



# **PAINTING GUIDE** **SHARK ARMOR**



# SHARK ARMOR

Vallejo - Primer Black

2TC - Doom Death Black

2TC - Pale Skin

Army Painter - Oak Brown

Monumentum - Bold Titanium White

GSW - Maxx Darth

Citadel - Contrast Medium

Soilworks - Dark Earth

Soilworks - Ash

Little disclaimer in the beginning: I documented the paints I initially used here, but you can actually use 2ThinCoats Wizard Grey for the basecoat color for the pretty much exact same effect, while Carcharodon Grey from the same brand gives you a great color for the volume.

*Primer: Black*

***Basecoat: Oak Brown + D. D. Black + Pale Skin + B.T White  
(every paint roughly in the same ratio)***

So for the shark armor, I wanted to have a really brownish rather than a bluish grey, and since I just couldn't find a fitting one, I mixed it myself using the colors I had at hand. For this, I added a desaturated brown and a tan color to the grey I mixed from black and white. I used roughly a 1:1:1 ratio, but you may wanna mix it just the way the tone speaks to your personal preferences most. Also, there is no need to stick to the specific colors I used here. Just take a black, a white (or just a premixed grey of your choice), a cold brown, and a bright tan color to get a tone that leans in this direction. (Depending on the brown you are using, you could potentially even skip the tan color.)

I then quickly applied the mix in a drybrush-like manner on top of some black primer, like I did, for example, in the "Video Guide: Black Armor" at 0:10.

Little side note: If you wanna use a self-mixed tone for army painting, I would advise using an empty dropper bottle and filling it with your custom mix, so you always have the same ratio at hand.

***Volume I: Previous mix  
+ additional B.T White and Pale Skin  
Applied with make-up sponge.***

I now wanted to add some volume to the armor. For this, I took the previous mix and added a bit of white and also a bit of the tan color to it to preserve more of the brownish appeal. (Adding both colors is pretty nitpicky, though. You should be fine just adding a bit of white to the previous mix if you wanna keep things simpler.) I added both colors in very small amounts until I got a tone that was brighter than the previous one but still blended relatively well.

I then thinly applied the mix on top of the previous layer with a make-up sponge, trying to pick out all the parts that curved outwards and would potentially be brighter. (I did it the exact same way as in the "Video Guide: Quick Green Armor (Only Acrylics, No Airbrush)" at 0:44.)



***Volume II: Previous mix + even more B.T White***

Finally I just added a bit more white to the mix to get a color for the final volume. I again applied it with the sponge and made sure to only hit the spots I wanted to be brightest - Again basically following the same approach like in the „Video Guide: Quick Green Armor (Only Acrylics, No Airbrush)“.





*Helmet:* For the helmet I now just used some B.T White and gave the face section a quick dab with the sponge.

*Left Shoulder:* Here I added some D. D. Black to the previous grey mix and just painted a thin layer on top of the previous layer.

*Shading:* I added a bit of shading to the „chest decoration“, the lower torso section and the belt. Here I mixed Citadel Contrast Medium with Maxx Dath to get a really dark and matt black that runs into the recesses relatively nicely - however, you can easily use a matt black with water or a premixed black wash instead.

*Lenses:* Finishing the lenses by painting them with D. D. Black and then just adding two little dots/strips to the back of each lens to imitate light reflections.

*Highlights:* I now added some highlights to the edges of a few selected parts with the previous grey mix + a bit of additional White - mainly focusing on the head, chest and belt (I also painted the round parts on the chest and belt in a darker shade of grey first). In a way, I try to imitate the impression of a light source coming from above, so I made sure to only touch the upwards-facing parts here.

*Battle Damage:* I also added a few more dots and stripes with D. D. Black + Maxx Dath (You can simply use a matt black here, I just mixed both to take away the shine from the D. D. Black and the slight graininess from the Maxx Dath) and added some scratches to the left shoulder with the brighter grey mix (I also made sure that I painted the surroundings of the manually added bullet holes to make them appear even more 3-dimensional).

*Dirt:* Finishing things up by very smoothly adding some dry pigments to the boots - using a mix of Dark Earth and Ash.