

DWARF KING



PAINTING GUIDE



**BITE THE
BULLET**



[PATREON.COM/BITETHEBULLET](https://patreon.com/bitethebullet)

COLOR CHART

Citadel Color (Warhammer Paint):

(Citadel) Gore-Grunta Fur Contrast



(Citadel) Wild Rider Red



(Citadel) Mournfang Brown



(Citadel) Gryph-Hound Orange



(Citadel) Wyldwood Contrast



(Citadel) Averland Sunset



(Citadel) Leviadon Blue Contrast



(Citadel) Kabalite Green



AK Interactive:

(AK) Light Prussian Blue



(AK) White



(AK) Decomposed Flesh



(AK) Cork Brown



(AK) Warm Grey



(AK) Deep Blue



(AK) Deep Green



(AK) Deep Yellow



(AK) Hull Red



(AK) Black



(AK) Wine Red



Vallejo Game Color:

(VGC) Elfic Flesh



(VGC) Charred Brown



(VGC) Steel Grey



(VGC) Athena Skin



Vallejo Model Color:

(VMC) Light Flesh



(VMC) Cavalry Brown



(VMC) Sky Blue



(VMC) Dark Seagreen



(VMC) Dark Sea Blue



(VMC) Sand Yellow



(VMC) Pastel Green



(VMC) Turquoise

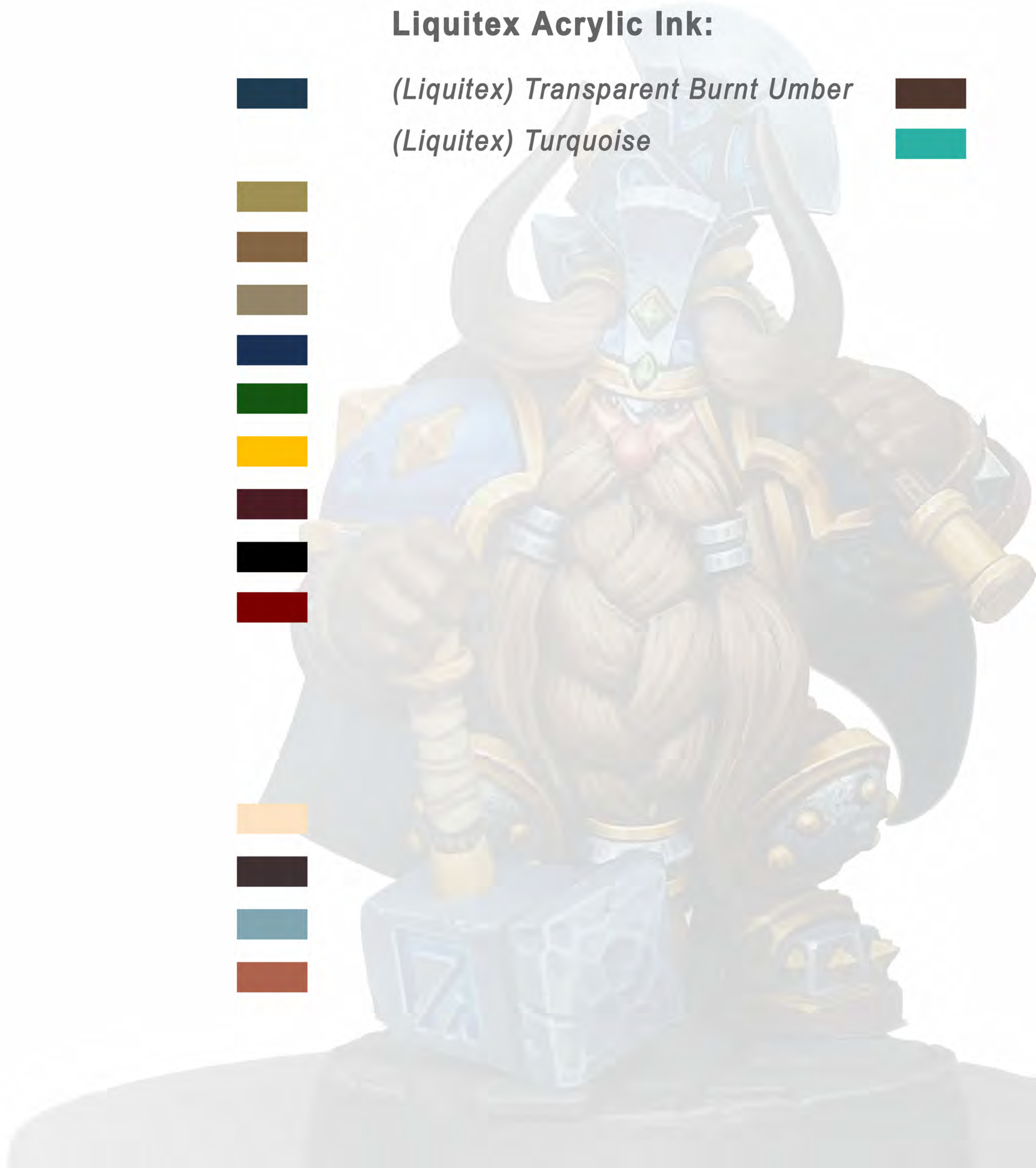


Liquitex Acrylic Ink:

(Liquitex) Transparent Burnt Umber



(Liquitex) Turquoise



STEP 1

FIRST STEPS



1. We start by priming the entire piece with *Black Matt Primer (AMMO)*.

2. Apply base colors:

-Skin: With *Wine Red (AK)* and *Athena Skin (VGC)*.

On the lower part of the nose, we use only *Winer Red (AK)*

-Beard: *Charred Brown (VGC)*

-Gold: *Hull Red (AK)*

-Metals: *Steel Grey (VGC)* and *Black (AK)*

-Weapons: *Steel Grey (VGC)*. We take this advantage of this step and paint the cracks with *Sky Blue (VMC)*. After this, we give a heavy wash with

-*Turquoise (Liquitex)*

