HOBBY HANGOUT

The painting lexicon



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Dan has been a writer for *White Dwarf* for 12 years and a hobbyist for over 30. He writes about painting nearly every day, which means he is well acquainted with fancy painting lingo. His favourite paint is a drybrushed highlight of Runelord Brass.

Dan: Here in *White Dwarf*, we often talk about painting Warhammer models. As such, we've become pretty well versed in how people talk about painting, including the styles they emulate, the techniques they use and the results they achieve. While there is a commonality of language when it comes to painting, the terminology (including its application and visual results) can be a lot to take in, particularly if you're new to painting Warhammer. This is why we've created a lexicon of painting terms that we commonly use in *White Dwarf*.

During the creation of this lexicon, we came to realise that not everyone uses the same words to describe how they paint. As a result, we have reviewed how we talk about applying paint to a model. In all our painting guides and hobby articles going forward, there will now be three elements to each paint application.

1. **Technique –** how we paint the model
2. **Result –** the effect we want to achieve
3. **Colour –** the Citadel paint we use

Opposite, you will find a table containing a list of 12 **techniques** and 5 **results** that describe how we paint our Warhammer models and the effects we want to obtain by applying paint to them. These techniques and results are all described and explained in detail over the page along with handy pictures to illustrate what we're talking about. Our goal with this is to more clearly define the difference between *how* you paint a Citadel miniature and *what* you want to achieve.

For example, let's say you want to basecoat a model. The *result* you want to achieve is a solid basecoat. There are several painting *techniques* you could use to achieve it, such as using a spray or an airbrush, or you could apply a layer of paint with a brush. If you're using a light-coloured undercoat, you could even basecoat your model using a Contrast paint.

We hope this lexicon proves useful to both new and experienced Warhammer hobbyists and that it helps you become the very best painter you can be.

THE CITADEL COLOUR PAINT RANGE

When it comes to painting Warhammer models, you can use whatever colours and techniques you like! To help you achieve the best results, each paint in the Citadel Colour range has been formulated with a specific role in mind. Base paints, as their name suggests, make ideal basecoats for your models, while Shade paints are perfect for adding shading. This painting system has been developed over many years, and it's a great way to learn how to paint models if you're new to the hobby. In time, you will no doubt develop your own style of painting.



TECHNIQUES AND RESULTS LEXICON

Below, you can see the painting techniques that are used for painting Warhammer models and the results they can be used to create. Over the page, you will find full descriptions of each term.

TECHNIQUES	RESULTS
Spray	Undercoat
Airbrush	
Spray	Basecoat
Stipple	
Overbrush	
Wash	
Airbrush	
Layer	
Drybrush	
Layer	Shade
Glaze	
Airbrush	
Wash	
Recess Wash	
Drybrush	Highlight
Airbrush	
Pin	
Layer	
Zenithal	
Stipple	
Glaze	
Edge	
Layer	Technical
Drybrush	
Glaze	
Spray	
Stipple	

PUTTING IT INTO PRACTICE

We took three models and painted just their armour using a range of different techniques and types of paints. These guides are presented as a column of colour swatches with the technique and result written on the first line and the paint colour written on the second. You will often see painting guides presented this way in *White Dwarf*.



Ultramarines Blue Armour
- Spray undercoat: Chaos Black
- Spray basecoat: Macragge Blue
- Wash shade: Nuln Oil
- Edge highlight: Calgar Blue
- Pin highlight: Blue Horror



Hammers of Sigmar Gold Armour
- Spray undercoat: Chaos Black
- Spray basecoat: Retributor Armour
- Recess wash shade: Reikland Fleshshade
- Drybrush highlight: Auric Armour Gold
- Drybrush highlight: Liberator Gold



Iyanden Yellow Armour
- Spray undercoat: Wraithbone
- Wash basecoat: Imperial Fist
- Recess wash shade: Seraphim Sepia
- Edge highlight: Phalanx Yellow
- Edge highlight: Dorn Yellow

TECHNIQUES

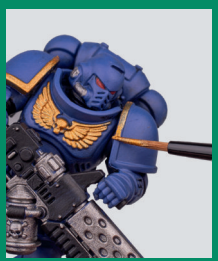


Spray: Citadel sprays are an ideal way to undercoat a model ready for painting. If your models are predominantly one colour, they can also be used to apply a basecoat quickly and efficiently.

