



This is what we are going to draw. It's called a "wash" when you use mostly water and just a little paint.



You can use a briquette of black tempera paint or the black liquid from a box. For our first projects we start with a simple palette of black and white.



You can use a fan brush if you have one but I'm going to mash a 1-inch brush so you can see that you don't have to have expensive materials.



Here are the three brushes I'm going to use. They are the same as the ones we use in the bamboo painting. The 1-inch flat brush is going to be spread like a fan brush. The size 1 and 7 hair brushes are used to fill and paint lines.



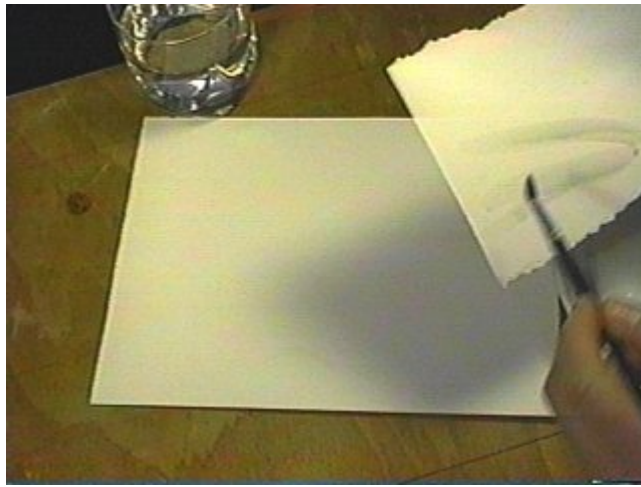
You will also need a water container, a sectioned picnic plate and an 8 1/2x 11 piece of poster board.



Put about 15 brush loads of water in a section of the plate.



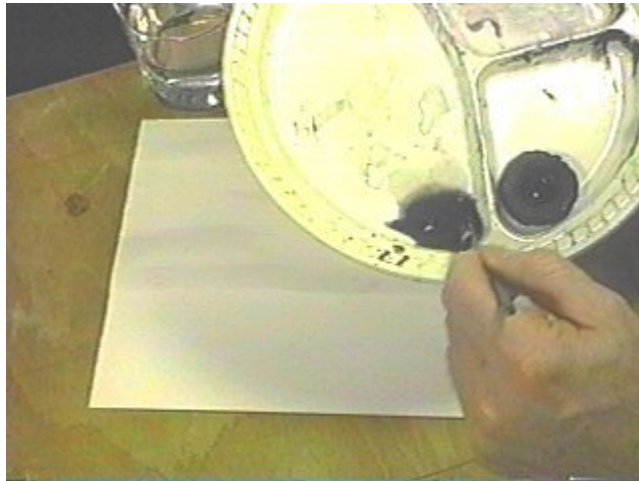
Wet the briquette and stir only a touch of black in the water.



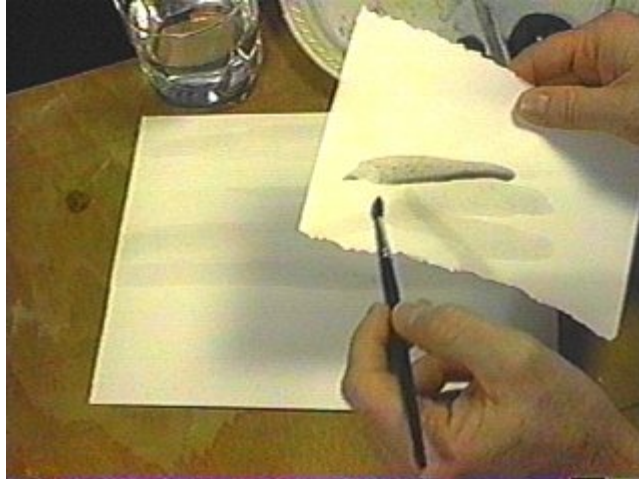
Use a bit of scratch paper to see that it is just dirty water.



