

Steampunk Christmas



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Supplies

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EMB-017 Metal gears (10 sm. and 6 med.)
SM-0238 Mini Gears Stencil

Surface 3 canvas 6" square 1.5" deep

DecoArt Americana Acrylics

DA01 Snow White
DA053 Mistletoe
DA324 Watermelon Slice
DA098 French Blue Grey
DA120 True Red
DA082 Evergreen
DA185 Napa Red
DA114 Light Cinnamon
DDA350 Laguna
DA078 Warm Beige
Metallics DMMT14 Matte Silver
DS21 DuraClear Satin varnish
DS17 Multi-Purpose Sealer

DA067 Lamp Black
DA163 Honey Brown
DA164 Light Buttermilk
Deep Midnight Blue
DA010 Cadmium Yellow
DA195 Bittersweet Chocolate
DA310 Spiced Pumpkin
DA062 Terra Cotta
DA304 Zinc Grey

DA071 Glorious Gold

Royal Brushes

Soft Grip
SG150 #4, 8, 10 and 12 shader, SG585 #0 liner, 3/8" comb,
1" wash/glaze brush

Miscellaneous Supplies

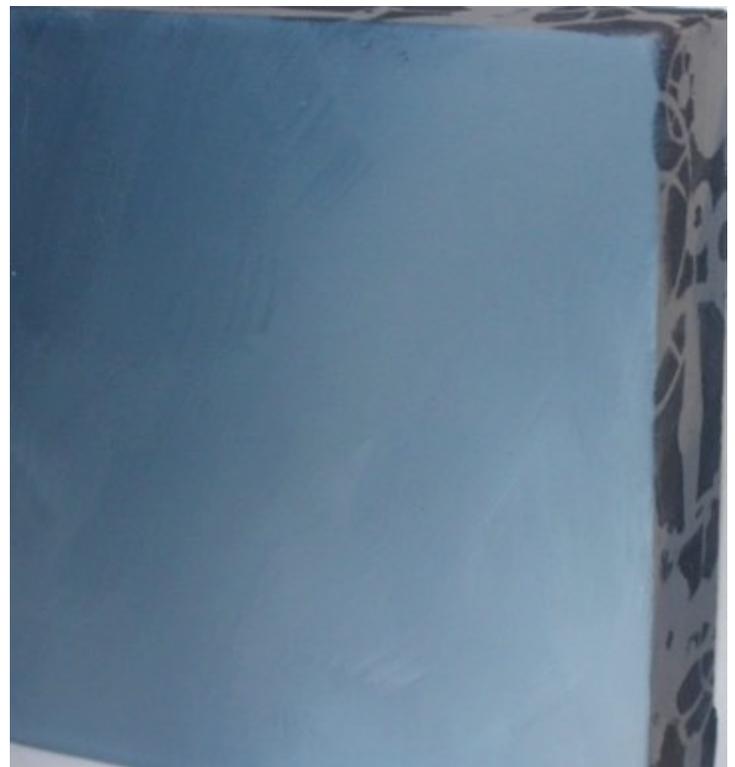
Water container, stylus, tracing paper, transfer paper,
palette paper, scissors, paper towel, scotch tape, double-
sided tape, crafters glue

Step 1

Basecoat the canvas in French Blue Grey using a 1" wash/glaze brush. On the second coat-working wet in wet bring Deep Midnight Blue down from the left and Snow White up from the right, leaving the sides in just French Blue Grey.

Stenciling

Press the gear stencil firmly in place working around the sides of the canvas. Using wedge sponge, pick up small amount of Deep Midnight Blue, pat on palette to remove excess paint. Using straight up and down motion pat over open areas of stencil. Applying two thin coats is preferable. Applying too heavily will cause color to bleed under edge of



stencil. Repeat randomly all the way around the canvas.

Stencil the gears on the front of the canvas with Matte Metallic Silver.

Transferring Pattern

Lay tracing paper over pattern and trace all lines except those used to denote shadows. The shadow lines are generally short straight lines and several of them. Main lines are where there are color changes. Detail lines are facial features, patterns on fabric, and etc. Lay tracing on surface and tape at top and on one side. Slide graphite paper between tracing and surface with the dark side down; draw over the main lines only. Do not add the detail lines these will be applied after the base coating is done.

