

REAPER DUNGEON DWELLERS™

Painting *Stitch Thimbletoe* by Brice Cocanour

Welcome to Reaper's quick painting guidelines for anyone who would like to paint their Reaper **Dungeon Dwellers** miniatures just like the Reaper studio models. **Stitch Thimbletoe** was sculpted by Bobby Jackson who was inspired by the classic **Dungeon Dwellers** miniatures line. We asked Gold Medal-winning painter Brice Cocanour to give us his tips and color choices that he used on the Reaper studio model of **Stitch Thimbletoe**.



Since these are Reaper **Dungeon Dwellers**, I felt that they need to tell a story that they're in deep dungeons searching for treasure and fame. That means that our halfling rogue would be a bit darker and maybe not as clean as my other paint jobs.

PREPARING TO PAINT

I started by cleaning off the mold lines and making sure all the surfaces were ready for paint. To get the model clean to accept paint the best I used an old tooth brush and some dish soap to get the mold release off the miniature. Make sure you use a soap that does not have any moisturizers because we are trying to get rid of all the residues on the mini, not add more.

I used my airbrush to apply the primer coats. I started with **09214 Black Primer**. Be sure to paint from all directions so that you have an even coat all around the entire miniature. I didn't take a photo of the black primed mini by itself, but you can see that I painted from the bottom up, around the middle and around the top. I found a couple of areas where the black primer didn't quite get into; I just watered down the black primer and brushed it into those areas.

Once the miniature was primed black, I painted on **09108 White Primer** in the direction that any ambient light would be coming from.



Add ambient light with White Primer

I chose an overhead 45 degree angle, and kept my airbrush pointed the same direction. I chose to do it this way because I knew the sword would be glowing. In order to get the effect to appear correctly I needed to have the right (sword) side of the model darker to emphasize the glowing sword.

PAINTING THE CLOAK

The first thing I did was to start sketching out the colors on the cloak, following the dark and light patterns left by the two primers. I chose to begin with the cloak. I chose **29838 Stained Olive** as my base color, then enhanced the dark areas with **09025 Burgundy Wine**.

PRO TIP: SKETCHING IN COLORS

Early on in my career, I would begin by painting one area of my model. I'd make it perfect, then I'd move on to the other parts of the model one by one. Professional painter Aaron Lovejoy taught me that it's a lot easier to lay down all your colors at the start so you can see how well they work together. I can't tell you how many times I would get almost to the end of a paint job and one part wouldn't work and I'd have to spend hours trying to fix everything. Sketch it out you can see how everything looks from the beginning.

When you sketch, start with your mid-tones. If you thin your colors down and do 2 or 3 coats you'll be able to see the white and black through your colors and the miniature will already be shaded properly. I love this trick. It's a great way to see what should be light and what should be dark.



Sketch in your colors with thinned paints

I wanted Stitch's clothing to look worn and rough, like a true adventurer, so I chose to paint some texture onto his cloak. Just like the cloak folds change from light to dark so would the textures. The texture lines need to be brighter than the color behind them, so you will have to test out a few different colors.

On my wet pallet I put a few drops of **Stained Olive** on the right and a mix of **09008 Sun Yellow** and **09061 Linen White** on the left; I blended them together until I got a mix from light to dark. The lighter areas would have less **Stained Olive** and the darker areas would

have more. On the lightest parts of the cloak I used the lighter mix and painted lots of very thin little lines. If you rotate the mini so you can pull the brush strokes towards you it will be much easier to add lots of lines. Once I was done going one direction, I switched to the other direction. Once you're done with the light colors you do need to add a few dark threads even in the light sections so that that cloth will look correct.



Cloak with shadows and highlights



Closeup of the texture

PAINTING THE FACE

I used the colors listed below for painting the face. I watered down the mix of the dark colors to add freckles.

Midtone: **09283 Old West Rose** and **09428 Saddle Brown**

Highlights: **29823 Caucasian Flesh**

Shadows: **29852 Dwarven Flesh**

Touches of **09268 Volcano Brown** and **29818 Night Sky Blue** in the darkest areas



Close up of skin and freckles

PAINTING LEATHER AND THE BAG

I sketched in all the leather with the midtones listed below. I then added worn edges and scratches by mixing **09061 Linen White** and **29814 Ice Blue** to get a very light blue. Once the scratches were done I washed the leather with the dark shade and a little of the midtone mixed.

