

Ark Babies

by Kerry Trout



The Artist's Club

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Palette:

DecoArt Americana Acrylics

Burnt Umber #13064
Golden Straw #13168
Irish Moss #13548
Light Buttermilk #13164
Melon #13245
Purple Cow #13262
Snow White #13001
Zinc #13539

Georgia Clay #13017
Honey Brown #13163
Lamp Black #13067
Margarita #13541
Ocean Blue #13260
Purple Pizzazz #13543
Spicy Mustard #13284

Surface:

Ark Ornament #62946

Misc. Supplies:

Americana Wood Stain – Walnut #70137
DecoArt DuraClear Varnish – Satin #87394
IdentiPen – Black #70830
Americana Wood Glue #70246
Super Chaco Paper, White #82065
Toothpicks

Brushes:

Papillon by the Artist's Club

Shader, size 12 #20131; size 10 #20130; size 6 #20127; size 4 #20126; size 2 #20125
Liner, size 2 #20148; size 1 #20147; size 0 #20146
Round, size 1 #20157; size 6 #20163

Preparation:

Please read through and understand these directions before you start. You may notice painting steps will jump around from one area to another. I do this so an area can dry—then I go back to it. Sand the surface and buff off any sharp corners, but very lightly. (Never round off corners with sandpaper). Do NOT use wood sealer on this project. (Applying a wood sealer will prevent the wood stain from absorbing into the woodgrain.)

Coat the entire piece (size 12 Shader) with wood stain, working one side at a time. Wipe off with soft cloth. A second application is recommended — you want a dark, rich woodgrain. Let dry. Transfer the pattern with Super Chaco Paper - White. Eliminate details like flowers, water bubbles, and eyes at this time.



Painting Instructions:

Make separate watery blends of Honey Brown and Burnt Umber. Use a size 4 Shader to randomly paint planks with different shades, leaving some unpainted. This will give the planks varied colors. Paint the roof Honey Brown. Paint trim (checkered strip) Light Buttermilk. Then paint every other check Lamp Black. This can easily be done with one stroke with the size 4 Shader. When dry, float Honey Brown against right edges of each black check. Paint window trim with Light Buttermilk and apply checks with a size 1 Round.

Base coat animals one coat Light Buttermilk. (This underpainting will allow final colors to be true and bright.) Float Burnt Umber with size 10 Shader around boat edges and under eave. Use watery Burnt Umber on No. 6 round brush to run around outer edges (left and bottom) of animals and banner.

Mix 4:1 ratio of Burnt Umber and Lamp Black and float on ends of planks with a size 4 Shader. Transfer shingles. Float Georgia Clay under each shingle with size 6 Shader. Float Spicy Mustard onto rounded edges of shingles. Float Burnt Umber into pointed gaps between shingles. Paint the animals using colors as follows. The shading colors are to be floated on the right sides of the figures.

Elephant—Purple Cow with Purple Pizzazz shading

Giraffe— Golden Straw, with a muzzle painted a 2:1 mix of Golden Straw and Snow White. Shading on head is Honey Brown.

Pig— Melon with 1:1 mix Melon and Georgia Clay for shading

Panda — Snow White with Lamp Black ears, eyes and paws. Shade white head with 1:1 Zinc and Snow White, and highlight black areas with Zinc.

Bluebirds — 1:1 Ocean Blue and Snow White. Shade with 1:1 Ocean Blue and Zinc. Breasts are 2:1 Spicy Mustard and Georgia Clay.

Duck — Zinc with Lamp Black shading.

Highlight each animal by “rouging” (circular dry brushing) with a small scruffy brush (or small dome brush) and the base color with 2 parts white added.

Make pink in ears of Elephant, Panda and Giraffe with Melon and shaded with Georgia Clay. Rouge on cheek color with circular dry brushes of Melon.

Paint beaks Spicy Mustard shaded with Georgia Clay. Paint nostrils and dots on Giraffe with Honey Brown. Paint nose on Panda and nostrils on Pig Burnt Umber.

Shade the banner with Honey Brown floats and add Snow White highlights.

Mix 1:1 Ocean Blue and Snow White. Paint water, let dry. Float Snow White along edges of waves. Use a size 1 Liner to paint curled waves. Add dots of Ocean Blue, and dots made with mixes of Ocean Blue and Snow White. Highlight the dots with Snow White on a toothpick.

Dot Panda and Duck eyes with a 1:1 mix of Zinc and Snow White using the end of a paint brush handle or stylus. Make 1/8” in diameter. Let dry.

On other animals dot on eyes in Lamp Black. When dry, dot tiny highlights of white with toothpick.

For the Panda and Duck, carefully dot on black pupils within the dark gray eye. Highlight as others.

Mix 2:1 Margarita and Ocean. Add leaves to roof and at ends of banner with this teal mix, then add lighter leaves in Margarita and some in Irish Moss. Stroke on these leaves with a size 2 Shader using a comma stroke.

Paint fish Margarita and shade with Irish Moss. Add detail lines with a size 0 Liner and a 2:1 mix Irish Moss and Ocean Blue.

