STAR WARS™ LEGION™

# HAN SOLO

## PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting Han Solo from Star Wars: Legion!

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 using an off white, followed with pure black for the surrounding area:

We can then use the black to place the pupils:

I'm now painting the skin using the Scalecolor Artist paints, as usual starting with a base-tone mix of Pink Flesh and Burnt Sienna Umber, then lightened up to a mid-tone mix of Pink and Golden Flesh. I also mixed in some Prussian Blue for the chin area.

We can then add Vanilla White for the brighter highlights. We'll also need to add a touch of red for the lips, and I also incorporated some Orange to create some richer mid tones.

Here I'm just placing my initial base tones:

I decided to use a photo of Harrison Ford as reference to help capture his likeness as best I could:

The photo I used has an off-centre overhead light source, producing a strong set of highlights on his left cheekbone, forehead etc.

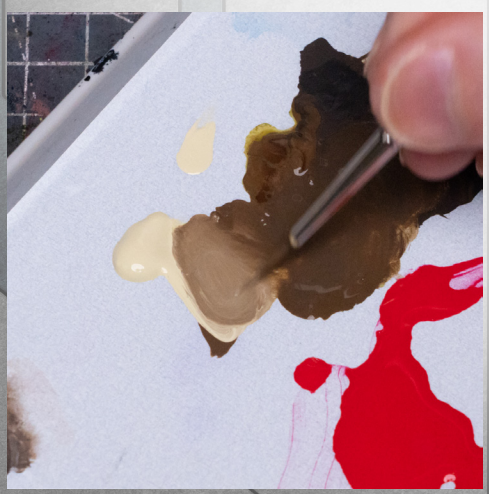
You can see I've also articulated the little creases on the forehead, and around the nose and mouth area:

We can be pretty bold with the values here:

I'm now blocking in the base tone for the hair using a mix of Black Brown and Dark Golden Brown:

Here I've returned to add a little more orange into some of the mid tones of the skin, and I've also painted the neck area:

I'm now adding some Khaki into the hair base tone to begin adding some highlights:



I also added some Black into the base colour to create some darker tones in some of the recesses:

I'm now just going back and forth a little between pushing the highlights, and darkening the shadows, taking care to avoid him looking too fair or blonde:

Next I'm painting the hands:

I'm now painting the inner top using Khaki mixed with a little Black (although I later adjusted this to give it more of a beige tone):

Next I'm painting the black waist jacket, belt, boots, and blaster using Coal Black mixed with a little Dark Blue:

For the trousers I'm using Black Brown:

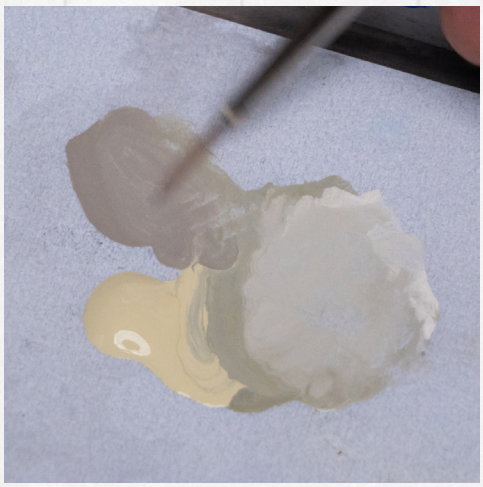
And I'm using Dark Umber for the holster:

I'm now going to sketch the main values in for the overcoat using Bright Brown Grey, and I'll be adding some Black Brown for the more shadowed areas:

The blending doesn't need to be super smooth here as we'll be adding the camouflage overlay on top in a moment:

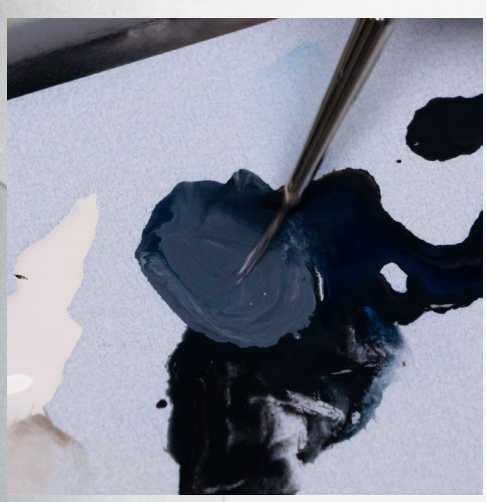
I'm now going to begin highlighting the outfit starting with the light top where I began using increasing amount of Khaki in the mix:

I felt this was looking a little too greenish however so mixed in some Bright Brown Grey, and also added some Ivory for the brighter values:



By brightest tone here is a mix of Ivory and the Bright Brown Grey:

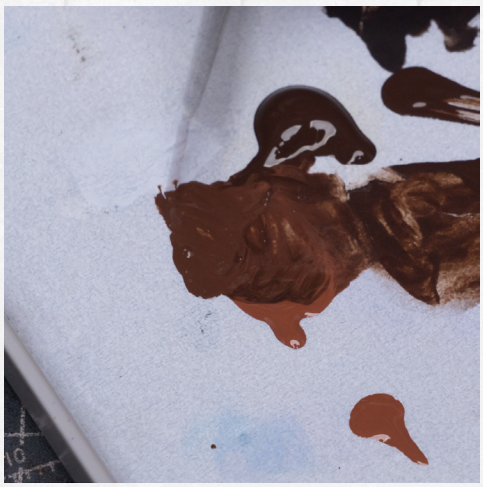
Next we can add some Ivory to the Blue-Black base tone to highlight the waistcoat and belt:



