

New School VINTAGE

By Sean Cahill



PROJECT OVERVIEW

In this tutorial we will be going over a few different techniques to create a vintage style monochromatic sepia painting. We will be masking and re-masking, creating texture with a scotch brite pad, and of course sprayin some stencils. By following along, you will be able to apply what you've learned to your next vintage project. There are so many different ways to paint this style of art, this is just a basic one to get you started. You should always experiment and try out different techniques, you may find some that work well for you in certain situations. So grab your gear and lets get painting.

MATERIALS & SUPPLIES

- ♦ Stencils
- ♦ Prepped aluminum panel
- ♦ Razor blade
- ♦ Pencil
- ♦ Auto Mask
- ♦ Red Scotch Brite Pad
- ♦ X-acto knife with #10 blade



- ♦ Detail Raw Sienna
- ♦ Wicked Brown
- ♦ Wicked White

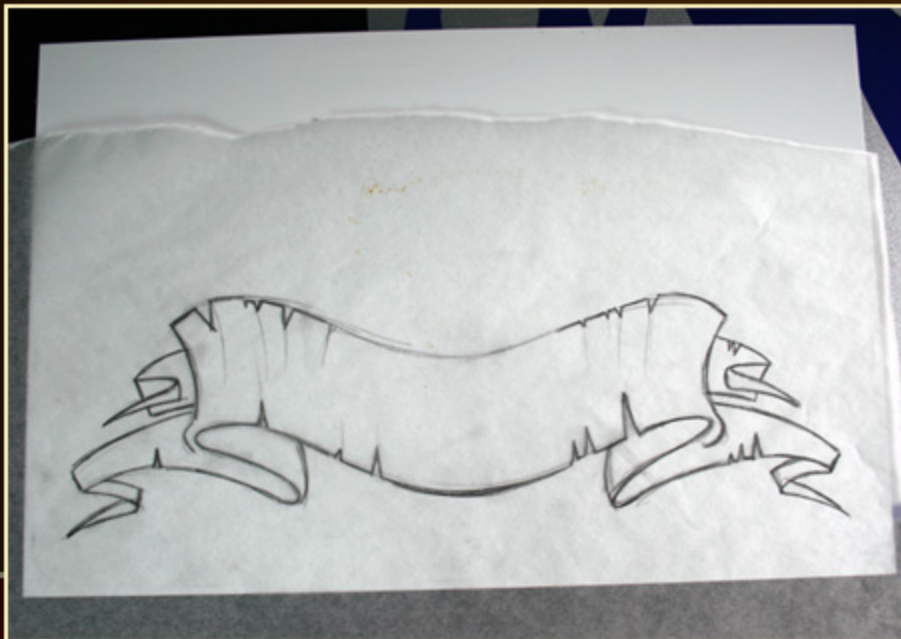
SKULL 23



**SKULL
BACKGROUND 5**



STEP 1



To give this painting layers and depth I will be using auto mask to help me mask and re-mask areas. I will also be drawing directly on the auto mask to design the banner that I will have to cut out later.

I start by covering my entire panel with a sheet of auto mask, making sure to remove all air bubbles with a spreader. I've sketched out a banner that I am going to use with my skulls. I am going to transfer my banner onto the auto mask in the next step.

STEP 2



STEP 3



STEP 4



When drawing my banner I want my lines light but dark enough to see when cutting with my razor. Next I place the stencils over the auto mask and lightly mist some color. As long as you stay light, you'll never have a problem painting right on top of your mask. Once everything is in place I cut along the lines of my banner drawing. As soon as my banner is cut out and exposed I can begin to render that specific area without harming the rest of the painting. I start off using a mixture of 80% Raw Sienna and 20% Wicked Brown around the edge of the banner. Using the scotch bright pad I gently scuff the paint, repeating the process until I have the desired effect

