

# DAUGHTER OF HATRED



*PAINTING GUIDE*



# COLOR CHART

## Scale75 (ScaleArtist):

- (ScaleArtist) Raw Umber*
- (ScaleArtist) Naples Yellow*
- (ScaleArtist) Wood*
- (ScaleArtist) Art Black*
- (ScaleArtist) Dark Violet*
- (ScaleArtist) Sky Blue*
- (ScaleArtist) Jade Green*
- (ScaleArtist) Art White*
- (ScaleArtist) Cobalt Violet Grey*
- (ScaleArtist) Coral Red*
- (ScaleArtist) Dark Brown Ochre*
- (ScaleArtist) Green Grey*
- (ScaleArtist) Buff*
- (ScaleArtist) Pastel Green*
- (ScaleArtist) Raw Sienna*



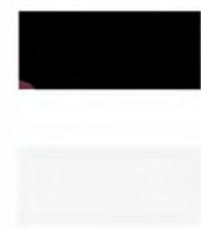
## System3 (Daler-Rowney):

- (Daler-Rowney) Process Magenta*
- (Daler-Rowney) Indigo*



## Mr.Color (Mr.Hobby):

- (Mr.Hobby) Flat Black*
- (Mr.Hobby) Flat White*





# STEP 1

## FIRST STEPS



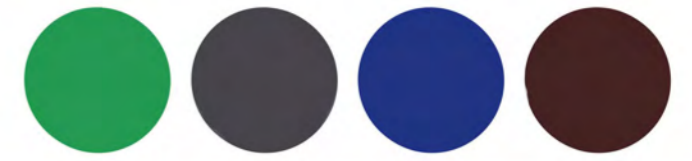
1. We use a double airbrush primer. First with Flat Black (Mr.Hobby) in general and then with Flat White (Mr.Hobby) in an overhead mode.
2. In this step we use the airbrush to make a general setting shadow from bottom to top, with Coral Red (ScaleArtist) and Process Magenta (Daler-Rowney).





# STEP 2

## AIRBRUSH



1. We airbrush overhead with Dark Brown Ochre (ScaleArtist) and Indigo (Daler-Rowney) to darken the upper parts of our character.

2. We move on to the brush work to give the base color of the skin. We use Cobalt Violet Grey (ScaleArtist) and Jade Green (ScaleArtist).

1A



2



1B





# STEP 3

## AIRBRUSH



1. We add Art White (ScaleArtist) to the previous mix for the light progression.
2. We apply some glazes as shadows with Jade Green (ScaleArtist) and Indigo (Daler-Rowney). We blend the transitions with a medium tone of Cobalt Violet Grey (ScaleArtist) and Coral Red (ScaleArtist). We finish the step by shading the horns towards the ends with Indigo (Daler-Rowney).

1



2





# STEP 4

## FACE AND DRESS



1. We paint the eyes with Sky Blue (ScaleArtist). For the eye contour we use Art Black (ScaleArtist) and for the smoky effect we dilute Art Black (ScaleArtist) with acrylic retardant.

2. We paint a base color of the fabrics and metal areas with Dark Brown Ochre (ScaleArtist) and Dark Violet (ScaleArtist).

1



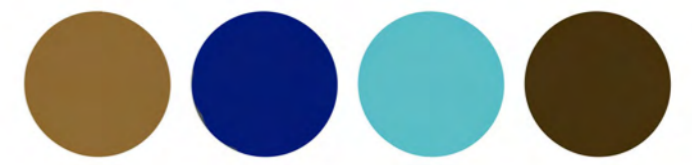
2





# STEP 5

## DRESS



1. For the lights we add Wood (ScaleArtist) and Sky Blue (ScaleArtist) to the previous mix. For the shadow areas we add Indigo (Daler-Rowney) to the base color.

2. Base color of the metallic areas with Raw Umber (ScaleArtist) and Indigo (Daler-Rowney).

1



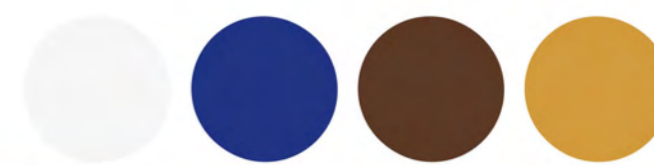
2





# STEP 6

## METAL



1. We make a light transition by adding Naples Yellow (ScaleArtist) and Raw Sienna (ScaleArtist) to the previous mix.

2. At this point we force the contrasts, we add Indigo (Daler-Rowney) to the base color of the metal for the shadow outlines. We also force the light profiles with Art White (ScaleArtist).

