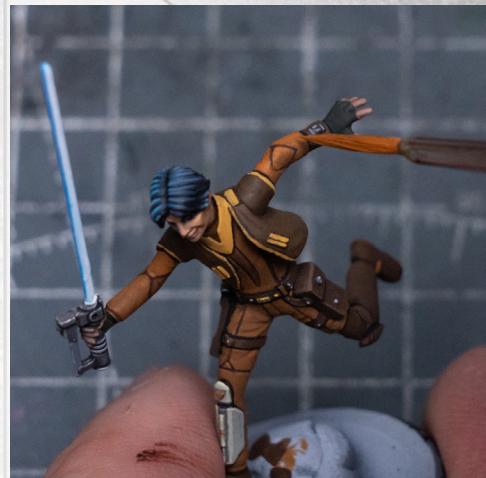
I chose to do a little stippling to help create a softly textured, blended look:



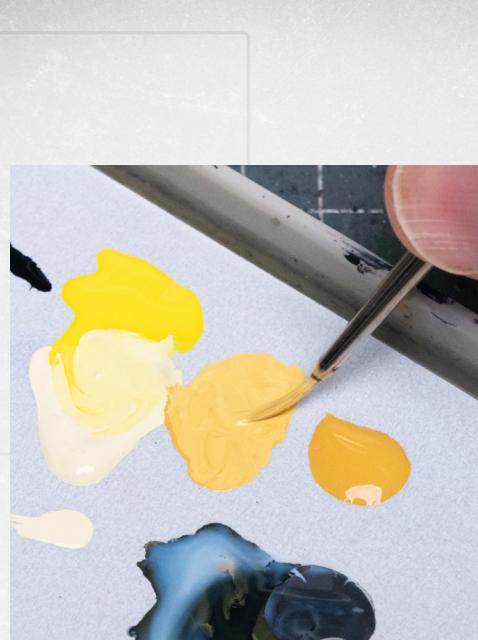
I'm not going especially bright with any of these outfit highlights so as to preserve the soft, caroony look of the character:



I'm also gently brightening the orange jumpsuit by returning to the base tone but with more of the orange added to the mix:



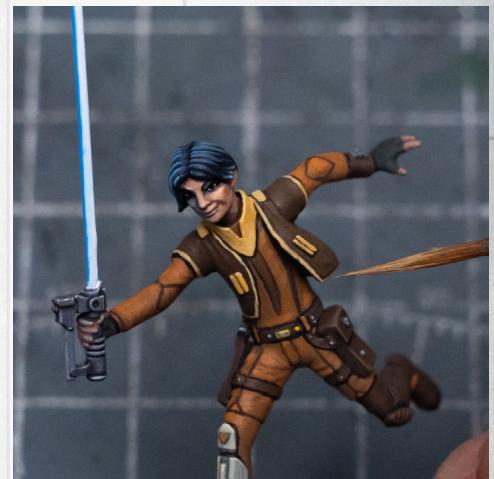
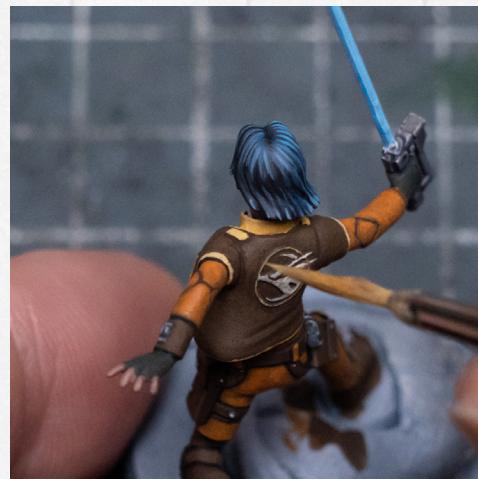
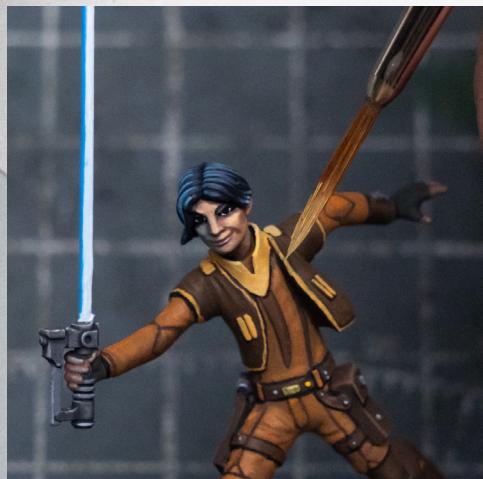
Next I'm highlighting the neck area by adding some Pale Yellow and Golden Yellow to the Yellow Ochre base tone:



