

Lighthouse

Step 1 Masking – Optional

Test your paper with masking tape to see if it tears your paper. You can stick the tape on your arm to leg a couple times to reduce the adhesive.

Mask and tear – requires a razor or sharp edge, which can cut you so be careful! **Mask the lighthouse and horizon line** – the tape goes in the water side.

Step 2 – Sky – Distant Land (Big brush – Small brush)

Your sky can be anything you like – a sunset, a night sky, etc. Paint darker at the top to lighter at the bottom. Paint right over the masking tape. Paint around the clouds if you want clouds.

While the sky is still wet, paint the distant land with gray (blue + brown) or a toned down green. Start at the bottom with medium value and get lighter towards the top. Remove the tape and dry well.

Step 3 – Ocean & Beach First Washes – Small Brush

Mix beach color [blue/brown/yellow] or [yellow + a little red & blue]

Wet the ocean with clean water down to the surf line.

Paint the beach - While the ocean is wet, paint the beach color letting some of it creep into the ocean space.

Paint the ocean - Use a small brush to add blue to the ocean, starting the horizon line. You want the ocean darker near the horizon line and island and lighter near the beach so some of the beach color shows through.

Step 4 – Rocks

Rocky island – can be mixes of browns and blacks or add some green. Work in diagonals. You can scrape or salt or create blooms for texture, if desired.

Step 5 – Lighthouse and Building

Lighthouse – wet with clean water and paint a gray shadow on the right side. Also paint the base of the lighthouse and side of the building with gray. Paint the top black.

Building – Paint the roof and chimney red.

Step 6 – Ocean and Beach Second Layer to add more color.

Step 7 – Opaque white and Finishing

White at edge of water with squiggly lines behind. **White line and splashes at the base of the island.**

Clouds – soften hard edges with a toothbrush, then white for highlights.

Spattering – on beach with gray or white.

Seagulls – different sizes and values.