1



2





# STEP 7

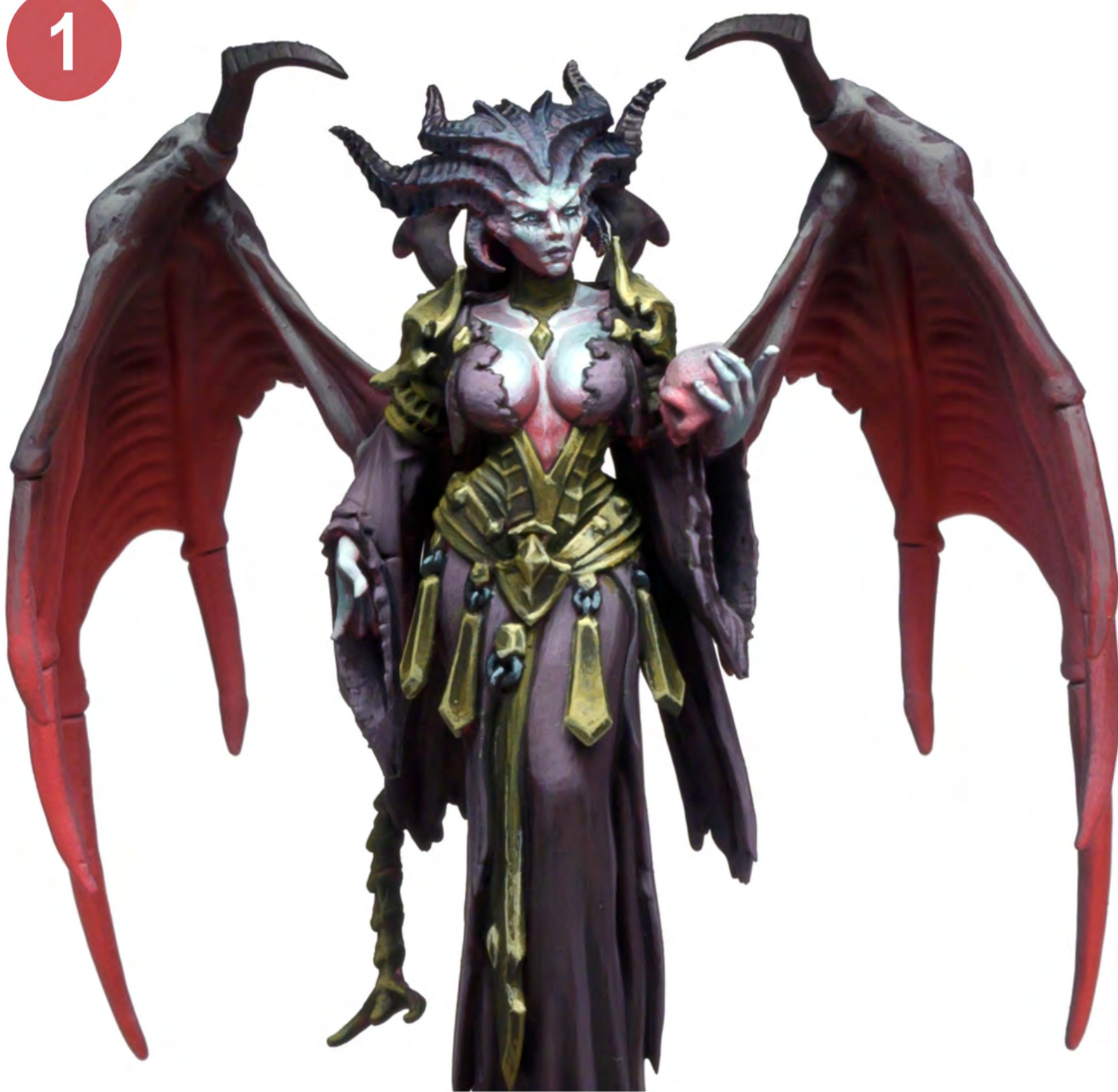
## WINGS



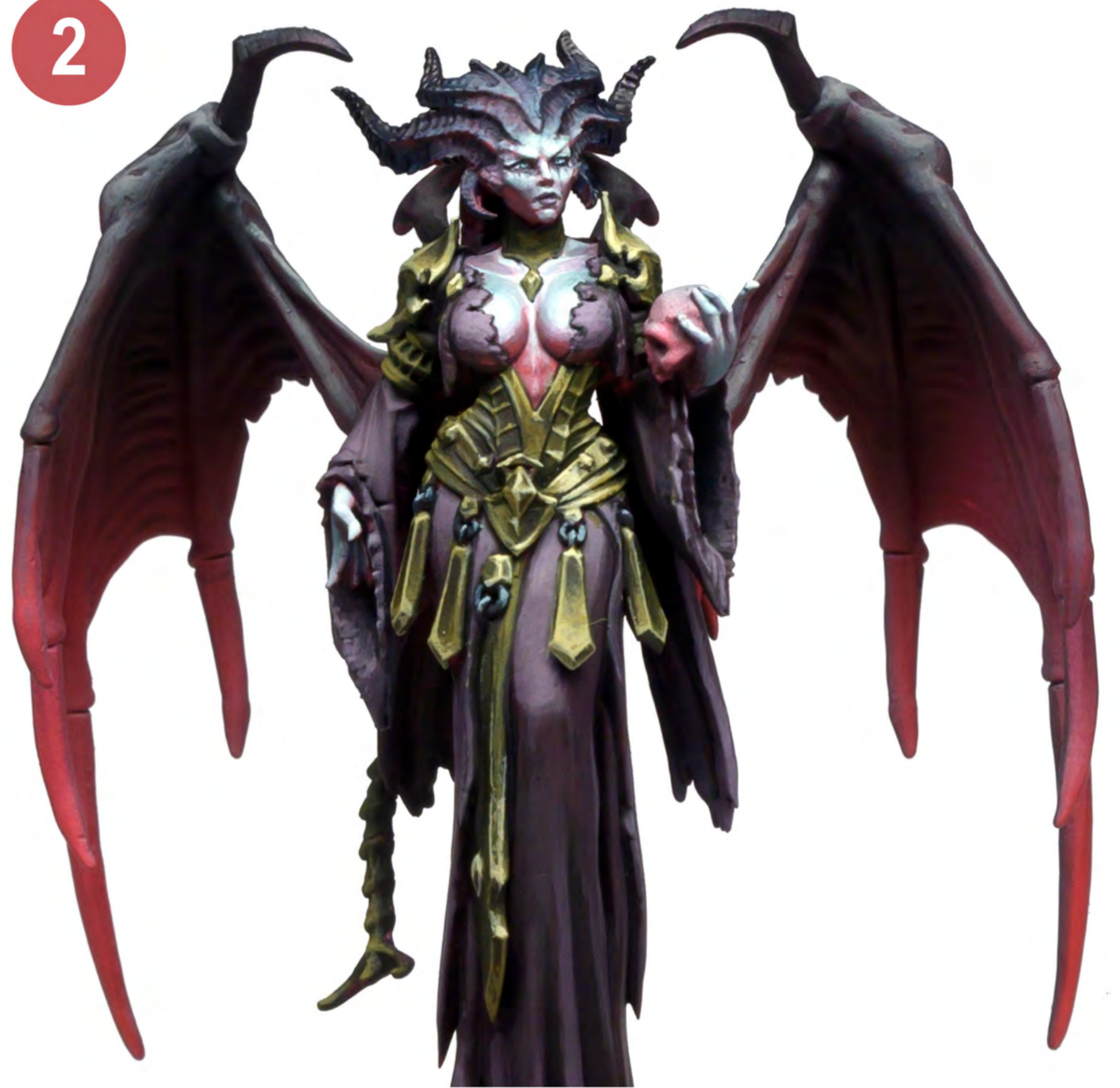
1. We move on to define the upper part of the wings by applying some highlights with Dark Brown Ochre (ScaleArtist) and Pastel Green (ScaleArtist). On the wing bones we apply a wash of Indigo (Daler-Rowney).

2. To finish the wings, we force the shadow on the inside, using the airbrush in a controlled manner with Green Grey (ScaleArtist) and Dark Brown Ochre (ScaleArtist).

1



2





# STEP 8

## BASE



1. We use a mix of Coral Red (ScaleArtist) and Naples Yellow (ScaleArtist) and create a small texture on the floor with the help of a sponger. On the skull we use Coral Red (ScaleArtist) and Buff (ScaleArtist) to which we add Art White (ScaleArtist) to illuminate. We finish this step with a dry brush of Dark Brown Ochre (ScaleArtist) and Coral Red (ScaleArtist) on the horns.

2. We use the airbrush to apply some shadows to the contours of the floor with Process Magenta (Daler-Rowney) and Indigo (Daler-Rowney).

3. We apply a final dry brush on the horns of the skull with Pastel Green (ScaleArtist). We finish the floor by outlining with Art Black (ScaleArtist) and Indigo (Daler-Rowney).

1



2



3





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