# Debby's Touch

### by Debby Forshey-Choma

### Scenic Coasters

Debby Forshey-Choma
Published Artist
Royal Ambassador                          debby@debbystouch.com
DecoArt Artist                            www.DebbysTouch.com

# Scenic Coasters

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**Royal Brushes** available through www.RoyalBrush.com

| | |
|---|---|
| #1360 – sm. & med. Debby's Texture brush | #4160 – 5/8 Majestic angular |
| #3080 – 1 Oval Wash Combo | #4170 – 2, 4 Majestic filberts |
| #4150 – 0, 2, 4, 6, 8, 12, Majestic shaders | #4585 – 10/0, 5/0 Majestic liners |

**DecoArt Americana Acrylics** available through www.DecoArt.com

| | | |
|---|---|---|
| Antique Green  147 | Driftwood  171 | Oxblood  139 |
| Black Plum  172 | Fawn  242 | Shale Green  152 |
| Buttermilk  03 | French Mauve  186 | Slate Grey  68 |
| Celery Green  208 | French Vanilla  184 | Terra Cotta  62 |
| Charcoal Grey  88 | Graphite  161 | Uniform Blue  86 |
| Cocoa  259 | Light Avocado  106 | Violet Haze  197 |
| Cool Neutral  89 | Light French Blue  185 | Warm White  239 |
| Dried Basil Green  198 | Plantation Pine  113 | |

**DecoArt Sealers/Finishes**

Cork Sealer  JAM09              DuraClear Matte Varnish  DS60

**Surface Source**

X6 Cork Circles (4" diameter) available through Hobby Lobby.

**Misc Supplies**

C-Thru Graph ruler

**Prep**

1.  Refer to the label on the Cork Sealer to seal the front side of each Cork Circle with one coat; using the 12 shader.

    When dry, transfer the horizon, water, land and hill lines to each Cork Circle.
    Each design will repeat on two coasters.
    Transfer the design to the surface, using the graphite paper and stylus.

**Background Sky Area**

2.  When basecoating the background, don't try to fill in the holes in the cork texture with paint.

    Corner load the angle with French Vanilla, float along the horizon line.
    Then corner load with French Mauve, blend into and float above where the French Vanilla leaves off.
    Now corner load with Light French Blue, start at the top of the sky and work down, blending into the French Mauve.

    Be sure that the three colors are visible in the sky area with no sharp lines; softly blending and flowing into each other.

**Painting Designs**

3.  Refer to each individual instruction to complete the design on each Cork Circle.

**Finishing**

4.  To protect finished pieces, varnish with DuraClear Matte Varnish, using the Oval Wash Combo.
    This brush doesn't leave any brushstroke marks after the varnish has dried.

The DuraClear Varnish is durable, non-yellowing, non-toxic. Forms a weatherproof, protective seal on both indoor and outdoor surfaces. Protects surfaces from chemicals such as alcohol and resists water stains or rings.

**Debby Forshey's Texture Brush**
*For proper use of the Texture brushes, 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.*

## *Lighthouse Scene*

**Basecoating Water Area**
1.  With Snow White + a shot of Uniform Blue mixture, basecoat the water area; using the 6 shader.

    When dry, randomly chisel float* Uniform Blue; for shade.

    *\*chisel float by corner loading the angle brush, 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.*

**Basecoating Land Area**
2.  Basecoat the land area with Driftwood; using the 8 shader.
    When dry, randomly chisel float* Charcoal Grey; for shade.

**Basecoating Lighthouse and Building**
3.  Transfer the line drawing for the lighthouse and building.
    Use the graph ruler to aid in the transfer of any straight lines, by dragging the stylus along the ruler's edge.
    Basecoat with the following colors; using the appropriate size shader for the area.

    | | |
    |---|---|
    | Warm White – tower, building walls | Graphite – tower roof, watch room |
    | Oxblood – building roof | French Vanilla - lens |

**Lighthouse and Building**
4.  <u>WALLS</u> - with a wash of Slate Grey, using the 4 shader, wash over the left side of the building's wall; for shade.
    Now corner load the angle with Slate Grey, float a shade under the roof on the building's right wall.
    Also float a wide shade down the left side of the tower.

