

## Sketching in Watercolor

Dave Cook

### MATERIAL LIST

Materials are very individual but you should have a few basic items. Following are the materials that I use, but all are not absolutely necessary for the class.

**Sketchbook** – Spiral bound 7 x 10 and/or 9 x 12 **Canson XL** Watercolor 140# or Mixed Media 98 lb or 114 lb (rough). (Find at Michaels or online). Pick a paper and size you like, but make sure the paper is heavy enough for watercolor.

**Pencils & Pens** – Soft no.4 or 6 graphite pencils, sharpener, kneaded eraser. Permanent black fine and ultra-fine point pens (Sharpie)

**Watercolor Brushes** – 1" flat, # 8 & #14 rounds, #4 & 8 riggers or line brushes (In sketchbooks I paint most everything with the 3 brushes in bold). Artisans (locally) and Cheap Joes (online) has good quality synthetic brushes that are inexpensive.

**Paint** – I use Daniel Smith or M. Graham, but Windsor & Newton is also good. Don't get a watercolor paint set with color in wells. Buy tube paint of the highest quality you can afford. More expensive paint will also go further. You don't need more than four or five colors.

Colors:

- New Gamboge or any similar deep yellow
- Ultramarine Blue
- Alizarin Crimson
- Neutral Tint (for value studies & finishing touches)

Optional

- Turquoise or Cerulean Blue
- Burnt Sienna
- Hookers Green
- Titanium White Opaque

### Other items

Palette – I use a simple porcelain plate, but a white plastic or metal tray is fine

Water container(s)

Natural sponge for textures (optional)

Cleaning sponge for dabbing brush & cleanup

Small spray bottle

Masking tape or binder clips to hold paper flat (optional)

Masking fluid & applicator or small cheap brush (optional)

Masking tape for larger resist areas (hardware store)

Scraping & cutting tools – knife or exacto blade, credit card &/or brush end (optional)

Tissues

Paper towels

Resource photos of interesting images you took (digital or printed)

White Post-it tape or white Prismacolor pencil for revising value studies (optional)

