

Loyalistsareboring's



Night Lord Painting Guide



 @Loyalistsareboring

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## Intro

Everytime I post my Night Lords to Instagram I get a lot of questions asking how I do my blue. I get it so much in fact I keep the step-by-step process saved on my phone's notes app so I can easily copy and paste it into a DM or insta comment. I'm frequently asked if I have a tutorial; which over the years the anser has been no, until now!

I've developed this process over the years. I'm frequently tweaking it and it has gone through several major changes as I've improved and grown as an artist. As I put my steps down on paper now and really analyze my process, I realize that a few of these step might be unnecessary or easily eliminated with a more careful selection of colors. This is by no means the only way to paint Night Lords, or even likely the best way. But it's how I do it :).

## Color Selection

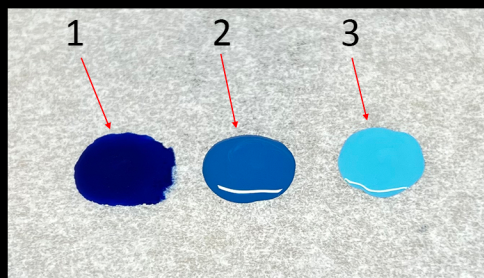
The general formula for my blue scheme is a saturated blue/purple shade, a desaturated blue midtone, and a saturated blue highlight. You could substitute in any number of colors here as long as they follow that basic formula. Here's the specific colors that I use:

### Main Colors:

1. Vallejo Game Air Imperial Blue
2. Vallejo Game Color Heavy Blue
3. Vallejo Game Color Electric Blue

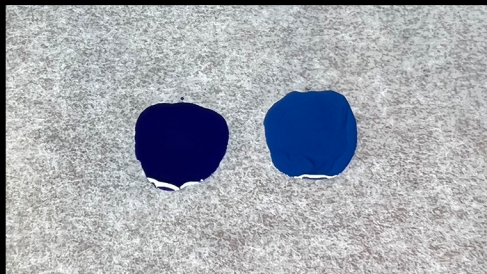
### Other Colors

- Vallejo Game Air Electric Blue
- Citadel Drakenhoff Nightshade shade
- Winsor and Newton Lamp Black oil paint
- Winsor and Newton Burnt Umber oil paint
- Citadel Leadbelcher metallic



It's very important that you specifically use Vallejo's Game Color when i say Game Color and Game Air when I say Game Air. For some reason; these colors are not equivalent even though they are advertised as such. I learned this the hard way. Don't make my same mistake! See below for comparisons between the two ranges:

VGA Imperial Blue vs VGC Imperial Blue



VGA Electric Blue vs VGC Electric Blue





## Equipment

- SOTAR 2020 Airbrush w/ fine needle
- W&N Series 7 Size 0 Brush
- No-name bad synthetic brush (for oils)

## Technique

My airbrush paint jobs start out with a pre-shade using black and grey primer. Location of the highlight is important. I like to pick a “light source” above and to the side of the model and highlight the model accordingly. Its helpful to hold the model under your painting lamp and take note of everywhere the light hits; those spots are your highlight targets. Although if there are areas of the model that the light does not hit that you want accentuated; taking some artistic license here is fine!

Note: OmegonEdge on instagram has a comprehensive guide on how to place highlights. Go check it out!

After that its just building up the highlights with the listed colors and following the process! It’s very important to be light and careful on the airbrush trigger. It’s incredibly easy to apply too heavy of a coat and inadvertently wipe out previous steps.

## The Process

### Step 1: Pre-shade

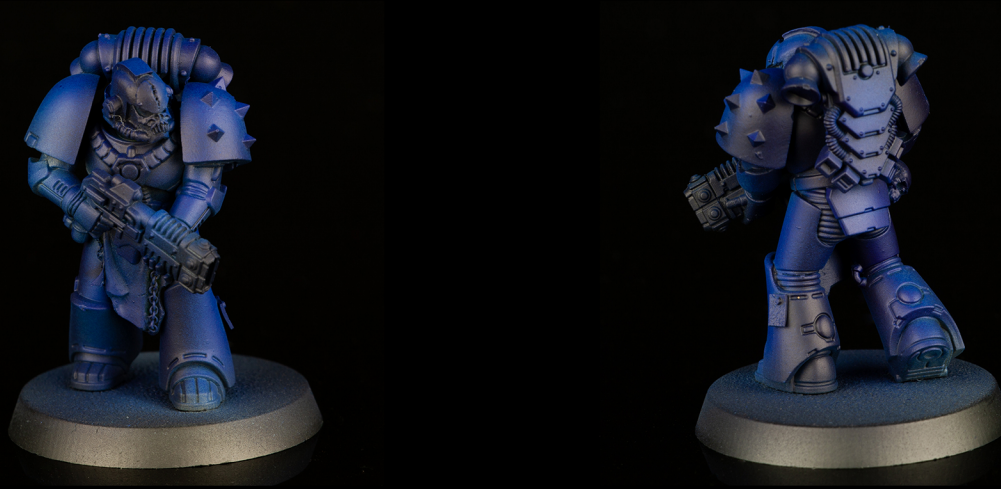
I start off with priming the entire model black. Then applying a grey primer pre-shade. Note the model has been highlighted as if the “light -source” is above and camera right.