    Corner load the angle with Snow White, float a highlight down the right side of the tower.

    <u>ROOFS</u> - corner load the angle with Black Plum, float a shade across the top of the building roof.

    Double load the liner brush with Black Plum and Oxblood, pull the left side roof on the building.
    Then with Warm White, pull the roof trim line.

    Corner load the angle with Slate Grey, float a highlight down the right side of the tower's roof and watch room.

    With the liner and Graphite, pull the lens room panes and walkway base.
    Double load the liner with Graphite and Slate Grey, pull the walkway rail and supports.

Place a Graphite dip dot at the top of the tower's roof for the ventilator ball; using the end of the stylus.
With the liner and Graphite, pull the line up from the ventilator ball; for the lightning rod.

<u>WINDOWS</u> – with the 2 shader and Graphite, pull the windows.
With the liner and Warm White, pull the window panes.

**Background Island Shrubs and Foreground Foliage**
5.  With the appropriate size Texture brush and Plantation Pine, dance in to create the island of shrubs and foliage.
Then with Celery Green, randomly dance in the shrubs and foliage; for highlight.
For proper use of the Texture brush, refer to page two of the beginning instructions.

**Sailboats**
6.  With the liner and Uniform Blue, pull the bases of the boats with short horizontal lines.
Use the liner with Warm White, pull the sails with vertical lines.
Corner load the angle with Uniform Blue, slightly chisel float* under each boat for shade and to place in the water.

**Beach Fence**
7.  Pull each fence post with Slate Grey; using the 2 shader.
Double load the liner with Slate Grey and Charcoal Grey; pull the wiring on the posts.

**Finishing**
8.  Refer to step 4 in the beginning instructions.

## *Farm Scene*

**Transferring Design**
1.  Transfer the line drawing for the buildings with the aid of the graph ruler, to maintain straight lines.
With a pencil and the graph ruler, transfer the center line for each pine.

**Basecoating Land Area**
2.  Basecoat the land area with Celery Green; using the 8 shader.
When dry, lightly and randomly chisel float* Plantation Pine; for shade.

**Background Pines**
3.  Using the 2 filbert loaded with Plantation Pine across the chisel edge, pull the background pines.

Up on the chisel edge of the brush, vertically pull the top of the pines, horizontally up on the chisel edge continue to tap in the boughs.
Tapping from left to right, slowly and slightly widening as you work towards the base of the pine.
Slightly allow some of the background to show through the boughs, so the pine does not begin to look like a triangle.

**Background Shrub**
4.  With the appropriate size Texture brush and Plantation Pine, dance in the shrub between the farm house and barn.
Then with Celery Green, lightly and randomly dance; for highlight.

For proper use of the Texture brush, refer to page two of the beginning instructions.

**Basecoating Design**

5. Basecoat with the following colors; using the appropriate size shader for the area.

    Warm White – silo roofs, farmhouse walls                      Fawn – silo walls
    Slate Grey – barn roof, small barn building wall, farmhouse roof     Oxblood – barn walls

**Silos**

6. Corner load the angle with Charcoal Grey, float a shade down the left and right walls of each silo.
   Now corner load the angle with Slate Grey, float a shade across the top of the silo roofs.

**Barn**

7. <u>WALLS</u> - corner load the angle with Black Plum, float a shade under the roof and down the left side of the right wall, then float a shade under the roof of the left main wall.

   <u>ROOF</u> – corner load the angle with Graphite, float a shade across the top of the roof and down the left side, also down the left side of the small barn building.
   With the liner and Warm White, pull the roof lines.