-*Tabard: Decomposed Flesh (AK)*

-*Shoulder pads: Light Prussian Blue (AK)*



STEP 2

FACE



1. His face is very small. Basically, we have to focus on defining the eyes and drawing attention to the nose. The colors that we're going to use are: Athena Skin (VGC), Elfic Flesh (VGC) and Light Flesh (VMC). We start by covering almost everything with Athena Skin (VGC). To this color we add a little of the next one and when we're using this pure color, we start adding the next one. We never use pure Light Flesh (VMC)
2. Now let's paint the eyes. For this we paint the entire globe black and two spots with pure Light Flesh (VMC) on the sides. Then with White (AK) we paint a fairly dense white dot on the top right.
3. As it's very desaturated, we're going to wash it with Cavalry Brown (VMC) and Wine Red (AK). Focusing on the most lateral parts and especially under the nose.

1A



1B



1C



2



3



STEP 3

BEARD



1. The way to paint the beard is from very large strands to painting very fine lines that represent loose hairs. The first thing we do is to paint it black, since the base color didn't convince.
2. Now, with Mournfang Brown (Citadel) and a little Black, we're going to make the strands larger. We practically cover the entire beard. Then we use only Mournfang Brown (Citadel).
3. To the Mournfang Brown (Citadel) we add Sand Yellow (VMC). Very little since this color will desaturate the mix a lot.
4. We're going to airbrush a little with Gore-Grunta Fur Contrast (Citadel).
5. We repaint some loose hairs with the last mixture we used and with Sand Yellow (VMC).

