

Hello Spring Book Box

by Debby Forshey-Choma

The Artist's Club



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Palette:

DecoArt Americana Acrylics

Avocado #13052	Baby Blue #13042
Baby Pink #13031	Bleached Sand #13251
Celery Green #13208	Charcoal Grey #13088
Cocoa #13253	Espresso #13261
French Mauve #13186	French Vanilla #13184
Graphite #13161	Green Mist #13177
Lavender #13034	Payne's Grey #13167
Plantation Pine #13113	Purple Cow #13262
Rookwood Red #13097	Sand #13004
Snow White #13001	Soft Lilac #13237
Terra Coral #13286	Warm White #13239
Wasabi Green #13519	Zinc #13539

Surface:

Book Box with 5 inserts #62655

Misc. Supplies:

DecoArt Acrylic Spray Sealer/Finisher – Matte #70836
DecoArt DuraClear Varnish – Matte #87395
DecoArt MultiPurpose Sealer #87392
Gray Graphite Paper #70141
C-Thru Graph Ruler
Soft Grip Embossing and Stylus Set of 3 #70125
Palette Knife #70194
Make-up wedge
Stamping acrylic block Stampendous Clear Stamps – Butterflies SSC028 (optional)
Decorative Knob of Choice
Candle

Brushes:

I have used Royal Brushes for this project. Comparable Papillon by the Artist's Club brushes are in parentheses.

#1360 – small, medium, large Debby's Texture brushes (Blending Set #20168)

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

#1400 – 3/4 SG White Blending Mop (Maxine Thomas Mop, size 3/4" 27181)

#4585 – 10/0, 0 Majestic liners (Liner, size 10/0 #20145; size 0 #20146)

#3080 – 1 Oval Wash Combo (Varnish Set #20170)

#4700 – 3/4 Majestic glaze wash (Glaze Wash, size 3/4" #20102)

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

Preparation:

1. Seal the entire book box and one insert with MultiPurpose Sealer; using the glaze wash brush.

Allow to dry. Lightly sand, wipe off with a lint-free cloth.

Basecoat the entire book with Bleached Sand; using the glaze wash brush, achieve an opaque coverage.

Basecoat the trim edges and backside of the front cover of the book box with Charcoal Grey; Using the 12 shader.

Load one side of the glaze wash brush with Celery Green, the other side with Plantation Pine, do not blend on your palette, basecoat the edges and back side of the insert with a slip slap motion; allowing both colors to show.

Smoke Marbleizing Technique:

2. *This faux finish on the book box will accent a variety of designs you to choose to paint on the inserts. You might want to have a scrap piece of wood prepped to try this technique before going directly to the box. Also you could try using a spoon, fork or palette knife to see the different effects each one makes. I used the palette knife. The outside front and back of the book box are faux finished.

To smoke, light the candle in a holder and allow to burn for a few minutes, until you have a good flame. Practice moving the scooped side of the tablespoon, the fork or palette knife wiggling and moving it up and down in the flame. Watch the steady stream of black carbon rising above, this stream of smoke is what adheres to the project piece.

Hold the piece about 6" above the flame moving the piece around so that the carbon will adhere to various places. Be careful not to let the palette knife touch the surface and handle with care - the carbon will smudge. If you get too much carbon, wipe off with a soapy cloth, redo the basecoating and re-try marbleizing. When you have achieved the desired effect, spray lightly with matte spray to avoid smudging.

When marbleizing a larger or awkward piece, you will have to smoke it in sections. Smoke one section, spray, let it dry and repeat steps to the other sections until the entire piece is marbleized.

Re-basecoat the wood sides that represent pages with Bleached Sand; using the 12 shader. When dry, corner load the angle with Charcoal Grey, float along the side edges with shading.

After the piece has dried, varnish the entire piece with the Oval Wash Combo brush; it doesn't leave any visible brush stroke marks after the varnish has dried.