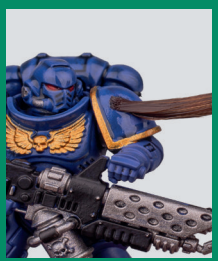
Mount your models on a Citadel Spray Stick and spray in short, controlled bursts to achieve neat, even coverage. Always read the instructions on the can before use.



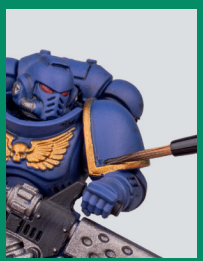
Airbrush: Airbrushes are an excellent way to apply a smooth, even coat to a model. They can be used to undercoat and basecoat a model, especially if that colour paint doesn't have an equivalent spray basecoat. Airbrushes can also be used to apply highlights to a model, creating a smooth, seamless transition. The Air paint range is ideal for this, but Layer, Base and Contrast paints can also be applied using an airbrush.



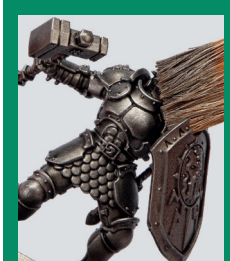
Layer: Layering is a broad term for the action of applying coats of paint. This is a versatile technique that can be used to create all the effects of miniature painting from undercoating and basecoating to shading, highlighting and applying Technical paints. Building up layers helps to bring out the detail on a model and adds depth. Slightly translucent paints such as Layer paints are ideal for this (it's in the name!), as are Base paints thinned with water. When applied as a layer highlight, the entire area of the model is painted except for the recesses.



Wash: A wash is an easy way to bring out details and textures on a model by adding depth to recesses and areas where light might not reach. Shade paints are designed for this, though Contrast paints thinned with Contrast Medium also work well, as do Layer and Base paints thinned down with Lahmian Medium. When you apply a wash, most of it will run into the recesses, but some will dry over the whole area, creating all-over shading.



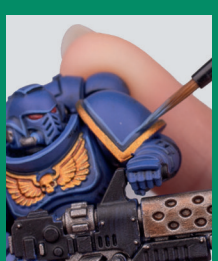
Recess wash: Sometimes you will want to focus a wash into just the recesses, leaving the surface colour as it is. For these focused washes, use a smaller brush and carefully apply the wash directly into the recesses. This is sometimes known as a deep or pin wash.



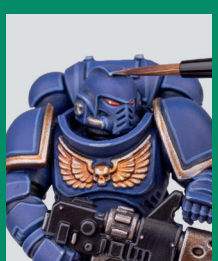
Drybrush: Drybrushing captures raised details and creates natural highlights quickly. It can even be used to add texture to certain surfaces such as fur or brushed metalwork. While most painting techniques require the paint to be wet, drybrushing needs the paint on the brush to be virtually dry. To drybrush, load the tip of a brush with paint (Dry brushes and Dry paints are ideal for this), wipe most of it off on a paper towel, then flick the almost-dry bristles across the raised details of the model to catch the uppermost edges and areas. This technique is especially good for painting scenery.



Overbrush: Overbrushing is used to apply paint quickly to large areas of a model, while avoiding the recesses. This allows you to apply colours quickly, with the darker recesses providing natural shading. The technique is the same as drybrushing but with a little more paint on the brush. This is an excellent technique for basecoating metallic areas of a model.



Edge: The edge technique is the opposite of the recess wash. Where a recess wash is used to carefully shade a recess, an edge highlight is used to pick out the raised details on a model where light would naturally catch it. In some cases, you may want to apply multiple highlights to represent the colour transition between your mid-tone and the top highlight. Each highlight in the process should be roughly a third of the width of the previous one. These wider highlights are sometimes called chunky highlights. It's often easier to use the edge of the brush rather than the tip.



