

Summer's View

by Debby Forshey-Choma



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Palette:

DecoArt Americana Acrylics

Baby Blue #13042

Coral Shell #13551

Forest Green #13050

Honey Brown #13163

Primary Yellow #13201

Sable Brown #13061

Slate Grey #13068

Sweet Mint #13552

Teal Green #13107

Warm White #13239

Whispering Turquoise #13537

Americana Décor – Chalky Finish

Everlasting #15100

Blue Mist #13178

Eggshell #13153

Graphite #13161

Moon Yellow #13007

Rookwood Red #13097

Silver Sage Green #13149

Snow White #13001

Tangelo Orange #13196

Turquoise Blue #13258

Wedgewood Blue #13038

Winter Blue #13190

Vintage #15396

Surface:

Rectangle Shelf w/insert #62832

Extra Inserts #62833

Misc. Supplies:

DuraClear Matte Varnish #87395

DecoArt Texture Crackle #84215

DecoArt MultiPurpose Sealer #87392

Americana Décor Ultra Matte Varnish #72011

Splattering Tool

C-Thru Graph Ruler

White Candle

Drawer knobs of choice x3

Drill; 3/16 drill bit

Glass, Metal & More Premium Permanent Glue; Beacon Adhesives; www.beaconadhesives.com

Brushes:

Royal Brushes

Comparable Papillon by the Artist's Club brushes and Artist Inspired Brushes are in parentheses.

#1360 – small, medium & large Debby's Texture brushes (Loew-Cornell Angular Bristle Brushes, size ¼" #27197; size ½" #27198; size ¾" #27199)

#1400 – ¾ SG White Blending Mop (Maxine Thomas Mop, size ¾" #27181)

#3085 – 1" Langnickel Combo (Varnish Set #20170)

#4150 – 0, 2, 4, 6, 8, 12 (Shader, size 0 #20123; size 2 #20125; size 4 #20126; size 6 #20127; size 8 #20129; size 12 #20131)

#4160 – 5/8 Majestic Angular (Angular Shader, size 5/8" #20112)

#4170 – 6, 8 Majestic Filberts (Filbert, size 6 #20118; size 8 #20119)

#4585 - 5/0, 0 Majestic Liners (Script Liner, size 6/0 #20138; Liner, size 0 #20146)

#4700 - ¾"; ½"; 1" Majestic Glaze Wash (Glaze Wash, size ¾" #20102; 1" #20103)

#L860 – 2" Langnickel Angle (Americana Décor 1" Angle Brush #28001)

#3085 – 1 Langnickel Combo
#825 – 4 SG Fan (Fan Set #20169)

Preparation:

1. Optional: if adding drawer knobs, drill three holes along bottom board of the shelf frame.
2. Completely seal one of the inserts with DecoArt MultiPurpose Sealer; using the glaze wash brush. Allow to dry. Lightly sand, wipe off with a lint-free cloth.

Lightly sand over any rough areas of the shelf, wipe off with a lint-free cloth. Basecoat the entire front and sides of the shelf with Vintage Chalky Paint; using the 2" angle. Apply two coats; allowing two hours drying time in between coats.

Basecoat backsides of shelf and insert with Everlasting Chalky Paint, using the 2" angle. Apply two coats; allowing two hours drying time in between coats. Optional – could paint another design on opposite side of insert, instead of basecoating with Everlasting.

Painting Instructions:

Sky Area

3. Using the gray graphite paper, a traced pattern and a stylus, transfer the horizon, islands, water and beach lines to the surface. Use the graph ruler to aid in the transfer of any straight lines, by dragging the stylus along the ruler's edge.

Basecoat sky area with a mixture of blue (Baby Blue + Winter Blue 1:1 mixture); using the 1" glaze wash brush; achieve an opaque coverage.

Pre-dampen the sky area with clean water. The surface should have an even sheen with no runs or puddles. Corner load the 1" angle with thinned Rookwood Red, float a tint along the bottom of the sky, along the horizon, above the background islands. Mop to soften, barely touching the surface; like butterfly kisses.

Follow the same steps with Primary Yellow, floating a tint above the Rookwood Red tint; lightly use the mop to soften between tints.

Corner load the 1" angle with Snow White, randomly chisel float* clouds in the sky area.





*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.

