## $\mathfrak{M I X I N G} \mathfrak{A N D}$ PAINTING COLORS

When applying paint (oil or acrylic) to a carved project, thin the paint to a watery consistency so that alittle of the grain shows through. This technique is referred to as a wash, and it may require several applications to achieve the desired effect.

Ulsing washes, instead of heavy coats of paint, prevents the project from taking on the appearance of a piece of plastic or glazed ceramic.

The carving is only as good as the way it is finished.
Ule Gesso sealer before air brushing or applying paint. The paint adferes better and gives a professional finish.

## Mixing Colors

The following color combinations will help with the painting of a project.
Yellow and Yellow Ochre
White added to yellow and orange will give a peach tone.
Orange added to yellow octire with a small amount of green will give a mustard gold.
White added to yellow for lemon yellow.
White added to yellow octre for beige.
Red
Red can be used as good graying color when added to 6 lues and greens.
Add white and yellow ochre to red for flest tones.
$\mathcal{A d d}$ white to red for tints of pink.
Blue is added to red to darken.
Yellow is added to red to lighten or make orange.
Add white to crimson for a bright pink.
Add a little white to 6 lue and crimson for violet.
Black is added to red for rich rust tones.

Green
Permanent green light is your bestgreen because it is neutral and can be sfaded either lighter or darker than other greens.

Add yellow ocfire and alittle red to green for olive green. White will lighten fue.
Burnt sienna is added to greenfor dark, richgreenfor leaves, trees, lawns, and shading.
Yellow octire is added to the above mixture for fighlights on trees and foliage.
Blue is added to green for turquoise; add white for aqua
Blue
Ultramarine blue is used as a darkener and for intense fues.
Red is added to 6 lue for purple. White is added to purple for violet.
Black is added to 6 lue for a dark 6 lue.
White is added for a variety of 6 tue strades.
Green and a little white is added for Prussian 6 lue.
Green is added with a little red and white for a coolgray.
Burnt Sienna
Use as a rich rust color alone.
Yellow ochre is added to burnt sienna for alighter beige rust.
Black is added to burnt sienna for a burnt umber.
Red, 6 lue, and white will tint of 6 lack creates a violet gray.
Color Formulas
Custom mixing colors makes it difficult to duplicate colors at a later time. Ulsing color formulas enable a carver or painter to duplicate the mixture and to achieve bright and pleasing colors. Often muddy tones result when the wrong combinations of colors are mixed without good color formulas. The combinations listed below are used for flest tones, fair, flowers, fruit, clothing, and backgrounds.

Flesh: 8 parts yellow ochre, 2 parts white.
Lips and checks: 6 parts white, 2 parts red, 2 parts yellow ochre.
Light 6 londe hair: 8 parts yellow ochre, 2 parts white.
Dark 6 londe hair: 5 parts yellow ochre, 5 parts 6 urnt sienna.

Ligft redfead: $\mathcal{E}$ parts orange, 2 parts or white.
Dark redfead: 7 parts Grumbacher red, 3 parts orange.
Light 6rown hair: 5 parts burnt sienna, 5 parts yellow ocfre.
Dark brown fair: 5 parts burnt sienna, 2 parts ultramarine blue.
Darkgreen: 7 parts permanent greenligft, 3 parts 6urnt sienna.
Ligft green: 5 parts permanent greenlight, 4 parts burnt sienna.
Olive green: 8 parts $\mathcal{H}$ ans a cadmium yellowmedium, 2 parts 6 lack.
Light pink rose: 6 parts thalo or alizarin crimson, 4 parts white.
Dark rose: 9 parts thalo or alizarincrimson, 1 part white.
Warm ligft blue: 7 parts ultramarine 6 lue, 3 parts white.
Cool light 6 lue: 7 parts manganese or cerule an 6 lue, 3 parts wfite.
Turquoise: 4 parts manganese or cerulean 6 lue, 4 parts permanent greenligft, 2 parts white.

Dark 6 lue: 8 parts ultramarine 6lue, 2 parts burnt sienna.
Prussian 6lue: 6 parts ultramarine 6 Gue, 3 parts permanent greenligft, 1 part wfite.
Lavender: 4 parts ultramarine blue, 4 parts thalo or alizarincrimson, 2 parts white.
Rust: $\mathcal{S}$ parts Grumbacker red, 2 parts 6 lack.
Antique red: 7 parts thalo or alizarin crimson, 3 parts yellow ocfire.
Deep red: 7 parts thalo or alizarin crimson, 3 parts 6urnt sienna.
Coolgray: 5 parts manganese 6 lue, 2 parts Grumbacker red, 2 parts yellow ocfire, 1 part white.

Warm gray: 5 parts ultramarine 6lue, 2 parts Grumbacher red, 2 parts yellow ocfre, 1 part white.
Gray green: 5 parts permanent green ligft, 2 parts ultramarine blue, 2 parts yellow ocfire, 1 part wfite.

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