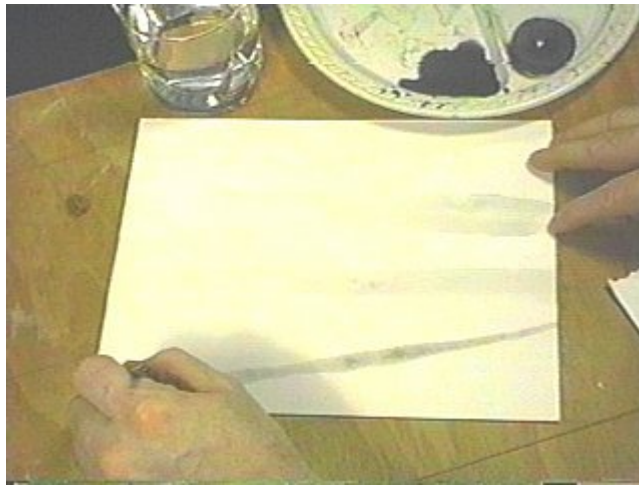
Paint pale and randomly shaped strips from the top to about a third of the way from the bottom of the page. The natural shapes that clouds form are just the opposite of geometric or measured ones.



Add a little more black to create a bit darker value to form the land which will be closer at the bottom of the page.



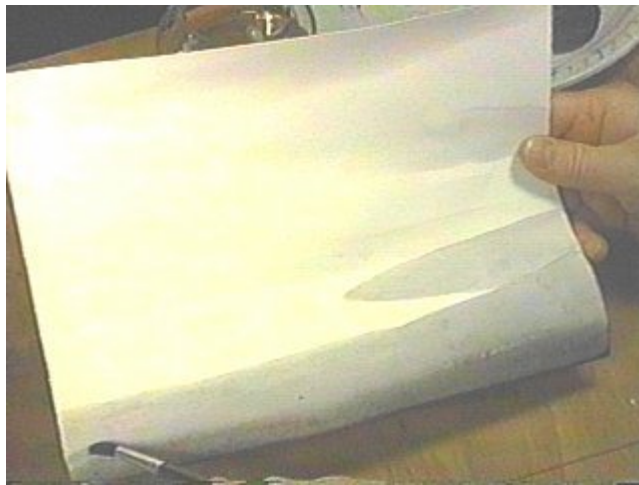
Test it first.



Start about 1/4th of the way from the bottom of the page on the right and paint an angular line down close to the bottom on the left and then quickly fill in the bottom. If you hurry there will be less brush marks and the ground will be one even value. Then let it dry before you paint the island.



Add a little water so the paint is lighter. Now make a half of a long flat ellipse or oval that starts at the bottom sky and goes almost to the middle of the page and back to touch the land.



Now add some more black to your wash and darken the bottom of the page and using water to make the land at the bottom become lighter as you move up toward the island. This creates the illusion of distance when you make the closer things a darker value.



You have painted everything that is going in the corners for now, so you can let the picture dry and tape it to the table. This will keep it from curling up.



Use a scratch sheet of paper, the paint you used for the bottom of the page and the little brush to practice long skinny line strokes that begin very skinny and become the same thickness as the brush. Some people call this the press and drag stroke.





Starting close to the top of the page, paint some press and drag strokes that are somewhat crooked. Leave some spaces for leaves to cover the branches and you can add little roots if you like. If you keep your wrist on the paper you will have more control of the thickness of the line.



Use the same strokes to make branches that are thicker where they meet the tree but not thicker than the place where they meet the tree. They should form a random pattern, crossing each other, and bending in a pretty pattern.



Now is the time you will use the fan brush if you have one.



I'm going to use the half inch brush to show that you don't need an eight dollar fan brush to make an excellent painting.



Mix a little more water in the wash to get a value that contrasts a little or is a little darker than the sky.



Practice mashing the brush with your finger and wiping it off real well so you can make random patterns of leafy branches with the tips of your bristles. This will create a visual texture.



Don't make them in neat rows.



