



PAINTING WALKTHROUGH **GLOOMY TERMINATOR-LORD**

LIST OF PAINTS

The Army Painter - Oak Brown

The Army Painter - Leather Brown

The Army Painter - Dragon Red

The Army Painter - Army Green

2 Thin Coats - Ancient Gold

2 Thin Coats - Doom Metal

2 Thin Coats - Doom Death Black

2 Thin Coats - Pale Skin

Citadel - Contrast Medium

Citadel - Ardcoat

Vallejo - Natural Steel

Pro Acryl - Bolt Titanium White

Soilworks - Dark Earth

Soilworks - Ash

GSW - Black Soot

GSW - Burnt Earth

Liquitex - Fluo Orange

Liquitex - Tit. White

AK - Ultra Matte Varnish

CONVERSION

Banner: Sternguard Veterans

Purity Seal/ Deco: Sternguard Veterans

Tilt Shields: Various Black Templar/Dark Angel - Kits

Base Body + Sword Arm:
Deathwing Knight

Rope (to hide a rough transition):
Cut off inside part
of a Paracord-String.

Relic: Primaris Crusader Squad

Chain: Hobby Store Supplies

Head: Deathwing Knight Hooded Head +
Resculpted the hoods shape with
Greenstuff and smoothed everything
with Miliput.

Torso: Old Deathwing Terminator +
Added Miliput to make it fit.

Power Fist: Lazarus

Shin Armor: Grey Tide Studios
- Eternal Pilgrims.

Base: Kork basis + recasted
wall piece out of Miliput +
Vallejo Diorama FX + Gravel.

Back: I used the cape from the EC Lord Exultant, added 2 DA tilt shields to
cover the gaps and a regular Deathwing Knights shield on top.



ARMOR - THE BASIS

For a somewhat bright armor color like this, it can be easier to start with a bright priming color, if you got one at hand. But since I kinda like to work my way up from dark shadows to brighter highlights, I stuck with a black basecoat anyway (Advantage here is that the deepest recesses are already black).



1. Black Basecoat



2. Sloppy 2nd coat of Leather

Brown (I used a kind of drybrushlike motion with more paint on the brush to quickly get the job done - Pretty much the same approach as with the initial layer of Doom Metal in the Black Armor video at 0:17)



3. Using pretty much the same application approach as before to add a thin layer of Pale Skin.



4. 2nd Coat*



5. 3rd Coat*

*Since tan colors tend to get quite chunky when applied, I thinned it down a little bit. Also they tend to have quite low coverage, which is why I repeated the approach of sloppily adding a layer in a rough drybrush-motion-like fashion and then letting it set, til I got the desired coverage.

6. After 4 coats the armor was realitley well covered and looked like this



BASECOATS

Wax: Dragon Red

Fabric: I used Oak Brown + a bit of Black for the robes and pure Oak Brown for the hood. Also Oak Brown + a little bit less Black for the cloak.

Metallic Decorations: For the metallics I used a mix of primarily Natural Steel with a bit Ancient Gold and a tiny bit of Doom Metal to get it a bit darker. I then used this mix in slightly varying degrees of added Ancient Gold to paint all the different metallic decorations.

Blade: Natural Steel + a bit of Doom Metal

Base: Doom Death Black



SHADING



1. For the shading, I mixed a wash from Doom Death Black and a little Oak Brown. I then added the same amount of Contrast Medium along with a bit of water to help it flow into the recesses.

Then applying the wash over the whole miniature, working section by section.

While it was still wet, I used a clean brush to remove some of it and guide it into the areas where I wanted the shadows to be strongest. Following kind of the same approach as shown in the Black Armor Video at 2:04, just a bit more messy here.