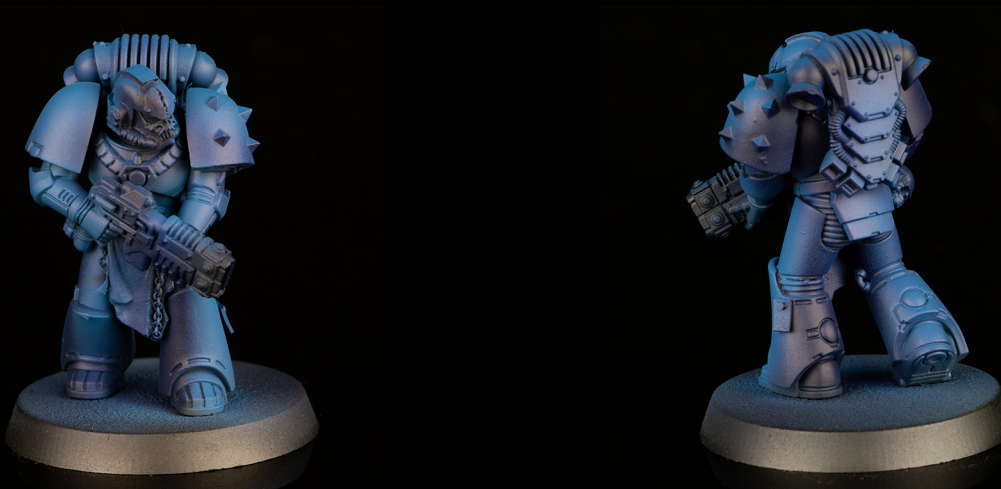
## Step 2: Basecoat

Lightly Apply VGA Imperial Blue over the entire model. You want to get good coverage but still be able to see the pre-shade come through. Your darkest color should be close to a pure black, your brightest should be a nice light violet



## Step 3: Highlight

Apply a VGC Heavy Blue highlight to your chosen highlight locations. Be very careful not to apply too heavy of a coat here. It's important you leave some of the imperial blue showing





#### Step 4: Gloss Coat

Apply an acrylic gloss coat to the entire model. This is in preparation for the next step where you will apply a filter



#### Step 5: Filter

Lightly apply a filter of Citadel Drakenhoff Nightshade with a couple of drops of acrylic gloss added to it. I found out that if you apply a gloss paint over a gloss coat, it goes on much more smoothly than it would otherwise. The purpose of this step is to more closely tie the two base colors together; and to tint the heavy blue to give us a greater range of highlighting in the next couple of steps



### Step 6: Re-Highlight

Re-apply the VGC Heavy Blue Highlight



### Step 7: Highlight

Apply an extreme highlight of 50/50 VGC Heavy blue and VGC (Not VGA!!) Electric blue. Like previous highlights steps; be very careful you do not cover up paint from the previous steps. you're targetting the very center of your highlights with this one. Its easy to overdo it!



### Step 8: Lightning Glow, Gloss Coat

With your airbrush, apply thin lines of VGA Electric Blue where you want your lightning to be. This will be the glow for your lightning. I like to do 2 “forks” but if you’re confident in your airbrushing ability go crazy and do more. Once thats done, apply another acrylic gloss coat



### Step 9: Pinwash, Lightning

Take a pure white paint and freehand in the lightning inside the glow. This takes some practice. I like to do mine as a meandering jagged line. There are no right or wrong ways to do this part.