Background Islands

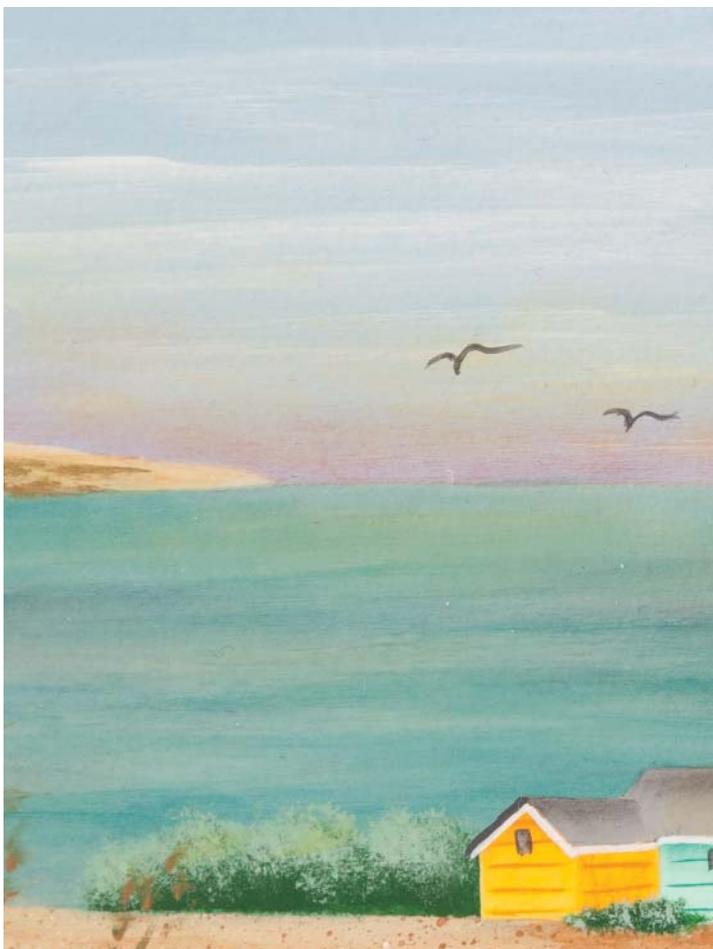
4. Basecoat both islands with Eggshell; using the 12 shader.

Corner load the 5/8 angle with Sable Brown, randomly chisel float* shading over both island areas. Repeat step with Forest Green, chisel float* less areas than the Sable Brown; refer to photo for placement.

Water

5. Basecoat the water area with Blue Mist; using the 1/2" glaze wash brush.

Double load the 1" angle with Teal Green + Turquoise Blue, brush blend on your palette, randomly chisel float* over the water area; to show depth and movement in the water. Be sure to allow areas of the basecoated Blue Mist to show; this will work as highlight.



Foreground Beach Area

6. Basecoat the foreground beach area with Eggshell; using the 3/4 glaze wash brush.

Corner load the angle with Sable Brown, randomly chisel float* shading over the beach area.

Cover the design area above the beach area with transfer paper. To achieve a sand effect, spatter the foreground beach area with thinned Sable Brown; using the spattering tool. Repeat the same step with thinned Snow White.

Transferring Structures

7. Transfer all the structures to the surface. Use the graph ruler to aid in the transfer of any straight lines, by dragging the stylus along the ruler's edge.

Background Shrubs

8. With the med Debby's Texture brush and Forest Green, dance in the background shrubs

behind the beach houses. Repeat step with a light green mixture (Forest Green + Silver Sage Green 1:2 mixture), lightly and randomly dance across the top of the shrubs; for highlight and separation.

For 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 gloppy or muddy look.

Painting Structures

9. Use the appropriate size shaders to basecoat the structures. Use the appropriate size liners to pull wall lines. Use the appropriate size shaders to wash over the shade side walls. Corner load the angle to float shade on the opposite wall.

Each numbered step will contain instructions to complete the structure. Roofs and windows will be completed in a later step. Refer to line drawing for numbering.