Pin: While an edge highlight is applied all along the edge of a surface, a pin highlight is applied only to the very highest point of that edge to represent a light reflection point. On hard-edged objects, this will most often be the corner. Pin highlights are sometimes known as a point highlight, reflection point or corner spot.



Zenithal: This technique involves highlighting the top areas of a model with a spray can, an airbrush or a drybrush, thereby creating the effect of light falling on the raised surfaces. This technique works especially well in monochrome, spraying white or grey over black, then applying a further basecoat in another colour (Contrast paints work well for this) over the top to create a natural gradient.

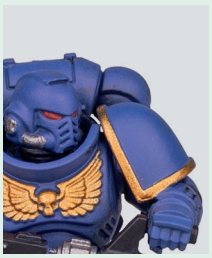
RESULTS



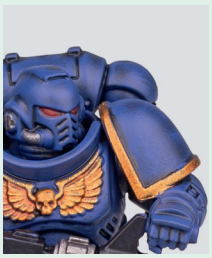
Glaze: A glaze is a very thin layer of translucent paint that's applied to an area to tint the colour or to help blend two colours together often as a shade or highlight. Use a mostly unloaded brush for this technique, removing excess paint from your brush to your palette. Glaze brushes are great for this as they have small bellies and naturally don't hold as much paint. Contrast, Shade and Layer paints thinned with the appropriate medium or water are ideal for this technique.



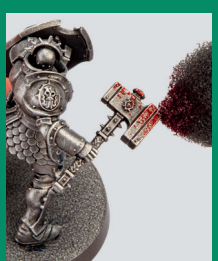
Undercoat: Undercoating is the first step in painting a model. An undercoat helps subsequent layers of paint stick to the model and provides a starting point for your chosen colour scheme. Undercoat sprays are ideal for this job, as they provide smooth, even coverage, but you can use a Base paint and a brush if you don't have access to a spray. Most hobbyists use Chaos Black spray for models that will be painted in predominantly dark colours. White Scar, Grey Seer and Wraithbone sprays are ideal for lighter coloured models or those you intend to basecoat with Contrast paints.



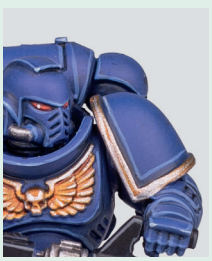
Basecoat: Basecoats are the foundation of a colour scheme. They provide the mid-tone for your colours, which you can then make darker with shading and brighter with highlighting. Base paints (applied over a light or dark undercoat) and Contrast paints (over a light undercoat) are ideal for this job. If using a Base paint, thin the paint with a little water and apply multiple coats for even coverage. If using a Contrast paint, apply it directly to the model. For models that are mostly one colour, a spray or airbrush is an ideal way to basecoat.



Shade: Shading adds depth to your colours and creates the illusion of shadows on a model. Put simply, you're making something appear darker. Any colour except true black can be shaded to some degree. Shade paints and Contrast paints are ideal for shading, as they are formulated to run into the recesses of a model where shadows would naturally lie. Their translucency helps create a smooth gradation between the darker recesses and the colour they're being painted over. Layer and Base paints thinned with water or Lahmian Medium can also be used to shade a model.



Stipple: Stippling is the act of marking the surface of the model with numerous small dots or specks of paint, often to create a textured highlight (such as on cloth) or for a particular technical effect (such as blood spatter). This can be achieved by gently 'stabbing' the model with the tip of a brush (or even pieces of sponge), gradually building up the number and concentration of small dots to create the desired effect. Stippling should not be entirely random but should be focused on those areas where you want the effect to be most pronounced.



Highlight: Highlights help define the raised areas of your models and can be used to represent the effect of light falling on a particular area. Put simply, you're making something appear lighter. Any colour except pure white can be highlighted to some degree. Layer paints are ideal for achieving this effect as they are slightly translucent, enabling you to build up successive highlights over each other until you reach the effect you want to achieve. Dry paints can be used to drybrush highlight a model – this technique can also create additional texture.