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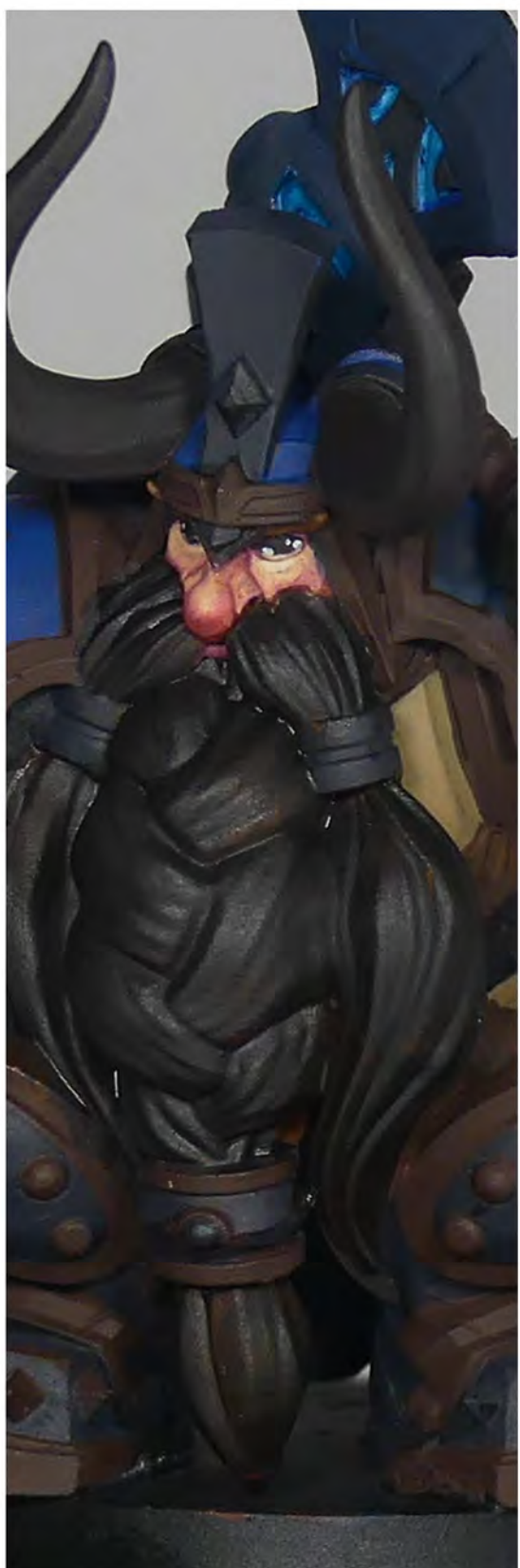
2A

2B

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STEP 4

SHOULDER PADS



1. The shoulder pad is a quarter sphere so we're going to paint the top of this volume and brighter point on the front to reinforce the main view. The base color is Light Prussian Blue (AK) and we're going to highlight them directly with Deep Blue (AK).
2. With Sky Blue (VMC) we mark where we want the light points to be.
3. With this last color and Light Flesh (VMC) we mark the maximum lights.
4. Now, we're going to blend it using glazes. We do it with a brush since blue is quite easy to work with. We also use a little Wine Red (AK), mixed with Deep Blue (AK) for the darker areas.