Make the random patches on the bottom and overlapping the bottom of the sky strip all the way across to the island. Then make a slightly darker value wash to use for a shadow all the way across the bottom of those distant trees.



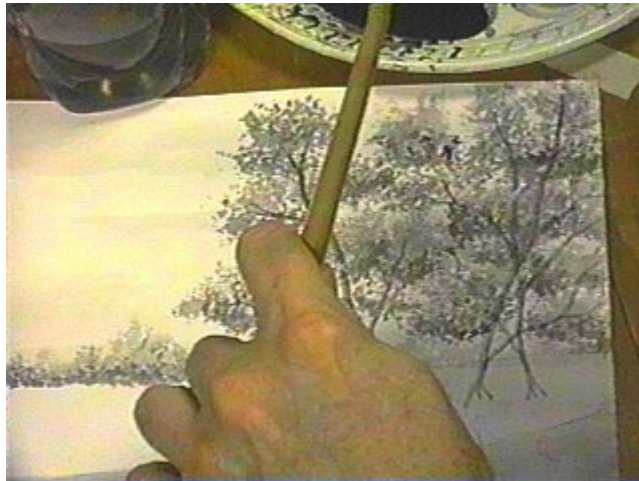
Now paint a very thin line inside the right and bottom edges of all the branches to create a shadow.



Mix a value that is slightly darker than the island and the bristle tip random patches to create overlapping bows of leaves all over the trees. Don't overlap them so much that you can't see them somewhat separately because you have to add the shadows to each branch and you have to be able to tell from another.



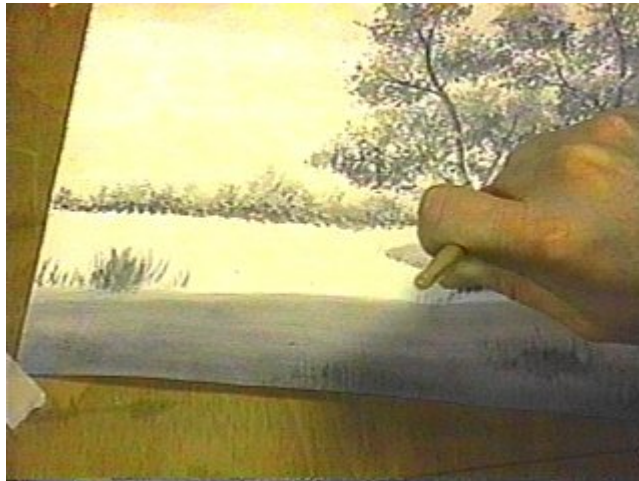
On your practice paper practice putting shadows on the leafy branches.



Put some shade under each patch of leaves, but keep turning your hand to create random patterns.



Use the tips of the bristles again to make little vertical lines in patches that look like grass on the edge of the water.



Make some larger patches of grass with vertical strokes that are long in the middle and shorter on the sides.

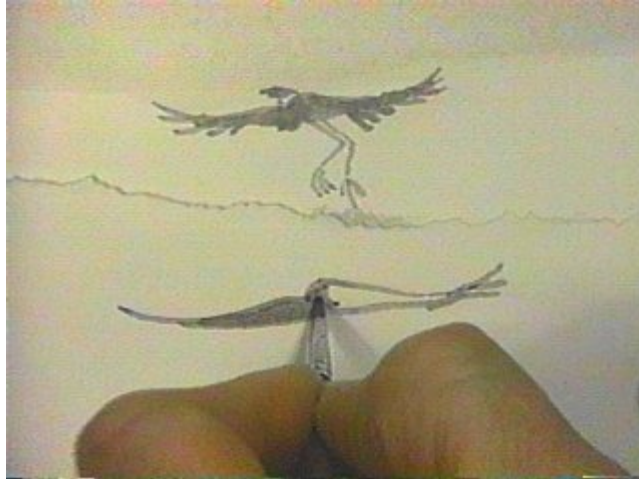


Here is an example of a water bird. From a distance it looks all black and gray and the tips of the wings curve up.