STEP 5



STEP 6



STEP 7

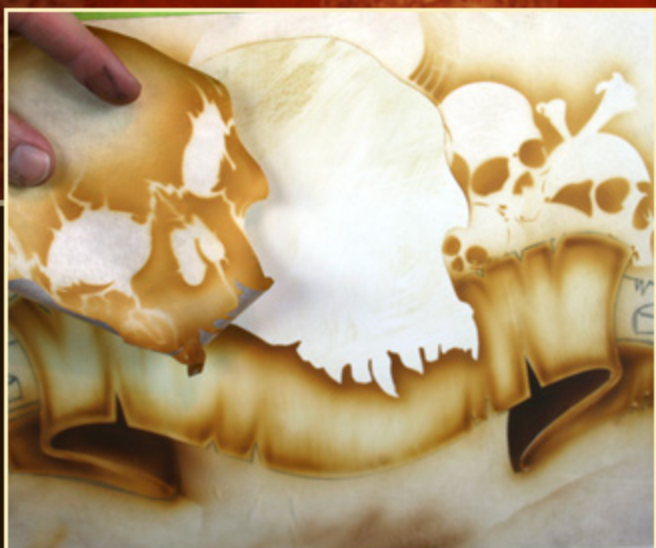


As I begin to render the banner I imagine a light source coming down on my image. I follow my imaginary light source throughout the painting to give proper shape and dimension to the objects. Using the outer edge of the skull 23 stencil I can shade different parts of the banner. Adding in some Wicked Brown to my mix, I shade under the banner where it folds back under its self.

STEP 8

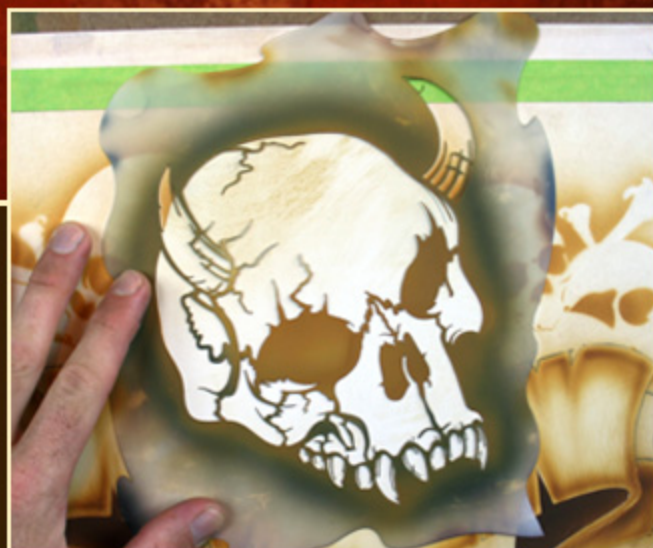


STEP 9



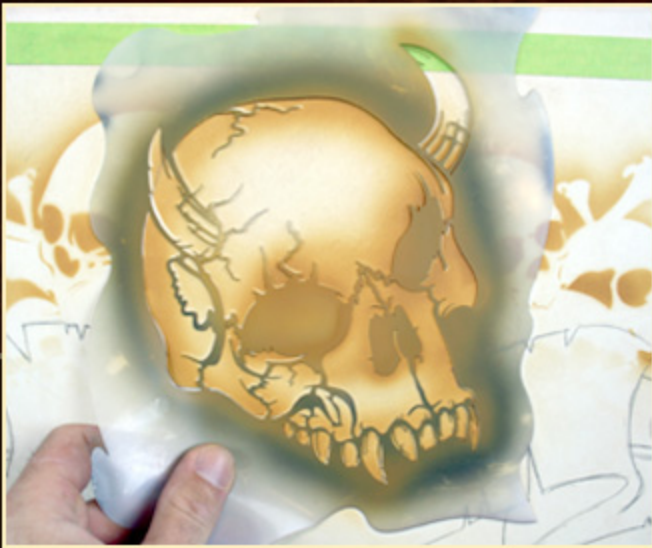
Once I have rendered the banner I cut and remove the masking around skull 23. Go slowly and take your time following around the edge of the skull with your razor.