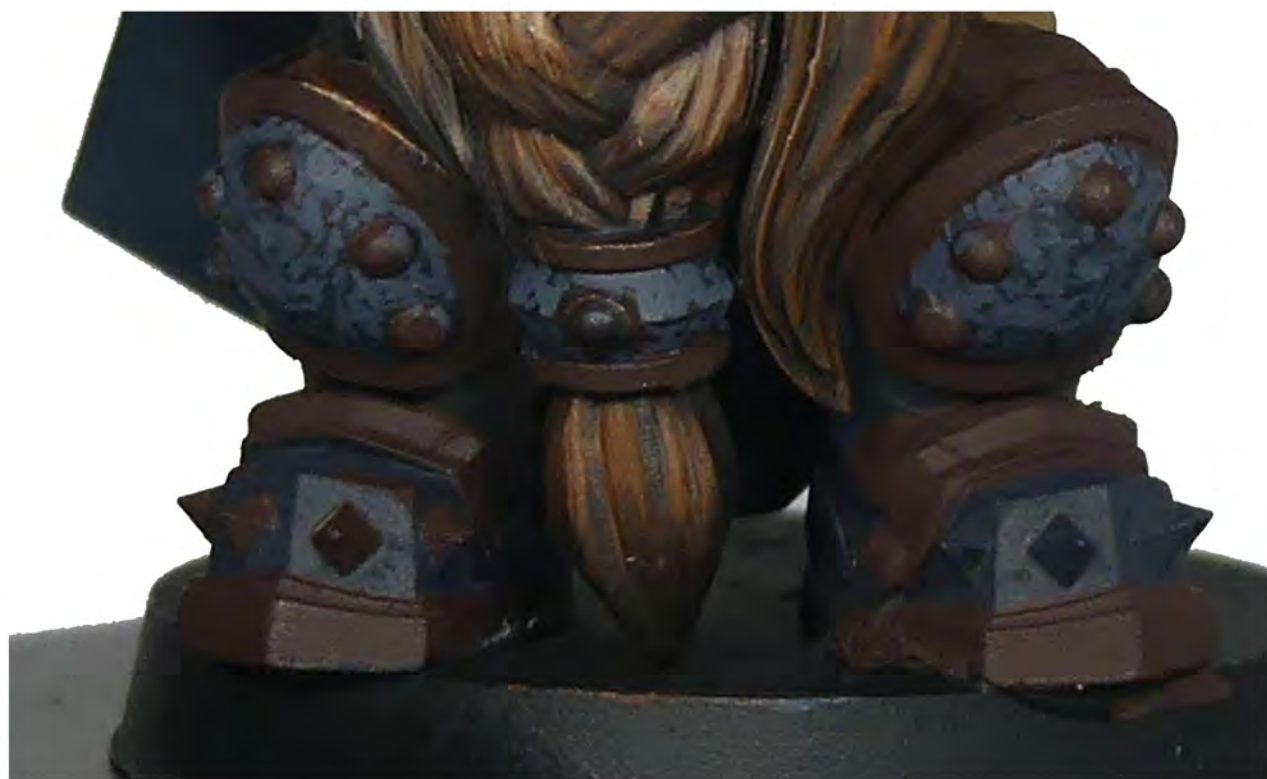
STEP 5

METALS

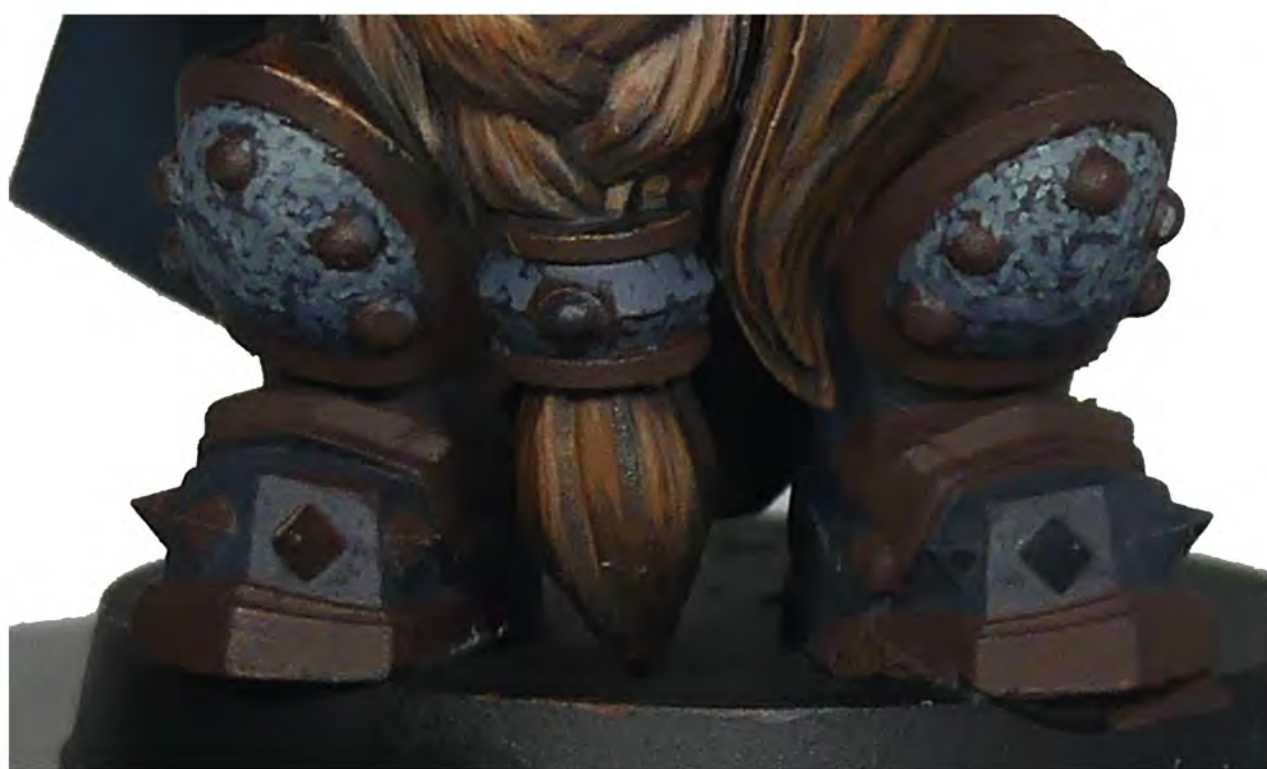


1. To differentiate the elements a little, we're going to paint the shoulder pads and elbow pads with stippling. We do the first stitches with Dark Seagreen (VMC).
2. To this color we add a little Light Flesh (VMC) and focus on the top.
3. And finally, we add more Light Flesh (VMC) and add the last few dots.
4. We're going to paint all the other metals with these same colors, but we make the rest of the metals base on stripes. We can see the difference in the metals in the beard. The important thing is that the light values between the shadow and the light are as large as possible to give the sensation of reflective material and that everything is well outlined.