   <u>WINDOWS and DOOR</u> – with the appropriate size shader and Warm White, pull the windows and door.
   With the liner and Slate Grey, pull the top frame line and door handle.

**Farmhouse**

8. <u>WALLS</u> – corner load the angle with Slate Grey, float two shades to the right of the main center wall and one to the left; for separation. Then float a shade across the top of the center wall.

   <u>ROOF</u> – corner load the angle with Graphite, float a shade across the top of the roof.
   With the 2 shader and Slate Grey, pull the chimney.
   With the liner and Graphite, pull the roof lines.

   <u>WINDOWS and DOOR</u> – with the appropriate size shader and Graphite, pull the windows and door.
   With the liner and Warm White, pull the door knob.

**Grass Area**

9. With the appropriate size Texture brush and Plantation Pine, dance in the foliage.
   Now with Celery Green, randomly and lightly dance in the foliage: for highlight.

   For proper use of the Texture brush, refer to the bottom of page two of the beginning instructions.

**Foreground Pines**

10. Repeat step 3 for background pines to pull the three foreground pines; using a 4 filbert.

**Finishing**

11. Refer to step 4 in the beginning instructions.

## *Villa Scene*

### Basecoating Land Areas

1. Use the appropriate size shader to basecoat the land areas.
   Refer to line drawing for numbering.

   Land Area #1 – Dried Basil Green
   Land Area #2 – Celery Green
   Land Area #3 – Shale Green
   Land Area #4 – Dried Basil Green + Buttermilk mixture (1:1)

### Land Area #1 and #4

2. Corner load the angle brush with Antique Green, float a shade across the bottom of the land areas.

   With the sm. Texture brush and Plantation Pine, pounce in rows of grape foliage.
   Now with Violet Haze and up on the toe of the Texture brush, dance in some grapes in the foliage.
   With a mixture of Violet Haze + Warm White (1:1), lightly dance highlight in the grapes.

   For proper use of the Texture brush, refer to page two of the beginning instructions.

### Land Area #2

3. Corner load the angle with Light Avocado, float a shade across the bottom of the land area.

   With the sm Texture brush and Light Avocado, lightly dance over the land area.

### Land Area #3

4. Corner load the angle with Light Avocado, float a shade across the bottom of the land area.

   With a mixture of Shale Green + Buttermilk (1:1) and the sm. Texture brush, lightly dance over the land area.

### Background Shrubs

5. With the small Texture brush and Plantation Pine, dance in each pine.
   Then with Celery Green, lightly dance on each pine for highlight; refer to photo for placement.
   Left pines – highlight on right          Right pines – highlight on left

### Basecoating Villas

6. Transfer the buildings; use the graph ruler to aid in the transfer of straight lines.
   Basecoat with the following colors; using the appropriate size shader for the area.
   Buttermilk – villa walls                    Terra Cotta – villa roofs

### Villas

7. <u>VILLA on the left</u> – with the 4 shader and Cocoa, wash over the left wall for shade.
   Corner load the angle brush with Cocoa, float a shade down the left side of the right small building and under the roofs.

   <u>VILLA on the right</u> – with the 4 shader and Cocoa, wash over the right wall for shade.
   Corner load the angle with Cocoa, float a shade under the roof of the left wall.

   <u>ROOFS</u> – corner load the angle with Charcoal Grey, float a shade across the top of the roofs.

   With the liner and Terra Cotta, pull the side roof lines.
   Then with the liner and Warm White, pull the roof trim lines.

With the 0 shader and Charcoal Grey, pull the chimneys.

WINDOWS and DOORS – with the 0 shader and Charcoal Grey, pull the windows and doors.
With the liner and Warm White, pull the door knobs.

**Foreground Shrubs**
8.  Repeat step 5 for background shrubs, pull the three foreground shrubs.

**Finishing**
9.  Refer to step 4 in the beginning instructions.


For questions concerning this project you can contact Debby at debby@debbystouch.com or www.DebbysTouch.com
or on facebook.