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## HOW TO PAINT: Sharksquig Skin, Teeth and Eyes



In this guide you will be shown how to paint an Ork Sharksquig (squigosaur) from Warhammer 40'000, focusing on the skin, eyes and teeth.

The following paints were used:

Games Workshop: Warboss Green, Moot Green, Khorne Red, Mephiston Red, Mournfang Brown, XV-88, Balor Brown, Morghest Bone, Screaming Skull, Pink Horror

Vallejo: Black, Basalt Grey, Neutral Grey, Dark Sea Grey, Pale Grey Blue

P3: Morrow White (Any White will do)



The first step is to build the model and prime it black. In this case the model was primed using Ultimate Primer Black by Badger.

The model has been fully assembled apart from the rider and the squig's tongue for ease of painting.



Using an airbrush, spray the inside of the mouth with Pink Horror while trying not to overspray onto the outside of the model. If you find this difficult then you can mask the outside of the model.

The airbrushing was done at 30 psi using a size 0.4 needle. The paint was thinned using Vallejo airbrush thinner.



Note that the tongue is also airbrushed Pink Horror at this stage.



After spraying the inside of the mouth, use the Pink Horror to cover the outer gums of the sharksquig. Be careful not to be excessive as the pink can easily spread onto the main body of the model with overspray. Masking is not possible as you want a soft fade of the pink going into the black of the body.



The next stage of airbrushing is using Basalt Grey on the main body of the Sharksquig. Try holding the model under a lamp to see how the light catches the highlight spots on the model. Using the Basalt Grey, gently spray these areas, being careful not to spray too excessively so that the paint doesn't run and so that you do not overspray too far from the highlight points.

Don't worry about making perfect highlights with the airbrush, this is just base work to make the painting quicker.



The final step for airbrushing is to use Mephiston Red around the wounded areas on the Squigshark. If you look carefully on the model you will see that the flesh looks very torn around the exhaust and the mechanical leg, so spraying this area red will help to give the impression that the area is sore and unpleasant.

Be careful when airbrushing this area, you only want a very light red layer just on the edge of the torn skin. Don't worry about overspray onto any of the mechanical sections as this will be painted over later on.

