

## Gordes - Step by Step



1. Start with the drawing - spend some time on the buildings making sure you mark clearly where the shadows will fall.



2. The sky is best painted with the board upside down. Start with a band of raw sienna above the skyline, then add a weak wash of phthalo blue getting stronger as you go up. (Start with a brush wet with clean water then each time you reload with paint it will get stronger).



3. Add the distant mountains using ultramarine blue with a touch of burnt sienna to take the brightness out of the colour. Again this is painted with a very weak wash at the bottom of the mountains getting stronger. Allow to dry with the board sloping down towards the top.

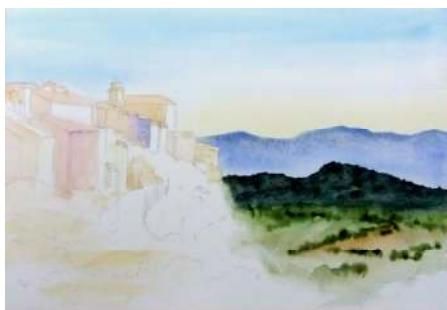


4. Now painting the backgrounds forest and fields. The distant forest is a mix of phthalo green, a touch of raw sienna, and some burnt sienna/ultramarine blue to darken it. Vary the strength by adding a little water to show a bit of variation. The field green is phthalo green + raw sienna. Add a sweep of burnt sienna for the bare earth.



5. Add in the hedges whilst the background is damp using a darker stronger mix of the colours above.

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6. Paint the colours of the buildings using raw sienna, mixes of ultramarine blue and perm rose, and light red.

7. Paint in the roofs using light red /burnt sienna in varied proportions.

Paint the foliage using the colours you used for the hedges above. Add touches of a darker mix here and there to show some variation



8. Add the cypress trees using a darker mix with a bit more phthalo green



9. Finally add the shadows and details. In this version I have finished the painting with ink, adding more details into the foliage, but you could finish it as a traditional watercolour painting the shadows with a burnt sienna/ ultramarine blue mix. Add enough sienna to make sure it is a warm colour, use a strong mix for the details and more dilute for the shadows.

