



P023 Snow Scene

Creating your own little bit of Christmas, working with acrylic stains and other non fired products.

All bisque items should be cleaned with a barely damp sponge to remove all dust prior to decorating, always avoid wetting the piece.

Item:

Bisque piece – 11-C74 Pointed Ball Ornament

Colors:

Acrylic Paints – AC001, AC161

Acrylic Pearls – PC003,

Metallic Stains – MC009

Desert Sands – DS001, DS009, DS041, DS021

Tools:

Large and medium soft glaze brush

Fine liner brush #1 or #0

Square shader brush #1/2” or #1/4”

Toothbrush

All products should be stirred or shaken prior to use ensuring contents of bottle have been thoroughly mixed. Desert Sands require stirring thoroughly with a palette knife prior to painting.



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Step 1. Lightly with a pencil draw an oval shape in the centre of the pointed Christmas Ball. You may like to follow the shape of the ball and including the point at the bottom.

Step 2. On a clean tile squeeze a generous amount of AC161, add a little water if necessary and stir thoroughly. Using a large or medium glaze brush, dampen the brush, swirl it in the paint and load with color and apply 1 good even coat inside the top section of the oval, creating the 'night sky', smooth the paint as you go. You will be required to work fairly quickly as acrylics have a nature to dry rapidly.

Step 3. On a clean tile, add a small amount of AC001, PC003 and MC009, do not mix together and avoid adding water unless absolutely necessary. Using a toothbrush dab into each 3 colors and splatter these colors lightly over the blue paint creating the stars in the night sky. If this method is new to you practice on a sheet of paper, before splattering or flicking paint onto your piece. Hold the toothbrush firmly aiming the bristles towards your piece and run your fingers quickly through the bristles, the paint should flick easily onto your piece.

Step 4. With a pencil draw a faint 'horizon' line, between the night sky and the foreground. Create some hilly waves representing small hills beneath the horizon line.

On a clean tile pour a generous amount of DS001, stir with a palette knife. Using a medium sized glaze brush apply 1 good even coat to the foreground, creating small hilly waves as you go, follow your outlines you recently drew in. If more than one coat is necessary then apply another when the first coat has dried a little.

Step 5. On the same tile pour a small amount of the DS041 and a very small amount of the DS009, you can add a small amount of water to these colors for ease of painting the next step. Stir the water into the paint thoroughly. Using a square shader brush, dip into the water, shake the excess water from the bristles or smooth the bristles flat with your fingers. Then turn the paint brush on its side and 'side load' that only one side of the brush has color. Then paint a faint outline between the horizon line or snow and the sky. After each stroke, rinse your brush and repeat the above step creating a few more little hills and waves in the snow from the horizon down to the base of the ball. Add only a small amount of the DS009 to a few hills and the remaining hills with the DS041. Although the DS009 is optional you may prefer to use only the DS041 to outline the hills and horizon line.

Step 6. On a tile squeeze a small amount of AC001, add a little water to a light creamy consistency and mix thoroughly. Using a fine liner brush add the pine trees along the horizon line. Draw little triangles with the point upwards and then a line down the middle of the triangle for the stem of the tree and using the tip of your brush apply sparingly a little amount of paint, start from the centre line and flick the brush outwards to create the pine trees. Using small tiny flicks at the top of the triangle and branching out, and becoming slightly larger as you reach the base of the triangle 'tree'. You can add and build up the color as you go, adding more paint gradually.



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Step 7. With the back of the brush dab into the AC001 and paint 3 dots closely together in the sky. With fine liner brush paint 4 or 8 very thin lines radiating out from the centre of these 3 dots, creating 3 stars in the sky. Separate a little of the AC001 on the tile and add a little water to the AC001 to a wash like consistency. Then using the fine liner brush apply this wash around the centre of the stars and a little of the fine lines radiating from the centre creating a halo effect around the stars. This light wash can also be applied to the horizon line like a small dot or ball 'like a sun setting' and then with your fine liner or detail brush apply thin lines radiating from the centre of this light.

Step 8. On a clean tile pour a generous amount of DS021, stir with a palette knife. Using a medium or large sized glaze brush apply 1 good even coat to the Christmas Ball around the 'snow scene', a square shader may be helpful when painting closely around the border line of the snow scene.

Step 9. The final step, once the Red Desert has dried is to paint a light white wash between the red and the 'snow scene'. On a tile squeeze a small amount of AC001 add water and stir to create a milky wash consistency. Then following the same step as in step 5, wet a square shader brush and dab one side into the paint and run this paint along the border of the scene and the red paint.

No need to glaze, or fire.

This item does not require glazing or firing. And is not recommended to be used for food and beverage; it is a decorated item only.



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