# Watercolor Supply List

## **Brushes:**

One inch Flat

One half inch flat

One #7,8, 9, or 10 round

One liner or detail brush

Optional: fan, mop

Please be sure that the brushes you get are for watercolor. They have shorter handles, and either a soft sable or camel hair bristle, or synthetic bristle that is soft and springy.

### **Paint Tubes:**

Windsor and Newton Cotman are good quality, student grade paints. It will serve you well to buy these, rather than the really cheap paints. I found a set of twelve that serves fairly well for \$23.00. If you are a true beginner and would like to try the cheap paints, go ahead, it is your experience!

REDS: Cadmium Red Light, Alizarin Crimson

BLUES: Ultramarine Blue, Cerulian Blue

YELLOWS: Cadmium Yellow Hue, Lemon Yellow

EARTH TONES: Yellow Ochre, Burnt Sienna, Burnt Umber

#### Paper:

140 lb. Cold Press is standard. Arches is a high quality paper, but Strathmore is cheaper and works pretty well for most things. There are some other cheap brands that are ok, too, but make sure it is at least 140 lb. You can buy tablets or sheets.

If you want to go all out, 300lb paper is fabulous and you can do anything to it.

Sketch pad for thumbnails...it can be any size that works for you.

#### **Drawing Board:**

I suggest using a board that will accommodate the size of your paper, or two smaller pieces.

#### **Additional Necessities:**

Roll of masking or artist tape, tissue, natural sponges, water containers.

Palette for WATERCOLOR: Watercolor palettes have several little wells for pigments, and a large mixing area. They range a great deal in price, depending on how large, and if they have a cover. Choose one that has enough wells to accommodate all your pigments. There are other options, but most likely, you will do well to get one of these.

#### Suggested Reference Books:

Watercolor for Dummies, Collette Pitcher: Really great reference book for everything but figure.

Figure Painting in Watercolor, Charles Reid: If you want to do figure, he is the master.