Technical: Sometimes you will want to create an effect on a model that is not a basecoat, highlight or shade. Examples include adding a layer of rust to a weapon or spattering blood on cloth. This often involves applying a colour that is very different to the colour it is being painted over. In the case of rust, it is quite often orange or brown being applied over a silver metallic paint. We've dubbed this result 'Technical,' as it often involve the use of a Technical paint to create a particular finish. Such examples include Ardcoat (for making things shiny) or Nurgle's Rot (for making things slimy).

THE PAINTING PROCESS

When painting Warhammer models, we typically follow a specific process. An undercoat is always applied first, followed by a basecoat. These are then followed by shades, highlights and, if you so desire, technical effects. Depending on the models you are painting, you may choose to apply your highlights before your shades. Alternatively, you may choose not to apply any shades or any highlights to parts of your model depending on what miniature you're painting, your painting style and what results you wish to achieve.

OTHER USEFUL TERMS AND INFORMATION

SUB-ASSEMBLIES

Some models are easier to paint when they're not fully assembled. For example, it's easier to paint the pilot of an aircraft before it's glued into the cockpit, or you may want to paint a model's head a different colour to its body. As such, we sometimes recommend that a model is painted in sub-assemblies. The Sub-assembly Holder is the ideal hobby tool for this job as it can hold even the fiddliest components with ease.



BLENDING

Blending is the act of mixing colours in lighter or darker increments to achieve a smooth gradation of colour. Some painters blend their colours on a palette or wet palette before applying them to their models. Others prefer to blend them on the model itself, working the paints back and forth to create a smooth colour transition. Blending is a more advanced technique but no doubt one you will want to try out in time.



MIXING COLOURS

There are hundreds of colours in the Citadel Colour range, but sometimes you may want to create a specific colour. We call this a 'mix'. Mixes are normally carried out on a white palette where the painter can assess the colour they're creating. In *White Dwarf* painting guides, we'll provide a rough ratio for how much of each colour is used. For example, a 3:1 ratio will mean three parts of the first colour is used for one part of the second.



MEDIUMS

Mediums are, put simply, colourless paint. They are ideal for thinning the consistency and translucency of a paint without affecting its chemical composition, which can happen when water is added to a paint. Lahmian Medium is ideal for adding to Base and Layer paints to make washes and glazes, while Contrast Medium is perfect for adding to Contrast paints to make them more translucent.





BATTLE READY

While you can play Warhammer with unpainted models, your battles will look more exciting and feel more immersive if they are painted. Even just a few colours can really enhance your experience. We use the term 'Battle Ready' to describe models that have been painted with those first colours – normally an undercoat, basecoat, a shade and an effect on its base. A Battle Ready collection is something to be really proud of.



PARADE READY

If you want to take your painting to the next level, then the next step in your hobby journey is making your models 'Parade Ready.' We use this term to describe a model that features not just basecoats and shades but highlights and technical effects too. These are models you'd love to feature in a cabinet or enter into a painting competition. A collection painted to a Parade Ready standard is a big hobby achievement.



CHOOSE YOUR BRUSH

You can use pretty much any brush for any task when it comes to painting, but Citadel Colour brushes are designed with specific roles in mind. They come with natural bristles (black handles) and synthetic bristles (white handles).

Base brushes have rounded tops and hard-wearing bristles that make them ideal for basecoating. Dry brushes are made of ox hair and synthetic fibres that enable them to survive the rigours of drybrushing. Their flat tops provide great coverage on raised areas.

Layer brushes are used to apply layer and edge highlights. Artificer brushes are perfect for the smallest details.

Shade brushes carry lots of paint in their bristles, making them perfect for applying Shade and Contrast paints over a whole model. Glaze brushes are ideal for applying controlled washes to smaller areas of a model.


Base Brushes


Shade Brushes


Dry Brushes


Glaze Brushes


Layer Brushes


Artificer Brushes

CITADEL COLOUR

White Dwarf is just part of your painting journey. There's a huge Citadel Colour section on the Warhammer website that delves into the Citadel paint range and features a number of useful links including:

- YouTube painting tutorials (search for @officialwarhammer)
- The Citadel Colour App
- Hang Out and Paint live stream
- Details about Golden Demon painting competitions
- Warhammer+ painting Masterclasses

Check out all these great features here:

citadelcolour.com