Painting Instructions:

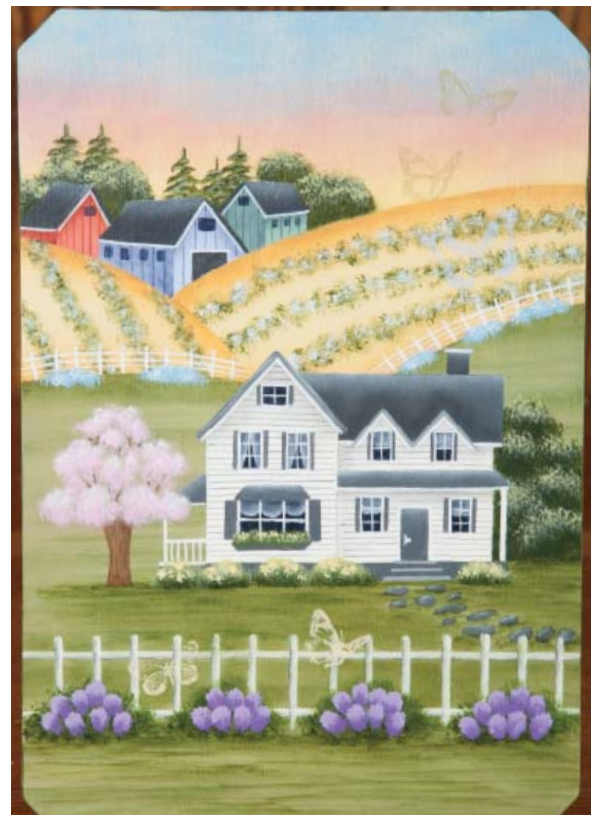
Basecoating Sky, Hills and Land Areas

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

Use the appropriate size shaders to basecoat the areas and achieve an opaque coverage –

Sand – background land areas

Celery Green – foreground land area





Sky Area

4. Lightly pre-dampen the sky area with clean water. The surface should have an even sheen with no runs or puddles. Corner load the angle with thinned French Vanilla, float a tint along the horizon into the sky area. Refer to photo for placement. Soften with a mop brush.

Repeat steps with French Mauve, floating above the French Vanilla, blend with the mop brush between the two colors.

Now corner load with Baby Blue, float from the top of the sky down, blending into the sky tints.

Background Land Areas

5. Corner load the angle with Cocoa, float a wide shade across the top and bottom of each background land areas.

Lightly pre-dampen one land area at a time, with the small Texture brush and Plantation Pine, dance in the crop foliage.

Repeat steps with the second land area.

When dry, lightly pre-dampen foliage, with the small Texture brush and Snow White, randomly dance in flowers in the crop foliage.

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.