Beach Houses #3 and #7

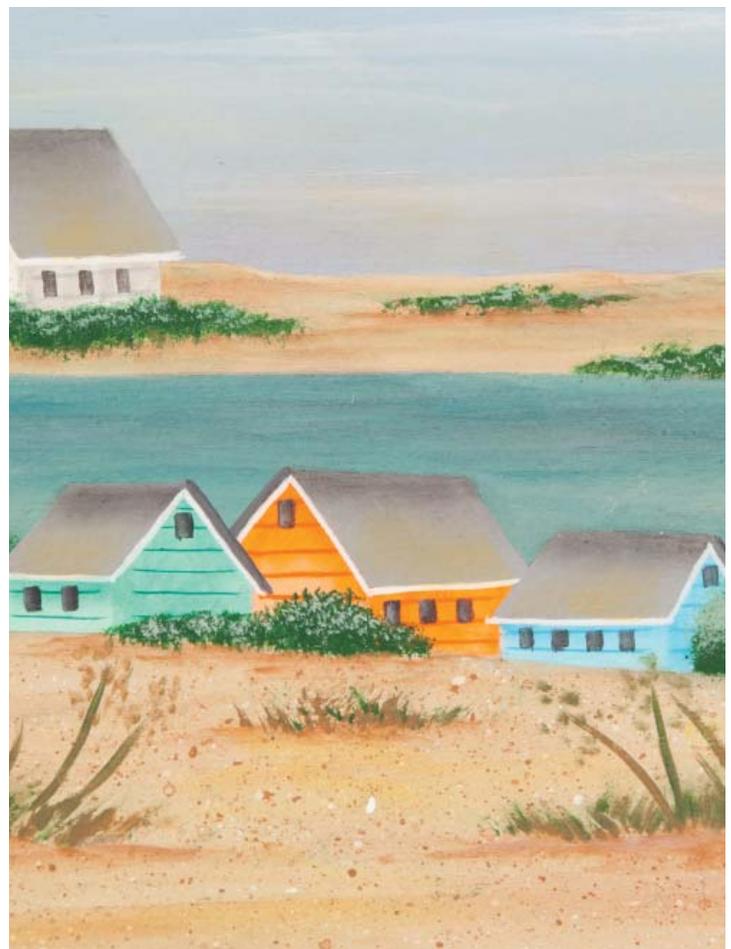
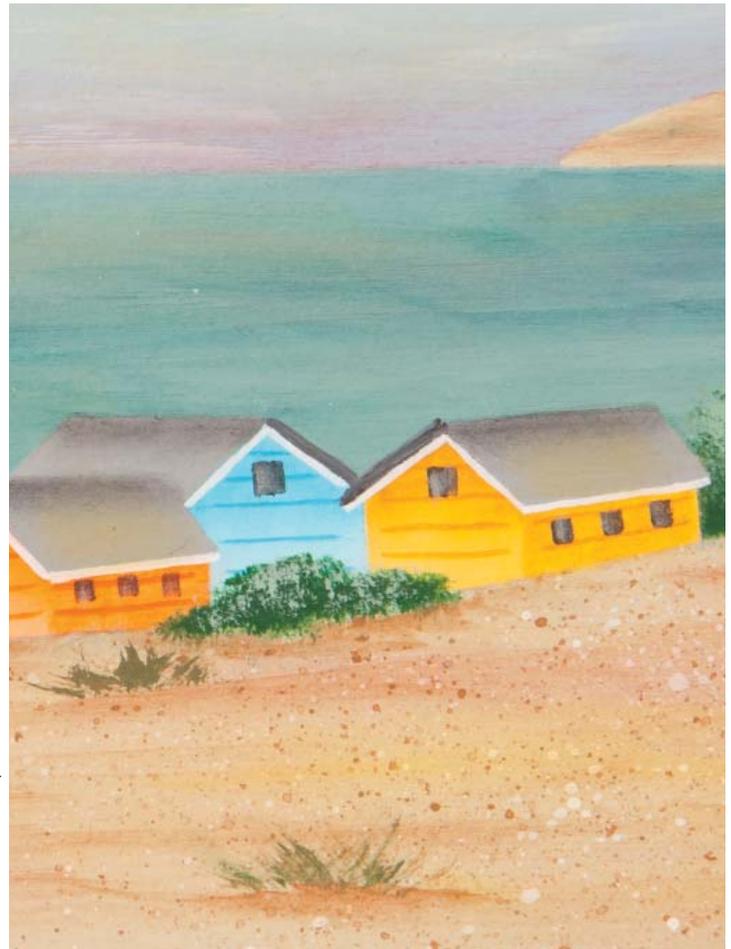
10. Moon Yellow – basecoat walls
Honey Brown – pull wall lines; wash over right walls; float shade across top of the left walls