STEP 10



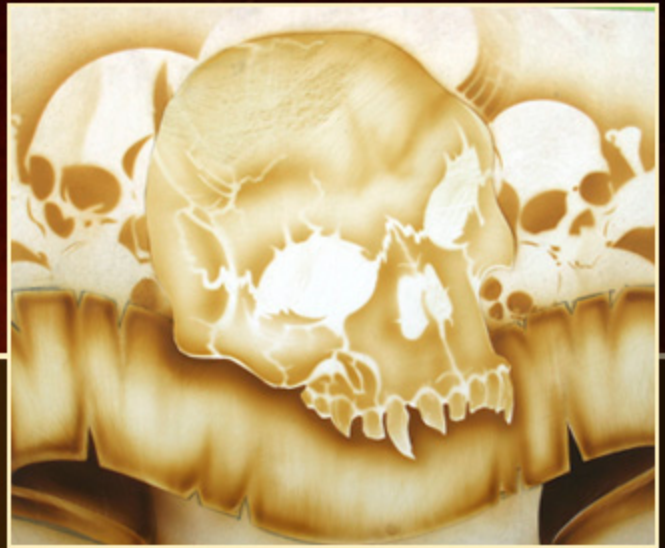
To mix it up I decided to leave the horns out of this stencil and just use the skull. I can now lay the stencil in place and begin to render it using a mixture of white and sepia.

STEP 11



I use a Scotch Brite pad and several erasers including an electric eraser to remove pigment and lighten areas using the white panel as my highlight color.

STEP 12



I don't use any pure white in the piece when painting this way. I actually remove pigment to brighten areas. This technique gives the piece a rough weathered look that I'm going for.

STEP 13



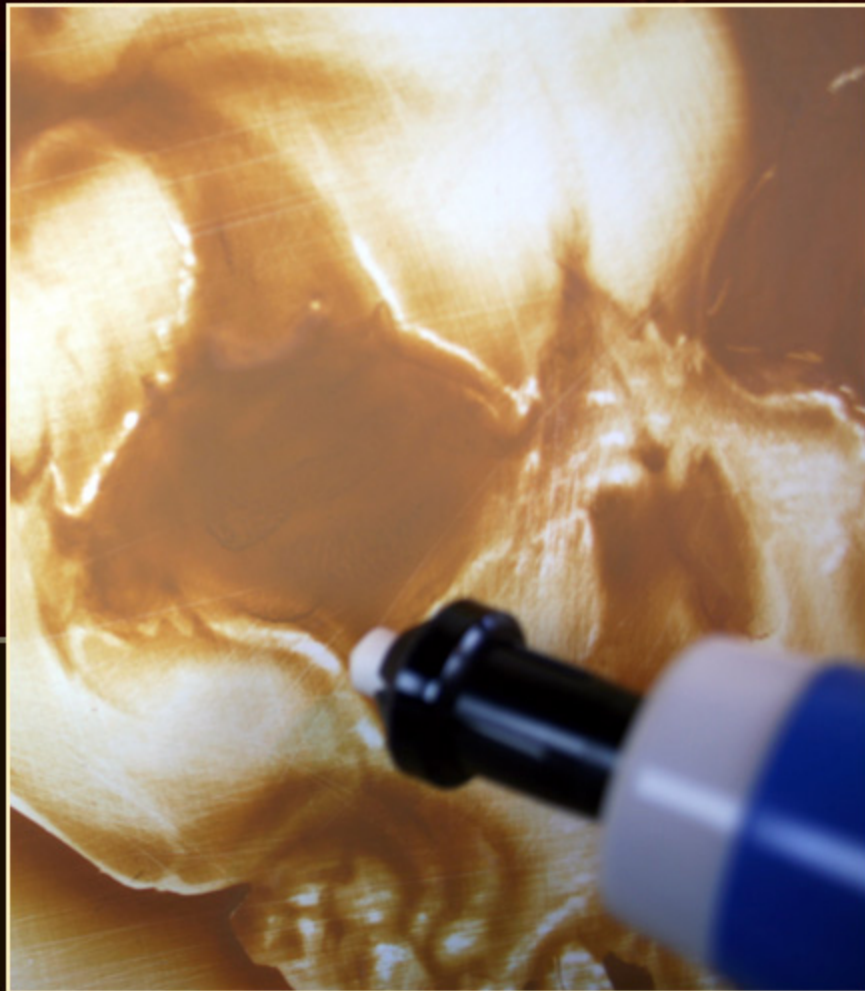
Using a mixture of brown and sienna I begin to darken the eyes and nose. Its ok if there is some over spay onto the rest of the skull, as we remove layers of paint, it will help create texture.

