



STUDIO Work Process

SKIN & METAL



Welcome to the Slaughterpriest Studio Work Process Guide. In this guide, I will explain in detail the how I paint skin of the Slaughterpriest and metal decoration.

First of all, I primed the model with Mr. Color Spray Matte Black. I used this spray because this is the only black spary left at my home now. So you don't have to buy the same product, you can just use the any black spray you have.



Paint the entire skin with Vallejo Nocturna Reddish Gray. Likewise, if you have a reddish skin color like Scalecolor Artist Pink Flesh or GW Bugman Glow, you can use that product

It's not going to go up all at once because it's primed with black. Have patience and paint a few thin layers. I used an airbrush, but it's okay to using a brush.



Now paint the bright spots of the skin with AK 3rd Brown Rose + Vallejo Nocturna Reddish Fresh (1:2). If you use glazing to paint and dry little by little, you can get the results as above. At this time, you should leave the color below for the dark areas (neck or wrinkles, under the thighs, etc.).

Afterwards, dilute Vallejo Nocturna Burned Flesh and glaze it to deep wrinkles on the skin. If you repeat painting and drying it two or three times, you can put shadow on it like the upper leg or the lower part of the arm.



Paint the details of the face before proceeding to the next step. I have explained the face in detail before, so I will briefly explain it.

Draw a black line with AK 3rd Tenebrous Grey and then draw the white with AK 3rd Medium Grey. The thinner the black line at the bottom of the eye, the stronger the realistic feeling. After that, draw the eyes again with Tenebrous Grey.

I glazed with Brown Rose + AK 3rd Matt Red, painted lips and tongue, and painted teeth with Medium Grey.



Now, I'm going to use AK 3rd Brown Rose + AK 3rd Light Fresh (2:1) to paint bright part and shiny area of skin. Likewise, repeat painting and drying using glazing techniques. I painted it on the forehead, the back of head, the upper wrinkle, the back of the hand, and the shoulder muscles. Although the thighs are exposed, they are barely glazed because they are shadowed by the body and the ax.



Paint brighter areas with AK 3rd Brown Rose + AK 3rd Light Flesh (1:1) and glaze around. If you compare the forehead, face, shoulder muscles, and back of the hand, you can clearly see the difference from the previous step. If you want brighter skin, you can increase the mix of Light Fresh.

The process of repeating glazing is very cumbersome, but it is a sure way to get good results. If you look at the forehead and the cheeks, you can see that there are all the colors left in the face, from the first color I used to the last one, it makes depth.



For a higher quality, I decided to add color to skin. Dilute AK 3rd Matt Red to glazing concentration. Afterwards, glaze the bottom of the skin, the folds, and the red spots. You'll get dramatic results in just one time.

At the same time, I paint bottom of the vein with Vallejo Nocturna Reddish Flesh + AK 3rd Matt Red (1:1).



To add weight, I glazed darkest shadows area with AK 3rd Purple. I painted forearm and under the thigh, and a little bit on forehead and under the cheek to emphasize facial expression.



Apply AK 3rd Brown Rose + AK 3rd Light Flesh to the protruding parts of the veins. You can adjust the mixing ratio to the color of the area you're going to paint. Skin is complete!

Now I'm going to paint the simple metal decorations around it. Paint these areas with AK 3rd Tenebrous Grey.



First of all, I'm going to express the sparkle of metal in the usual way. The metal NMM method itself is exactly the same as the one used before, so if you are curious, please refer to the previous guides. The paints used are AK 3rd Tenebrous Grey, Ash Grey, Dark Sea Grey, and Silver Grey.



Now, to add to the worn-out metal texture, put small dots and lines on the metal surface with AK 3rd Dark Sea Grey + Silver Grey (1:1). If you look closely at the handcuffs, you can see little dots.



Draw a thin line at the bottom of the scratch with AK 3rd Tenebrous Grey to express the depth, and also draw a dent. Add depth by drawing a thin line with AK 3rd Dark Sea Grey + Silver Grey (1:1) under the dent.



Now apply a thin layer of Ammo Mig Shader all over the metal and then apply GW Fuegan Orange all over. When these paints are dry, use AK 3rd Silver Grey to paint the brightest area again.

Through this process, you can give a more heavy impression to the metal area and express a variety of shadows and stains than just using gray paint.

Now the metal is done. In the next guide, we'll learn how to paint horns and red armor.