

Name: \_\_\_\_\_

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## Scene Painting

Scene painting is the area of technical theatre that provides the most opportunity for freedom and creativity

### Scene Paint

In our theatre we only use water-based paints

PIGMENT: color agent (makes paint look a certain color)

BINDER: adhering agent (makes paint stick to surface)

#### LATEX

- Levels of reflectivity
  - flat
  - semigloss
  - satin
  - hi-gloss

### Applicators

#### Brushes

- Use the right one for the job
- never dip the brush more than 1/2 way up the bristles

#### Rollers

- used for covering a lot of surface area quickly
- 8" inch roller is standard; thinner are available
- thickness of nap: 1/4", 3/8", 1/2", 3/4"

#### Sponge

- natural - used for texture, stenciling
- artificial - cut into a stencil shape and pressed on

#### Clean Up

- hand or dish soap and warm to hot water
- water should run clear
- stand covers on end
- hang brushes to dry
- 

#### Additional Painting tools

- |                     |                      |                                   |
|---------------------|----------------------|-----------------------------------|
| ○ chalk line        | ○ straight edge      | ○ feather duster                  |
| ○ sprayer           | ○ drop cloth         | ○ muffin or pie tins to mix paint |
| ○ spray paint       | ○ templates          |                                   |
| ○ extension handles | ○ rags (rag-rolling) |                                   |

## Steps in Painting

### PRIME COAT

- Provides uniform base for the rest of the paint job
- Fills in pores and holes in canvas

### BASE OR FINISH COAT

- color of elevation
- foundation used for any texturing

### TEXTURE

- Applied on top of the base coat to provide visual interest, variety, and depth to scenery

## TEXTURE TECHNIQUES

### 1. **Spattering**

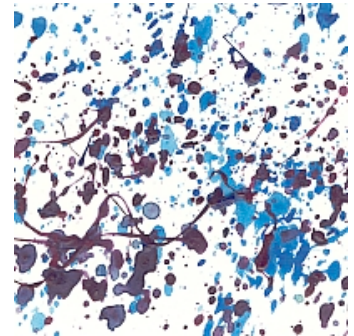
Defined => applying small drops of paint to a surface

Effect => to show age of paint, to cover irregular surfaces, to alter a hue

How => dip tips of brush in paint, stand 3-5 feet back, slap the  
FERRULE

(metal part of the brush) against heel of hand

Tip => Use a cross-hatch pattern to create a natural spatter



### 2. **Scumbling**

Defined => blending of several hues

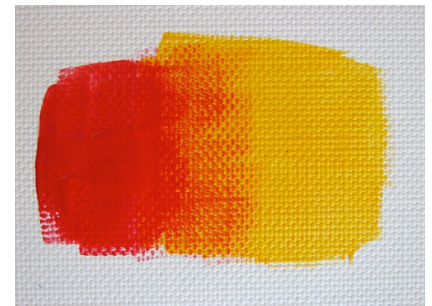
Effect => creates a multihued texture; rough or smooth

How => blending of different hues together while the paint is still  
wet circular, swirling, cross-hatch, straight, curved

- high vs. low contrast

Tip => 1. Use separate brushes for each color hue

2. work rapidly while paint is still wet



### 3. **Stippling**

Defined => applying a heavier texture to a surface

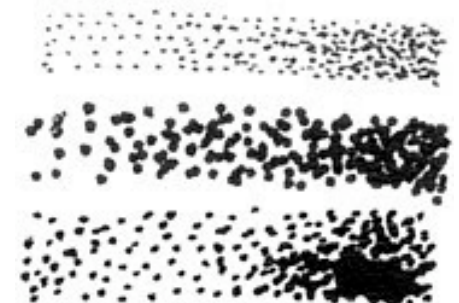
Effect => gives a heavier texture look

How => dip the end of the applicator into the paint and touch to  
surface

- Brush sponge feather duster edge of burlap end of rope

Tip => 1. Change the position of the applicator to avoid making an  
obvious pattern

2. Change the pressure when touching the surface



#### 4. **Flogging/Veining**

Defined => applying a very large amount of paint to a surface

Effect => to give a random, heavy look

How => attach strips of canvas to a piece of 2 x 2 lumber that is 2 – 3 feet

long. Fling the flogger until it hits the surface. Continue in random positions.

Tip => make sure set pieces and others are out of the way – this is messy



#### 5. **Dry Brushing**

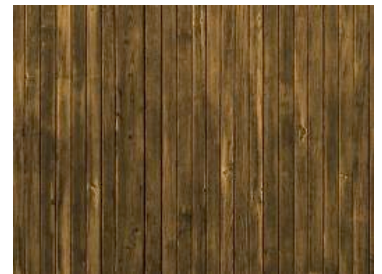
Defined => painting with a brush that has little paint

Effect => used to create wood grains and can be used on things other than scenery

How => Dip tip of brush in paint and scrape excess paint on lip of bucket.

Lightly draw brush across surface.

Tip => 1. If hue and value is close to base coat- result is smooth  
2. If hue and value is greater that of base coat – result is rough



#### 6. **Lining**

Defined => using straight lines of varying widths

Effect => creates the appearance of depth to show a source of light on the object

How => use highlight and shadowing lines with a lining brush

Tip => use a straight edge (bricks - paneling on doors)



#### 7. **Stenciling**

Defined => large, cut out patterns

Effect => creates repetitive, intricate designs, as with wallpaper

How => Cut a stencil from stencil paper, card stock paper, or poster board and cover with shellac, lacquer, or spray varnish to waterproof stencil (or go buy one). Use a sponge, sprayer or stencil brush to apply paint to surface.

Tip => 1. don't apply too much paint in that it seeps under the stencil  
2. spraying works best because it is more gentle on the stencil  
3. clean the stencil to remove excess paint

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## 8. **Sponging**

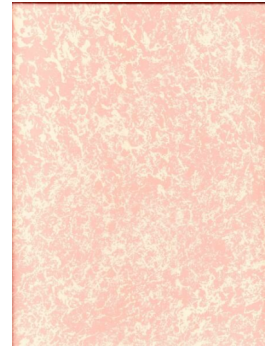
Defined => using a synthetic or sea sponge to to paint, dap or stamp with; used for faux finishes or in conjunction with stenciling

Effect => creating a random appearance (sea sponge) or rhythmic pattern (synthetic)

How => First wet the sponge then dab in paint and wipe off excess.

Then working from the middle lightly blot the surface of set piece

- Tip =>
1. careful not to smear
  2. go up and down movements
  3. light on dark = brighter
  4. try multiple colors by layering



## 9. **Rag Rolling**

Defined => on a surface to create random lines

Effect => create a marble effect

How => use a rag and dip into the bucket of paint.

Ring out excess paint and roll up loosely. Roll the rag around on the surface, changing directions often.

- Tip =>
1. wear gloves
  2. start out lightly – you can always add more



## 10. **Bricks**

How => use the side of a rectangular sponge. Dip into the paint and wipe off the excess paint on the lip of the bucket. Gently set the sponge on the surface. Continue to set the sponge down

in a row, leaving about 1/4" between each "brick". Offset each row that

follows. Follow up by lining the bricks with highlight and shadow.

Tip => Be sure to base the surface with a color that would naturally work as the grout color. This will show between the bricks.