STEP 14



Here you can see a close up after scuffing the area with a scotch brite pad. In this shot I am also using my electric eraser to define some of the highlights around the eyes and nose.

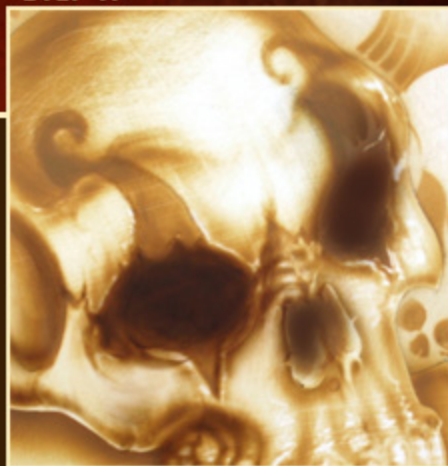
STEP 15



STEP 16



STEP 17



It may seem a bit backwards at first, but you can get some really killer results with this technique. You will need to shade with your darker colors to push areas back, then lightly scuff and erase some of the harder highlights to bring them forward. Repeat this in as many layers as you need to create the depth in your painting. If you take too much paint off, you can always shade it back and knock it down

STEP 18



Next I lay a piece of auto mask over my painting and cut around the outer edges of the design. Now that I have my artwork masked and safe from over spray, I'm going to spray a little sepia and scuff it up to create some texture for my background before adding in any other skulls. This will help give them a different look.

STEP 19



I want my skull backgrounds to appear; well... in the background. To do this I'm using a mixture of sepia with a little brown, to spray my stencils on the panel. Once we are done using the same techniques to render them, they will appear to be behind the other artwork. You can see the start of the shading in the picture below. It always good to have a reference picture at hand when rendering a skull.

STEP 20



STEP 21



STEP 22



We develop these skulls the same we did the large one. Using layers of sepia and brown to darken the painting, and scuffing and erasing to highlight them. After they are rendered you can place the stencil over the skulls again and shadow the edge to help define them.

STEP 23



To help give our paint a really "old-timey" look that you see in vintage photographs, we are going to spay the corners pretty dark and scuff them up.

STEP 24



Here you can see the detail of the grain from the scotch brite pad. You want to make sure that you are using a paper towel or a tack rag to remove any pigment dust left over from scuffing.

STEP 25



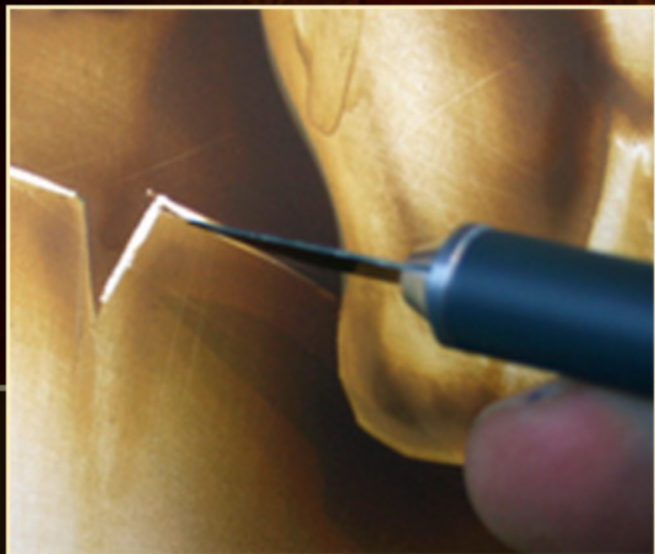
Here we are adding a drop shadow around the area that is still tapped off. This will help to give some contrast to the piece.

STEP 26



Here you can see the outlined shadow and dark edges before the masked is removed from the artwork.

STEP 27



STEP 28



Once I remove the mask, I take a look at the overall piece and see where I need to make some adjustments, a little darker here a little lighter there. And finally the last step is to take your x-acto knife and scratch a few highlights where you need them. I added a few along the banner edges to make them look a littler sharper and stand out from the skulls. Well that about covers it. Thanks for following along with this tutorial and if you have any questions feel free to give us a shout online!