Next is the oil pinwash. To make your wash, dilute a a 4:1 mix of lamp black and burnt umber oil paints with white spirit. This mixture should fairly dilute. apply it to the recesses with your synthetic brush. (you can use a non-synthetic; but it is harsh on the brush) The mixture should quickly wick into the recesses since the surface is smooth from the gloss coat. I usually go back and clean up my mistakes after its dried with white spirit.



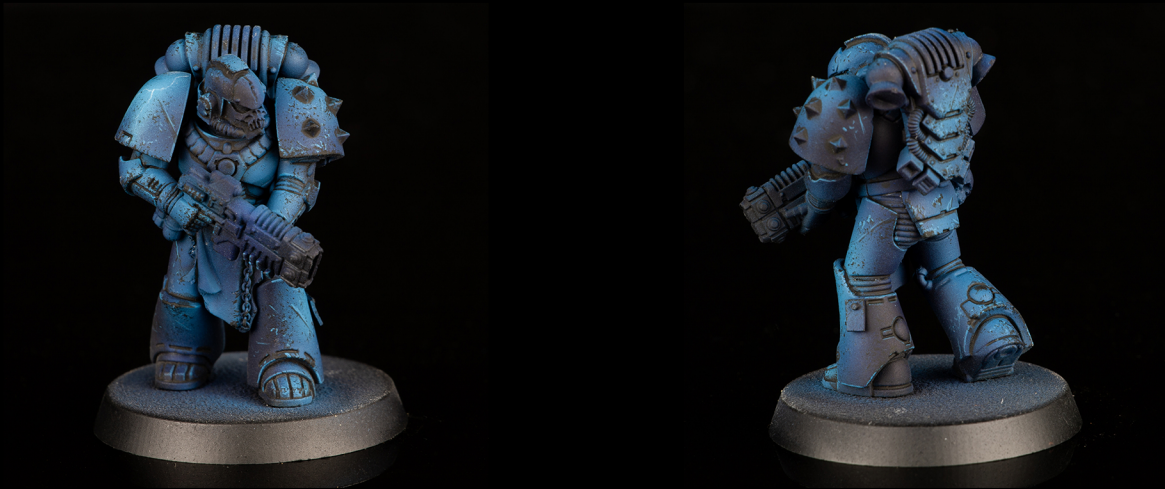
Note: Allow 24hrs between this step and the next one to give your oils time to dry. If you don’t, your matte coat in the next step will become white and frosty over the wet oils when it dries.



### Step 10: Chipping, Matte Coat

Carefully apply un-diluted black acrylic paint to the model using a small sponge for your chips. I like to use ripped up leftover foam from my KR miniature case. Think of this step kind of like drybrushing. You want the sponge to be mostly dry and you want to focus on the edges and raised areas. You can go as heavy or as light as you'd like here. I also like to add scratches with a brush on the large flat surfaces

Once you're done go back in with your brightest highlight color and pick out your chips and highlight them. This gives them depth and makes them look 3 dimensional. Its ok to be a little sloppy at this stage; it doesnt have to be super precise.



### Step 11: Oil streaking and metallic highlights

Using a silver metallic paint carefully edge highlight various raised surfaces and edges on the model. I like to make this a little bit random so it looks more realistic. I used Citadel Leadbelcher.

Then, using burnt umber oil paint thinned with spirit; paint on lines where you want your streaking to be. This should be much less dilute than the pinwash; and should behave more like a paint and less like a wash. I usually let it sit for 2-3 minutes before using a large soft brush to gently rub it down in the direction of the streak. You can clean up any mistakes with a little bit of white spirit



## Step 12: Rest of the Owl

Paint the rest :)



The scope of this document was specifically for my blue armor. There are a lot of other, much better painters than me who have very good tutorials out there on how to paint bone, glowing helmet lenses, bronze metallics, cloth, etc etc. I would recommend taking a look at Lillegend, Darran Lathem, or Richard Grey on whichever social media platform you prefer.

## My “Old” Method

The last tweak I made to this formula was the addition of the last bright highlight step. For years I’ve gone without it. I prefer it my new way; but the majority of my army is actually in the old scheme:



If you prefer your color scheme a little bit darker give it a whirl without the last highlight!



## Afterword

I hope this document was helpful. In some cases I left out some pictures, and combined multiple items into single steps. I understand that this might be confusing for some. If you have any questions feel free to reach out on one of my socials; I'd be happy to answer questions.

Also if you have any feedback for me on this document, reach out and tell me how bad this is or how stupid i am :)

Thanks for reading,

Keith



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