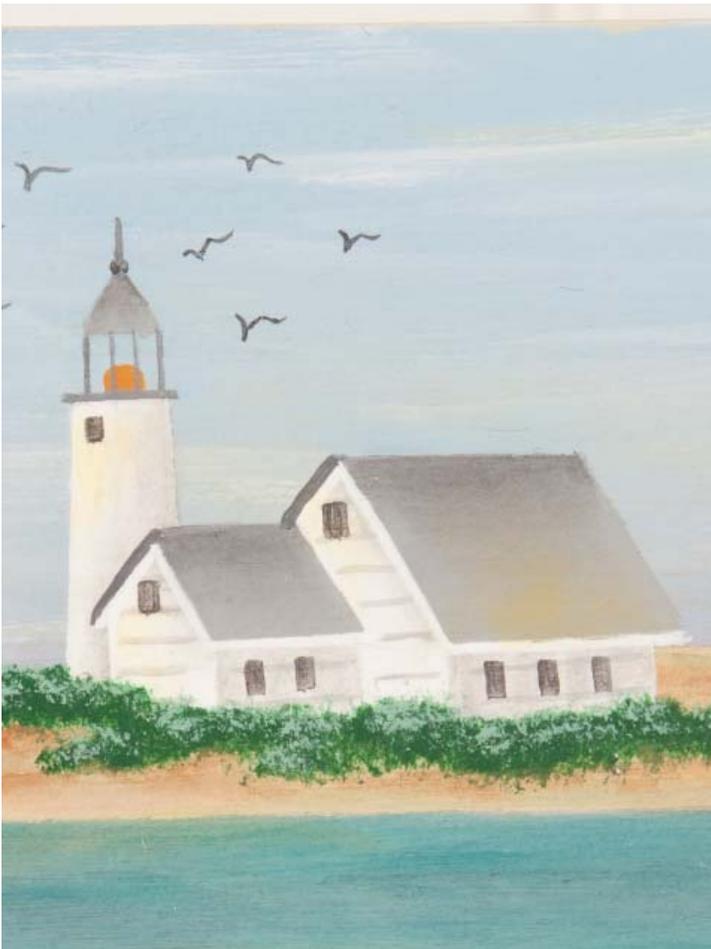
Beach Houses #4 and #8

11. Sweet Mint – basecoat walls
Teal Green – pull wall lines; wash over right walls; float shading across top of the left walls

Beach Houses #5 and #9

12. Coral Shell – basecoat walls
Tangelo Orange – pull wall lines; wash over right walls; float shading across top of the left walls





Beach Houses #6 and #10

13. Whispering Turquoise – basecoat walls
Turquoise Blue – pull wall lines; wash over right walls; float shading across top of the left walls

Lighthouse Setting #2

14. Warm White – basecoat walls
Moon Yellow + Honey Brown - lens
Slate Grey – pull wall lines; wash over right walls; float shading across top of left walls, float shading down the right side of the tower continuing around the middle structure
Snow White – corner load the angle, float a highlight down the left side of the tower

Lighthouse Setting #1

15. Slate Grey – under coat the tower area only with one coat
Warm White – basecoat tower
Moon Yellow – lens
Beach Houses and Lighthouse Setting #2 Roofs

16. Slate Grey – basecoat roofs

Corner load the angle with Graphite, float shading across the top of each roof.
Double load the 0 liner with Graphite + Slate Grey, pull the side roof lines.
With the 5/0 liner and Warm White, pull the roof trim lines.
With the 5/0 liner and Slate Grey, pull the lens room panes and walkway base.
Double load the stylus with Slate Grey + Graphite, place a dip dot at the top the lighthouse roof for the ventilator ball.
Double load the 5/0 liner with Slate Grey + Graphite, pull a line up from the ball for the lightning rod.



Beach Houses and Lighthouse Setting #2 Windows

17. Pull the windows with Graphite; using the 0 or 2 shaders. Corner load the angle with Slate Grey, float a highlight on the left side of each window.

Lighthouse Setting #1

18. Double load the 2 shader with Slate Grey + Warm White, brush blend on your palette, pull the bricks on the tower; refer to photo for placement.

Corner load the angle with Slate Grey, float a wide shade down the left side of the tower. Reinforce the shade float with Graphite, but not floating as wide as the Slate Grey float. Corner load the angle with Snow White, float a highlight down the right side of the tower.