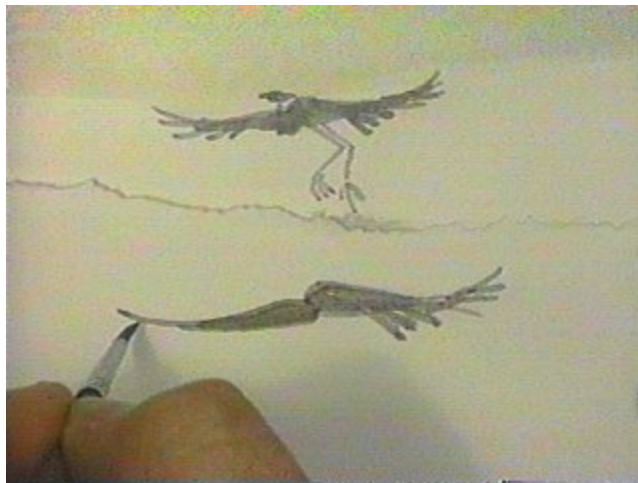


Use a scratch sheet of paper to practice painting the birds shapes starting with this long curved tear drop shape.

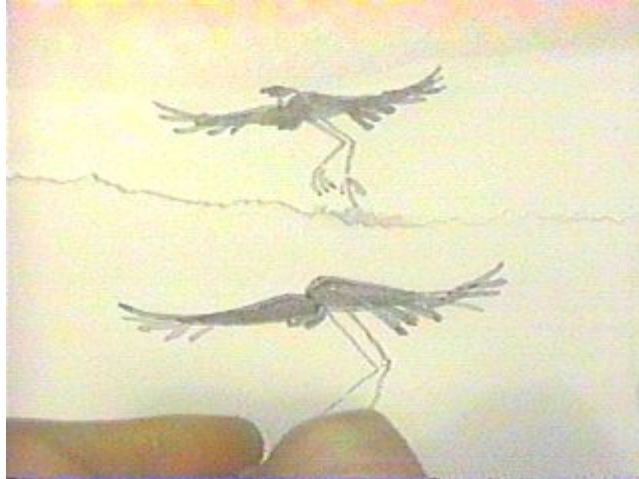




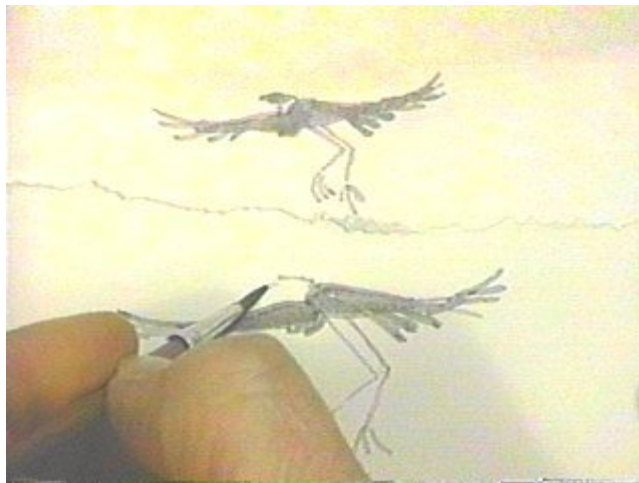
Then paint another long curved teardrop shape that overlaps with the first one but slightly higher. At the end of the wing there are short curved feathers.



