

PENGUIN TREE PLATE

Kinzie Mold K152

Fired Colors by=Colors for Earth (Booth Molds)

1. Clean and fire properly to cone .04.
2. Base coat the back only of the plate in Hunter Green. Apply 3 smooth coats always letting each coat dry before going to the next.
3. On the picture side paint 3 coats on all the back ground right over the ice, Powder Blue. Be sure to catch all the little pockets of background between your penguins.

After all of the background color is dry, Use a sponge with varied sized holes and overlap the Hunter Green at the top on the back with a lacy sponging about ¼ inch wide, 2 coats.

(Hint: When working put a dry paper towel under your plate to scoot and turn your piece by pulling on the paper towel. This way there is not so much wear on the colors. Pick up the piece hold the plate with a Paper towel.)

4. Using a very clean sponge, pat White over the star about ½ inch larger, 3 times. Paint the ice White 3 coats by patting and sliding trying to stay out of the crevices for shadow. Think of the ice as ice cubes, the upper area stays only White, all the ice gets 3 coats. The sides get 1 coat of Dutch Blue for a tint (don't make the color solid or perfect.) The bottoms get underlines with a medium width outline in 1 coat of Navy with horizontal long sweeps about ¼ inch wide for a vague shadow in the water.
5. Cheeks = Stipple 2 coats of Cabernet close to the bottom of the eyes all over cheeks dwindling away before you hit the chins.
6. Body Shadows = Paint 1 coat of Dutch Blue under and adjacent anything that would stand out and give a shadow on the White areas. Example: under Chins, under some wings, Wing pits (like arm pits), under hats, under and along open coats, in leg and tummy crevices.

(I wanted to see how powerful the Black was before I made any decisions for the rest of the plate's colors.)

7. Paint 3 coats of Black on all the wings and bodies indicated by the sculpting. (Save the faces for later.)

This is all I did in the first setting. You should have a full clean up of brushes and water.

8. Paint the star with 3 coats of Yellow. All beaks and feet are painted Yellow 2 times. The **lower beak** is painted one more time with a coat of Sienna and use a medium width Sienna outline over the top beak in the crevice. The crevices and bottoms of the feet and toes are set on for shadow in 1 coat of Sienna. Now use a very small, only damp shader to slightly blend the edges of the two Yellow colors. Don't really remove the color down to bisque. To finish the Star, streak lines from outer edge towards center (stay out of center) in Sienna. Go around the interior at least 2 times with slightly random length lines. Extremely fine outline in Cobalt Black.

9. **Eye Colors** (Hints: Smooth color if needed with a damp brush. if fine lines seem a little dotty or skipped areas...your color or brush is too dry and not loaded properly.)

Blue Eyes = Iris base coat Cerulean Blue 1 coat, let dry. Iris is outlined in Dutch Blue medium width.

Green Eyes = Iris base coat Lime Green 1 coat and fine outlined with Leaf Green.

Brown Eyes = Iris base coat Burnt Sienna 1 coat and fine outlined in Burnt Umber.

Closed Eye Lid = Outline all crevices in 1 coat of Cerulean Blue.

Pupils always Cobalt Black. When all dry take your Cleaning tool and scratch a tiny high light.

10. **Dressing the Penguin's** (I'm numbering the penguins starting at the top with #1 and then going from left to right.)

#1 = Hat = Bright Purple 2 coats. Trim = No color. Outline in Cobalt Black.

#2 = Hat = Sienna 2 coats. Pencil in squares. Choose every other square for Cabernet, 2 coats

Underneath the bill only, Cabernet, shadowed with 1 coat of Cobalt Black. Line between the squares and outline in Cobalt Black

#3 = Hat = Top stripe Red, 3 coats. Next Yellow 3 coats, shadowed on the sides of the stripe Orange 1 coat. Next stripe Red 3 coats. Next stripe Orange 3 coats. Last stripe, Red 3 Coats. Trim tapped in the lowest areas 1 coat Powder Blue. Outline in Black.

#4 = Hat wraps around neck also, 3 coats of Cerulean Blue. Slightly thin Navy and go over hat leaving the high areas clean. Shadow low areas and crevices in a thinned Cobalt Black. Trim is left clean. Outline is Cobalt Black