

Mixtures & Notations

On Mixtures 1 – 6 after mixing the first mixture, keep some mixed paint on the brush & dip into the white taking only enough to lighten the mixture slightly to produce the second value.

Keep some of the new tint on the tip of the brush, again add white. Repeat this procedure for the remaining tints, lightening with white as you mix down to 4 - 6 values.

1. RAW SIENNA & CAD RED LIGHT

Use just enough Raw Sienna to dull the red.

Use primarily for warm, reddish middletones & lights (cheeks, mouth, chin, ears, etc.)

2. YELLOW OCHRE & WHITE

Add a little white to the Yellow Ochre to produce the first mixture. Continuing as directed above.

Use as middletones and lights. The last two tints are often highlights on forehead and nose.

3. YELLOW OCHRE & BURNT SIENNA

This mixture should be in between the color on each side. Too much Burnt Sienna will resemble the BS & White mix. Too little BS will resemble the Yellow Ochre & White.

Continue mixing with white as instructed above.

Use extensively for skin tones, middle tones and lights.

4. BURNT SIENNA & WHITE

Add a little white to the Burnt Sienna to produce the first mixture then continue with the other values by adding white.

Use less often as warm color for middletones & lights.

5. RAW UMBER & WHITE

Add a little white to the Raw Umber to produce the first mixture and continue.

Use for cool skin tones. The dark range may be equivalent of shadows in some portraits, however, most of the values pertain to middletones and lights. Raw Umber as cool and Burnt sienna as warm skin tones are an excellent traditional skin tone combination.

6. RAW SIENNA & BLACK

Combine approximately two-thirds black with one-third Raw sienna to produce first mixture.

If too little Raw Sienna is used it will too closely resemble the RU & White mix.

Use for cool middletones and lights.

7. ALIZARIN CRIMSON & SAP GREEN

Mix three-quarters Alizarin and one-quarter Sap Green with very little Cad yellow. Continue adding Cad Yellow to lighten subsequent value mixtures instead of white.

This combination should be quite reddish & is used for warm shadows.

8. SAP GREEN & ALIZARIN CRIMSON

Mix three-quarters Sap Green and one-quarter alizarin with very little Cad yellow. Continue lightening with CYM. *Use for cool shadows.*

9. RAW UMBER & YELLOW OCHRE

Mix very little YO with RU to slightly lighten the color. Add more YO to lighten one value further.

10. RAW UMBER & YELLOW OCHRE & BURNT SIENNA

Mix two-thirds BS with one-third RU & one-third YO. Add another one-third YO to lighten this mix.