4 All Seasons
by Linda Samuels
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Palette:
DecoArt Americana Acrylics
Avocado #13052
Burlap # 13554
Buttermilk #13003
Golden Straw #13168
Heritage Brick #13219
Light Cinnamon #13114
Oxblood #13139
Poodleskirt Pink #13257
Tangerine #13012
Wasabi Green #13519

DecoArt Neons
Fiery Red # 18000

Baby Pink #13031
Burnt Orange #13016
Canyon Orange #13238
Graphite #13161
Lamp Black #13067
Midnight Green #13084
Payne’s Grey # 13167
Rookwood Red # 13097
Titanium White #13001
Winter Blue #13190

Blue Mist # 13178
Burnt Sienna #13063
French Grey Blue #13098
Grey Sky #13111
Light Buttermilk #13164
Neutral Grey #13095
Pebble #13540
Soft Black #13155
Uniform Blue #13086

Surface:
Recipe Box #62747

Misc. Supplies:
Soft Grip Embossing & Stylus, set of 3 #70125
Brush Basin #70174
Masterson’s Sta-Wet Handy Palette #70031
Paper towels
Graphite Paper; Gray #70141; White #70139
Tracing Paper Pad #83176
Pencil
Art Eraser 3 pack #70202
Scotch tape
Royal 5 Sea Sponge Pack #70391
120 grit sand paper
DecoArt DuraClear Varnish - Satin #87394
DecoArt MultiPurpose Sealer #87392
Liquid Shadow #70034

Brushes:
Papillon by the Artist’s Club
Glaze Wash, size 1” #20103; size 3/4” #20102
Round, size 3 #20159
Script Liner, size 10/0 #20137
Shader, size 0 #20123; size 2 #20125; size 4 #20126; size 6 #20127; size 8 #20129;
size 10 #20130; size 12 #20131
Deerfoot Set #20167
Preparation:
Sand entire piece until smooth. Wipe clean and with the 1” Glaze Wash, apply DecoArt MultiPurpose Sealer to the entire piece. Let dry. Sand a second time & wipe away sanding dust with a damp cloth. Your piece is now ready to paint!

Painting Instructions:
Use appropriate color transfer paper as needed.
Tape off the base. Using the 1” Glaze Wash, base the top of the lid and sides of the box in Blue Mist. Paint the four bottom feet in same color with the size 12 Shader. The inside of the lid, knob, inside of box and edges of both top and box are based in Burlap. Use the ¾” Glaze Wash for the larger areas, and the size 12 Shader for the trim and knob.

WINTER
Tape off the bottom trim. Trace the snowline and with the size 12 Shader, float in Titanium White until you have filled in the area. Create a few snow mounds.
Trace the bucket, balls, sign (no lettering), snowman (no facial features) and tree.

Snowman
Stipple with Buttermilk using the ½” Deerfoot to create the shape of the body and head, leaving the scarf area clean. Repeat with Light Buttermilk, then Titanium White, being careful to not cover up the previous layer.
Trace the scarf, arms, snowballs in hands and facial features
Scarf is Winter Blue using the size 6 Shader. Add Golden Straw stripes with the size 2 Shader. Lining is in Rookwood Red with the 10/0 Script Liner. Shade with French Grey Blue using the size 6 Shader between layers, under head and down the left side. Using the 1/8” Deerfoot, stipple in the snowballs with Buttermilk, then Light Buttermilk and Titanium White. Arms are Light Cinnamon using the 10/0 Script Liner. Line the bottom of arms and fingers in Soft Black with the 10/0 Script Liner and line the top with Burlap. Nose is Canyon Orange using the 10/0 Script Liner, shade bottom with Oxblood using the size 4 Shader, and highlight top with Tangerine. Dry brush the cheeks in Heritage Brick using the 1/8” Deerfoot. Use very little color here, start with a small amount and build your way up. Eyes and mouth are dotted with Lamp Black using a stylus. Line the eyelids with Lamp Black using the 10/0 Script Liner and add a tiny dot of Light Buttermilk with the stylus in the eyes. Buttons are Lamp Black with the size 3 Round. Icicles are Grey Sky with the 10/0 Script Liner, and line the right side with Titanium White. Shade the snowman with French Grey Blue using the size 10 Shader, down the left side of the face, above and below the scarf, down the left side, around the arms and left side of buttons. Shade under the nose using the size 6 Shader. Shade the snowballs in his hands with the same color using the size 8 Shader down left sides.