Paint flowers by using five tiny comma strokes in Snow White (on the banner it is only a one-stroke

bud on either side.) Let dry, then float Spicy Mustard around the centers. Dot the centers with Honey Brown.

Outline shingles with Burnt Umber on a size 2 Liner.

Select a font (or stencil) and transfer the name to the banner, and line in Burnt Umber with a size 1 Round brush.

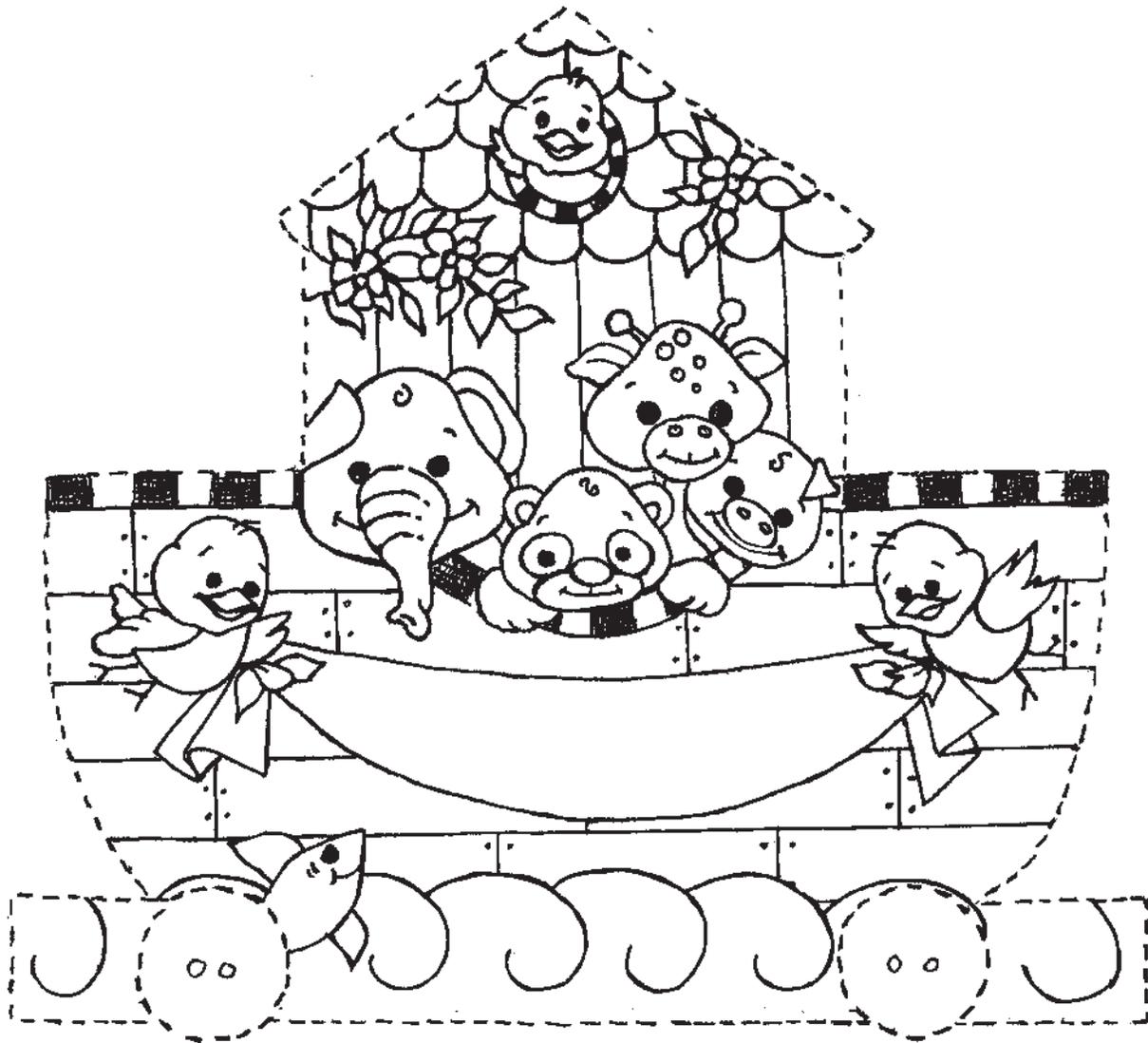
Paint button wheels Spicy Mustard, then float Georgia Clay around inner edge. When completely dry, run a more narrow float of Burnt Umber over that. Stroke “thread” onto middle of button with Burnt Umber. Glue button wheels onto water area, allowing an overhang of 1/4”.

Finishing:

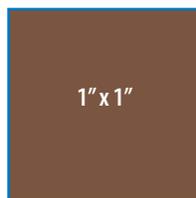
Varnish entire ornament with two coats of DuraClear Satin Varnish — drying completely and lightly sanding with paper from brown paper bag between coats. Add detail lines (after varnishing)— outlines, mouths, eyebrows, nails, bird feet etc. using a black fine tip IdentiPen – Black (or with Lamp Black & a Liner) Do not outline flowers or dots in water.







Pattern at 100%



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



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