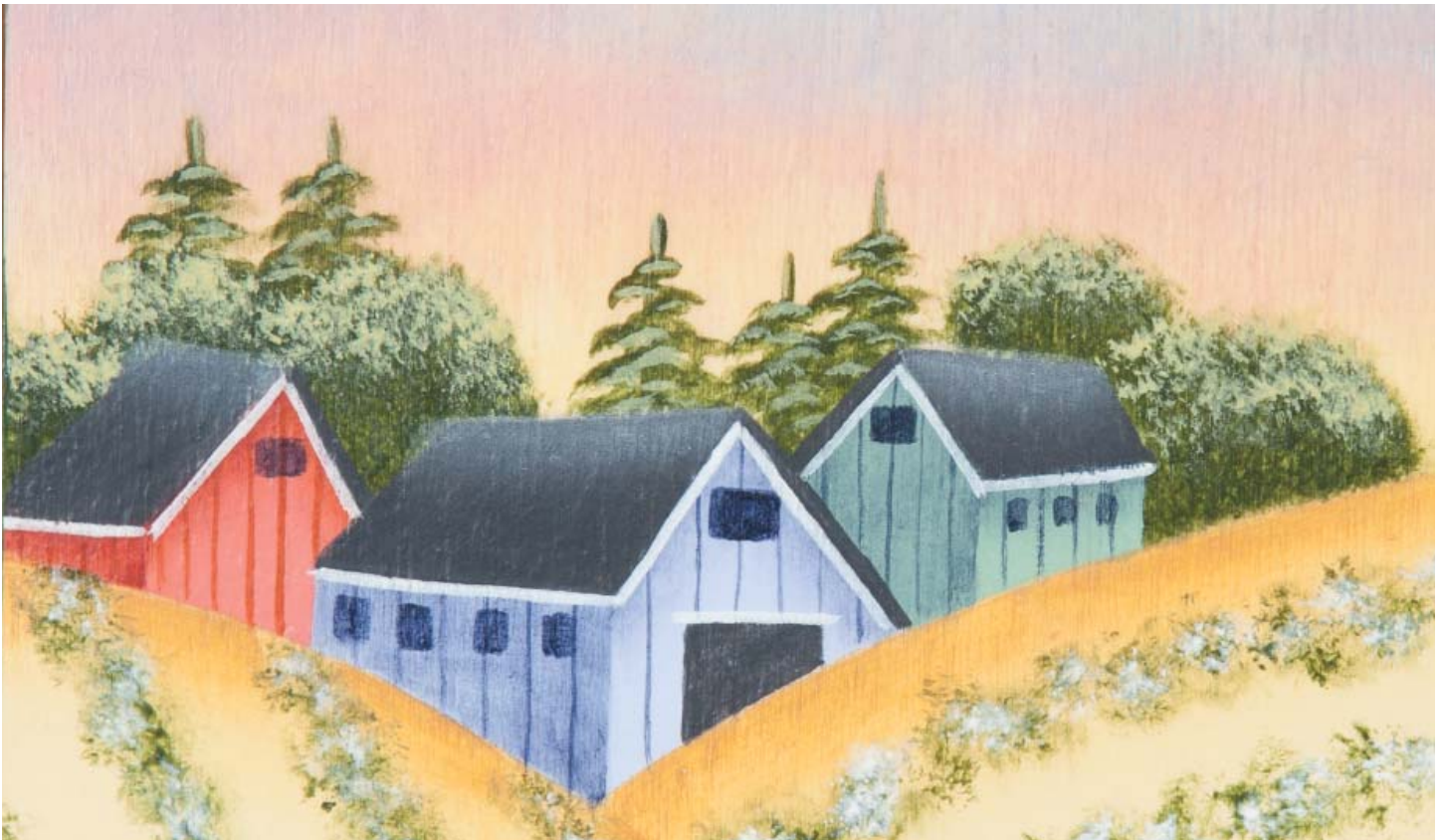
Foreground Land Area

6. Corner load the angle with Avocado, randomly chisel float* shading over the foreground land area. Repeat step with Wasabi Green; for highlight.

*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.

Corner load the angle with Plantation Pine, float a wide shade across the top of the land area. Transfer the remaining design lines to the surface; using the graph ruler to aid in the transfer of any straight lines, by dragging the stylus along the ruler's edge.





Background Pines

7. With a pencil and the graph ruler, lightly transfer the center line for each pine. Now slightly dampen the surface with clean water where the pine will be pulled. The dampened surface will allow the pines to softly bleed; giving the illusion of the pines in the distance.

Use the 4 filbert loaded with Plantation Pine across the chisel edge.

Up on the chisel edge, vertically pull the very top of the pine. Horizontally tap from left to right for the boughs, slowly and slightly widening as you work towards the base of the pine. Allow a bit of the background to show through; so the pine doesn't look like a triangle.

Repeat steps with Wasabi Green, randomly tapping on boughs; for highlight.

Background Shrubs

8. Using the appropriate size Texture brush and Plantation Pine, dance in the shrub clusters behind the background structures and on the left side of the larger foreground structure. Repeat the step with Wasabi Green, randomly dance on the shrub clusters; for highlight and separation. Refer to photo for placement.