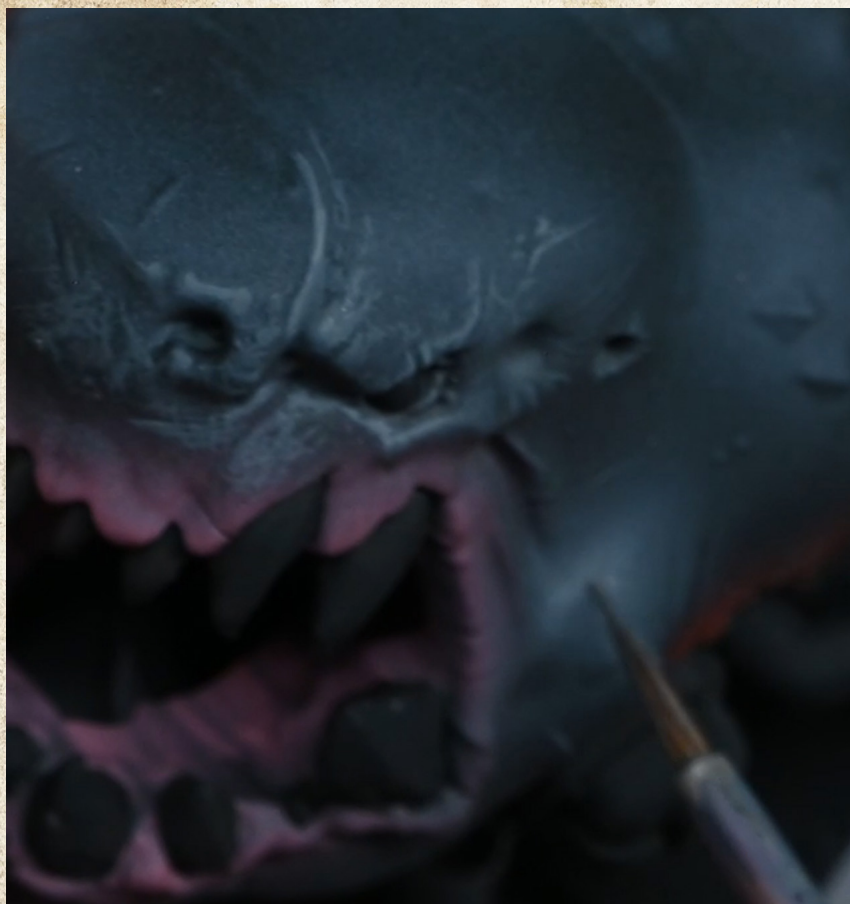


Now that the airbrushing is complete, using Black paint to go over any overspray on the teeth and exhaust, mechanical leg etc. You will find that this makes the model look much neater!



The model should now look like this!





Now it's time to start adding texture to the skin. Use Basalt Grey (The same colour you airbrushed) and start making marks using the tip of your brush. In this case I used an Artis Opus size 00. Try to follow the contours of the model and keep the marks interesting and random.

Use the airbrush highlights as a guide for where to make the marks denser, this will work as a highlight too. You will find that although you are using the same colour you airbrushed that it will still make a visible mark when you paint the textures on. This is because the paint is thicker on your brush than from the airbrush, making it more opaque. Try and keep the paint at roughly 50/50 water to paint.

Remember to paint textures on all of the skin and not just those areas that you airbrushed.



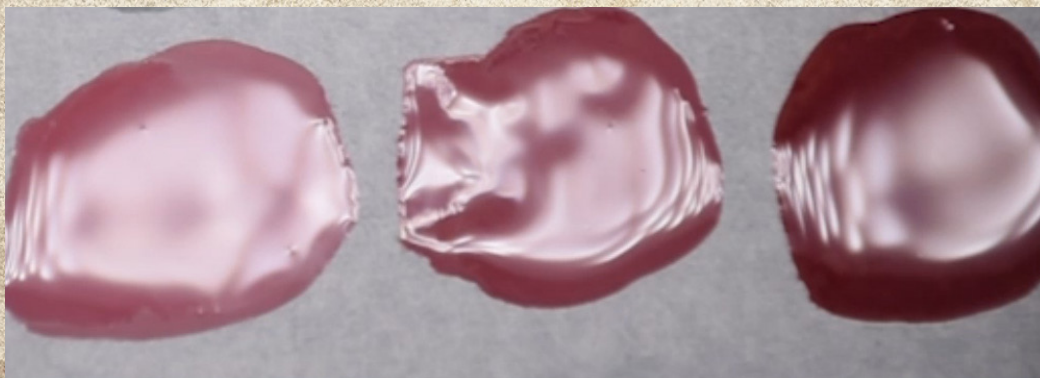
Continue building up the skin textures in Layers. You should note that long parallel lines have been added to certain surfaces to give the impression of creases in the skin. They also fill the space nicely! Keep

Keep adding layers using the lighter grey colours, going through Neutral Grey, Dark Sea Grey and Pale Blue Grey. Don't worry if you don't have those particular colours as you can mix your own high-light transition colours just using black and white paint. Just keep adding more white each time.

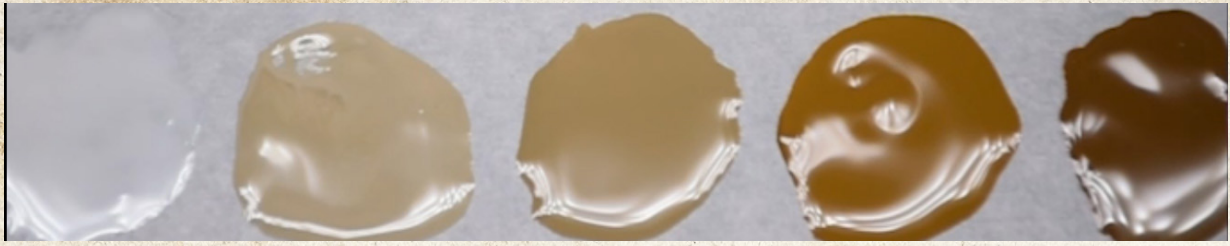
As you layer up the highlights, make sure you make the next layer smaller so that some of the previous colour is visible at the edges of the highlight. This will work as a transition.