Corner load the angle with Honey Brown, float a shade down the left side of the lens.

With the appropriate size shaders and Graphite, basecoat the roof, walkway bases, walkway supports and the second black band on the tower.

Corner load the angle with Slate Grey, float a highlight on the right side of the roof and first walkway base, over the roof lip, over the second walkway base, right side of the second black band.

With the 5/0 liner and Graphite, pull the lens room panes and line connecting the walkway supports. Double load the 5/0 liner with Graphite + Slate Grey, pull both walkway rails and supports. With the stylus and Graphite, place a dip dot at the top of the roof for the ventilator ball. With Graphite and the 5/0 liner, pull a line up from the ball for the lightning rod.

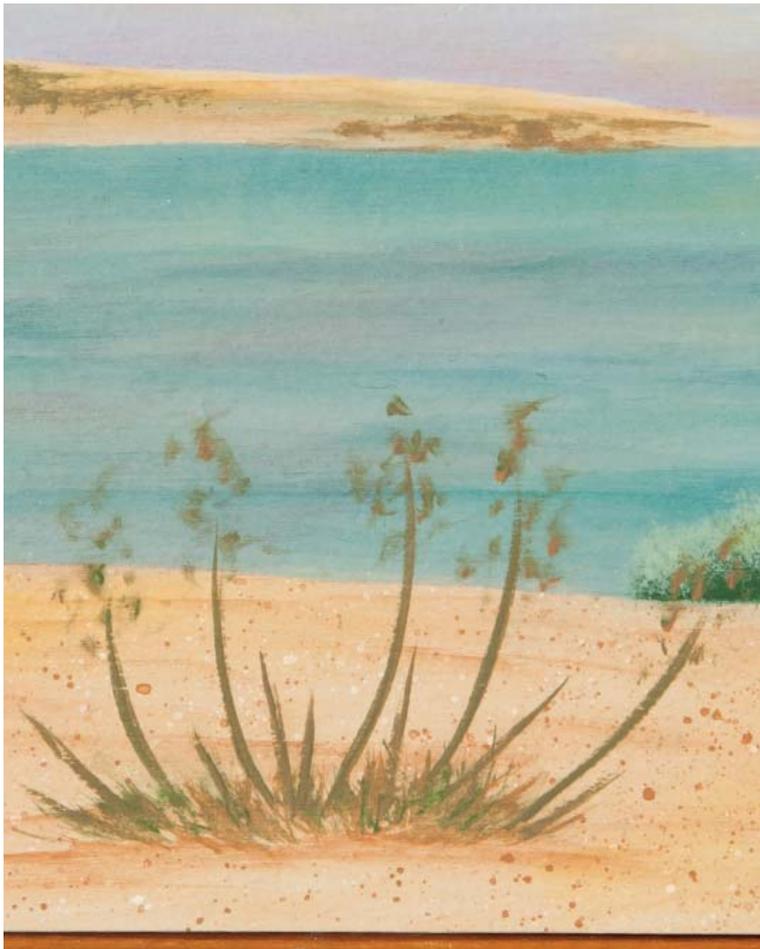
With Graphite and 4 shader, pull the window on the tower. Corner load the angle with Slate Grey, float a highlight on the right side. With the 5/0 liner and Warm White, pull with window panes. Using the 0 liner and Slate Grey, outline the window and pull the window base.

Ground Foliage

19. With the small Texture brush and Forest Green, dance in the ground foliage on the right background island and along the beach houses; refer to photo for placement. Repeat step with a light green mixture (Forest Green + Silver Sage Green 1:2 mixture), lightly and randomly dance across the top of the ground foliage; for highlight and separation.

Double load the small Texture brush with Sable Brown + Forest Green, randomly dance ground foliage on the left background island.





Sea Grass Patches

20. Double load the #4 Fan brush with Sable Brown + Forest Green, randomly pull the sea grass patches over the foreground beach area. Refer to photo for placement; some of the patches are shorter than others.

Double load the 0 liner with Sable Brown + Forest Green, randomly pull some longer blades in the patches. Pre-dampen the area around the longer blades, double load the 0 liner with Sable Brown + Forest Green, randomly dab along the top of the blade area for the sea oats.

Corner load the angle with Sable Brown, chisel float* shade under each grass patch.