**PRINTER
FRIENDLY**



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- Detail Raw Sienna
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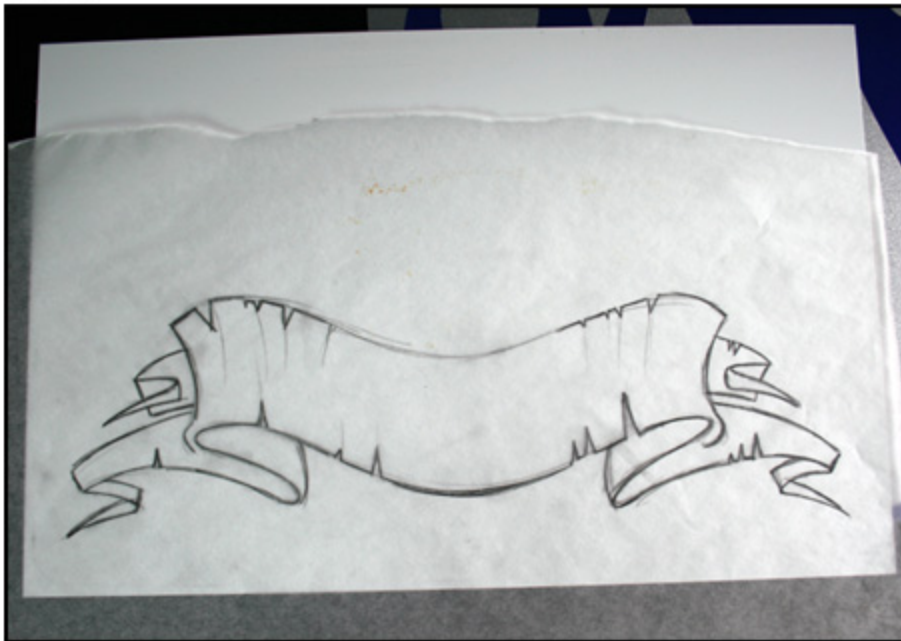
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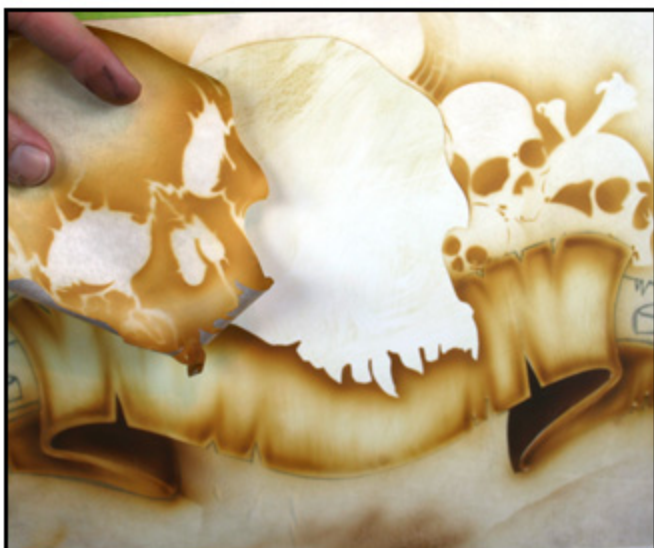


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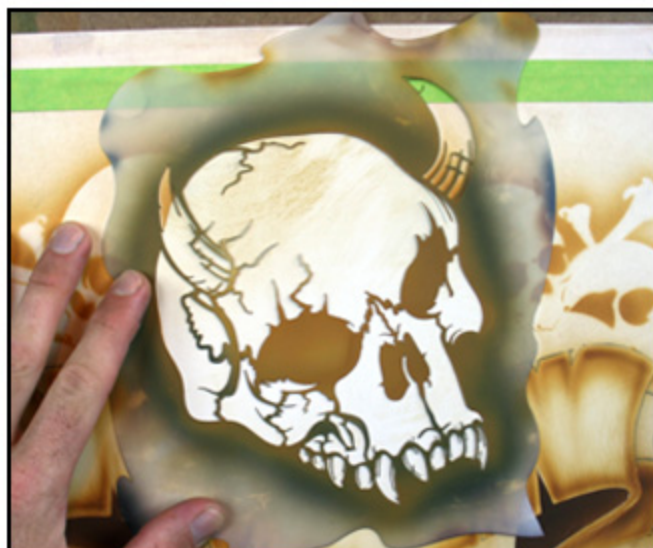


