

FINAL GIRL

DR. FRIGHT

PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting Dr. Fright from Final Girl!



I began by priming the miniature in black followed with a black and white value sketch using the airbrush, lighting the figure from his left side (where the flames are):

Here I've picked out some tones for the skin tone gradient - Dark Flesh, Shadow Flesh, Golden Brown, and Pale Yellow:



I'm now loosely blocking in the values following the established pattern of light and shade:



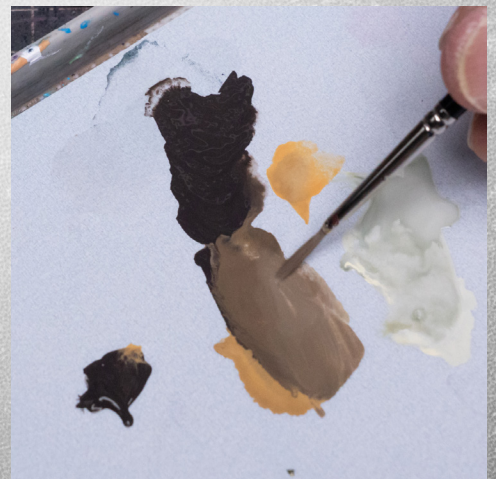
I want the skin to have a bit of texture, so we don't need to worry about being too smooth:

Here I used some Warm Grey to pick out the teeth:



I also managed to suggest the eyes, although they're barely visible:

Next I'm painting the hair using Black Brown, lightened with Golden Brown for the left side:



And for the shirt I'm using Khaki, darkened with Dark Umber for the more shadowed areas (ie his right side):



I'm now going to paint the "Freddy stripes" on the top first using Black Green and Burgundy (and I've picked out my highlight tones of Yellow Green and Bold Pyrrole Red):





I'm also painting the bow-tie red:



We can do some black lining as we work:



I'm now beginning to build up some highlights on the left side of the figure, and I've also articulated the small patch of shirt with a button just below the bow-tie:



And for both the red and green tones I used Golden Brown to reach some brighter values:



I imagine this to be a woollen top so am stippling some texture on as I go:



For the trousers I'm using some Dark Neutral Grey thinned enough to allow the brighter values to still show through:



And here I'm mixing a cool grey base tone for the pitchfork using Black, Dark Blue, and White:



For the flames I'm starting with a mix of White, Warm Yellow, and some fluorescent Yellow pigments:

(Sometimes I find using pure fluorescent tones overpowers the miniature somehow, which is why I chose to mix them with regular paints here.)



I'm now using some more orangey tones for the upper part of the flames - once again mixing regular acrylic paint with some fluorescent pigments:



I also added a little red and black for the very tip of the flame, along with a few little particle effects:



I'm now boosting the OSL highlights on the figure starting with the left sleeve and the top where I'm mixing some of the bright fiery tones into the respective highlight tones:



We can also incorporate some bright fiery tones into the highlights on the face:



And for the trousers I've mixed some Neutral Grey into the base tone along with some of the orange:



Next I'm having a bit of a play around with the pitch fork. I wasn't really sure where I was going with it to be honest, but started with some orange highlights:



I then tried some Dark Red pigments:

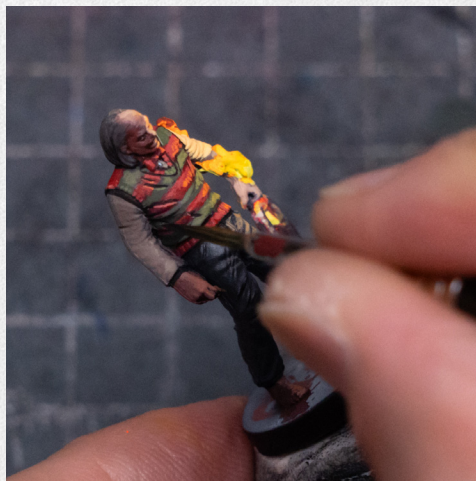


Here I'm articulating the cuts on the clothing using black, then for the more prominent cuts I'm using the fabric highlight tones to pick out the edge to emphasise the relief:



Returning to the pitchfork I ended up going pretty black for the lower part of each prong:

And I chose to add a little extra depth to the shadowed parts of the green stripes using Black Green mixed with a little Black:



I'm now applying some Dark Earth basing paste by Vallejo:

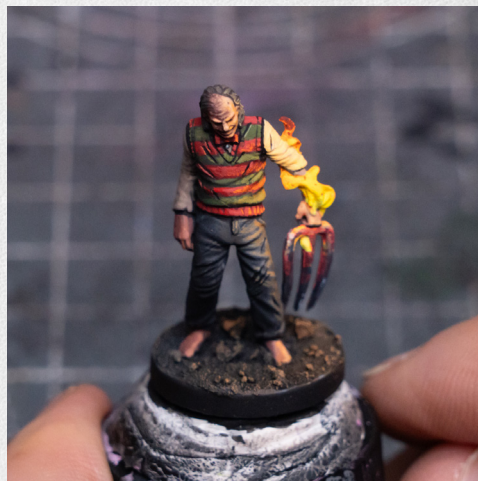
And I've added a little modelling sand:

I'm then shading this down using Drakenhof Nightshade for the shadowed side of the base, and Agrax Earthshade for the lighter side:

Once dry we can dry brush on some orangey tones:



And this completes Dr. Fright!







PAINT LIST:

Dark Flesh (MH)
Shadow Flesh (MH)
Golden Brown (MH)
Pale Yellow (MH)
Black Brown (MH)
Golden Brown (MH)
Dark Umber (MH)
Khaki (MH)
Black Green (MH)
Yellow Green (MH)
Burgundy (MH)
Bold Pyrrole Red (MH)
Dark Neutral Grey (MH)
Coal Black (MH)
Dark Blue (MH)
Bold Titanium White (MH)
Warm Yellow (MH)
Yellow (HM)
Orange Light (HM)
Dark Red (HM)
Orange (MH)
Black Green (MH)
Drakenhof Nightshade (GW)
Agrax Earthshade (GW)



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Thank you!

MH = Monument Hobbies, HM = Hera Models, GW = Games Workshop