Gulls

21. With the 5/0 liner and Graphite, randomly pull gulls in the sky area; refer to photo for placement.

Final Tints of Color

22. The tints bring the painting to life, giving the design more depth. Pre-dampen the design with clean water. The surface should have an even sheen with no runs or puddles.

Corner load the angle with thinned Primary Yellow, randomly floating tints on clouds, lighthouse towers, beach houses, roofs, lands areas, in the water, etc.; mop to soften. Refer to photo for placements.

Repeat step with thinned Rookwood Red, randomly applying tints to roofs, water and land areas.

Distressing Shelf

23. To achieve the distressing areas over the shelf, randomly rub the white candle over areas of the shelf where you want the color below to show through. Note – the backside of the shelf is not distressed. Make sure you wipe away any loose wax with a clean, dry cloth before applying the top coat. Areas coated with the wax will allow the top coat to be easily removed.



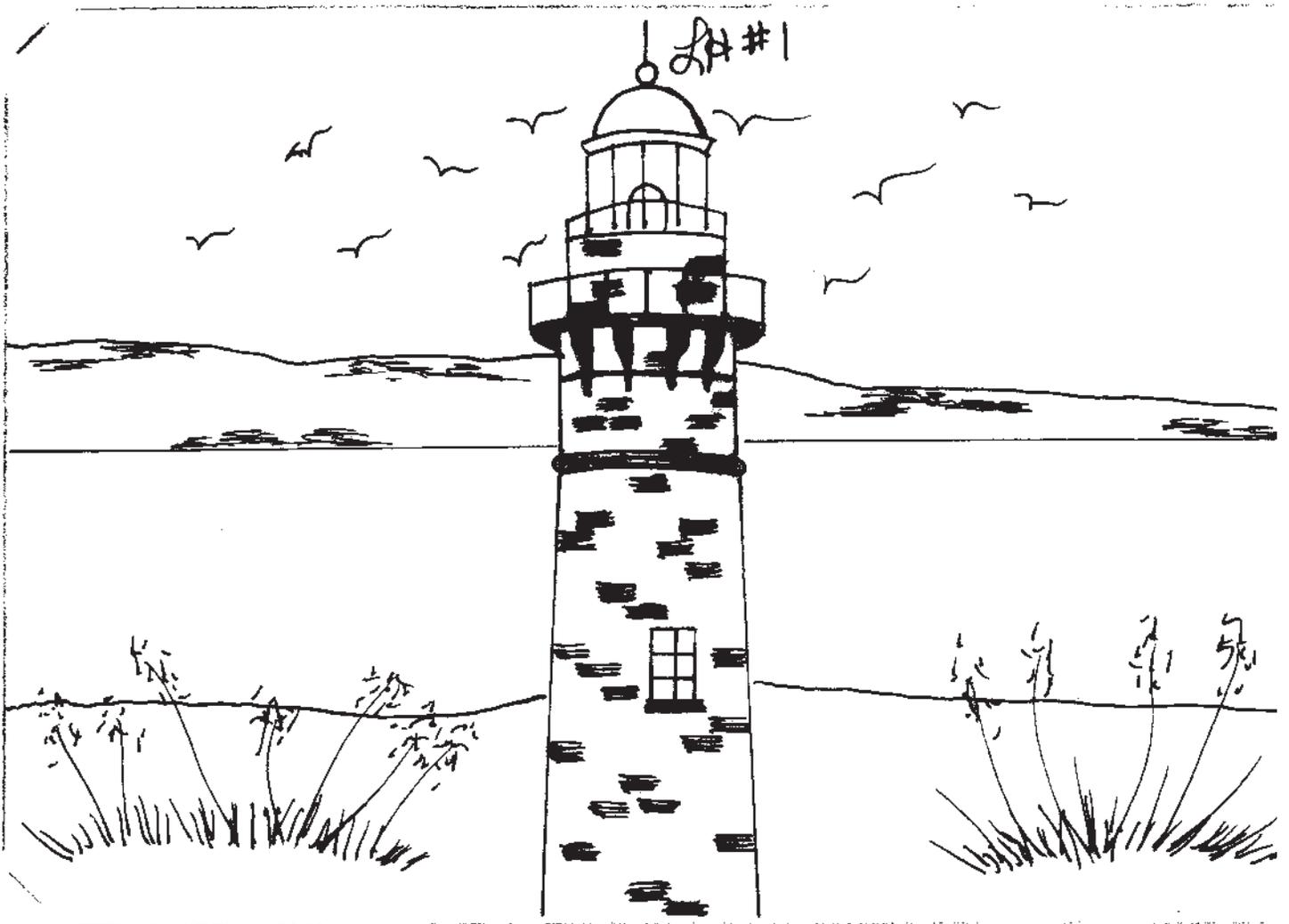
Now basecoat over the shelf with Everlasting Chalky Paint; using the 2" angle brush. Allow to dry.