STEP 9



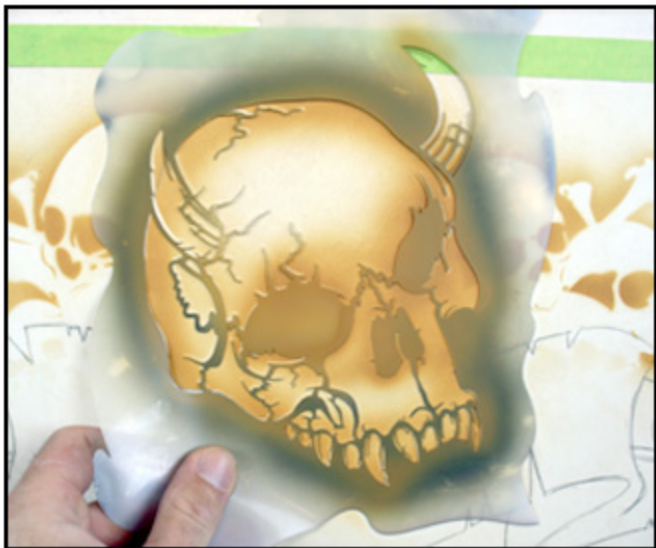
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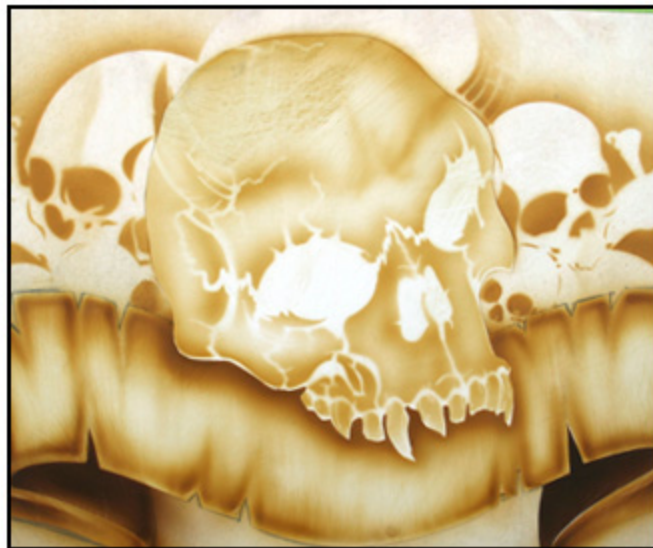
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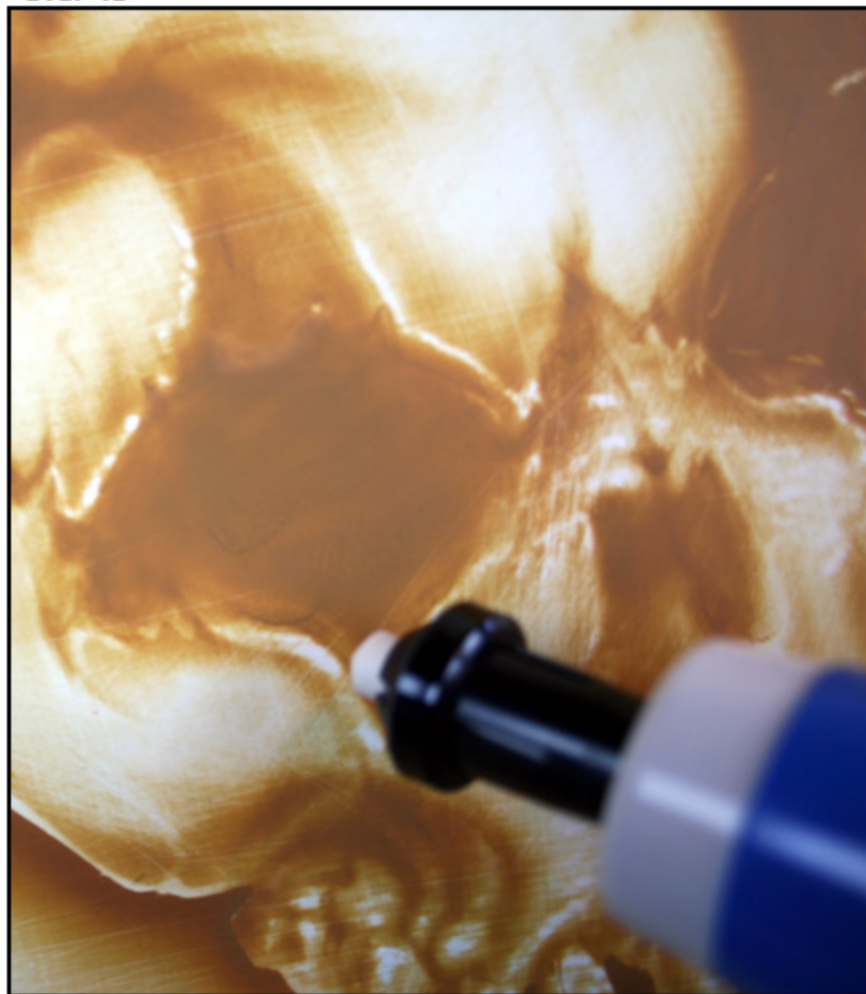
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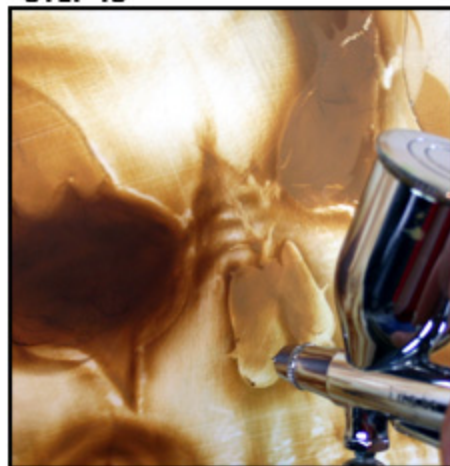


