

by Debby Forshey-Choma

Patriotic Summer - mini canvas



Debby Forshey-Choma Published Artist Royal Ambassador DecoArt Artist

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Royal Brushes available through www.RoyalBrush.com

#1360 – sm & med Debby's Texture brush #4170 – 2, 4 Majestic filberts #3080 - 1 Oval Wash Combo #4585 – 10/0 Majestic liner #4150 - 0, 2, 4, 6, 8 Majestic shader #4700 – $\frac{1}{2}$ Majestic glaze wash

#4160 – 3/4 Majestic angular

DecoArt Americana Acrylics available through www.DecoArt.com

Arbor Green 209 Primary Red 199 Snow White 01
Blue Mist 178 Primary Yellow 201 Uniform Blue 86
Cool Neutral 89 Rookwood Red 97 Warm White 239
Deep Midnight Blue 166 Sable Brown 61 Wisteria 211

Hauser Dark Green 133 Silver Sage 149

DecoArt Sealers/Finishes

DuraClear Matte Varnish DS60

Surface Source

Mini Rectangle Canvas (2-1/2" x 3-1/2"), Mini Easel (3"w x 5"t) available through Debby's Touch, Debby Forshey-Choma, 53124 Springhill Meadows, Macomb, MI 48042; 586.781.8498; dforshey@comcast.net; www.debbystouch.com.

Misc Supply

C-Thru Graph ruler

Prep

1. Basecoat the entire canvas (surface and edges) with a Light Blue mixture (Uniform Blue + Snow White 1:1); use the glaze wash brush and achieve an opaque coverage.

When dry, transfer the horizon and land lines to the surface; taking the design over the canvas edges. Use the graph ruler to aid in the transfer of any straight lines, by dragging the stylus along the ruler's edge. **All basecoating, shading, detail work of this design is carried over the edges of the canvas.

Basecoating Land Area

2. Use the appropriate size shaders to basecoat the land areas with Cool Neutral.

Water Area

3. Corner load the angle with Uniform Blue, float a wide shade along the horizon line to separate the sky from the water, then under the background land area and along the foreground land area.

Deepen the float along the horizon with Deep Midnight Blue, not floated as wide.

Corner load the angle with Uniform Blue, randomly chisel float* over the water area; for color variation in the water. Repeat step with Deep Midnight Blue.

*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.

Sky Area

4. With the sm Texture brush and Arbor Green, dance in the shrub line along the horizon. Repeat step with Silver Sage, randomly dancing highlight in the shrubs.

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.

Corner load the angle with thinned Rookwood Red, float a light tint above the shrubs, repeat step with Primary Yellow above the Rookwood Red.

Corner load the angle with Snow White, randomly chisel float* over the remaining sky area; to suggest clouds.

With the 10/0 liner and Deep Midnight Blue, randomly pull gulls in the sky area.

Land Area

5. Corner load the angle with Sable Brown, randomly chisel float* shade over both land areas. Repeat step with Arbor Green.

When dry, transfer remaining design to the surface; use the graph ruler to aid in the transfer of straight lines.

Background Pines

6. To create a different species of pines - using the filbert the boughs will droop more then when using the shader. Lightly pre-damp a pine area with water; this will soften the look of the pines. Use the 4 filbert loaded with Hauser Dark Green across the chisel edge.

Up on the chisel edge, vertically pull the very top of the pine.

Horizontally tap 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 steps with Arbor Green, randomly tapping over the boughs for highlight.

Basecoating Structures

7. Using the appropriate size shaders –

Warm White – lighthouse tower

Primary Yellow – lighthouse lens

Wisteria – left structure walls

Blue Mist – right structure walls

Deep Midnight Blue – structure roofs, lighthouse roof and watch room

Lighthouse

8. Corner load the angle with Deep Midnight Blue, lightly float a shade down the left and right sides of the tower; to create a rounding effect.

Place a dip dot of Deep Midnight Blue at the top of the lighthouse roof for the ventilator ball, then with the 10/0 liner pull the lens room panes and a line up from the ball for the lightning rod.

Left Structure

9. With the 10/0 liner and Deep Midnight Blue, pull the wall lines. Wash over the left side wall with Deep Midnight Blue; using the 4 shader; for shade and separation. Corner load the angle with Deep Midnight Blue, float shading across the top of the right side wall.

Right Structure

ma 10. With the 10/0 liner and Deep Midnight Blue, pull the wall lines. Wash over the right side wall with Deep Midnight Blue; using the 4 shader brush; for shade and separation. Corner load the angle with Deep Midnight Blue, float shading across the top of the left side wall.

Windows, Doors and Roofs

11. With the appropriate size shaders and Deep Midnight Blue, pull the windows, doors and chimneys. Use the 10/0 liner and Warm White, pull door knobs.

With the 10/0 liner and Deep Midnight Blue, pull the side roof lines. Then with Warm White, pull the roof trim lines.

Sailboats

12. With the appropriate size brushes, base the sails with Warm White, the boat bases and masts with Deep Midnight Blue.

Patriotic Decorations

13. Basecoat the flags in with Warm White; using the 0 shader. When dry, base the star field with Deep Midnight Blue, place Warm White dip dots for stars. With the 10/0 liner and Primary Red, pull the red stripes.

With the 10/0 liner and Primary Red, pull the red stripes of each banner. Use Warm White for the white stripe, Uniform Blue for the blue stripe.

Ground Foliage

14. With the appropriate size Texture brush and Hauser Dark Green, dance foliage over the land area and under structures; refer to photo for placement. Repeat step lightly with Silver Sage for highlight in the foliage.

Flower Bed

15. With the med Texture brush and Hauser Dark Green, lightly dance in ground foliage where the flowers will be pulled. Red Flowers – with the 0 shader dab Primary Red for the flower petals; with the 10/0 liner place a Primary Yellow center. White Flowers – with the 0 shader dab Warm White for the flower petals; with the 10/0 liner place a Primary Yellow center. Blue Flowers – with the sm Texture brush dab a mixture of Wisteria + Blue Mist 1:1 for the flower petals; with the 10/0 and Hauser Dark Green, pull the leaves.

Finishing

16. To protect your painted piece, varnish the entire canvas with the DuraClear Varnish; using the Oval Wash Combo. This brush doesn't leave any visible brush stroke marks after the varnish has dried.

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





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