

# **ACRYLIC CLARK & EDDIE**



## **SUPPLIES**

#### **Form**

- MB-1606 Eddie Snowman
- MB-1607 Clark Snowman

#### Color

- SS-19 Country Sage
- SS-57 Accent Green
- SS-81 Shimmering Silver
- SS-135 White
- SS-138 Flat Black
- SS-183 Rich Peach
- SS-192 Light Taupe
- SS-210 Orange
- SS-211 Orange Rust
- SS-234 Medium Mocha

- SS-376 Limeburst
- OS449 Bright Red
- OS455 Holy Red
- OS480 Garnet Red
- OS500 Snowcloud Gray
- OS546 Baby Blue
- AC-501 Gloss Brush on Sealer
- AC-502 Mate Brushon Sealer

### **Decorating Accessories**

- AB-701 #0 Detail
- AB-702 #10/0 Liner
- AB-704 #3 Round
- AB-705 #5 Round
- AB-708 #10 Shader
- AB-709 3/8 Angular

## **Miscellaneous Accessories**

- Foam Plates or Aluminum Water Bowl Foil for Palette
- Paper Towels

Shader

- AB-710 ¾ Flat Shader
- DB-801 #3 Round
- DB-802 #5 Round
- DB-803 #8 Round
- DB-84 #3 Flat
- CB-604 #4 Soft Fan
- BT-910 Synthetic Sponge











## **ACRYLIC CLARK & EDDIE**

## INSTRUCTIONS

#### MB-1606 Eddie Snowman

- 1. Using an AB-710 #3/4 Flat Shader, basecoat the vest and inside the hat area with 1-2 coats of OS455 Holy Red. Allow to dry!
- Using an AB-708 #10 Shader, paint vertical stripes on the vest and the hat with OS480 Garnet Red. When dry, paint the horizontal stripes on the vest and the hat. Then paint in the square where the two stripes cross with SS-138 Flat Black.
- 3. Using an AB-709 ¾ Angular Shader to shade the crevices and edge of the vest and the inside of the hat with OS480 Garnet Red.
- 4. Base coat the outside area of the hat, gloves, and the nose with SS-234 Medium Mocha. Drybrush the hat and the gloves with SS-194 Medium Taupe then highlight with SS-192 Light Taupe.
- 5. Drybrush the nose with SS-211 Orange Rust then with SS-210 Orange then highlight the tip of the nose with SS-135 White.
- 6. Using an AB-709 <sup>3</sup>/<sub>4</sub> Angular Shader to shade the crevices and edge of the hat with SS-234 Medium Mocha.
- Base coat the cuffs of the gloves with OS480 Garnet Red.
   Drybrush with SS-OS455 Holy Red then highlight with OS449 Bright Red. Touch up any areas on the body that are white first with OS500 Snowcloud to block out any of the red that got on the body.
- 8. Basecoat the Snowman body with SS-135 White. Allow to dry!
- 9. Drybrush the cheeks with SS-183 Rich Peach with some SS-135 White mixed in the brush to lighten.
- 10. Using an AB-709  $^{3}\!\!\!/$  Angular Shader to shade the crevices of the snowman body with OS546 Baby Blue.
- 11. Paint the center of the buttons with OS455 Holly Red then with SS-81 Shimmering Silver.
- 12. Using an AB-701 #0 Detail, paint the eyes with SS-138 Flat Black, highlight with SS-135 White. Paint the mouth area with SS-138 Flat Black.
- 13. Using an AB710 #3/4 Flat Shader, apply 2 coats of AC-502 Matte Sealer the snowman.
- 14. Using an AB-704 #3 Round, apply 2 coats of AC-501 Gloss Sealer to the eyes and buttons.
- 15. DO NOT FIRE!

#### MB-1607 Clark Snowman

- 1. Using an AB710 #3/4 Flat Shader, basecoat the center part of the hat and the gloves with SS-480 Garnet Red.
- 2. Using a DB-803 #8 Round, drybrush with OS455 Holly Red then highlight with OS449 Bright Red.
- 3. Basecoat the scarf, brim of the hat and top pom pom with SS-57 Accent Green
- 4. Drybrush with SS-19 Country Sage then with SS-376 Limeburst. Highlight with SS-135 White.
- 5. Basecoat the nose with SS-234 Medium Mocha. Drybrush the nose with SS-211 Orange Rust then with SS-210 Orange then highlight the tip of the nose with SS-135 White.
- 6. Touch up any areas on the body that are white first with OS500 Snowcloud to block out any of the red that got on the body.
- 7. Basecoat the Snowman body with SS-135 White. Allow to dry!
- 8. Drybrush the cheeks with SS-183 Rich Peach with some SS-135 White mixed in the brush to lighten.
- 9. Using an AB-709 ¾ Angular Shader to shade the crevices of the snowman body with OS546 Baby Blue.
- 10. Paint the center of the buttons with OS455 Holly Red then with SS-81 Shimmering Silver.
- 11. Using an AB-701 #0 Detail, paint the eyes with SS-138 Flat Black, highlight with SS-135 White. Paint the mouth area with SS-138 Flat Black.
- 12. Using an AB710 #3/4 Flat Shader, apply 2 coats of AC-502 Matte Sealer the snowman.
- 13. Using an AB-704 #3 Round, apply 2 coats of AC-501 Gloss Sealer to the eyes and buttons.
- 14. DO NOT FIRE!