Painting Background Structures

9. Use the appropriate size shaders to basecoat the structures. 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. Roofs, windows, doors will be completed in a later step.

Left Structure

10. Terra Coral – basecoat walls
Rookwood Red – pull wall lines; wash over left wall; float shade across the top of the right wall

Middle Structure

11. Lilac – basecoat walls
Payne’s Grey – pull wall lines; wash over left wall; float shade across the top of the right wall

Right Structure

12. Green Mist + Snow White 1:1 mixture – basecoat walls
Payne’s Grey – pull wall lines; wash over left wall; float shade across the top of the right wall

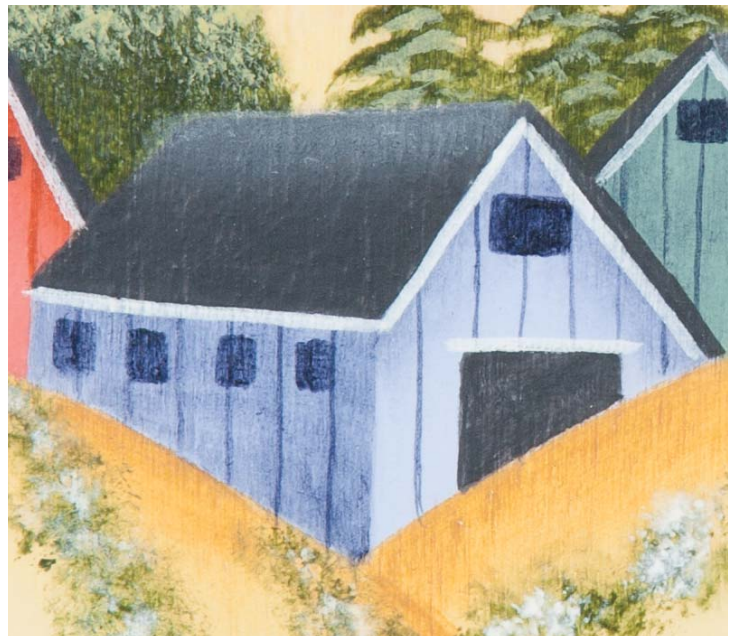
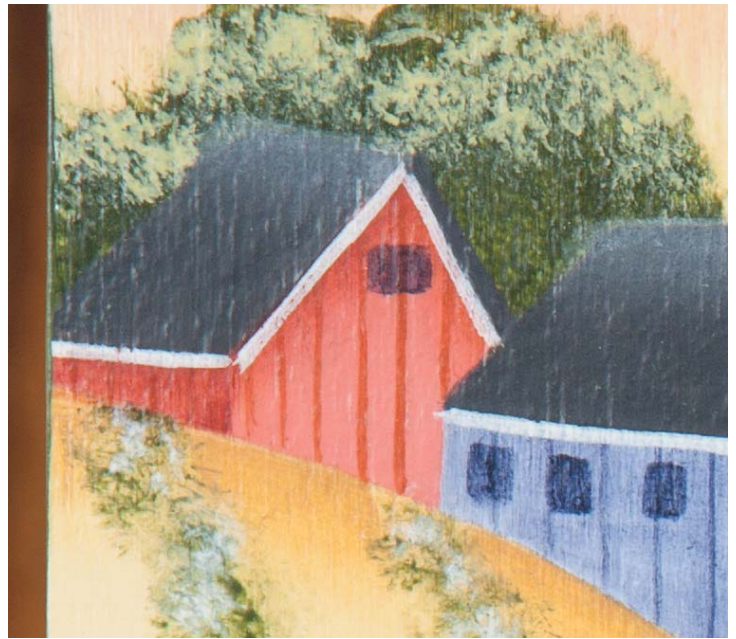
Background Structures Roofs, Windows and Door

13. Basecoat roofs with Graphite; using the appropriate size shaders. When dry, corner load the angle with Warm White, float a highlight across the top of each roof. With the 0 liner and Graphite, pull the side roof lines, using the 10/0 liner and Warm White, pull the roof trim lines. With the 0 shader and Payne’s Grey, pull the windows. Using the 4 shader and Graphite, pull the door. With the 10/0 liner and Warm White, pull the top door trim line.