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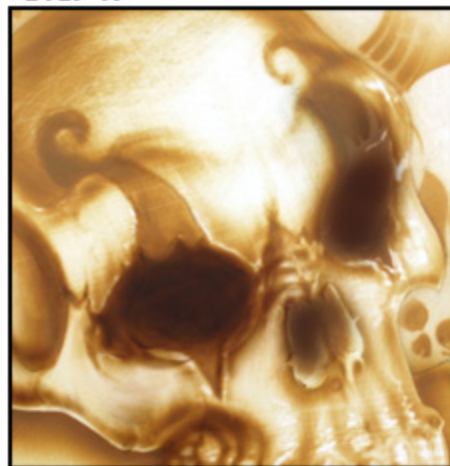
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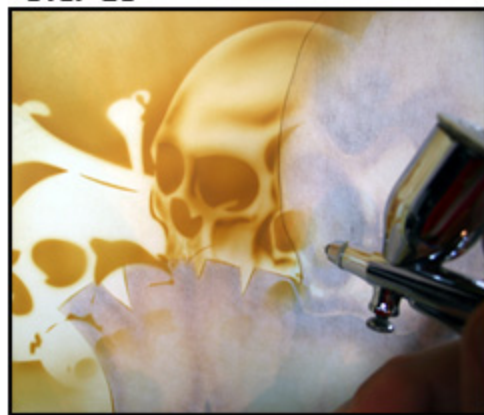
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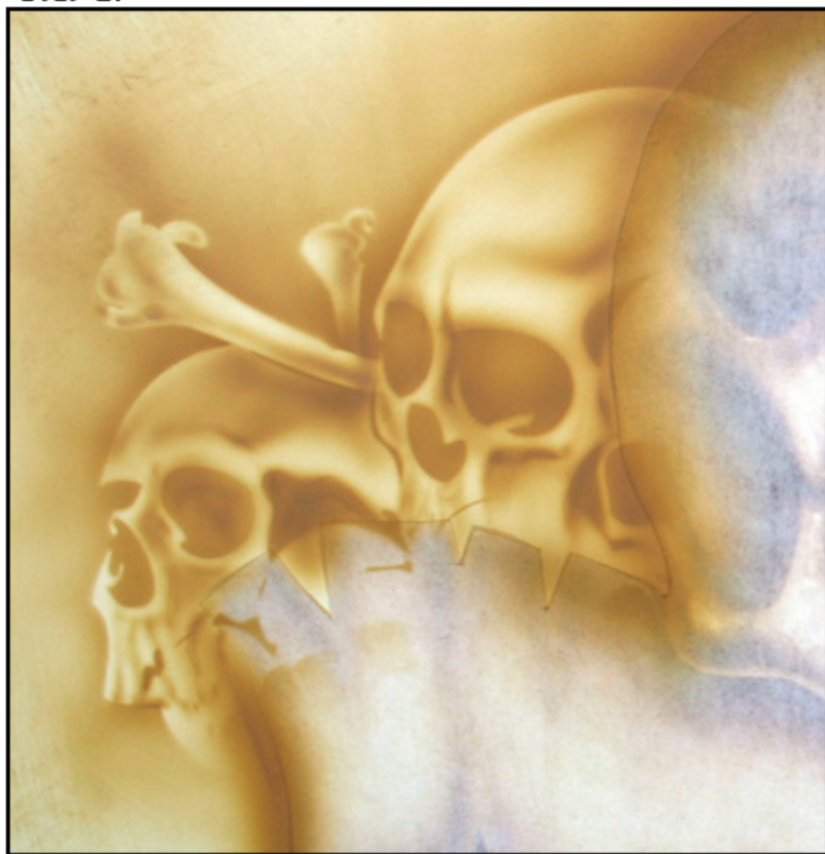


