



PAINING GUIDE GREY PARAGON

LIST OF PAINTS

Vallejo - Black
Vallejo - Black Primer
Vallejo - Orange Fire
Vallejo - Scarlet Blood
Vallejo - Flat Red
Vallejo - Natural Steel
Vallejo - Pale Skin

Vallejo Air - Silver

Pro Acrylic - Bold Titanium White

Green Stuff World - Black Soot
Green Stuff World - Burnt Earth
Green Stuff World - OSL White

Liquitex - Titanium White
Liquitex - Fluo Orange

The Army Painter - Oak Brown
The Army Painter - Leather Brown

2 Thin Coats - Spartan Bronze
2 Thin Coats - Dark Doom Metal

Citadel - Frostheart

In this overview, I try to pin down the methods and paints I used for this mini to give you a practical guide on how to recreate it. While I like to work on several parts of the model at a time, I tried to bring the process into a coherent order to hopefully give you a practical structure at hand. I really hope you find this guide helpful - happy painting!

Bene



The Basic Idea

Before we start I want to give you quick overview on the guiding vision for this mini. The basic idea was to have some blueish lightning coming from the gleve on the minis right side. I wanted that to be the primary lightsource, while trying to imply a redish dusk as the surrounding enviorement. Therefore the plan was to give it an overall dark appeal with some bright but cold blueish reflections on the right side while having darker but warm redish tones on the minis left.



If you are interested in, **how I converted the mini**: The whole process can be found on my YT channel „No GREY KNIGHTS Refresh? Let's Fix That“

However, I came up with the idea for the **lightning** later and added some 0,2mm **wire** attached with super glue - But since it felt a bit to thic, I changed it along the way to a 0,1 mm one, which can be seen later.

I started with **Black Primer** and then sprayed some **thinned Bold Titanium White** from the minis right side, just to get a feel for the placement of the light reflections later.

FOUNDATION



I then covered the whole mini with thinned Dark Doom Metal through the airbrush - As it turns out this did not work all to well since the thinner influenced the coverage of the metal pigments, resulting in this very uneven texture. I didn't bother to much here, since most of it would be covered anyways, but if you want a smoother finish I would suggest to initially use some kind of pre mixed airbrush metal paint like Vallejo - Black Metal.

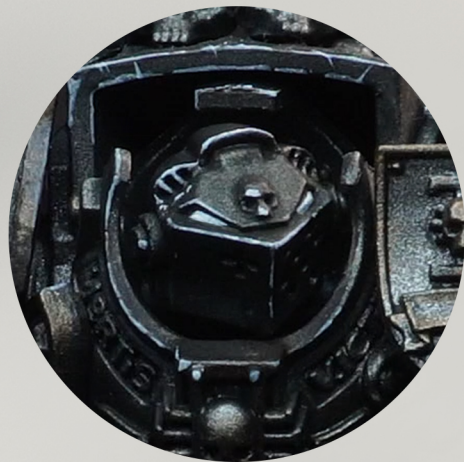
I then sprayed some Vallejo Air Silver from the minis right side to again emphasis the intended brighter areas.

Then adding several thin coats of heavy diluted Black on top to tone down most of the armor. Using less coats on the armor sections I wanted to be brighter (like the right shoulder and kneepad), while toning down the areas where natural shadows would appear the strongest.

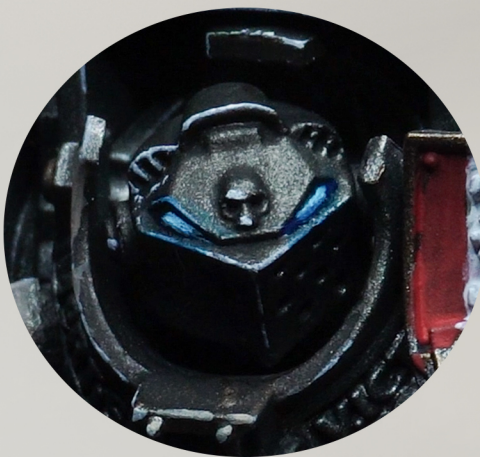


I left out the tilt shield however and mixed some Spartan Brone + Natural Steel to paint the metallic trims.