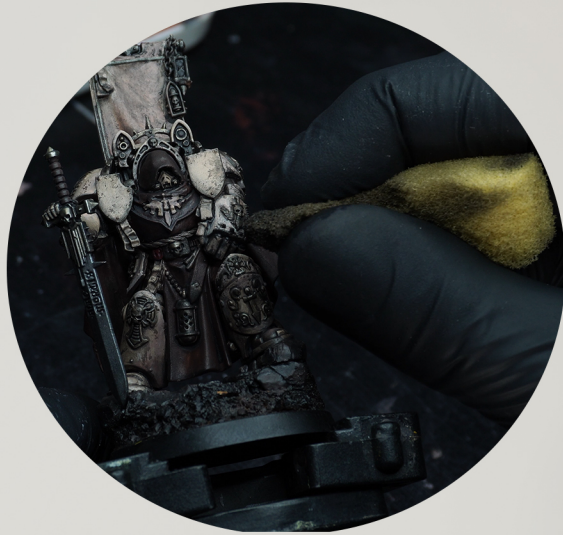


The goal of the shading here was to add some rough blacklining around the metallic decorations (They always look better when embedded in a dark surrounding), making everything a bit more dirty and battle worn and also add some volume, which is why I tried to let more of the wash remain, where natural shadows would appear, like underneath the swordarm for example.

2. After working my way through with the wash I then used a thin mix of Pale Skin + Oak Brown to fix some of the less pleseant stainings (Especially on the shin armor)



BATTLE DAMAGE



1. For the battle damage I used a **cut off kitchen sponge**, dipped it in some **diluted Black + a tiny bit of Pale Skin** and dapped on some chips to the armor.

Aiming especially strong for the edges of the armor.

2. After that, the armor looked like this - I went a bit heavy here. Also used a bit to much dilution here and there (you really want the paint just a little bit more moist to prevent it from getting chunky, but not like super thin).



3. I then came in with **Pale Skin + a bit of Oak Brown** again to fix some errors, while using pure Pale Skin to add some irregular highlights to some of the armor's edges.

4. In the end I came back and further elaborated the battle damage a bit more, by fixing few more flaws and also adding

some thin dark and also some bright scratches with the brush - using either the Black + a bit of Oak Brown mix or Pale Skin.



DETAILS I

Tilt Shield



1. Establishing a **basic pattern** with lines of Doom Death Black, then Army Green + Doom Death Black on one side and for the check-pattern I just cut out a fitting Decal from the regular Primaris Decal Sheet.



2. I then used topped the decals with Micro Sol and after letting it set I used the tip of a hobby knife to manually **add some scratches to the decals**. After that I put some **Ultra Matt Varnish** on top of everything. And also using the kitchen sponge again to **add some additional chips**.



3. In the end I replaced one decal I did not like. Then I added some more dark chips with the sponge, fixed a bit of the weird ghosting around the decals with some of the Army Green + Black. And then used **Pale Skin** to **add a few very thin scratches and fleshing out the edges** with some irregular highlights. Also very very **strong diluted Oak Brown + Black** on top of the lower parts of the shields - feathring it out to the top with a clean

Mounted Shield



1. For the shield on the back I used a **drybrush of Pale Skin** on top of the previous layer of washed down metallic paint, followed by a **very gentle layer of drybrushed White**.



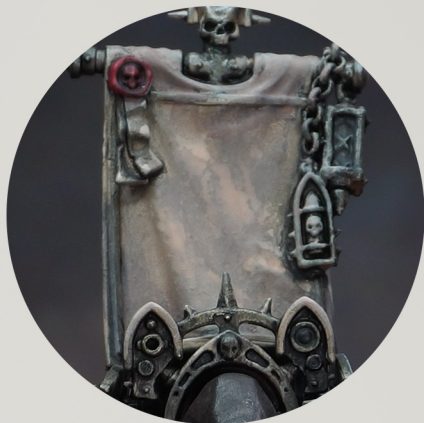
2. A bit of **battle damage** with the sponge. Also a **few scratches** with Pale Skin. Then **staining the lower part** with the **Oak Brown + Black wash** and feathring out the staining to the upper part with a clean brush, while it's still wet.



3. In the end I **added a decal** from the DA decal sheet (Micro Sol and then Ultra Matt Varnish on top) and finished it with some **dry pigments to the lower part** (Dark Earth + Ash).*

* The change of appearance for the cape results in the application of Ultra Matt Varnish to the whole mini followed by the dry pigments.

