

Just In Time
for Halloween!

Halloween Clock

By Monika Brint

It's past midnight. . . And it's
time to celebrate Halloween!

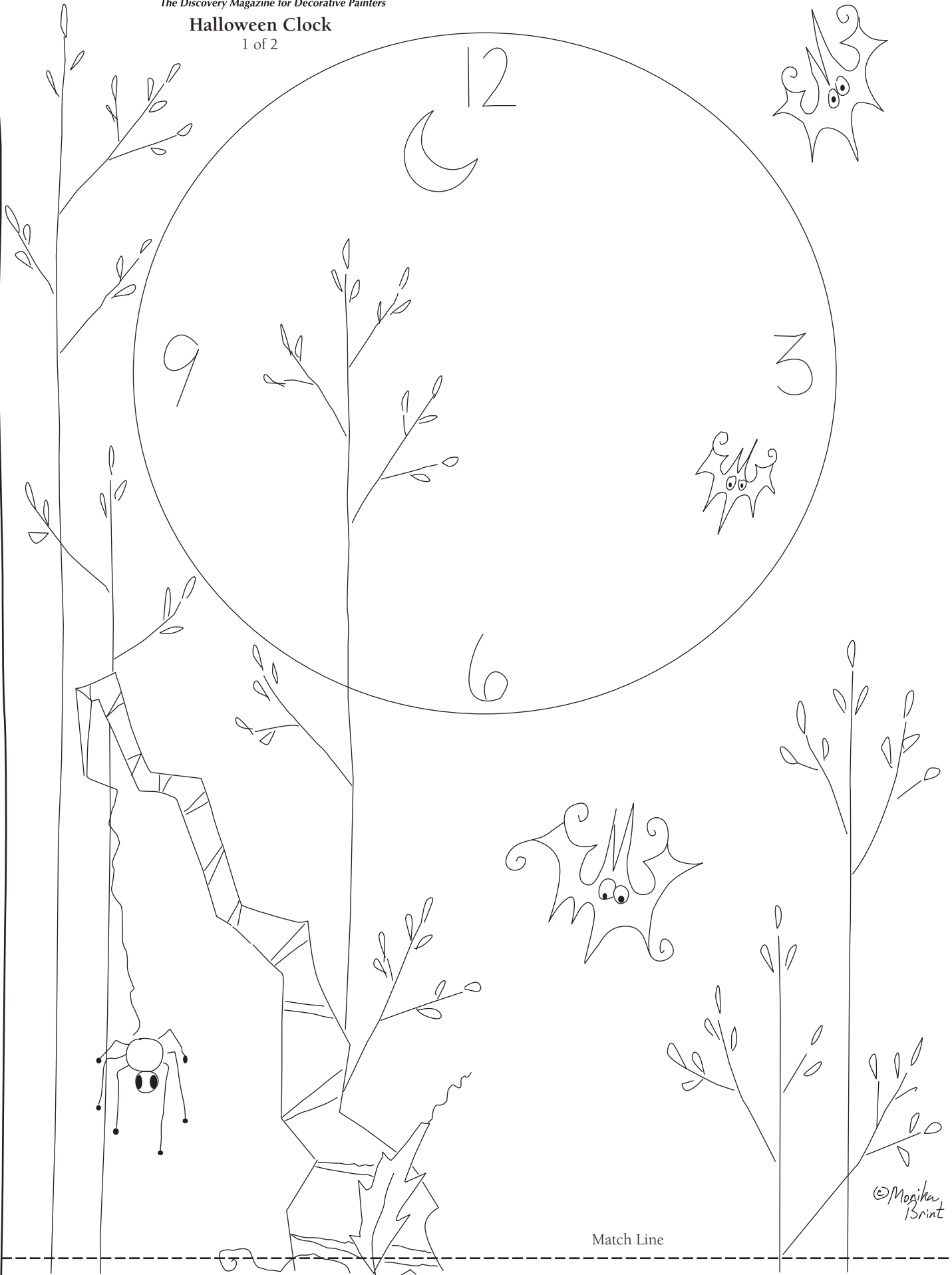
Supplies

- *Cabin Crafters Tall Clock* (includes clockworks), No. 00295 (9" x 22-3/4" x 2-3/4")
- *DecoArt*
Americana Acrylic Paint: Burnt Umber, Desert Turquoise, Flesh Tone, Hauser Light Green, Khaki Tan, Lamp Black, Lavender, Leaf Green, Primary Yellow, Warm White
DuraClear Matte Varnish
- *Royal & Langnickel*
Aqualon #2, #4, #6, and #10 shader (Series 2150); 1" glaze/wash (Series 2700)
Majestic 1/4" angular (Series 4160), #4 round (Series 4250), #0 short liner (Series 4595)
- *Miscellaneous*: 220 fine-grit sandpaper, charcoal transfer paper, cotton tube sock or cloth (for antiquing), double-ended stylus, masking tape, pen, pencil, ruler, scissors, soft cloth, stiff toothbrush, tracing paper, water basin, white transfer paper



Halloween Clock

1 of 2



Match Line



  
PaintWorks
The Discovery Magazine for Decorative Painters

© Monika Brint

Preparation

Note: Follow all manufacturers' label instructions for proper product usage.

1. Set the clockworks aside. Basecoat the front of the clock with Khaki Tan. Basecoat the sides, top, and base with Lamp Black. Let dry.

2. Lightly sand all pieces and wipe with a damp cloth. Rebase the front with Khaki Tan and the sides, top, and base with Lamp Black.

3. Wrap a cotton cloth or sock around your index and middle fingers, and dampen with clean water. Dab the cloth into Burnt Umber and wipe down the front of the clock to antique. Repeat along the edges. If the antiquing appears too dark, simply wipe off and repeat. Allow antiquing to dry completely.

4. Run a section of masking tape across the top and bottom on the front of the clock, approximately 1/8" in from the edges. Make sure the masking tape is down firmly. Base the area between the tape and edges with Lamp Black. Remove tape slowly. Add a Lamp Black stripe just under the top edge as indicated on the pattern.

5. Trace and transfer the main pattern lines. Transfer details as needed.

Painting

