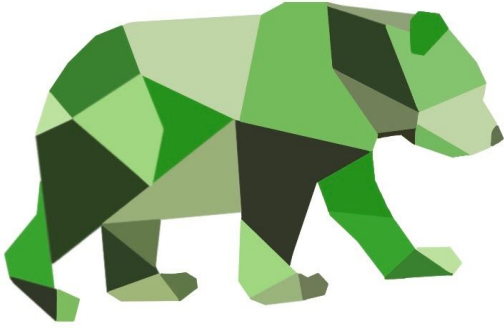


# Geometric Tint, Tone, Shade Animals



## Supplies:

- Thick paper for painting on
- Printout of geometric animal
- Pencil
- Paintbrush(es)
- Paint palette
- Paint in your choice of one color, plus black and white

## Instructions:

1. Trace your chosen animal onto the thicker paper (windows make great lightboxes if you don't have one!). Sketch lightly and make sure you have all of the shapes.
2. Using the pure color, paint 1-3 sections so that they aren't touching. You'll want to paint each section carefully, using the right size brush for each section (larger section - larger brush, smaller section - smaller brush; it is helpful to use a smaller brush for the edges and corners so you can be very precise). Try to make all of your edges straight. *This applies to all painting for this project.*
3. Add a little bit of white to a small amount of the pure color to create a TINT. Paint 1-2 sections. Repeat, adding a little more white each time, until you have about  $\frac{1}{3}$  of the painting covered.
4. Start with a fresh bit of your pure paint and add just a tiny bit of black to create a SHADE (black is a strong color, so add it slowly; you can always add more if you want it darker). Paint 1-2 sections. Repeat, adding a little more black each time, until you have about  $\frac{1}{3}$  to  $\frac{3}{4}$  of the painting covered.
5. To create TONE, add grey to your pure color. You can do this either by mixing a grey (black + white), or adding some of your leftover paint that has the color + white to some of the leftover color + black. Paint the remaining sections.