Debby's Touch

by Debby Forshey-Choma

Hearts Come Home

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Royal Brushes available through www.RoyalBrush.com
#1360 – sm. & med. Debby's Texture brushes
#3080 – 1 Oval Wash Combo
#4150 – 0, 2, 4, 6, 8, 12, Majestic shaders
#4160 – 5/8 Majestic angular
#4170 – 4 Majestic filbert
#4585 – 10/0, 0 Majestic liners
#4700 – ½ Majestic glaze wash

DecoArt Americana Acrylics available through www.DecoArt.com

Black Plum 172	Evergreen 82	Light Buttermilk 164
Bleached Sand 257	Graphite 161	Snow White 01
Camel 191	Heritage Brick 219	Winter Blue 190
Driftwood 171	Honey Brown 163	

DecoArt Sealers/Finishes
DuraClear Matte Varnish DS60
Multi-Purpose Sealer DS17

Surface Source
X3 – heart shape ornaments of choice

Misc Supplies
C-Thru Graph ruler

Prep
1. Wash the tin with warm soapy water, rinse thoroughly.
   Use a final rinse of white vinegar and water to make sure that any trace of oil is gone.
   Allow to dry by placing in a 170' oven on a cookie sheet for three minutes; this will dry out the crevices.
   It is best to allow air drying for 24 hours before beginning any further prep.

   Apply one coat of Multi-Purpose Sealer with the glaze wash brush in a slip slap stroke to both sides of the ornaments.
   Basecoat the front sides of the hearts and both sides of the filigree top to each ornament with Light Buttermilk + Multi-Purpose Sealer mixture 1:1.
   Then basecoat the back sides of the hearts with Camel + Multi-Purpose Sealer mixture 1:1.

   Lightly sand with a small piece of brown bag. Wipe off with a lint-free cloth.
   Re-basecoat with the appropriate colors; achieve an opaque coverage. Allow ample drying time between all coats.

Snow Hills
2. Transfer snow hill lines from the line drawings to the appropriate heart.
   Corner load the angle with Camel, float a very wide shade to the backside of each snow hill.
   Then float a shade where the two pines will be pulled in the foreground on the church heart ornament.
   Apply one coat of Snow White to the foreground land area; using the 12 shader.

   When dry, transfer the remaining design lines to the appropriate star.
   Use the graph ruler to aid in the transfer of any straight lines, by dragging the stylus along the ruler's edge.

Background Pines
3. With a pencil and graph ruler, transfer the center line for each pine. Work only on a couple of pines at a time.
   Slightly pre-dampen the surface area with clean water. This will help the paint bleed; giving the boughs a softer effect.

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Using the 4 filbert, load Evergreen across the chisel edge, horizontally tap in the boughs.
To create a different species of pines, using the filbert - the boughs will droop more then when using the shader.
Up on the chisel edge, slightly pull the top of the pine. Tapping from left to right for the boughs, slowly and slightly widening as you work towards the base of the pine.

Allow a bit of the background to show through; so the pine doesn't look like a triangle.
Repeat the same steps with the remaining pines.

When dry, lightly pre-dampen each pine again, load the 4 filbert with Snow White, lightly tap here and there over the boughs for snow.

Background Shrubs

4. With the sm Texture brush and Evergreen, lightly dance the shrubs behind buildings.
   Then with Snow White lightly dance at the top of each shrub for snow.

   For the proper use of the Texture Brush, use the following method.
   Dampen the bristles with water to start the separation of bristles. Tap bristles into the paint on your palette, hold it perpendicular to your palette, pounce it up and down to get some of the paint off – keeping the paint sparse on the brush. Note – this brush can be used on the whole foot or just the toe.

   Tap lightly on the surface, dance with the brush up and down, rolling the brush in different directions in between your fingers when it is up in the air (like dancing the twist, light on your feet). Allow some drying time in between dances so the paint sets up and you don't end up with a globby or muddy look.

Basecoating Structures

5. Use the appropriate size shaders to basecoat.

Driftwood – church walls, barn foundation	Heritage Brick – barn walls, silo
Camel – house and dormer walls	Snow White – all roofs (one coat)

Church

6. With the 0 shader and Driftwood, pull the bricks on the walls.
   Wash over the two left side walls with Driftwood for shade; using the 2 shader.
   Corner load the angle with Driftwood, float shading under the roof on the right two walls.

   With the 2 shader and Camel, pull the windows.
   Use the 4 shader and Heritage Brick, pull the door.
   With the 10/0 liner and Snow White, outline the windows, pull the panes and door handle, side roof line.

   Pull the bell in Honey Brown; using the 0 liner.
   Double load the 10/0 liner with Driftwood and Graphite, pull the cross and belfry supports.

House

6. With the 10/0 liner and Honey Brown, pull the wall lines.
   Wash over the left side of the house and dormer walls with Honey Brown for shade; using the appropriate size shader.
   Corner load the angle with Honey Brown, float shading under the roof on the right wall.

   With the appropriate size shader, pull the dark windows in Graphite.
   Use the 2 shader and Heritage Brick, pull the door.

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With the 4 shader and Camel, pull the picture window.
When dry, pull the pine tree in the window with the 2 shader and Evergreen; following the steps in Background Pines.
*do not pre-dampen the surface with water or add snow to the tree.

With the 10/0 liner and Snow White, outline the window, pull the panes and door handle, side roof line.
Using the 10/0 liner and Graphite, lightly pull the outline for the dormer roofs.