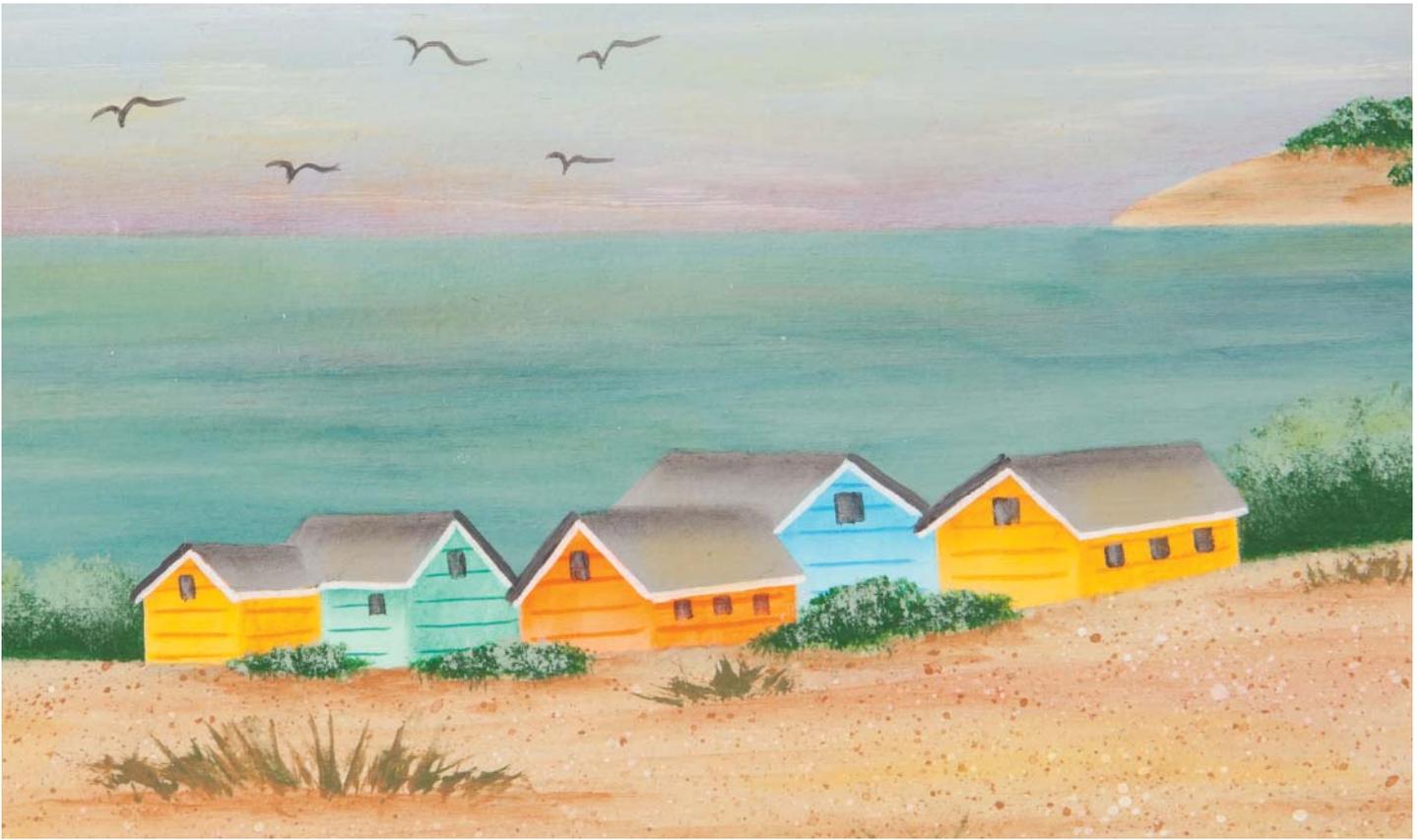
Sand over the shelf areas where the candle was applied, allowing the bottom color to show through. Wipe off with a lint-free cloth.