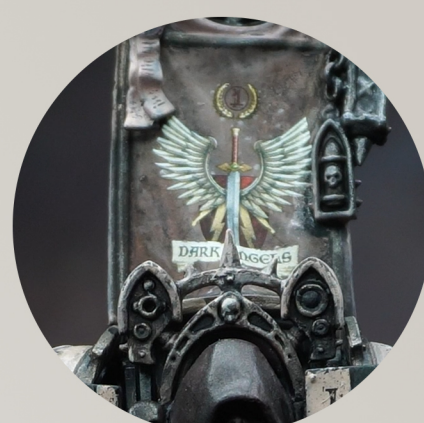
THE BANNER



1. For the banner I used a big old synthetic brush and mixed some **Pale Skin** with slightly varying amounts of **Oak Brown** and **Leather Brown**. I then used these slightly different shades to wildly dap them onto the banner - not being neat and also not caring if the previous layer is already dry, to blend the colors better into each other.



2. I then mixed a **liquid pigment wash** using **Black Soot** and **Burnt Earth**, added some water, applied it to the surface and used a clean brush to move the wet paint from the middle section to the sides.



3. I then added this decal from the **Horus Heresy Dark Angels** sheet to the banner (like before some **Micro Sol** and then some **Ultra Matt Varnish** on top of it).



4. As a finishing touch I used a bit of the **Oak Brown** + **Black wash** on top of it, making sure it is extra diluted and cleaning the middle section after applying it, to make sure that the icon gets some soft staining, but still remains pretty bright (and another layer of **Ultra Matt Varnish** on top).

THE SWORD



1. For the sword I started by roughly picking out the edges of the blade and also the letters with quick brush strokes with **White**. For the crossguard I used some **Pale Skin** to pick out some metallic details as well.**



2b. The crossbar fix was not as smooth however, here I baisscally repainted the **Pale Skin** details to align them better, then used mix of **Oak Brown+ Pale Skin** to smooth the highlights out.

2a. I then simply used some **Doom Metal** + a bit of **Natural Steel** to smooth out the White on the Blade. This was actually a very quick and easy way to pick out the letters, I just used the thinned metallic paint to quickly touch the most messy white parts while dulling down the rest a bit.

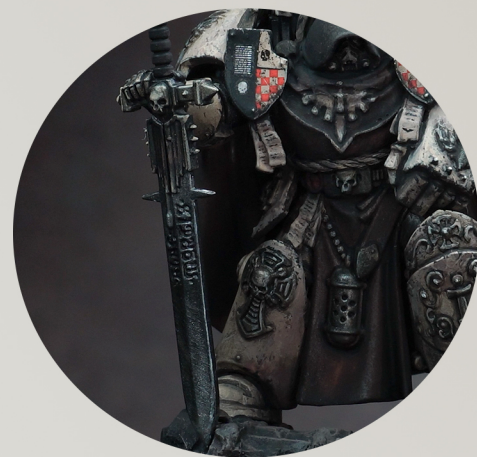
**As it turned out it was not the smartest move to start off this way, if you want to replicate it, it's probably better to start with step 3 and then do 1 and 2.



3. To add a bit of variation on the right now very dark steel, I now added a **White scratch pattern** with the brush.



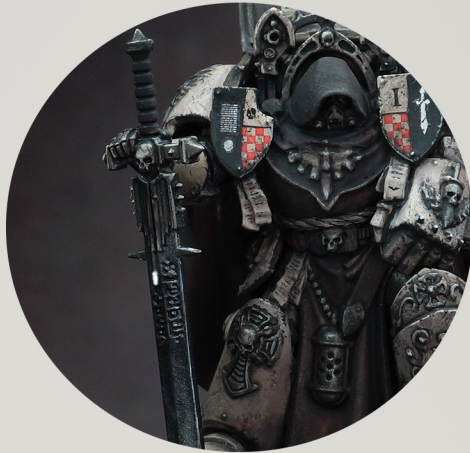
4. Topping the pattern with a thin layer of **Natural Steel** + a bit of **Doom Metal**.