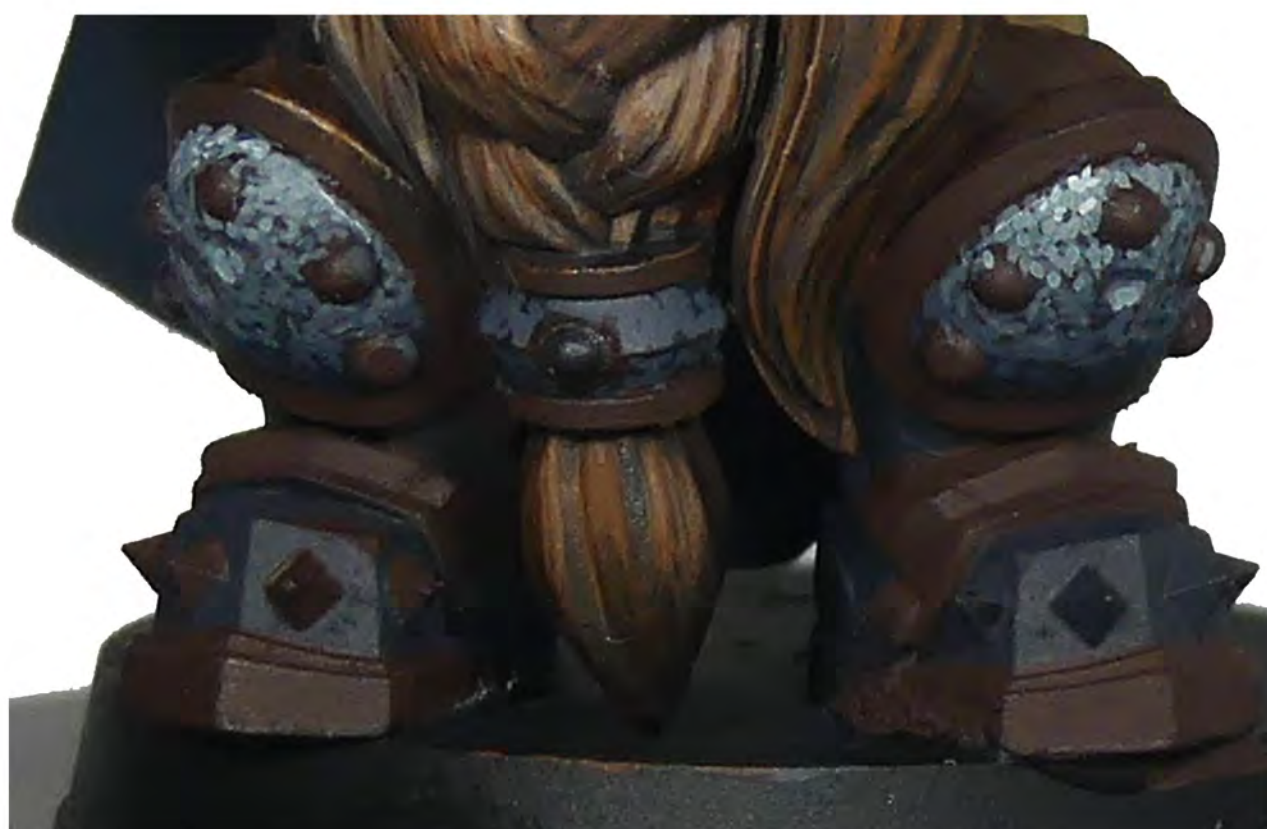
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STEP 6

GOLD



1. We're going to use Hull Red (AK), Wild Rider Red (Citadel), Averland Sunset (Citadel), Sand Yellow (VMC) and White (AK). We're going to paint each element in such a way that the areas that face the sky have a higher white value and we'll also take into account that the areas that are in a higher area of the mini will have a higher value than the areas that are lower. We're going to start with a blend of Wild Rider Red (Citadel) and Averland Sunset (Citadel). The mix will be 1:9, with very little of the red, the mix will turn orange as soon as we add it.