1. Float the ghost with thinned Warm White. Add the eyes and nose with Lamp Black. Highlight eyes with Warm White.

2. Use Lamp Black for the trees, bats, fence sections, paw prints, numbers on clock face, and spider.

3. Base the witch's hat with Lavender. Let dry. Stripe the hat with Lamp Black. Add the feather (leaf) with Hauser Light Green, and shade and add linework with Leaf Green. Let dry. Wash the feather with a hint of Burnt Umber. Shade the left side of the hat and define the brim with Lamp Black. Add three Hauser Light Green berries beside the feather using the large end of the stylus.

4. Base the witch's face, neck, and hands with Flesh Tone. Dot the eyes, line the hair, and outline the face with Lamp Black.

5. Base the dress Desert Turquoise. Add the sleeves, pleats, and the "wire spider" hoop underskirt and base the cat with Lamp Black. Base the collar, stripe the sleeves, and accent cat's ears with Lavender. Outline the dress and collar and apply whiskers to cat with Lamp Black. Add shading to dress and sleeves with Lamp Black. Wash the bottom of the dress with Lavender.

6. Base the stockings Lavender, stripe with Desert Turquoise, and line left sides with Lamp Black.

7. Base the boots Desert Turquoise. Shade and detail with Lamp Black.

8. Add the flower by the fence with Lavender, and then lightly shade with

Lamp Black. Add the leaves and stem with Lamp Black.

9. Use Hauser Light Green for cat's nose and all bat, spider, and cat eyes. Shade the bottom edged of cat's eyes with Leaf Green. Dot all pupils with Lamp Black.

10. Base the moon Primary Yellow. Shade the bottom edge with Burnt Umber.

11. Shade around all objects with Burnt Umber.

12. Transfer a few trees to the sides of the clock using the tree patterns from the front. Base with Khaki Tan. When dry, wash with Burnt Umber to antique.

Finishing

1. Use the stiff toothbrush with Lamp Black thinned with a touch of water to spatter the front of the clock. Let dry.

2. Apply several coats of Matte Varnish, allowing adequate drying time between applications. Let dry.

3. Attach clock hands and motor.

Suppliers

www.cabincrafters.com

www.decoart.com

www.royalbrush.com