Apply the patterns.

Painting instructions

Gingerbread Man

Basecoat the fan blades in Honey Brown and then apply a coat of Glorious Gold. Float the shadows with Light Cinnamon and the highlights with Snow White plus a touch of Glorious Gold.

Basecoat the gingerbread man in Terra Cotta using the #10 shader. Float the shadows around the outside edge with light Cinnamon using the same brush. Float the highlights in the center area with Honey Brown plus a touch of Lt. Buttermilk using the same brush.



Snowman

Basecoat the snowman in a mix of Snow White plus a touch of French Blue Grey using the #12 shader.

Float the shadows around the outside edge and under the metal collar all lightly with Laguna using the same brush. Stipple the highlights with Snow White using an old brush. Basecoat his hat in Lamp Black, float the highlights with Zinc Grey plus a touch of Snow White using a #8 shader. Do the metal collar the same as the fan blades for the gingerbread man.



Basecoat the gnome's coat, gingerbread man's vest and snowman scarf all in True Red using the #8 shader. Float the shadows on all three pieces with Napa Red and the highlights with Watermelon Slice using the same brush. Basecoat his beard in Snow White plus a touch of Zinc Grey. Float the shadows with Zinc Grey using the same brush. Highlight his beard with Snow White the hair is done with a 3/8" comb brush.

Do his metal earflaps the same as the gingerbread fan blades.

Basecoat the gnome and the gingerbread man's hats in Light Buttermilk using the #8 shader. Float the shadows with Honey Brown using the same brush.

Basecoat the Mistletoe Green on all three hats. Float the shadows with Evergreen, on the snowman hat float the highlight in the center with Snow White plus a touch of Mistletoe Green. On the two remaining hats stipple the highlights with the light green mix.



Adding the Detail to all three

Basecoat the metal patches in a mix of equal parts Zinc Grey and Snow White and then apply a coat of Metallic Silver using the #4 shader. Float the shadows around the edges lightly with Lamp Black. Pat the highlights in the center of the patch with Snow White. Dot and line with Lamp Black using the #0 liner highlight the nails with a tiny dab of Snow White.

Basecoat the glass in the goggles in Evergreen highlight with a float of Glorious Gold and the tiny stroke of Snow White. Base the frame in Honey Brown and last coat Glorious Gold. Line with Light Cinnamon highlight with Snow White plus a touch of Glorious Gold. Dab the screws with Light Cinnamon and highlight with Snow White. Do the piece that goes over the ear in Evergreen using the #0 liner; highlight with a stroke of Evergreen plus a touch of Snow White.

Basecoat the compass and the thermometer in Light Buttermilk using the #4 shader. Float the shadows around the edge lightly with Honey Brown. Dab the center with Snow White. Basecoat the remainder of each in Honey Brown and on the last coat with Glorious Gold. Float the shadows on each referring to the finished pictures with Light Cinnamon using the #4 shader. Highlight with Glorious Gold plus a touch of Snow White. Line with Light Cinnamon using the #0 liner. On the thermometer start with Laguna for the coldest then Laguna plus a touch of Snow White for the next, on the other end use true Red for the hottest and Pumpkin Spice for the next. Do the numbers lines and arrow all with Lamp Black using the #0 liner.

Do the branches for the snowman's arms and the branch the gnome is holding in Light Cinnamon with strokes of Bittersweet Chocolate. Do all of the holly leaves in Mistletoe Green using the #4 shader. Float the shadows across the bottom and up through the center with evergreen, float the highlights on the opposite sides with a mix of equal parts Snow White and Mistletoe Green. Dot the berries with True Red and highlight with dabs of Snow White plus a touch of True Red.

Basecoat all of the light bulbs in a couple of coat of Light Buttermilk using the #0 liner. Float the Cadmium Yellow ones and then the Laguna ones all with the #4 shader. Add a touch of Snow White to each color and float the highlights on the upper side of the bulb. On the yellow with Spiced Pumpkin and on the blue by adding more Snow

White to the highlight using the #0 liner do some squiggles in the center to give the appearance of an Edison bulb. Float a circle around the bulbs with Snow White using the #10 shader. Dab with Snow white using the #0 liner Do the holders and the wire all in Lamp Black, highlight with Zinc Grey plus a touch of Snow White using the #0 liner.