Bucket of snowballs
Base the bucket in Neutral Grey using the size 10 Shader. Shade left side with Graphite using the
size 10 Shader and highlight the right side with Grey Sky. Add a small shade of Graphite at the base with the size 4 Shader. Add the handle in Lamp Black with the 10/0 Script Liner. Use the stylus and add a small dot of Lamp Black on the left side of the handle. Add a highlight of Titanium White with the 10/0 Script Liner down the right side, with a tiny bit on the handle. Paint in snowballs in same manner as the ones held by the snowman. Shade in between them with French Grey Blue using the size 4 Shader. Sign is Light Cinnamon using the size 3 Round for the stick and size 12 Shader for the sign. Trace lettering and paint in with Light Buttermilk using the 10/0 Script Liner. Shade below the board with Soft Black using the size 6 Shader. Shade down the left side, and bottom of sign with Soft Black using the size 10 Shader.

Tree
Trunk and branches are Light Cinnamon, using the size 3 Round for the base switching over to the 10/0 Script Liner for the top and branches. Shade down the left side with Soft Black using the size 8 Shader and highlight the right side with Burlap. Needles are Midnight Green, using the 10/0 Script Liner, keeping it light and airy with a slight curve at the end. Repeat with Avocado and finally Wasabi Green.

Liquid Shadow Shading
Using the ¾” Glaze Wash, shade above the snowline, right side of sign and snowballs, right side of snowman, and under the arms.

Lettering
Trace season lettering
Using the size 0 Shader, paint with Light Buttermilk.

SPRING
Trace the complete pattern. Using the size 12 Shader, float in the grass with Avocado. Repeat until it fills in towards the bottom. Using the ½” Deerfoot, dry brush Wasabi Green in the center part. Using the size 10 Shader, highlight above the grass line with Wasabi Green. Add a small Wasabi Green highlight on the lower, right side bottom corner.

Bench
Bench is in Soft Black, using the size 3 Round for the back side, and the 10/0 Script Liner for the seat and legs. Silhouettes are in Lamp Black using the 10/0 Script Liner. Line in the bird with Lamp Black with the 10/0 Script Liner.

Tree
Trunk and branches are lined with Light Cinnamon using the size 3 Round and 10/0 Script Liner. Shade the left side with Soft Black using the size 6 Shader and highlight the right side with Burlap. Using the ¼” Deerfoot, pounce in Baby Pink to create shape. Keeping a dirty brush, add highlights on tops in a mix of Poodleskirt Pink and Titanium White (1:1 ratio), also with the ¼ “ Deerfoot and finally, add a few highlights of Titanium White.

Liquid Shadow Shading
Using the ¾” Glaze Wash brush, shade on right side of tree trunk and around the right side of the silhouettes.

Lettering
Trace season lettering
Using the size 0 Shader, paint with Light Buttermilk.

SUMMER
Trace ground line. Paint in the same as for SPRING. Using the size 8 Shader, add a highlight of Wasabi Green across the bottom.
Trace the house, bush and tree.

Tree
Using the size 10 Shader, base the trunk in Light Cinnamon with a few branches going up towards the top. Shade the left side with Soft Black using the size 12 Shader. Sponge in the leaves with the natural sea sponge and Avocado. Add highlights of Wasabi Green and finally bits of Light Buttermilk. Add bottom sprigs of grass with Avocado and Wasabi Green using the 10/0 Script Liner.

House
Tape edges and base the house in Golden Straw using the size 12 Shader. Remove tape when dry. Shade down the left side and under roof line with Burnt Sienna, using the size 10 Shader. Roof is lined with Lamp Black using the 10/0 Script Liner. Chimney is Rookwood Red using the size 3 Round. Shade left side with Soft Black using the size 2 Shader and highlight the right side with Fiery Red. Line the top with Lamp Black using the 10/0 Script Liner. Trace in windows and door; and paint in Lamp Black with the size 3 Round. Trim is Light Buttermilk lined using the 10/0 Script Liner. Stipple the bush in Avocado using the 1/8” Deefoot, with bits of Wasabi Green added. Run the 10/0 Script Liner through Rookwood Red and Light Buttermilk, and add swirls of roses.