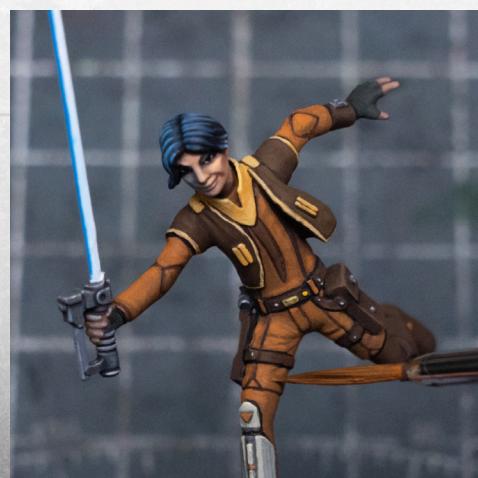
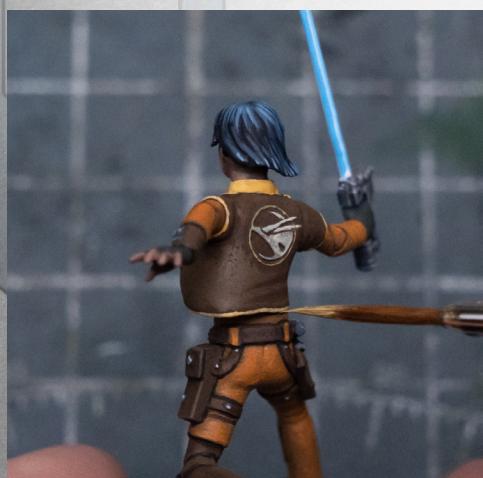
I'm mainly hitting the top edge of the collar here, but also creating a very soft gradient towards the lower part of the "V":



I'm also brightening up the yellow trim of the jacket etc:



I'm now just hopping around a little tweaking the various areas of highlight.



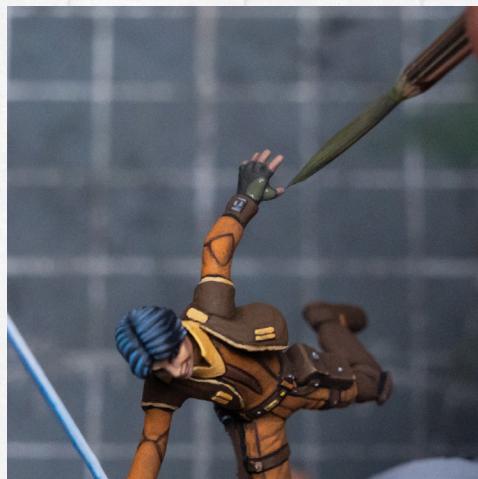
Here I'm adding some blue to some pale greys to add some cooler highlights to the handle of the lightsaber:



And next I'm highlighting the gloves by adding a mix of Neutral Grey and Yellow Green to the base tone:



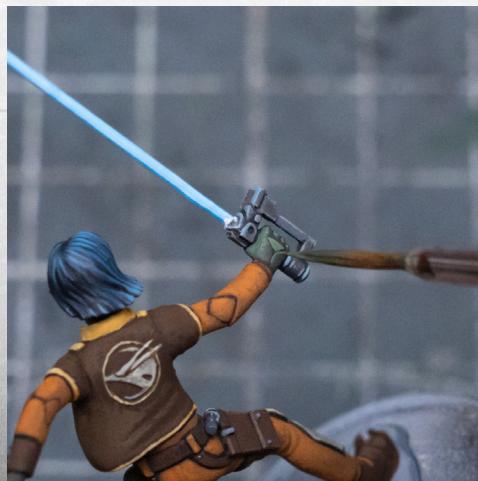
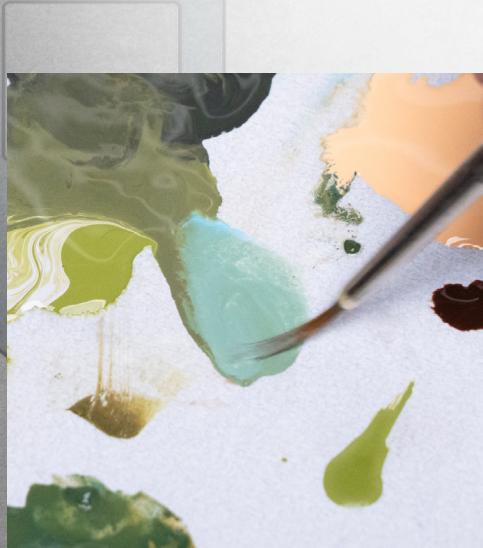
Here I'm picking out the individual segments of the design:



Notice there's a central triangle that should be a little lighter than the rest of the glove:



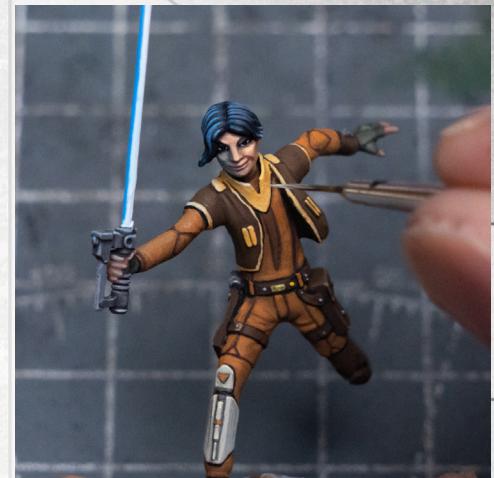
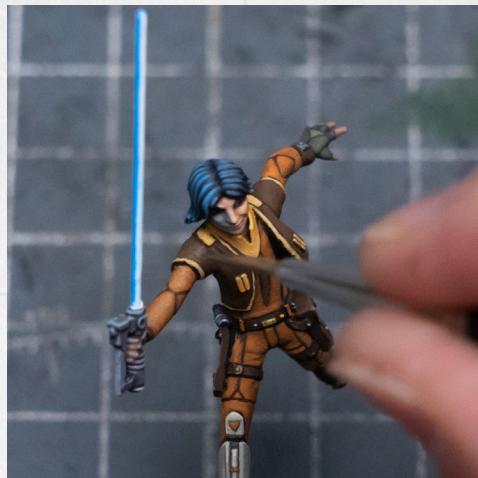
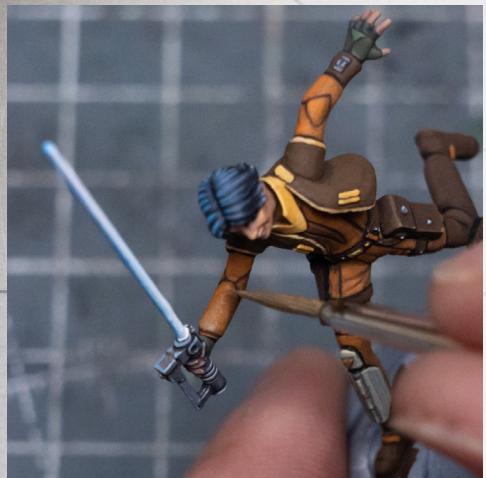
Here I'm adding a little blue and white to the highlights on the right hand:



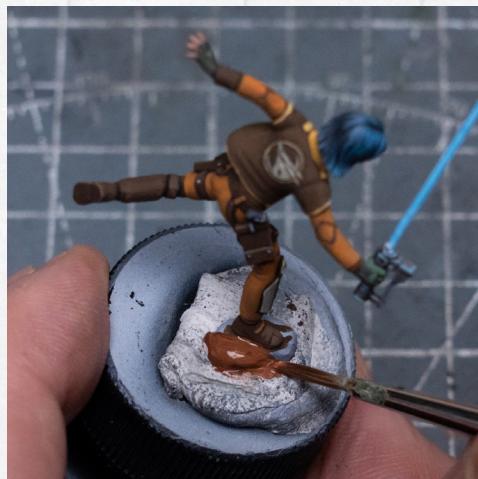
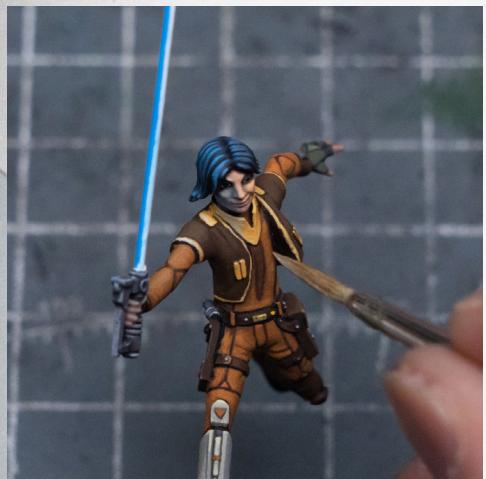
We can also slightly cool down the highlights on the right arm in the same way for a subtle hint of OSL:



And I'm doing the same for the highlights on the right shoulder and collar edge:



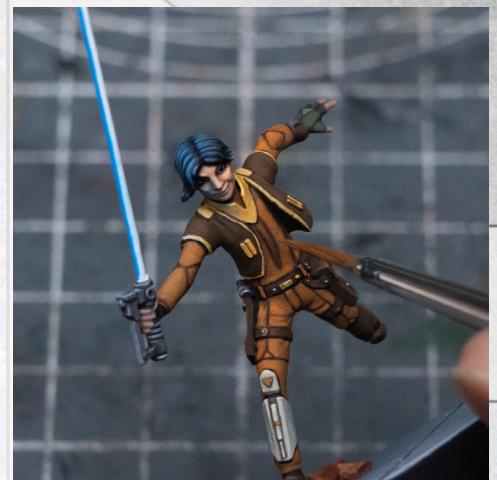
I'm now painting the rock to match the orangy tone of the sandy part of the base:



And after glueing him to the base I've decided to add some additional small pieces of rock (cork):



And here I'm just refining one or two highlights:



And after a final coat of Ultra Matte Varnish, this completes Ezra Bridger!







PAINT LIST:

Art Black (SCA)
Art White (SCA)
Golden Flesh (SCA)
Burnt Sienna Umber (SCA)
Primary Blue (SCA)
Primary Red (SCA)
Orange (SCA)
Coal Black (MH)
Dark Blue (MH)
Bright Ivory (MH)
Blue (MH)
Dark Umber (MH)
Orange (MH)
Dark Golden Brown (MH)
Yellow Ochre (MH)
Warm Grey (MH)
Warm Yellow (MH)
Pale Yellow (MH)
Dark Neutral Grey (MH)
Dark Camo Green (MH)
Camo Green (MH)
Neutral Grey (MH)
Bright Neutral Grey (MH)
Golden Yellow (MH)
Golden Brown (MH)
Yellow Green (MH)



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