

ORC WARLOCK



PAINTING GUIDE



**BITE THE
BULLET**



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

COLOR CHART

Citadel Color (Warhammer Paint):

<i>(Citadel) Black Chaos Primer Spray</i>	
<i>(Citadel) Wraith Bone Primer Spray</i>	
<i>(Citadel) Naggaroth Night</i>	
<i>(Citadel) Orruk Flesh</i>	
<i>(Citadel) Biel-Tan Green Shade</i>	
<i>(Citadel) Rhinox Hide</i>	
<i>(Citadel) Mephiston Red</i>	
<i>(Citadel) Flash Gitz Yellow</i>	
<i>(Citadel) Eshin Grey</i>	
<i>(Citadel) Evil Sunz Scarlet</i>	
<i>(Citadel) Warpstone Glow</i>	
<i>(Citadel) Wild Red Rider</i>	

Scale 75 Color:

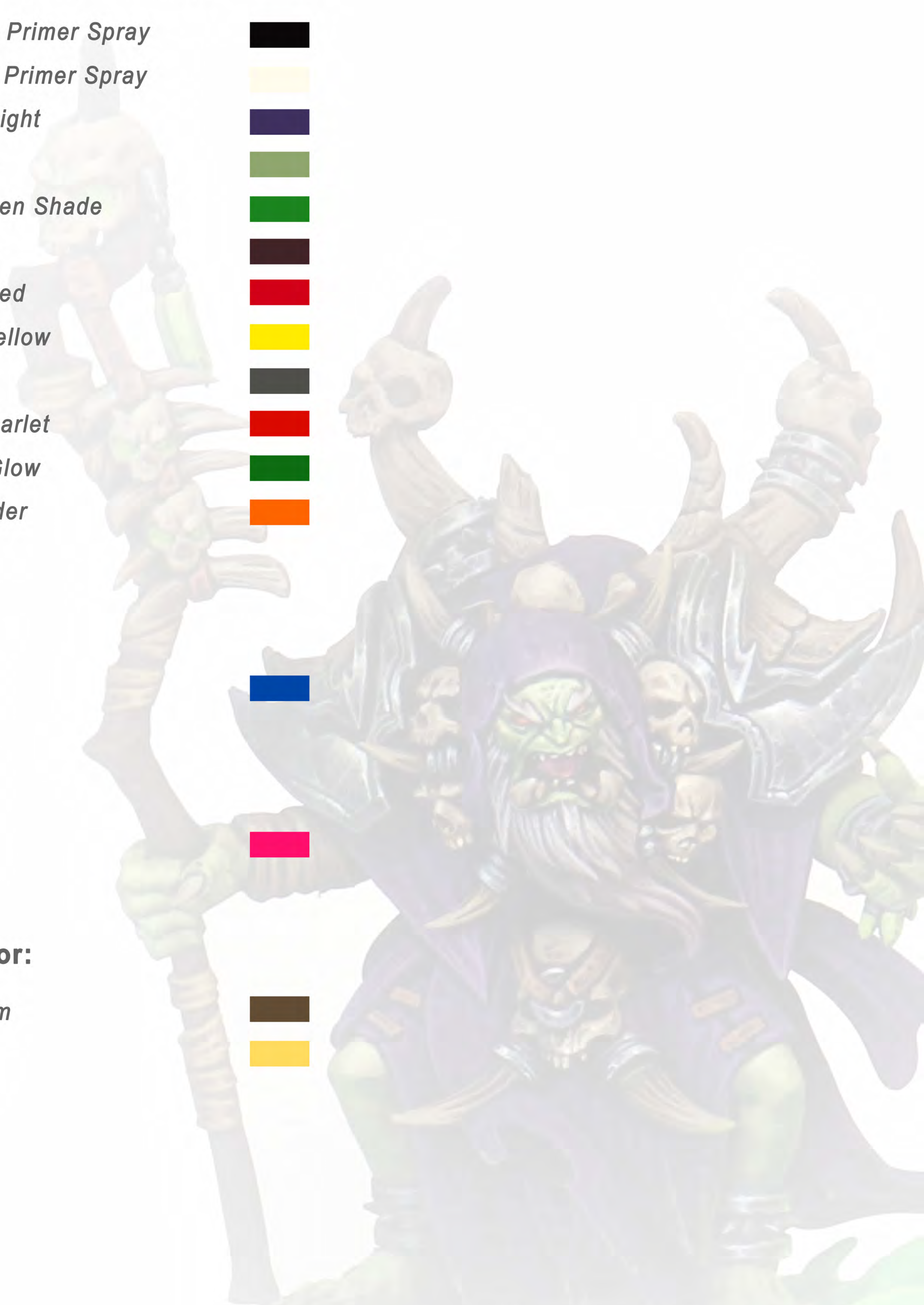
<i>(Scale) Navy Blue</i>	
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Kimera Kolors:

<i>(Kimera) Magenta</i>	
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Vallejo Model Color:

<i>(VMC) English Uniform</i>	
<i>(VMC) Light Yellow</i>	



STEP 1

FIRST STEPS



1. We start by priming the mini with *Black Chaos Primer Spray (Citadel)*. Next, using *Wraith Bone Primer Spray (Citadel)* we apply a light coat. This way, we create a guide of lights and shadows on which to rely for the interpretation of the figure, as well as to facilitate the subsequent application of colors. Having a light color in the highlight area will make it much easier for us to apply lighter colors.

