

How to paint a green **GOBLIN**, **Skin**, and details

Most certainly, goblins are the fantasy creatures I like the most. Maybe because they are rude and naughty, I make them funny and cute. This amusement was fueled by the Games Workshop illustrations; do you remember them?

The illustration by Adrian Smith is marvelous, a masterpiece!



This is why, today I am going to show you how to paint a goblin skin from scratch. If you have your pints and brushes already prepared, let's go for it!



Prime the goblin with 3 thin layers of Black Primer Spray by Vallejo.



By the way, if you want to know how I painted the skin of the beast the goblin is riding, visit this link:

https://www.youtube.com/watch?v=TgnfhMkjLRs&t=1096s





LIST OF COLORS USED:



2.

Use Vallejo's Angel Green Ref. 72.123 for the base color.

Do not miss to apply thin layers to get a homogeneous base coat. Leaving shadow areas unpainted is crucial, getting there the black priming color.







Now, mix Vallejo's Snake Green Ref. 72.417 (90%) + Negro/Black Ref. 72.051 (10%).
Thin it down heavily to apply washes over the

whole surface.

Let paint dry after each wash.
By this step, we unify the base color of the skin with the shadows we left in black.





Angel Green Ref. 72.123 by Vallejo (30%) + Scorpy Green Ref. 72.032 by Vallejo (70%).

Use this mixture to highlight the skin.

This illumination is made by covering almost all the skin, getting a "lighter" color, but leaving some shadow areas unpainted.



With Vallejo's Scorpy Green Ref. 72.032, continue highlighting some of the upper areas of the skin (where light hits the most)



6.

To get a shiny green skin tone, we mix: Scorpy Green Ref. 72.032 by Vallejo + Bile Green Ref.72.122 by Vallejo, to continue highlighting the skin of the figure.





Remember that highlights should be applied on the upper areas, as we did in the previous step. We gradually reduce the highlighted area on each layer of light, in order to avoid covering the whole surface highlighted previously. Focusing the lighter color on a smaller and upper area each time.





Now, we will make it "turn to live" and add some interesting hues to the skin of this goblin. For this, paint the inner ears with this mixture: Pale Flesh Ref. 72.003 by Vallejo (80%) + Scarlet Blood Ref. 72.106 by Vallejo (20%).





In this step, you have to paint the eyes with a thin brush, with Vallejo's Scarlet Blood Ref. 72.106. To finish it, add a tiny white dot, as seen on the picture.



SOME IMPORTANT DETAILS.

Sometimes, spending extra time to finish our miniatures is advisable, and this goblin deserves it, therefore we will apply some extra steps, in order to get a TOP piece.

9_

To make the mouth of the goblin looking more real, apply glossy varnish to get a spit effect.



10.

To paint the straps, use reddish-brown or orangey colors. These colors match perfectly and contrast with the skin of the goblin. Remember that reddish-brown is the opposite color to

bluish-green, as seen on the color wheel.





11,

When painting the metallic parts, such as the tins, use a grey base color, and highlight it with white.

For example, I wanted to simulate a metallic surface, so I boosted the planes of light (as if you were painting a NMM).











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