



STUDIOCLASS
Yeenoghu's Leather & Flesh

PAINTLIST



Vallejo Model Color

- * Ivory (70.918)
- * Black (70.950)
- * Orange Brown (70.981)

Vallejo Panzer Aces

- * Light Rust (70.301)

Scalecolor

- * Petroleum Gray (SC-57) [Vallejo G. C Black Brown]

Scalecolor Artist

- * Pink Flesh (SART-07) [Vallejo Basic Skintone]

GW Contrast Paint

- * Darkoath Flesh

GW Citadel Paint

- * Rhinox Hide

* If difficult to obtain this paint, substitute the paint in [].

However, since it is not the same paint,
the result or color may be differences.



This time, we will look at the process of painting Yeenoghu's leather. First, paint the entire leather with Vallejo Model Color Black, then again with GW Base Rhinox Hide. The reason I paint the base color black first is to get a heavier color. If you want a lighter color, start with gray or light priming.



Next, painted belly of the leather with Vallejo Panzer Aces Light Rust. Apply thinly several times for a clear color. I wanted to unify the overall color, so I purposely used the paint I used to paint the armor. If you like, you can substitute another dark orange paint.



Now diluted Vallejo Pazner Ace Light Rust + GW Base Rhinox Hide (1:1), then glazing the border between the two colors. Glazing about 4-5 times can create a gentle change like forearm.



Next, express the bright skin with Scalecolor Artist Pink Flesh. Anything with a pinkish skin tone is fine. If you want to express your skin with a slightly rougher look, you can use a light ochre paint instead of pink.



Now glaze the borders with diluting Scalecolor Artist Pink Flesh + Vallejo Panzer Aces Light Rust. It is better to use Pink Flesh as the brightest color and increase the weight of Light Rust color. If you proceed to this point, you can definitely get the color of an animal skin slight different from humans.

In addition, I painted small scratches on the resin surface with GW Base Rhinox Hide and then highlighted the bottom with Scalecolor Artist Pink Flesh to make them look like scars.



This time, I will paint the upper part of leather. First of all, I use Vallejo Model Color Orange Brown to apply rough stippling except for the deepest areas. Paint carefully so as not to touch the part of the belly you painted earlier.

The color won't come out clearly at once, so please work over 3-4 times.



Now, repeatedly glazing with Vallejo Model Color Orange Brown + Vallejo Model Color Ivory (2:1), focus on the areas that receive light. After 5-6 glazing, you can get a smooth, gradually changing texture on rough surfaces like the thighs or shoulders in the photo.



After drawing scars or torn parts of leather with GW Base Rhinox Hide, highlight the bottom with Vallejo Model Color Orange Brown + Vallejo Model Color Ivory (2:1).



Now to adjust the overall color, dilute the GW Contrast Darkoath Flesh very thinly, then glaze the entire back leather twice. After this process, the color of the entire leather is slightly darkened, and the dots that have been missed during the stippling are arranged.

Contrast paints are very useful for overall color adjustment through glazing. However, to do this, you need to dilute it very thinly with paint 1 : water 3. If it is not diluted enough, large stains may remain on the previously painted areas.



Paint details such as face, eyes, and teeth to see if they match the surrounding color. As intended, the overall tone is consistent, but there is a subtle difference: yellow on the back / red on the belly. For the dark area from the forehead to the nose, I glazed it 4 times with Scalecolor Petroleum Gray to express it.



Finish by painting the rest of the details.

Thanks for reading the long guide!