Barn

7. With the 0 shader and Driftwood, pull the bricks on the foundation.
   Use the 10/0 liner and Black Plum, pull the lines on the walls.

   Wash over the left small building and silo with Black Plum for shade; using the 2 shader.
   Corner load the angle with Black Plum, float shade under the roof.

   With the 0 shader and Camel, pull the windows.
   Use the 2 shader and Heritage Brick, pull the doors.
   With the 10/0 liner and Snow White, outline the doors.
   Use the 10/0 liner and Graphite, pull the vane at the top of the silo.

Roofs

8. With the sm Texture brush and Winter Blue, lightly dance color here and there on top of each roof for shade.
   When dry, then dance Snow White all over each roof for snow.

Foreground Snow

9. Corner load the angle with Winter Blue, lightly chisel float* here and there over the foreground for shade.

   **chisel float by corner loading the angle, blend off on your palette, lay the bristles of the brush flat on the surface, chisel edge up. Push the paint on the bristles from left to right in a scratching motion, allowing the bristles to pull a broken line that is slightly floated.*

   Then with the med Texture brush and Snow White, dance over the foreground for snow.
   When dry, repeat with Snow White, if necessary to brighten.

Foreground Pines

10. Repeat the steps for Background Pines.

Foreground Shrubs

11. Repeat the steps for Background Shrubs.

Finishing

12. To protect finished pieces, varnish with the DuraClear Matte Varnish.
    Use the Oval Wash Combo to apply the varnish; this brush doesn't leave any visible brushstroke marks after the varnish has dried.

For questions concerning this project, you can contact Debby at debbyforshey@gmail.com, www.DebbysTouch.com or on Facebook.

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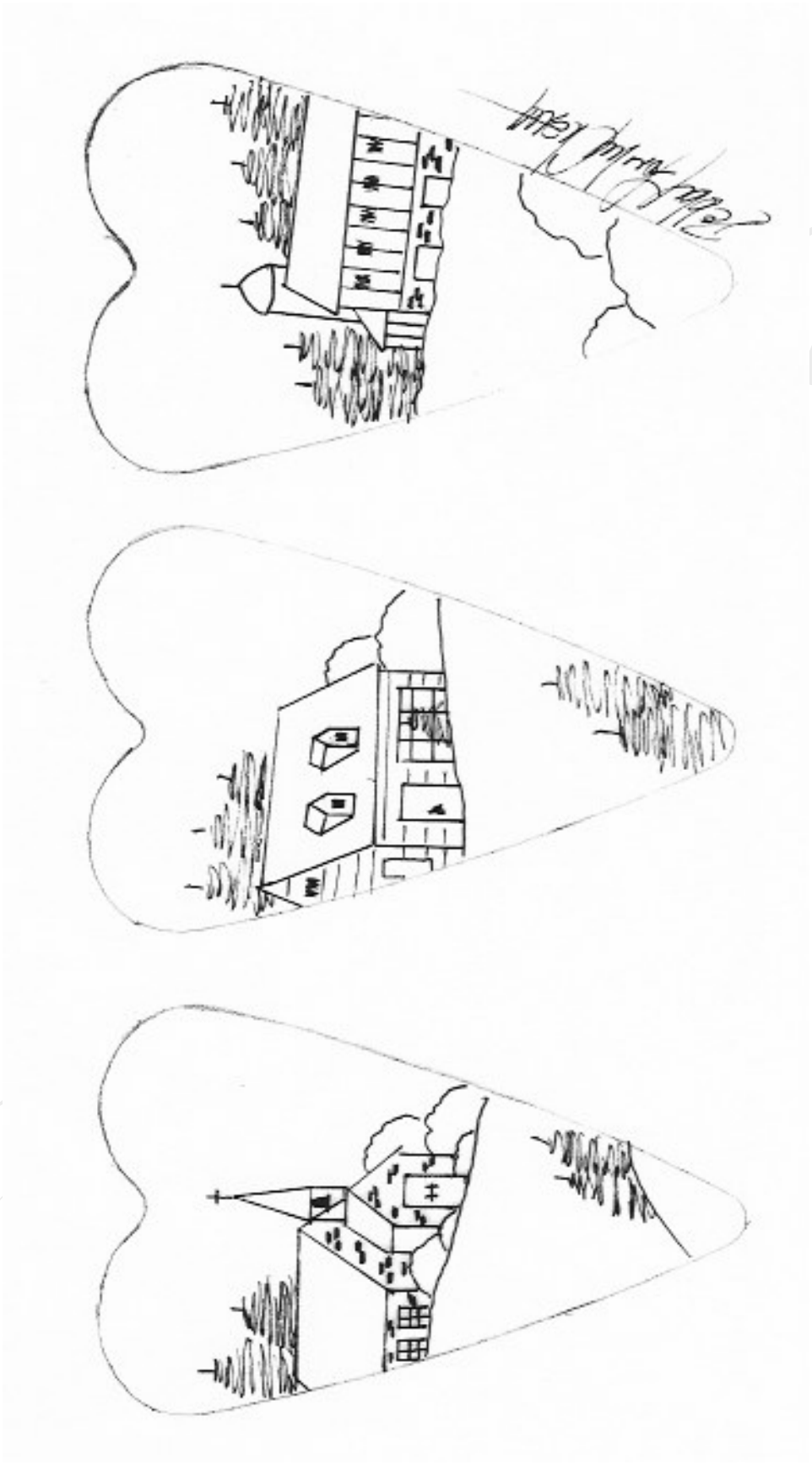

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