2. On top of the double primer, we use a mix of *Naggaroth Night (Citadel)* and *Navy Blue (Scale)* with some *Black* from whatever brand, if you don't have other brands, a dark purple will do. It's important that it's quite saturated, so if you want to darken it more you should have a dark *Magenta* (I recommend the one from *Kimera Kolors*, for this and in general, to have at home, it's the best on the market). For the skin we use *Orruk Flesh (Citadel)*, if you don't have it, an *Elysian Green (Citadel)* is also suitable, any similar green will work as long as it's not very dark, because then we'll apply a shade on top.



STEP 2

SKIN



1. During this step, we'll darken and mark the shadow areas with one or more washes of Biel-Tan Green Shade (Citadel), this way in addition to darkening we'll also maintain saturation in the shadow areas.
2. Next, we'll begin to illuminate and mark the light areas, recovering the tone that we used during the Orruk Flesh base, in areas such as the forehead it will be enough to leave some shadow on the brow to maintain some of the figure's grumpy character.
3. Now, with a mix of Orruk Flesh (Citadel) and Light Yellow (VMC) we'll begin to rise the highlights of the face, marking the nose, cheekbone, forehead and chin, respecting the areas of previous shadow, it's important that you let it see something the middle tone that we used during the previous step.

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STEP 3

SKIN



1. For the beard, we use Rhinox Hide (Citadel), this tone, although very dark, will serve as a base and shadow for the following steps on the beard and eyebrows. On the eyes, Mephiston Red (Citadel) will suffice as a base. The last highlights of the hands and face are made with one more point of White on the previous mix, it's important that if you see that it loses a lot of saturation, don't be afraid to add a little more yellow, either Flash Gitz Yellow (Citadel) or Averland Sunset (Citadel) to the mix. This way you'll maintain more saturation while increasing the light value.

2. We'll draw the stripes of beard hair by bushes with Eshin Grey (Citadel), you don't need to be precise when drawing hairs, but respecting the shadow areas to give that "staggered" appearance to the beard. On the eyes and tongue you can apply Evil Sunz Scarlet (Citadel) and Magenta (Kimera) respectively.

3. Now we can go crazy and go up the beard hair by hair with one or two layers of Eshin Grey (Citadel) adding white to make it greyer.

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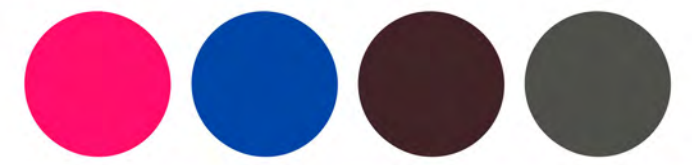


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STEP 4

CLOTHES



1. Apply some more airbrush shadow from below with a mix of diluted Eshin Grey (Citadel) and Rhinox Hide (Citadel) to unify the highlights of the beard, we also gave a base with black to the shoulder pads and other parts to separate them from the face, as it would already be finished.

2. For purple you can use Navy Blue (Scale) and Magenta (Kimera), to this mix you can add white and magenta to continue raising the light without losing saturation, in this case we add more magenta than white.



STEP 5

SHOULDER PADS



1. In this step we use Eshin Grey (Citadel) to start working the metals irregularly, but respecting the light stripes to give it a somewhat worn appearance. On the bones of the previous dark base we apply a mix of English Uniform (VMC) and Black, on the shoulder pads and horns we make a classic Games Workshop pattern for painting horns.
2. For the metals you can add white to the Eshin Grey (Citadel), but be more careful and precise the more you lighten the color and make sure that if you make wear patterns the lines and chips are one hundred percent opaque, otherwise they will give a dirty and unworn appearance. For the horns and skulls we can use Morghast Bone (Citadel) to continue raising the lights.

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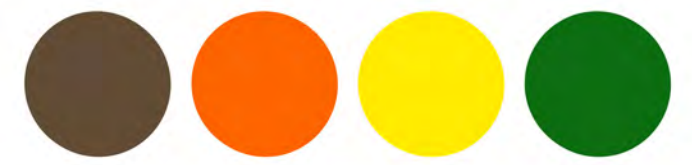


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STEP 6

BONES



1. Now we'll apply the same treatment that we used for the bones on the rest of the elements of the same material (bones and horns on the back) if you have an airbrush and are not afraid to try adding tones with it or in the mixtures to differentiate these bones from the ones we have previously painted. In the sockets of the skulls of the staff, a Warpstone Glow (Citadel) with Flash Gitz Yellow (Citadel) will help you give it a base to simulate the fel fire characteristic of the character's magic.

