



Kintail Studio
Folk Art and Decorative Painting

ABN.: 81 962 706 816

www.kintail-studio.com

e-mail: hazel-anthony@netspace.net.au

24 Nirvana Close, Langwarrin Sth, Victoria. 3911.

Telephone: (03)9789 2208 Fax (03) 9789 0614



© This original design remains the copyright of Hazel Anthony. The patterns and drawings may be either hand traced or photocopied for personal use. Under no circumstances may this pattern be resold.

Lighthouse CD Clock

Requirements

General	DecoArt Paints and Mediums
Compact Disk (CD)	Multi Purpose Sealer
Foam Roller	Brush N Blend
1" Basecoating Brush	Faux Glazing Medium
Favourite Liner Brush	French Grey Blue
3/8 inch Angle Shader	Uniform Blue
½ inch Filbert	Pumpkin
No. 2 Round	Warm White
No. 2 Flat	Cad Yellow
½ inch Mop	Dura Clear Satin Varnish
1/16 Deer foot	
Graphite Paper	
Tracing Paper	
Stylus	
Kneadable Eraser	
Water Container	
Sandpaper	
Wet Palette	
Clock Movement (up to 3mm) and Hands	
Washer	

Techniques Involved

Blending
Liner Work
Floating

Preparation

Seal the CD with Multi Purpose Sealer on both sides. Allow to dry. Base the CD in French Grey Blue using the roller. Sand lightly. Dry. Reapply the French Grey Blue with the roller and let dry.

Instructions

Sky and Sea

1. With the ½ inch Filbert, brush the CD all over with Brush N Blend. With the same brush, randomly lay down (in a horizontal manner) French Grey Blue, Uniform Blue and Pumpkin. If necessary, use the mop brush to blend until a streaky sunset effect is achieved. Dry.
2. The next step is to put a protective layer of Faux Glaze Medium on the CD. Allow to dry.
3. Apply Brush N Blend and dab in the clouds with the ½ inch Filbert and Warm White. Pull the Filbert in a horizontal manner at the bottom of the clouds. Soften with the mop brush.
4. Transfer the sun and horizon line only.
5. Base in the sun with a number 2 round brush Pumpkin, Cad Yellow and Warm White 1:1:ato. Dry.

6. Apply Brush N Blend over the sun area and load the 3/8 Angle Shader with the sun colour mix. Lay the colour down in horizontal strokes and blend lightly with the mop brush.
7. Load the 3/8 Angle Shader with Uniform Blue and using the chisel edge, paint a horizontal line between the sky and the sea. Brush some of this colour over the sun.
8. Dry and transfer the rest of the pattern.

Large Seagull

1. Base in Warm White using the No. 2 Flat brush.
2. Dress the 3/8 Angle brush with Brush N Blend, side load with Uniform Blue and float behind the wing and the fold of the back wing with Uniform Blue.
3. Dress the 3/8 Angle brush with Brush N Blend and side load with Uniform Blue. Float the feather shapes in on the front wing, back wing and tail with individual C strokes. Allow to dry before painting the 2nd and 3rd layers of feathers.
4. Highlight sunset reflections on the chest, under back wing, front wing and tail by floating with Pumpkin.
5. Dot in the eye with Uniform Blue and paint a fine line for the beak. Highlight the beak with Warm White.

Small Seagulls

1. Load the liner brush in Warm White and side load in Pumpkin.
2. Paint two comma strokes to form the seagull.

Rocks

1. Base the rocks in Uniform Blue. Dry.
2. Using the 3/8 Angle Shader, lay choppy strokes down with French Grey Blue. Dry.
3. Float highlights with Pumpkin and some with a brush mix of Warm White with a touch of Cad Yellow.

Lighthouse

1. Base the lighthouse and cottage in Warm White with a touch of French Grey Blue. Leave the window section at the top of the lighthouse unpainted.
2. Base the small windows and the cottage door in Uniform Blue.
3. Cover the lighthouse with Brush N Blend.
4. Load the No 2 Flat in Uniform Blue and starting from the right hand side, lay the colour down in choppy strokes letting the colour get lighter as the brush gets closer to the left hand side.
5. Load the No 2 Flat in Pumpkin and starting from the left hand side, lay the colour down in choppy strokes fading towards the centre.
6. Float Uniform Blue behind the rails.
7. Paint the rails with the liner brush and Warm White.
8. Randomly add some colour with a brush mix of Warm White and a touch of Cad Yellow.
9. The roof is done in the same way.
10. With the No 2 round, lay a wash of Warm White in the windows. Highlight with Warm White and the liner brush. Use Uniform Blue and Pumpkin to add details to window frames with the liner brush.

Cottage

1. Dry brush smoke coming from the chimney with the 1/16 deer foot brush and Warm White.
2. Using the 3/8 Angle shader, float shadows with Uniform Blue between the building and the cottage, round the chimney and under the roof.
3. Using the liner brush and a mix of Warm White and a touch of Uniform Blue, paint in the fence.

Clock Movements

Assemble the clock movements as per the instructions that come with it. You will need to use up to 3mm shaft. Because the hole in the CD is larger than the clock mechanism an extra washer is required at the front to hold the mechanism and hands in place.

Finish the CD with Dura Clear Satin Varnish



© Hazel Anthony '03