I'm also using the same blue-ish grey scale to paint the metallic details, but going a lot brighter of course:

And I'm adding some Titanium White for the brighter highlights:

Moving on to the holster I'm first highlighting up to a mid tone of Burnt Umber from the Dark Umber base tone:

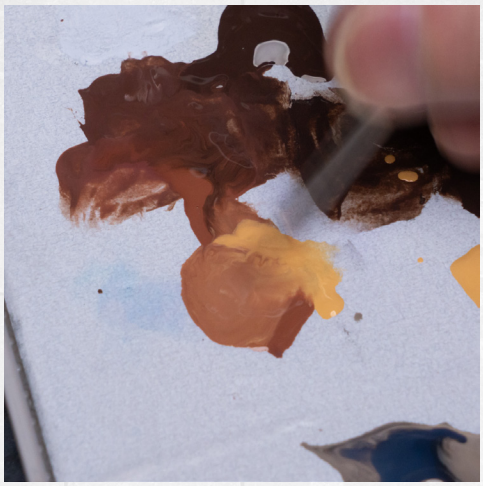


We can generate a nice bit of texture here whilst we work:

There's also a metallic detail here on the side of the belt:

And we can add a little black lining along the way:

For the brigher highlights I'm adding some Golden Brown:

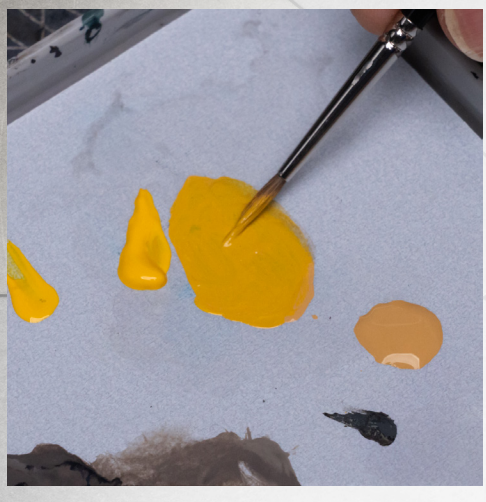


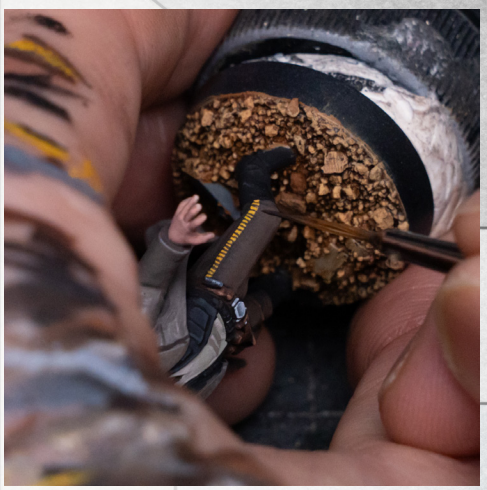
Next I'm going to add some gentle highlights to the trousers by adding some Light Umber to the Black Brown base tone:

As this is a softer fabric compared to the leather holster we don't want to push the values as high:

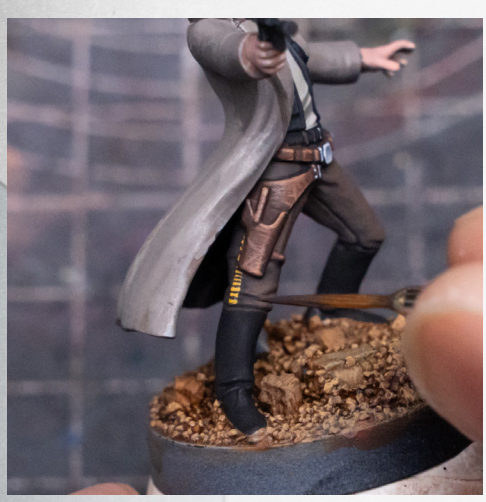
I'm now painting the yellow strips on the sides using a mix of Warm Yellow and Golden Brown:

We can then break the strip up into tiny segments using some Black Brown:





I'm now highlighting the boots using the same blue-ish grey scale used elsewhere:



After placing some bands of highlight, I'll often then use an intermediate tone to help blend the boarder between the two tones:

For the camouflage patten on the overcoat I'm assembling a range of brown and grey tones:

I'm then simply painting on some patches of colour before blending the edges by mixing some of the Bright Brown Grey to create a somewhat diffuse look:

Here once again you can see me placing some patches of colour on the arm:

And here I've now blurred the edges:

We can also add a little Ivory to the Bright Brown Grey to boost one or two highlights:

I'm now returning to the blue-black grey scale to highlight the blaster pistol:

To finish the cloak off I decided to dry brush a little Golden Brown around the base to create a little dusty weathering:

Here I'm just painting the metallic debris on the base before painting the rim in black and providing some Ultra Matte Varnish:

And this completes Han Solo!

PAINT LIST:

Pink Flesh (SCA)
Golden Flesh (SCA)
Burnt Sienna Umber (SCA)
Prussian Blue (SCA)
Vanilla White (SCA)
Orange (SCA)
Crimson (SCA)
Black Brown (MH)
Dark Golden Brown (MH)
Khaki (MH)
Coal Black (MH)
Dark Blue (MH)
Dark Umber (MH)
Bright Brown Grey (MH)
Bold Titanium White (MH)
Burnt Umber (MH)
Golden Brown (MH)
Light Umber (MH)
Warm Yellow (MH)
Dark Camo Green (MH)
Camo Green (MH)
Grey Green (MH)

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Thank you!

MH = Monument Hobbies,  SCA = Scalecolor Artist