Dot the gingerbread man's nose with True Red highlight with Snow White plus a touch of True Red, his mouth is Light Cinnamon.

Do the gnomes nose in Warm Beige, float the bottom lightly with Lt. Cinnamon the top lightly with true red and highlight with small strokes of Snow White.

Do the snowman's carrot nose in Spiced Pumpkin, highlight with Cadmium Yellow, line mouth Lt. Cinnamon.

Float the snow banks and dot the snowflakes all with Snow White.

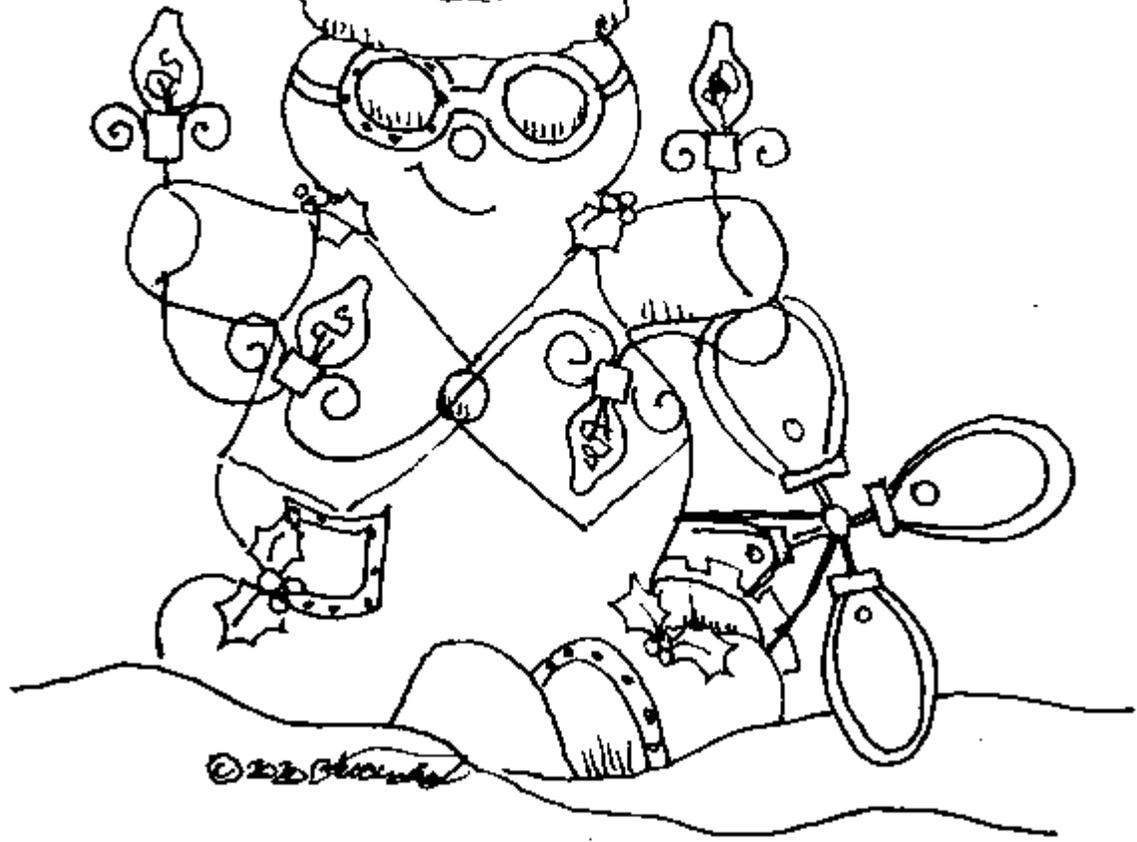
Basecoat the lettering in Bittersweet Chocolate. Float the highlight across the tops, line and dot the nails all with Glorious Gold. Line the outside edge with Lamp Black.

Varnish with desired varnish, I am not a high gloss person so usually use a matte, but a lot of people really like high gloss this is totally a personal preference.

Highlight the metal gears with Glorious Gold, allow to dry and glue in place.



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