2. We continue with Averland Sunset (Citadel).

3. We add a little Sand Yellow (VMC) to the Averland Sunset (Citadel) and on the highest edges we'll outline with a little White (AK).

4. It's important that we interpret each volume well and that within these we try to make small secondary highlights.

5. Now we're going to blend everything. To do this we give glazes, from the mid tones to the shadow areas in the following order:

Gryph-Hound Orange (Citadel) and Transparent Burnt Umber (Liquitex).

Giving 2-3 passes of each color is enough. We use the second color in a smaller area than the first and within the affected area.

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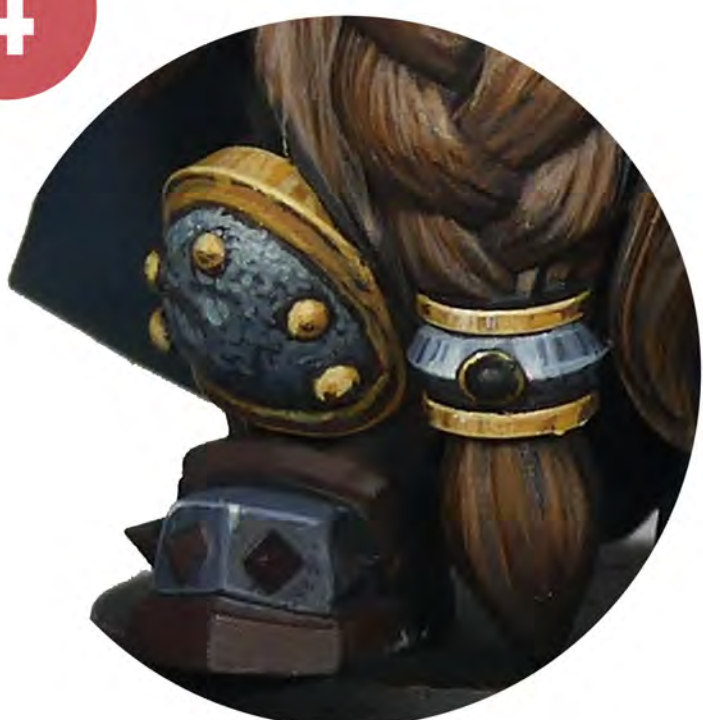
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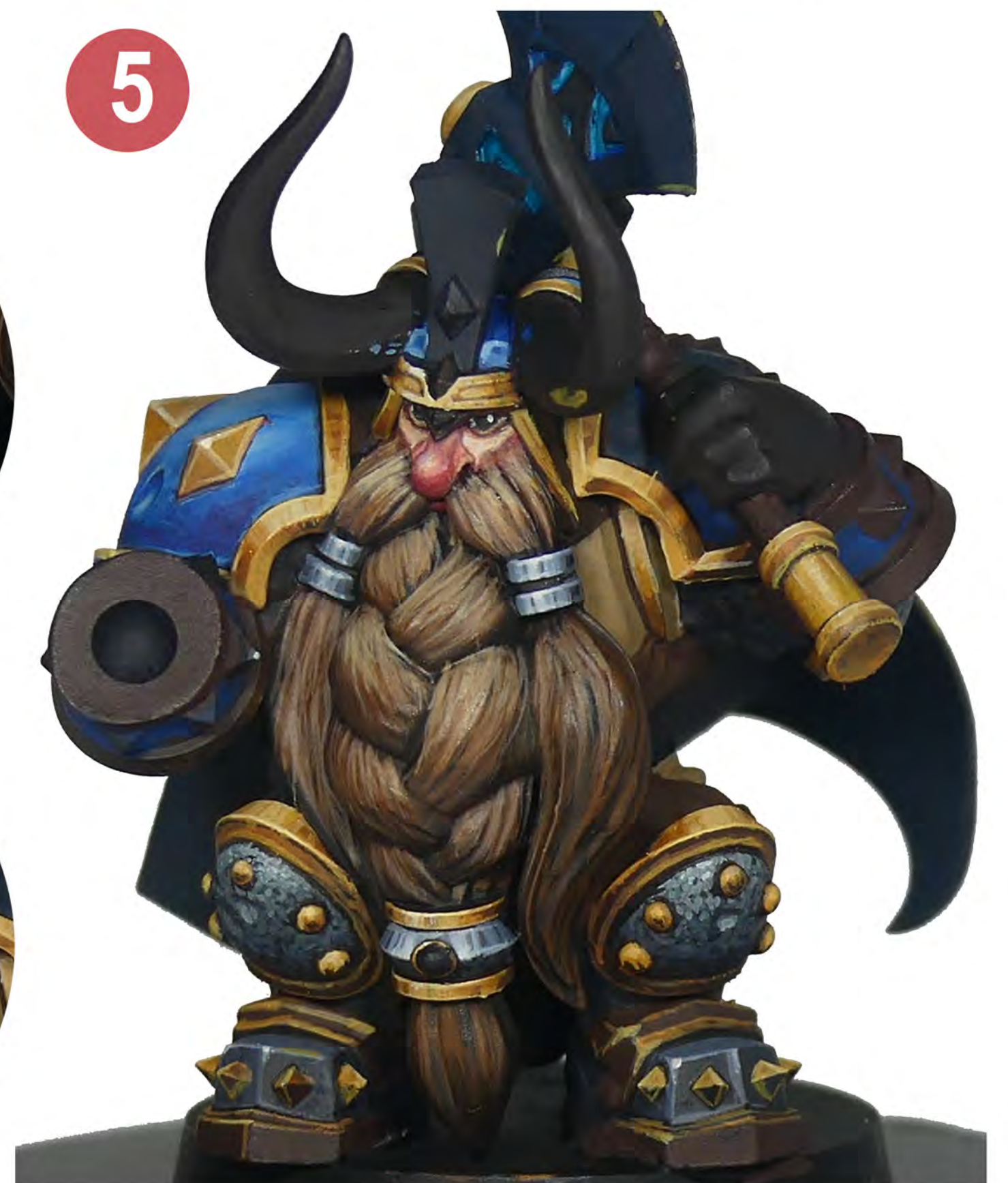
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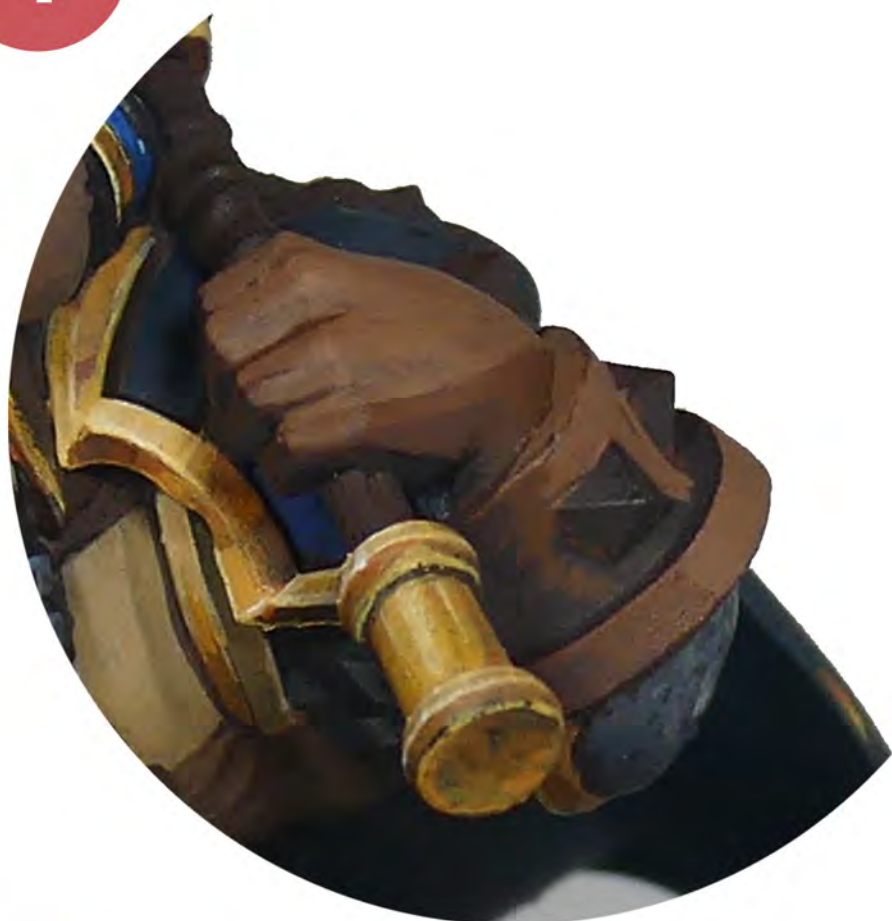
STEP 7