Sheep & Crow
Trace the sheep and crow.
Stipple the sheep in using the same manner as with the snowman, keeping the blanket area clean. Face is filled in with Lamp Black using the size 8 Shader; ear, feet and tail are also Lamp Black, filled in with the 10/0 Script Liner. Dot the eye with Light Buttermilk using the stylus. The blanket center is Golden Straw with the size 12 Shader. Line the edges with Rookwood Red using the size 2 Shader adding bottom squares of Golden Straw. Line the tree in Light Cinnamon and add Avocado leaves with the 10/0 Script Liner. Shade the center left and bottom with Burnt Sienna using the size 12 Shader. Shade the Golden Straw corners with Burnt Sienna using the size 2 Shader. Shade the sheep using the size 10 Shader with Neutral Grey around the blanket and under the ear with the size 8 Shader. Crow is Lamp Black, using the size 3 Round for the body and the 10/0 Script Liner for the feet. Dot the eye with the stylus and Light Buttermilk. Highlight the wing with Grey Sky using the size 2 Shader and a slight highlight at the tail.

Liquid Shadow Shading
Using the ¾” Glaze Wash brush, shade on the right side of the chimney, house, bush, crow and around the tree trunk.

Lettering
Trace season lettering
Using the size 0 Shader, paint with Light Buttermilk.

**AUTUMN**
Trace tree and ground line.
Float in the grass with Avocado using the size 12 Shader until it fills in. Add a layer of Light Cinnamon over the top portion only. Tree trunk is the same as SUMMER. Sponge in leaves with Avocado, then add bits of Burnt Orange and finally Golden Straw.
Trace scarecrow, pumpkins and sign.

**Scarecrow**
Base the stick in Light Cinnamon with size 3 Round. Shade left side with Soft Black using the size 2 Shader and highlight right side with Burlap. Hat and coat are Uniform Blue using the size 12 Shader for the coat and size 8 Shader for the hat. Shade with Payne’s Grey using the size 10 Shader down left side of coat, down the center, down each bottom of sleeve, and down left side of hat. Also with the size 12 Shader, highlight the right side of the hat, tops of sleeves, down the right side of the coat and down the centre with Blue Mist. Stripes, collar and face are Burlap using the size 2 Shader for the stripes and the size 10 Shader for the collar and face. Facial features, stitches and bow are Soft Black using the 10/0 Script Liner. Shade the bottom of the stripes (on sleeves and hat) with Soft Black using the size 2 Shader and highlight the tops with Light Buttermilk. Use the same colours for the collar but use the size 8 Shader. All straw bits are Golden Straw using the 10/0 Script Liner and add bits of Burnt Sienna. Stick arms are Light Cinnamon with the 10/0 Script Liner. Add a line of Soft Black on the bottom, and a line of Burlap on the top.

**Pumpkins**
Base in Canyon Orange using the size 10 Shader. Shade the sections with Oxblood, using the size 8 Shader. Highlight outside edges with Tangerine also with the size 8 Shader. Using the 1/8” Deer-foot, dry brush Tangerine in the center parts to bring them out. Stems and twigs are Pebble with the 10/0 Script Liner. Shade at the bottom with Soft Black. Sign is in the same colours as the WINTER sign. Lettering is Light Buttermilk using the 10/0 Script Liner. Add bits of grass with the 10/0 Script Liner using Avocado and Wasabi Green.

**Liquid Shadow Shading**
Using the ¾” Glaze Wash brush, shade down tree trunk, above grass line, right side of scarecrow, under the arms and around the top and right side of the sign.

**Lettering**
Trace season lettering
Using the size 0 Shader, paint in with Light Buttermilk.

**Finishing:**
Using the size 12 Shader, shade the Burlap edges with Light Cinnamon. The top edges of the Blue Mist lid are shaded with Liquid Shadow, using the ¾” Glaze Wash. Sign and seal with DecoArt DuraClear Satin Varnish.
Pattern at 100%

To ensure your pattern is at 100%, this box should measure 1" x 1" when printed.
Winter

Snowballs Sale

Spring

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