Foreground Structure

14. With the appropriate size shaders, basecoat Warm White – walls
Zinc – three roofs, chimney, foundation
With the 10/0 liner and a mixture of Zinc + Snow White 1:1, pull the wall lines. Wash over the right two wall sections with Zinc; using the 8 shader. Corner load the angle with Zinc, float shading across the top of the left wall.

Roof – corner load the angle with Graphite, float shading across the bottom of the larger roof, around the window peaks and across the bottom of the chimney. Then corner load the angle with Snow White, lightly float a highlight across the top of the three roofs and chimney. With the 0 liner and a 1:1 mixture of Zinc + Snow White, pull





the roof lines and step lines. Using the 10/0 liner and Warm White, pull all roofs and chimney trim lines.

Windows and door– with the appropriate size shaders, pull the windows with Payne’s Grey and the door with Zinc. Corner load the angle with Snow White, float curtains in the windows; refer to photo for placement. Then float a highlight across the top of the door.

With the 10/0 liner and Warm White, pull window panes, outline the windows and door, pull the door knob. Use the 0 liner with Warm White, pull the roof post, porch supports and rails.

Shutters – with the 0 shader and Zinc, pull the shutters to the left and right of the smaller windows. Using the 2 shader with Zinc, pull the shutters next to the larger window, the awning and flower box. Corner load the angle with Snow White, lightly float a highlight across the top of the awning.

Stone Pathway

15. Double load the 4 filbert with Zinc + Graphite, pull the stones for the pathway. When dry, corner load the angle with Snow White, float a highlight across the top of each stone.

Flowering Tree

16. Double load the 4 shader with Espresso + Cocoa, base the tree trunk. Then up on the chisel edge, pull the tree limbs. With the small Texture brush and Baby Pink, dance the flowering foliage clusters on the tree limbs. Repeat step with Snow White, lightly dancing across the tops of the pink flowering clusters.

Corner load the angle with Plantation Pine, randomly chisel float* shading under the house, side shrubs and flowering tree.

Fences

17. With the 0 liner and Warm White, pull the background fencing. With the 0 shader and Warm White, pull the foreground fencing. Corner load the angle with Zinc, float shading across the bottom of the supports and down the left side of each post.

Ground Flower Foliage

18. With the small Texture brush and Baby Blue, dance in the flowering foliage along the background fence; refer to photo for placement. Repeat step with Lilac, randomly dance over the Baby Blue.

Flowering Shrubs

19. With the med Texture brush and Plantation Pine, dance in the shrubs in front of the large structure; refer to photo for placement. Repeat step with Wasabi Green, lightly dance over the shrubs; for highlight. With the sm. Texture brush and French Vanilla, randomly dance flowers in the shrubs. Repeat steps with the small Texture brush for the foliage in the flower box.

Foreground Flower Shrubs

20. Load the heel of the med Texture brush with Plantation Pine, the toe with Avocado, lightly dance on your palette to blend, then dance in the green foliage along the foreground fence.

Now load the heel of the small Texture brush with Lavender, the toe with Purple Cow, do not blend, dance once in the foliage to represent each flower. Corner load the angle with Plantation Pine, randomly chisel float* shading under the flower shrubs.

Butterfly Stamping - Optional

21. Place a butterfly stamp on the acrylic block, using the make-up wedge dab Sand on the stamp, stamp the two butterflies on the foreground fence. Repeat steps using Celery Green for one of the top butterflies and Lilac for the other.

Finishing:

22. To protect finished painted pieces, varnish the entire book box and insert with DuraClear Varnish - Matte; using the Oval Wash Combo. This brush doesn't leave any visible brushstroke marks after the varnish has dried.

