

INTRODUCTION TO WATERCOLOUR PAINTING

HIGHLAND LANDSCAPE

SAUNDERS 140LB (300GSM) (NOT) PAPER



DRAW

- 1 - Establish Eye Level (Horizon)
- 2 - Divide ground (to eye level) – Distance, Mid Distance and Foreground
- 3 - Use 'rule of thirds' to create composition. Note large trees, distant peak and foreground rocks.
- 4 - Other objects create balance. Second peak, lake, fence posts and right-hand rock.
- 5 - Create a lead-in (diagonals). In this case a path from the right leading towards focal point.

PAINT (the sequence)

- 1 - Start with sky wash, bring down over mountains. Use same wash in lake. Leave light at back.
- 2 - DISTANCE : Loose washes. Keep subtle and add blue. The greater the distance to more blue.
- 3 - MID DISTANCE : Loose washes. Brighter green. (beware of overpowering greens!)
- 4 - FOREGROUND : Loose washes. Be bold. Add colour and contrast to create interest.
- 5 - Add definition to each area with hard edge washes. Keep contrasts under control at distance.
- 6 - Apply darks. Trees, rocks, posts. Darks will make your painting 'pop'.

COLOURS (Winsor & Newton)

Cobalt Blue Hue, French Ultramarine, Raw Sienna, Burnt Sienna, Viridian Hue.

BRUSH

No.10 DaVinci Cosmotop (natural hair/synthetic mix)

Good Luck, enjoy the painting.