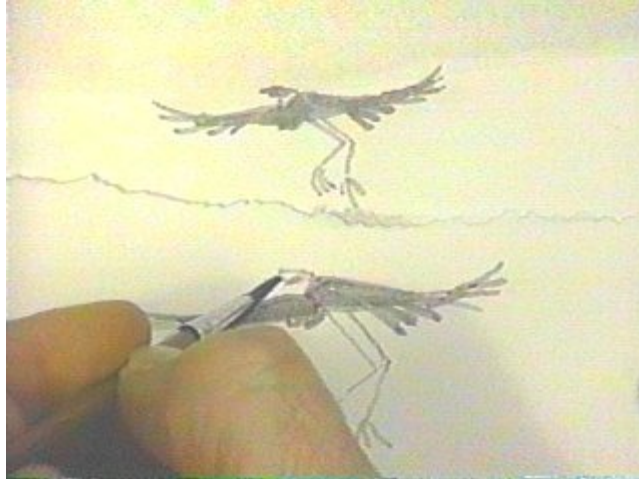
There are three slightly thick feathers angling to the right out of the center of the right teardrop. The middle feather is the shortest. The left wing feathers are curved too. Copy the shapes and lengths of the feathers.



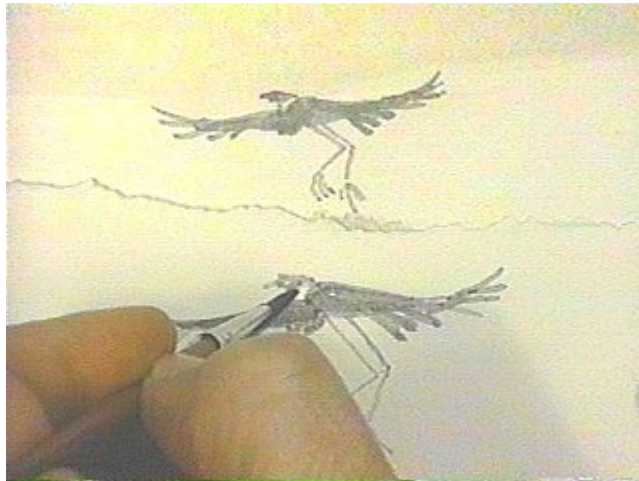
At the right bottom of the left wing the bird's neck looks like two little bumps and the legs are almost as long as the wings.  
The legs come out of the body close to the neck bumps.



The head starts with a curve coming out of the right tear drop.



Next is a curve under the first.



Paint in the little curved beak. You fill in the head shape except for a tiny spot in the middle. Then a little vertical line comes from the bottom of the head to the wing.



Practice it a few times before you put it on the painting.



The next bird starts with a small wide oval and a curved beak.



Next his neck is a long "S" curve and his body is an eye shaped oval.



Part of the bird's wing is a bent triangle turned away from the bird's head.



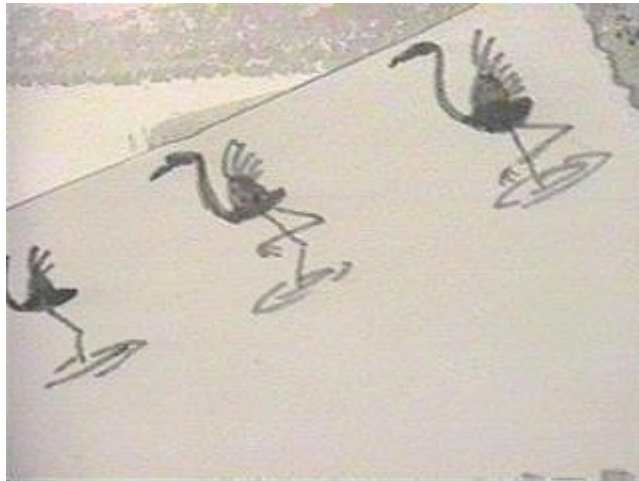
Fill in the bent triangle and paint skinny curves starting at the top of the bent triangle and then paint more curved lines that gradually get shorter down the side of the triangle.



One leg is a skinny line that is bent half way down. It is made of two straight lines that are attached.



Then make a "C" shape and two backward "C" shapes to indicate ripples in the water.



The other leg is made with two straight lines. One is forty-five degrees and the other is horizontal. At the end are three toes.

The two left ones are closer together and the middle one is longer. Practice the bird a few times before you do the real one.



Check it out! You did a painting. Sign and date your masterpiece because every time you do one you will get better and you will want to know which ones came first.