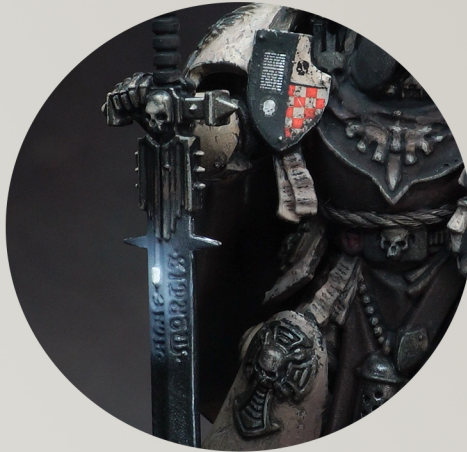
5. I then smoothed the transition between the darker upper and the brighter lower part further with some thin **Doom Metal** + a bit of **Natural Steel** and a tiny bit of regular **Black**. Also reworked the White edges, which is why you may wanna follow the lead mentioned in **

DETAILS II

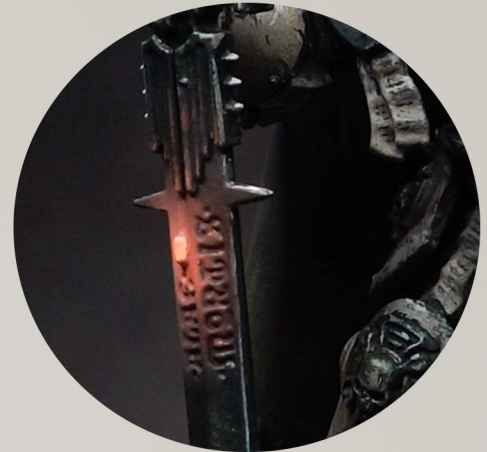
OSL



1. Painting the „antenna“ **Bold Titanium White**



2. Gently spraying **Liquitex Titanium White** with some added Flow Improver around the glow area - The Quick Guide: Red Hammer gives a little video overview on how I tackle OSL with the airbrush



3. Gently spraying **Fluo Orange + a tiny bit of Fluo Yellow** on top of the White till the White is sufficiently stained.

Base & Dirt



1. For the base I just did a quick drybrush with **Oak Brown + Leather Brown + Pale Skin** and then doing a very gentle **second round** with more **Pale Skin** in the mix. I then put a layer of **Ultra Matt Varnish** on top of the whole base.

2. I then mixed **Ash and Dark Earth** dry pigments in a container and very gently added it to selected parts of the base, while also making sure to touch all the lower parts of the model, like boots, lionscloth, sword and cape.



FINISHING TOUCHES

Almost done. Let me finally mention the presumably **most relevant component of the minis look, which is the Ultra Matt Varnish** - In fact after finishing all the painting steps I covered the whole mini and base in this stuff (applied by brush and before the dry pigments) leaving out only the sword and the most prominent metal parts on the shoulders. It is a really great tool to get rid of any shine and therefore give the mini an overall more realistic appeal.

Hood and Robe: Here I used the kitchen sponge again to add a bit of dirt with Oak Brown and a bit of Black. Also painting the frontal edge with a very soft layer of Oak brown + a bit of Pale Skin. The rest of the color variation was the result of the Ultra Matt Varnish.

Lenses: I added some Ardcoat on top of the lenses after applying the Ultra Matt Varnish to add some realistic shine here.

Chest Icon: For the Icon on the chest I just picked out some quick highlights with Pale Skin.

Purity Seals: For the Purity Seals I just picked out a few highlights with Pale Skin, painted a rough letter imitation with Black and then added the diluted Oak brown + Black wash on top. Also using a very small Decals here and there to add a bit more detail.

Metal Decorations: For the metallic decorations I also added a some quick highlights with Pale Skin and a bit of Oak Brown, basically following the same approach as in the Dar Crusader Full Painting Lesson at 32:26, but a bit less carefull here.

So that's it. I hope you found this helpful and if you got any questions, feel free to reach out - See you next time!

