

Slime Painting Guide

by Richard Gray

This guide is to paint streaks of slime as seen on my Nurgle Lord of Plagues and is part of a series that will detail painting the whole model.



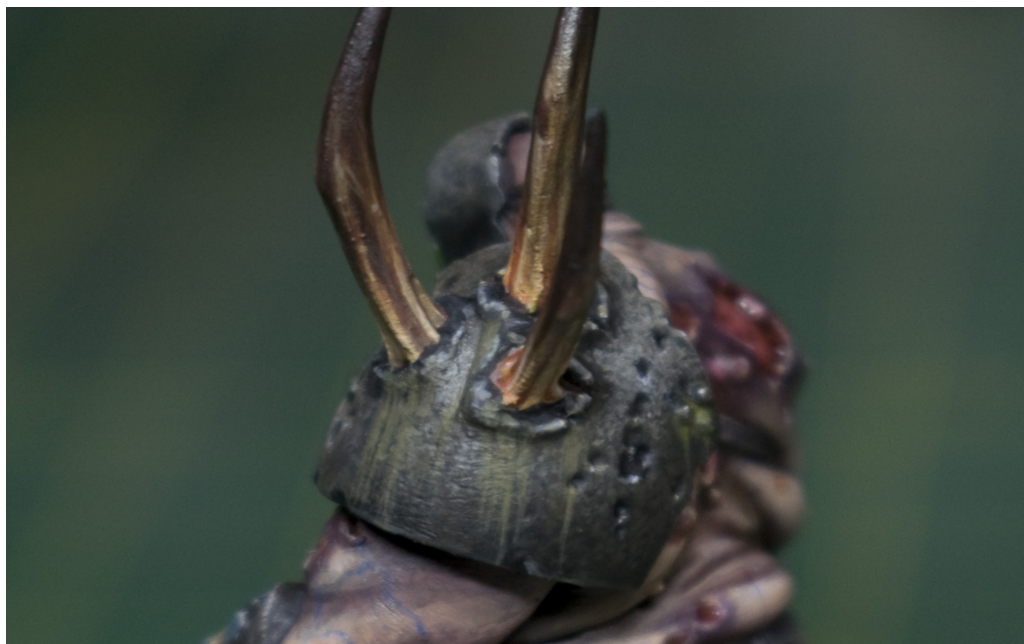
The technique is very simple and can be used and adapted for other types of dirt, or other styles of streaking!

The paints used are as follows:



P3: Necrotite Green, Traitor Green
Games Workshop: Elysian Green
Vallejo: Battlefield Brown
Coat d'arms: Black (not included in the photograph) Optional.

The specific colours used are not that important as long as they are similar. One colour that is important is Battlefield Brown as it matches the glazing used on the armour plates. If you did not use Battlefield Brown on your glazing then you will need to use whichever equivalent colour you did use.



In this guide I am painting the slime over the non-metallic metal armour that I have previously painted. In this case the colours will work particularly well as the greens are quite bright and vibrant while the armour is dark and fairly dull. Depending on the colour you wish to paint this effect on, the results will vary, based on colour theory and brightness.

The first stage, as seen in the above photograph, is to use traitor green to paint the streaking. The first stage of the streaking is important as it sets the location of exactly where you want it. If you go wrong it is quite tricky to fix with paint as you have such a detailed background. One way around this is to varnish the model before this stage. If you do varnish then use a matte one and wait 24 hours before going to this stage so that it is properly dry. The varnish will allow you to carefully rub the paint off if you go wrong, without damaging the paint layer beneath.

The paint streaks should follow gravity, if the armour plate you are painting is tilted at a strange angle then imagine what the armour would look like at rest. It makes no sense for the streaks to be running straight down if the arm has only just been lifted into the air.

The streaks should be varied in length and thickness. The paint should be somewhere around the consistency of single cream. Once the paint is loaded onto the brush run it along your thumb and test to see if it makes a long, continuous line as that is what you are looking for. If the paint bleeds out then you have it too thin. The other advantage of running the paint along your thumb is that it forms the bristles into a sharp point, which is necessary for painting these fine streaks.

The streaking will look better with lots of thin lines built up next to each other, rather than thick lines as they will lose detail and look clumsy.



The next stage is using Elysian Green. The process and consistency is exactly the same as that used for Traitor Green. You need to paint exactly on top of the lines you have already painted, but not go all of the way down, this is to simulate the slime being thicker at the top and thinning out as it trails downwards.



Now it is time to paint the final green highlight using Necrotite Green. The process is again exactly the same, with similar paint consistency. Only paint the top of the streaks and make sure the paint only goes on top of the previously painted lines. If you make a mistake it is actually easier to turn the mistake into a new streak using the previous colour paints.

This is the final stage of painting the streaking. You will notice that it sticks out a lot and doesn't look very natural. At this stage it is fine for tabletop gaming as it is more visible from a distance, rather than the close scrutiny of a display piece.



Here is the result after glazing Battlefield Brown over the streaks. You can see how it has tones them down and blended them into the armour. Also, the extra glazing has added a little more colour to the armour and made it look more dirty.

To apply the glaze, thin the paint down until it is as runny as water, but still holds the brown colour. Apply plenty to the brush so that it runs up the bristles and then rub the paint off on some tissue paper. The idea of loading the brush all of the way up and then rubbing the paint off is so that the well of the brush still holds plenty of paint, but that when you apply the paint it does not pool and run. Try and apply the paint in smooth, long strokes using the side of the brush. The more messing around with the paint brush the more likely you are to achieve an uneven coat. Once you have applied one coat, leave it to dry, you can blow on it or use a hair dryer to speed up the process. To achieve a blended in look, alternate the direction of the paint brush strokes in between layers eg. If on the first layer you painted the paint vertically, for the second apply the paint horizontally. This will hide shapes and patterns withing the brush strokes.



On this final photograph I have glazed on some black as I felt the brown colour had become too intense. This is an optional stage and is not necessary for the finished look. As you can see in the photograph above, it has toned down the brown and helped to blend the streaks into the armour even more for a much softer look. The process for applying the glaze is exactly the same as the Battlefield Brown, just be very careful not to do too much as if you make the shoulder too black you will be back at the very beginning, with no texture on the armour.

I hope this small guide is useful to you!

Thanks,

Richard