Finishing:

24. To protect finished painted pieces, varnish the entire shelf and insert with the DuraClear matte varnish; using the 1" Langnickel Combo brush. This brush doesn't leave any visible brushstroke marks after the varnish has dried.

25. Glue the drawer knobs into place with the Glass, Metal & More Permanent Glue.





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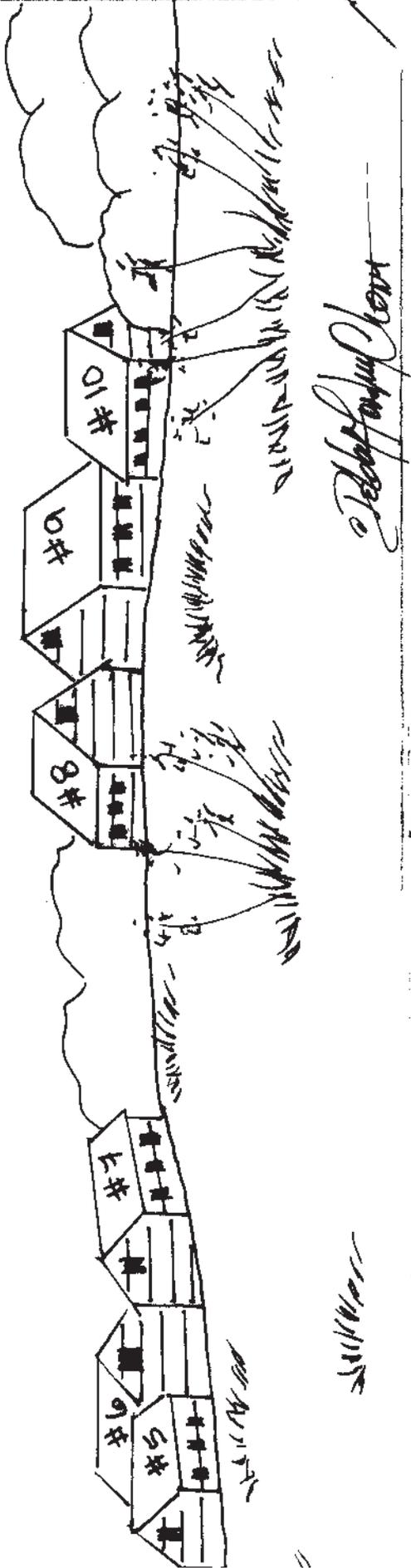
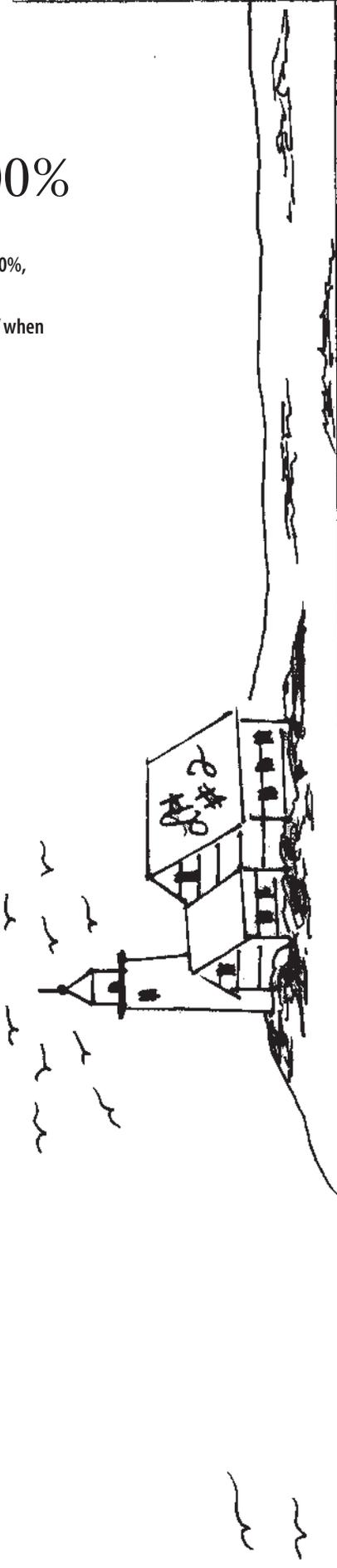


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Pattern at 100%



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Robert Andrew Chen



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