GLOVES



1. The base layer of the glove is with Charred Brown (VMC) and Cork Brown (AK), we take this chance and give a small wet light with Cork Brown (AK).
2. Reinforce this light once it's dry again with Cork Brown (AK). And a new light with some Decomposed Flesh (AK). Now, we don't blend anything, we want to exaggerate the volumes, since they'll be lost a little.
3. We do the first wash with Gore-Grunta Fur (Citadel). We do it practically for the entire element. And then, we wash the darker areas with Wyldwood Contrast (Citadel).
4. Now, very carefully we mark the lights and profiles again and make some small scuffs that always look great on the leather.
5. We paint the studs the same as the previous metals. The faces that look up are very clear, those that look at the ground are dark, and everything is well outlined.

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STEP 8

HELMET

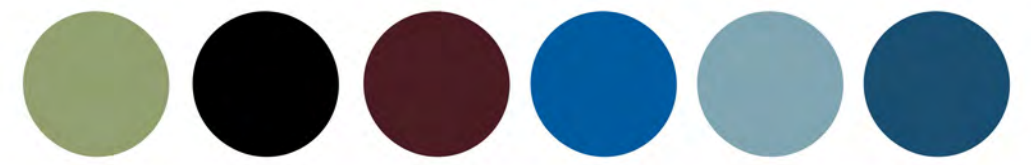


1. We make the base coat of the ornamental metal piece with Dark Sea Blue (VMC) and a little Deep Blue (AK). To this mix we're going to add a little Steel Grey (VGC) to give the first light.
2. To this mix we're going to add Sky Blue (VMC). Due to the shape of the piece, the light will be in the lower area and the shadow in the upper part. Since we want it to be a very reflective material, we're going to keep very little of the previous step.
3. And finally, we add White (AK) to the Sky Blue (VMC) and take the chance to outline. We make the horns with Cork Brown (AK) as a base coat.
4. Based on parallel lines that follow the "cylinder" of the horns, we're going to extract the volumes. For this we use Warm Grey (AK).
5. Since we want the tips to be dark, the easiest way is to use the airbrush. We make a mix of a very dark reddish brown and we use it on the tips, respecting the base of the horns.
6. Since this black part must also have light, we mix the airbrush color with Steel Grey (VGC) and paint a line that runs along the tips of the horns.



STEP 9

CAPE



1. We're going to make a cape with more desaturated colors so that it contrasts more with the front area. The base coat is Dark Sea Blue (VMC). And we make a first light by adding a little Steel Grey (VGC).
2. With this same mix, but with an airbrush, we blend everything.
3. Again, with an airbrush, we mark leftovers with Leviadon Blue (Citadel).
4. For the fur, we make a mix of Hull Red (AK) and Black (AK).
5. We're going to gradually add Pastel Green (VMC) and in the same way as the beard, we're going to paint the largest strands first to finish painting loose lines as hairs.

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STEP 10

GEMS AND WEAPONS



1. We're going to make it green. The base layer is with Kabalite Green (Citadel) and the first light, in the lower right, with Deep Green (AK). Within this light we must make two more. The first is a mix of Deep Green (AK) with Deep Yellow (AK), and the last is by adding White (AK) to this mix. In the area that we have respected with the base color (upper left) we make a dot with pure White (AK). In the same way that we did the one for the eye, with a thick dot.
2. He has two weapons, the axe and the mace. We're going to paint them with the same colors, but in a different way, since the axe has a sharp edge and the mace doesn't. The colors are going to be: Black (AK), Turquoise (VMC), Sky Blue (VMC) and White (AK) For the edge of the weapon, we're going to make a mix of the first 3 colors, a dark mix, and using stripes that follow the shape of the edge, we're going to illuminate. It's important to maintain shadow areas, to create secondary reflections.
3. We start adding more and more of color 3, and we forget about the lower area.
4. With Sky Blue (VMC) we outline the entire axe.
5. For the mace, we're going to mark the volumes with a mix of the first 3 colors, this color has a medium value.
6. And we're going to give a very controlled dry brush with Sky Blue (VMC). After this, we glue the mini to its base.

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