Once the skin texture is finished it is time to paint the pink gums of the sharksquig. The process is the same as for the skin, just using different colours.



In this case it is Pink Horror again, with two extra highlights added with small amounts of white to the base Pink Horror colour.



Moving onto the teeth. You can see the colours above. XV-88, Balor Brown, Morghast Bone, Screaming Skull and White



Here you can see the first two layers of colour, XV-88 and Balor Brown. You should note that the whole of the tooth has not been covered. This is for two reasons; one, it adds texture and interest to the teeth, two it will allow you to create strong highlight contrast marks of light next to dark so that the highlights really stand out brightly.

There are different facets on the teeth (like a cut gem), so try and keep the flow of the texture marks to follow the angles of these facets. You should also see that the teeth are brightest near the top of the teeth and stay darker near the bottom.



Carry on highlighting the teeth going through the rest of the highlight colours, Morghast Bone, Screaming Skull and White, making sure that the highlight is smaller each time.



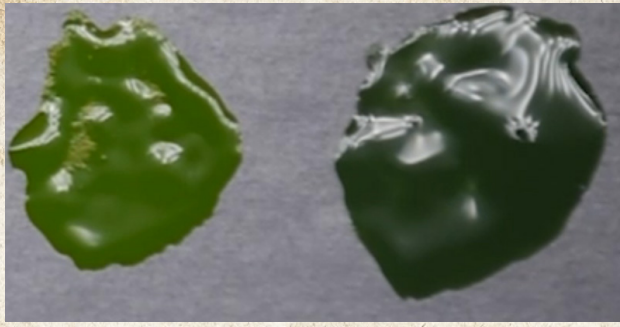
Once you are happy with the teeth highlights, water down some Khorne Red and glaze it around the edges of the teeth. A mix of roughly 4 parts water to 1 part paint should work.



Now onto the eyes. First of all, coat the entire eyeball in Pale Blue Grey, leaving the very darkest recess of the eye socket black



Next paint a large black circle in the centre of the eye, or in the direction that you want the eye to look. Make the circle as large as you can while still leaving the white of the eye visible. If you go wrong or are having trouble making the circle round, then use the Pale Blue Grey to cut back into the black circle, neatening the edge.



Once the black circle is dry it is time to add colour to the eyes. On the wet palette here you can see Warboss Green and Moot Green as the highlight colour.



Using Warboss Green, start near the top of the eye and paint a green circle, leaving it broken at the very top. It is best to start on one side and pull the brush to the bottom of the circle, then do the same for the other side. This will result in a greater buildup of paint at the very bottom of the eye and greater opacity, making it look like a highlight transition.



Follow the same process for the Moot Green, but only start from half way up the green circle before you drag the paint towards the bottom of the circle. This should leave some of the Warboss Green showing at the upper section of the circle.



Finally add the shine dot to the eye to give it life! Start with Pale Grey Blue and paint a fairly large dot of paint, then on top of that in the centre, add a white dot. This prevents the dot from looking too stark and artificial. If you like you can also add a small highlight to the lower section of the white of the eye.





The very final stage is to glaze some colour onto the skin of the sharksquig using Mournfang Brown. This is very heavily watered down, roughly six parts water to one part paint. Make sure you test it before applying the colour!

Glaze the Mournfang Brown into the recess of the skin and onto some of the mid tones. Make sure you do not go over any of the bright highlights or it will make them look dirty.