23. Glue the drawer knob to the surface of the book box with the Glass, Metal & More Permanent Glue.

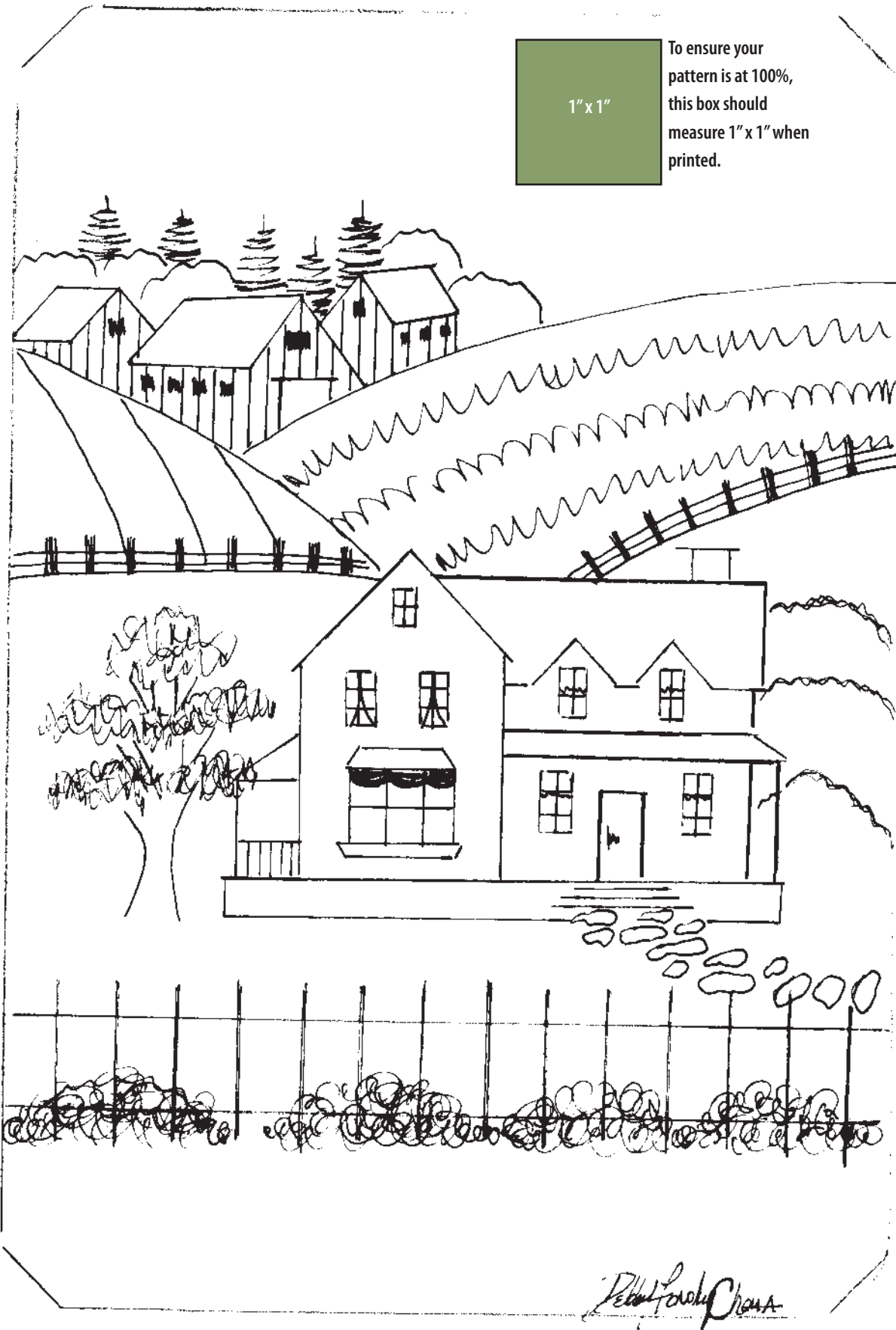




Pattern at 100%

1"x1"

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



Patricia Chan



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