2. The wristbands and the cane can be made with any mix of Oranges and English Uniform (VMC). Any tertiary color will work, in this case we add some Wild Rider Red (Citadel) to the English Uniform (VMC).



STEP 7

BASE



1. During this step we painted the rest of the missing elements with the colors mentioned above, we also added white to the mix of Warpstone Glow (Citadel) and Flash Gitz (Citadel) to give a more magical effect to the eyes.

We also painted the fel fire on the base as follow:

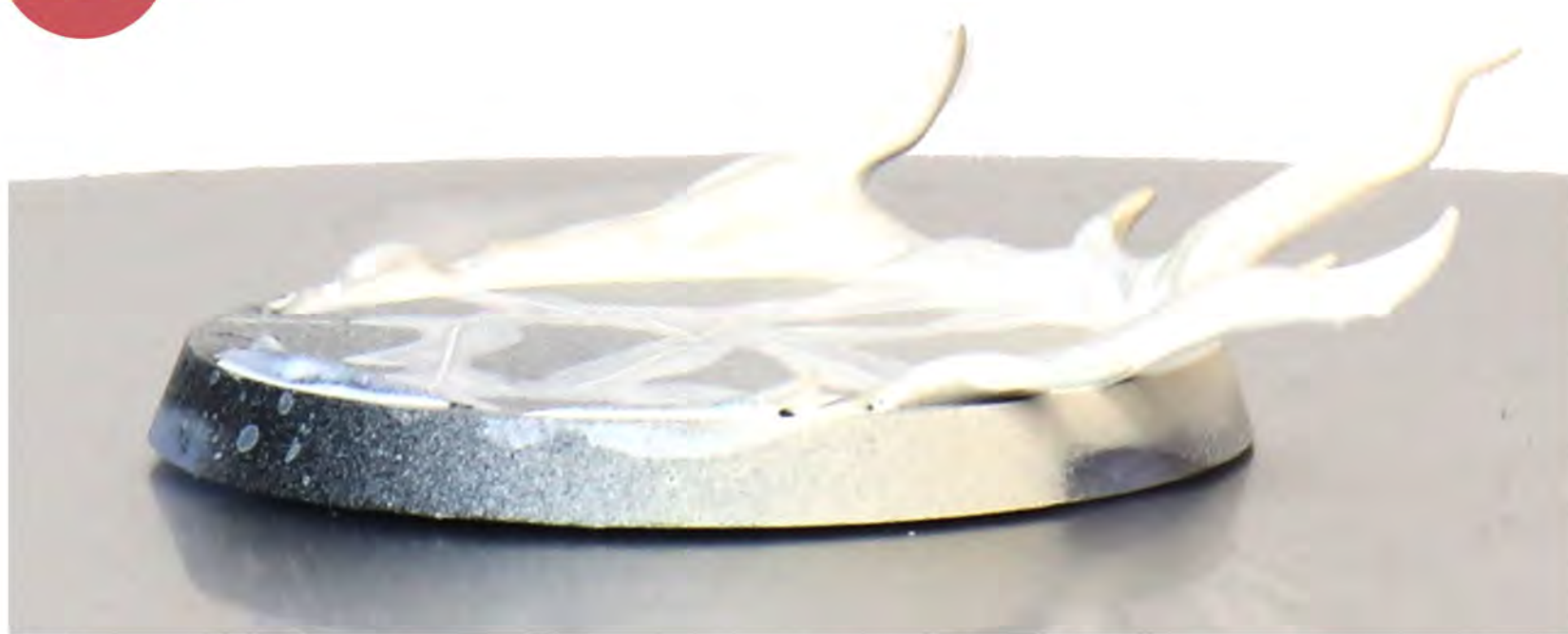
1. On the double primer, we manually painted several layers of white on the fire, making sure that it looked white without making anything transparent, this way we'll achieve maximum color intensity during the next step.

2. With Warpstone Glow (Citadel) and Flash Gitz Yellow (Citadel) we apply a somewhat diluted base using the airbrush, this will help us achieve maximum light intensity and uniformity.

3. Now with Warpstone Glow (Citadel) we'll only apply from below and practically without diluting the green. This way we'll maintain the previous step as light and this step will act as a shadow, preserving the intensity of light that has allowed us to have the white underneath.

4. To finish, we'll paint the rest of the base with black, illuminating it dimly with grey to reinforce the lighting effect of the fire, don't overwork it or increase the light value too much, because the whiter the less the fire will be seen. Eshin Grey (Citadel) will serve as maximum light.

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