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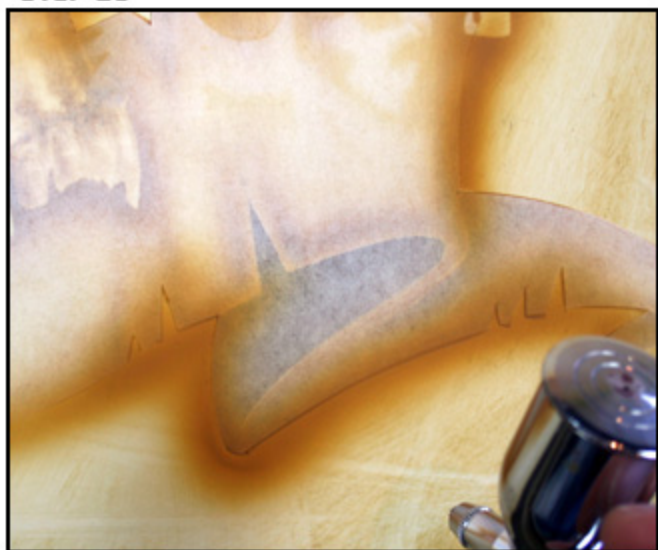
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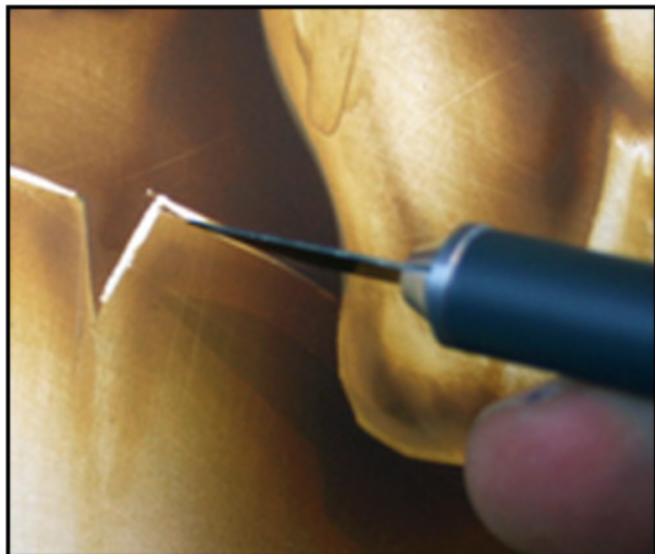
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