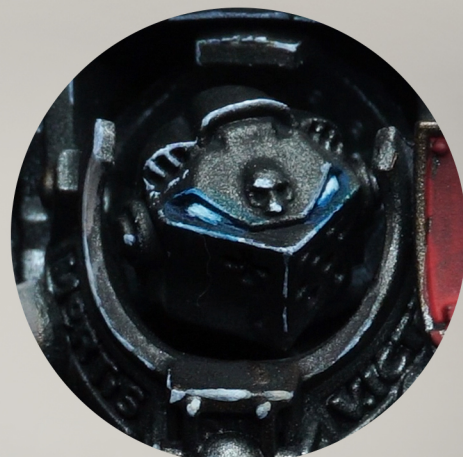
GLOWING EYES



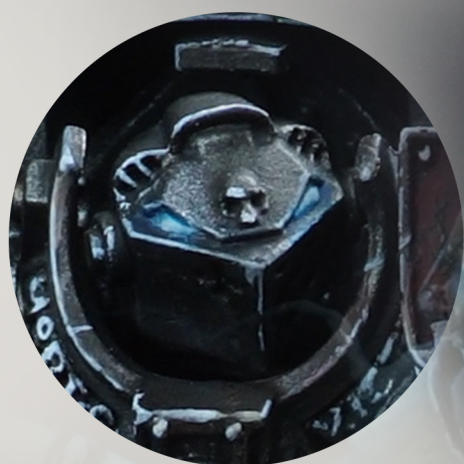
1. Painting the eyelids with White, while also giving the edges of the helmet some White highlights. Any mistakes were corrected with Black + Doom Death Metal.



2. Using thinned Frostheart on top of it and spreading it onto the surrounding section.



3. Again painting the eyelids White.



4. Mixing Frostheart with a tiny bit of White and painting the thinned mix on top of the eyelid and surroundings.

Again painting the eyelid White.
And done!

Quick note on thin brush strokes:

It's all about paint consistency - around a 50/50 mix of paint and water works well for me when using White. There's always a bit of a learning curve to find the sweet spot between smooth flow and solid coverage. I tend to struggle with it from time to time, therefore I always draw a small test line on my thumbnail before applying the mix to the mini.

ARMOR & LIGHT

Combining TMM and NMM: On this mini I applied a mix of NMM (non metallic metal) and TMM (true metallic metal). It's def. a matter of personal taste, but I try to get the best out of both worlds. By aiming to maintain some of the nice 3D shine of the true metallics while also using the natural light reflections as guidance to place more deliberate highlights with non-metallics.

1. Starting off with some **White edge highlights**. Primarily covering most edges in the area around the head. While also painting some randomly applied White scratches to the edges, too.

2. Also painting the letters on the chest piece **White** and adding a **White + Pale Skin** mix as a rough highlight to the iconography on the chest.

3. Adding a White scratch pattern on top of the right pauldron to give a foundation for the following highlights. While also unevenly covering the letters on the shoulder in White.

4. Using a mix of **Scarlet Red + Orange Fire** to highlight some edges on the left side.

6. Adding the thinned mix of **Scarlet Red + Orange Fire** to some left leaning surfaces like the skulls and the purity-seals

Further elaborating on the other purity seals later, by painting a left edge highlight in White and then adding the thinned Scarlet Red + Orange Fire mix on top.



ARMOR & LIGHT II

1. I now rebuilt the lightning effects using 0.1mm wire, that I prepared by randomly twisting and bending it with a tweezer. I used super-glue for the attachment ... and created a little mess on some armor parts, which I then cleaned up with a sanding stick after it hardened.

2. I then used pretty thin sprue goo and applied it randomly to the wire to give it some variation in thickness

3. Painting a rough lightning pattern to the blade and adding White to the blades edges. Also painting the lightning in White and using GSW-DSL White to carefully paint the recesses of the runes on the shin-armor.

5. I then used diluted Frostheart applied with a regular brush on top of all the White sections to tint them blue.

4. Using Liqui. Titanium White through the airbrush to slowly built up a white gradient around every point, where the lightning leaves the glove/hits the armor. And also to his hand!



ARMOR & LIGHT III

1. Fleshing out the metallics on the right by adding several very thin coats of a strongly thinned Frostheart + White mix, While also using pure diluted Frostheart to tint some of the previously White edge-highlights into a blueish tone.

2. I then used strongly diluted Orange Fire + a bit of Scarlet Red to stain some metallics that are ment to reflect the overall reddish ambient.

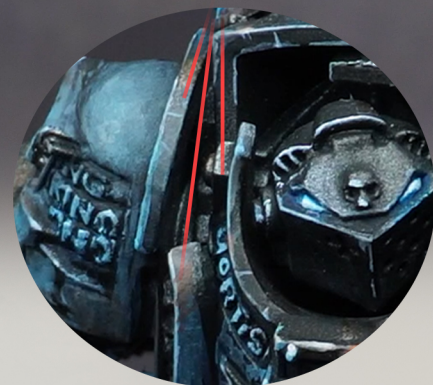
1a. Usind more layers with more White at the areas closest to the lightning.

1b. And less layers with more Frostheart to the reflective metal parts further away.

2a. Also tinting some transitions between the dark metal and the blueish parts with the very thin Orange + Red mix to also reflect the ambient light.

3. Building up again Tit. White through the airbrush for all the lightning joints, while also adding some more White to the top of the gleves blade.

