

CREATIVE SPLATTER JOE 'KITTENS' STURGE

PREPARE TO WET YOUR PAINTS

A step-by-step guide on how to paint the limited edition Beastman ETC figure, produced by Maelstrom Games.



Ooh, you Beast!

Apparently there was a large and prestigious international tournament in Germany recently, with competitors from all over Europe and indeed the world. While I remained at home avidly glued to coverage of the World Moustache Championships on television (Karl Heinz-Hille triumphantly retained the title he first won in 2007- the man's a legend!), Bobo gallantly journeyed all the way to Muenster just to bring back a lovely Beastman model for me to paint. All he asked was that I take a few photos and jot down a few comments on how I went about doing it (he also asked me not to make too many references to unicorns, magical badgers and relevant hallucinogenic substances, but that's not a promise I'll ever willingly make).

is called for. I left off the banner and shield before undercoating, as trying to paint around and behind them would surely cause a build-up of rage great enough to test the calming capabilities of even my strongest and most illicit medication.



1 Undercoating

Okie dokie, having affixed Mr Beast to a nice disposable strip of plasticard with a drop of lovely adhesive product it seemed that some sort of spray undercoat was probably in order. The pixies told me so. I don't know nuffin about Beastmen guv'nor, but supposing that some sort of mix of brown and red would make a suitably acceptable colour scheme I went for an Army Painter Leather Brown basecoat- it being nice and flat and oh so easy to paint over. A brown base colour would also hopefully make the model look muddier and dirtier (the Reikwald forest not being known for the quality of its laundry and housekeeping services): I like to undercoat black if I'm looking to highlight up crisply and cleanly, undercoat brown then apply lots of inks and glazes if something grimy and unclean

2 Step 2: Tea

Oh yeah. Tea.



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3

Base colours

Well then kids, this is where Joe started getting it all wrong. I normally like to paint one colour at a time, so I'll base coat the flesh, for instance, then highlight through to finished before starting work on the metal, which I'll finish, then the cloth, etc. This increases the risks making a mistake on a later colour (a 'boo boo' as us professionals call it), but it's always helped me to paint to a good standard at an acceptably brisk pace. However, this approach also assumes that I know what the colour scheme is, what I'm aiming towards, and what the finished model will look like.

Well, about that...

I really didn't have much of a clue where I was going with this model's colour scheme at the start, apart from a vague idea to keep the bestial chappie's skin a nice mid-brown to use it as a balancing background colour for the model; the horns, hooves, hair, etc would then all work as contrast off that solid base. Okay then. Paint paint paint, highlight highlight highlight. Right, I appear to have painted brown onto a brown background and can't tell where one brush stroke ends and another begins. I amaze myself sometimes. Let's start again, eh?

Having drowned my sorrows and revitalised my spirits with a brisk and invigorating mug of tea (oh yeah. Tea), I proceeded to slop Vallejo black paint all over the model's hair, Tin Bitz all over the metallic bitz and Bestial Brown on the strapping. Not too neat, but at least it gave me a vague idea of the model's shape.



4

You do know how to highlight, right?

Well, kinda. I was planning to cheat quite a bit when it came to the actual difficult details on the model. Y'see, I could get away with doing a half-arsed job on the highlighting, then drench the model in inks and glazes, claim that it was all grimy and characterful and celebrate with a triumphant mug of Victory Tea (the best kind of tea) with maybe even a chocolate biscuit too. Unfortunately I've spent most of the last decade painting nice crisp colours and sharp edges, and this messy and grimy look is apparently much harder to pull off than it seems. Some Dheneb Stone on the horns highlighted up to white, red pants, and a few brisk highlights on the brown left Mr Beastman looking a little too gleaming...

I dealt with this problem by brazenly ignoring it and carrying on with the highlighting- there'd be plenty of time later to splash Devlan Mud everywhere and call it art. I've never been any good at painting metallics so tend to go for extremely sharp, clashing highlights (and tea. Mustn't forget the tea) in order to mask my lamentable incompetence. In this case, starting with a base of Tin Bitz up through Shining Gold to a final highlight of Chainmail hopefully gives an impression of a twisted mess of rust and abrasions. I hope the poor beastie has his tetanus shots up to date.



5 What colour do I paint the rock?

Rock-coloured, of course.

All rocks everywhere are grey, and there's no way to possibly prove otherwise. Ahem. Being too cheap to buy some grey paint, I simply mixed some black and white together, then added more white to highlight.

At this point I had reached a stage where most of the detail on the left arm was done, so I attached the shield (breaking off the arm it's glued to of course, leading to unfortunate profanity, some idolatry and a little light ornithology) and painted it in situ, dealing with the embossment in a similar manner to the other metallics. A touch of grey made the dear fellow's hair look almost regal and distinguished in a bestial and vile kind of way (I call it the Russell Crowe look), while his pants and tongue were highlighted up to a spiffing Blood Red, with a touch of flesh colour added to the tongue to make it look a little more tongue-y. I like words. They're good.



6 For goodness sake, what about the tea?

To my great shame I've not mentioned tea for at least a couple of paragraphs, but painting the banner was a serious business- not least because the accursed thing refused to stick to any sort of base which I could use to stabilise it while painting. Plan B was just to get paint all over my fingers (and subsequently just about everything else in the office), which seems reasonable to me. I settled for doing a basic job on the banner first, then attaching it securely to the model for some closer attention and possibly even a little modest freehand later on (if I could find time between my hectic social milieu and crippling addiction to crossword puzzles). The whole model is quite heavy and unwieldy at the best of times, so adding the extra weight of the banner didn't make it too much harder to manipulate with my Awesome Wrist Strength, so as long as the banner wasn't obscuring too many details it was okay to paint in-situ.



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7 Are we done yet?

Well now, having attached everything to a 25mm base, I set about tidying up all the messy odds and ends, adding a few extra glazes (moar glazes!) and re-highlighting quite a lot of the skin which it seems I made rather a mess of at the start. Having painted the model in a large number of short sessions, there were little imperfections everywhere which needed correcting, and more tea which badly needed drinking. I decided that the banner had plenty of sculpted detail as it was, so some bijou and minimaliste chaotic symbols were quite enough to finish it off. This just left ol' Beastie to tower over his poor 25mm base in a distressingly undramatic matter.



8 Scenic base ahoy!

Okay, so I didn't take any work in progress pictures of this bit (Bobo says he'll cut off my hands in punishment. I think he's bluffing, but am practicing using the kettle with my feet just in case) but it's fairly straightforward. Take a 60mm round base; build up the edges with Milliput and add rocks/stuff from bits box; wait for it to dry (you know what to do while you're waiting); realise the hole you've left is too small; swear a lot; hack out a bigger hole; apply sand/flock/homicidal asparagus monsters; victory!

After one final spritz of varnish, the end result isn't too bad I suppose.



We're auctioning off this wonderfully painted miniature in order to support Flood Relief in Pakistan. Please see our website, www.unseenlerker.com, for more details.

In addition, so that Joe's article doesn't just seem like the sadistic ramblings of a madman, we're giving away a brand new unpainted Beastman ETC figure so that one lucky subscriber can put Joe's methods to the test. Subscribe to Unseen Lerker for your chance to win!

Additionally, you might still be able to pick up the model from Maelstrom Games's website, www.maelstromgames.co.uk.



What? You want a conclusion? Well, you can stuff your concl...

No, seriously. It's a nice model, it turned out well. It's got lots of colours and stuff. What more do you want?