Gloves and belts

Midtone: **09428 Saddle Brown**

Highlights: **09302 NMM Gold Base**

Shadows: **09037 Pure Black** and **29801 Crimson Red**

Bag

Midtone: **29818 Nightsky Blue**

Highlights: **09061 Linen White**

Shadows: **09037 Pure Black**

PAINTING THE SWORD

I started by painting the sword with **29818 Nightsky Blue** followed by a thin mix of **29814 Ice Blue** and **09097 Clear Blue** down the center of the blade. I added black to the darkest blue to make sure that the darker areas are really dark. Note: If you want the sword to look like it's glowing, you'll need to have dark colors nearby so the light will look brighter. Keep adding Ice Blue and Pure White until you get it bright enough.

I then painted several layers of **09097 Clear Blue** over the completely highlighted and finished gloves and cloak. They need to have shadows and highlights finished before the shading so that they looked correct. I then added bright blue lines to the edges to tell the eye that the sword has lit them.



Here's the sword painted blue with the thinner mix of light blue down the center. You can also see the application of the Clear Blue to Stitch's glove and cloak, adding to the glowing effect

PAINTING THE CHEST

The chest was painted with the colors listed below. A couple of tips for the NNM colors. Start with the darkest color then add the lighter colors on top. The highlight is only really used on the edges and a few spots. For the copper color I added black to **09305 Tarnished Copper** to make it even darker. Then I used **09305 Tarnished Copper** by itself. After that, I added my highlights. When I finished that part, I went back and added a little bit of **09304 Copper Verdigris** in areas. It works best if you dab it on in small amounts. Too much is bad.

FINAL TOUCHES

For the last touches I used some weathering powders on the bottom of the cloak to make it look really used.

For the base, I wanted it to look like Stitch was in a dark cavern. I just used Miliput and dabbed it to the round plastic base that was supplied and built up the stalagmites. I wanted it to look very natural, so I didn't fuss with trying to make it look too neat. I painted the base **09087 Weathered Stone** and then washed it with **09037 Pure Black**, then went back over it again with Weathered Stone for the highlights.

COMPLETE LIST OF COLORS

Skin

Midtone: **09283 Old West Rose** and **09428 Saddle Brown**

Highlights: **29823 Caucasian Flesh**

Shadows: **29852 Dwarven Flesh**

Touches of **09268 Volcano Brown** and **29818 Night Sky Blue** in the darkest areas

Cloak

Midtone: **29838 Stained Olive**

Highlights: **09008 Sun Yellow** and **09061 Linen White**

Shadows: **09025 Burgundy Wine**

Tunic

Midtone: **29806 Fireball Orange**

Highlights: **09302 NMM Gold Base**

Shadows: **09037 Pure Black** and **29801 Crimson Red**

Also a few touches of **09008 Sun Yellow**

Gloves and belts

Midtone: 09428 Saddle Brown
Highlights: 09302 NMM Gold Base
Shadows: 09037 Pure Black and 29801
Crimson Red

Sword

Midtone: 29814 Ice Blue and 09097 Clear
Blue
Highlights: 09039 Pure White
Shadows: 29818 Nightsky Blue and 09037
Pure Black

Sword Handle and Metal Buckles

Highlights: 09039 Pure White
Shadows: 09037 Pure Black
Added a mix of 09097 Clear Blue and 29814
Ice Blue for the blue reflections

Bag

Midtone: 29818 Nightsky Blue
Highlights: 09061 Linen White
Shadows: 09037 Pure Black

Wood on the treasure chest

Midtone: 09427 Nut Brown
Highlights: 09061 Linen White
Shadows: 09037 Pure Black and
29801Crimson Red

Hair

Midtone: 09428 Saddle Brown
Highlights: 09302 NMM Gold Base
Shadows: 09037 Pure Black and 29801
Crimson Red

Metal edges on treasure chest

Midtone: 09305 Tarnished Copper
Highlights: 09306 New Copper
Shadows: 09037 Pure Black
Weathering: 09304 Copper Verdigris

Coins in treasure chest

Midtone: 09302 NMM Gold Base
Highlights: 09303 NMM Gold Highlight
Shadows: 09301 NMM Gold Shadow

Brice Cocanour is a veteran painter in the miniatures world. Among his many awards, he won the ReaperCon 2017 Best in Show with his entry "Training Day" has four Golden Demon trophies. He lives in Sparks, Nevada, and love spending time with is wife and three children. When not creating spectacular paint jobs on miniatures, he pitches in with his boys' Boy Scout troop and pole vaulting, and he loves to watch his daughter dance. He also likes gardening and the outdoors.



Stitch Thimbletoe, ready for adventure