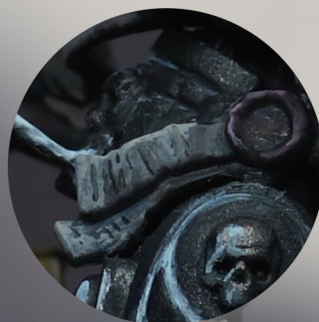
4. I then flesehed out the skulls by adding Pale Skin + a bit of Oak Brown followd by White highlights to the lightning facing side and painted over it with very thin Frostheart. I then painted the transition between red and blue with several layers of a thin Pale Skin + Frostheart + tiny bit of Orange mix. Also adding very gentle highlights to the red side with very thin Orange Fire.



ARMOR & LIGHT IV

1. In the end the light reflections on the minis right side looked like this.

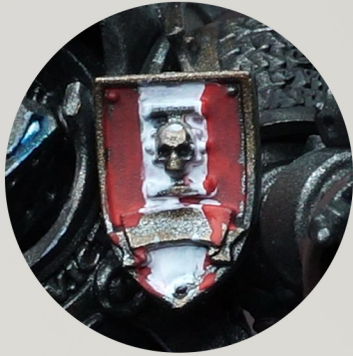
2. For the purity seals: I created a rough base layer with Oak Brown followed by roughly applied Oak Brown + Leather Brown + White, painted some Black lines onto it (The picture underneath shows this stage) and then added some selected White edge-highlights to the lightfacing sides, while tackling it with a bit of thinned Frostheart on top of it.



3. The minis left side looked like this - After doing some edge-highlights with White + a bit of Leather Brown, I then used a strongly diluted mix of Oak Brown + a bit of Orange Fire to give the metal surfaces a reddish brown staining.



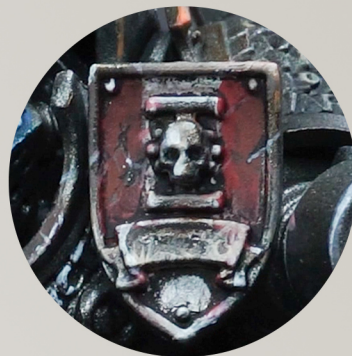
DETAIL WORK



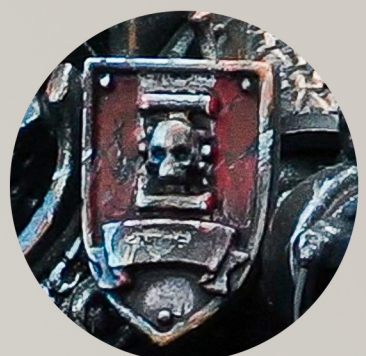
1. I added Flat Red + Scarlet Red to the sides and White to the middle.



2. I then used a pigment wash made out of GSW Dark Earth + Black Soot Liquid Pigments mixed with water, on top of it.



3. I then added some highlights in Pale Skin, while also painting some scratches in Black and also Black + White.



4. Adding another layer of liquid pigment wash to the „name plate“ and fleshing out highlights, while adding additional random scratches in Pale Skin. Also tainting the left part in blue with diluted Frostheart and the right part with heavy diluted Orange Fire.



1. Roughly painting the pages in Oak Brown + White, then using Oak Brown + Black to paint the middle section.



2. Painting the edges in White and also painting a white splash to the upper left part, which I then filled with Oak Brown + Black to only leave out the outlines.



3. I then used thinned Frostheart to add a bluesih shine, by painting a wide streak onto the White outlines.



1. Now to the base.* After repainting it Black I drybrushed the whole base in Oak Brown.



2. Followed by a Red + Orange drybrush to the minis left.



3. Then drybsuhing the right area underneath the lightning in Frostheart + White and another gentle layer of pure White on top.

* The base consists of kork pieces and an ADS Stromcast ruins basing bit. I then used Vallejo Diorama FX on the ground and then added some gravel on top, which I attached by using sceniec glue (PVA glue + water and a drop of dish-soap).

HEAT OSL



1. Starting point.



2. Using GSW OSL White to gently paint the recesses.



3. Gently **building up Titanium White** around the white area through the airbrush and then roughly repainting the **top of the raised parts with a bit of Black**.



4. I then slowly **built up Fluo Orange** on top of the white areas with the airbrush. Working in several thin layers till the shine looks orange, but still remains pretty bright.



5. I then added a **diluted mix of Scarlet Red + Orange Fire** to the upper section and painted the **raised parts there with a bit of Scarlet Red**.



6. To smooth the transition I then added **diluted Orange Fire** to the middle section and blending the darker upper and brighter lower part together.



7. To add some reflections to the surrounding elements I first painted some **White edge-highlights** to armor, tube, purity seal and book.



8. I then used a **strongly diluted Scarlet Red + Orange Fire mix** to add several layers to the **surrounding elements** and give it a orange/reddish tone. Using less coats on the white highlights on book and tube, while toning down the one on the weapons staff and the purity seal stronger by adding a layer of a less diluted red-orange mix.



So here we are. I hope you
enjoyed the guide and found
something useful for your
own painting journey :)
Take care!

