

# Creating Realistic Fantasy Workshop

James Gurney

## Materials List

**GOAL:** to create a realistic painting of the mythological satyr Pan—half man, half goat.

**DRAWING SUPPLIES** for doing studies from the human and animal models

Pencil, kneaded eraser

Newsprint pad or charcoal paper, 16x20 or 18x24 is OK

Charcoal and white chalk if you're using tone paper.

Sketchbook

### MAQUETTE SCULPTING

One box of regular or Super Sculpey polymer modeling compound,

Or a large packet of Fimo

Aluminum armature wire, 4x5 inch wood base with hole drilled for the wire (I'll bring some extra wire and wood bases, too).

Sculpting tools

The medium of your final work is up to you. Some will be working in oil, watercolor, charcoal, and even Sculpey

**OIL PAINTS**—Suggested basic colors, your choice of brand

Titanium white

French ultramarine blue

Cadmium (or Winsor) red

Cadmium yellow light

Raw umber

Burnt sienna

Optional additional colors

Cerulean blue

Cobalt blue

Viridian

Permanent green light

Yellow ochre

Permanent Alizarin crimson

### BRUSHES

Bristle filberts or flats, Nos. 3, 4, 5

Kolinsky watercolor round, No. 4

White nylon flats

### MEDIUMS

Turpenoid Natural (green can) Please, no gum turpentine or petroleum distillates because of allergies and sensitivities.

Winsor and Newton Liquin

Acrylic matte medium (for sealing your pencil drawing before painting, especially if you're working on illustration board)

Palette cups with lids

Coffee can or brush washer for Turpenoid. See Gurney Journey blog post [ÓBrush WasherÓ](#)

### OTHER PAINTS

Watercolor, acrylic paints, etc are also OK if you prefer them. You can use digital tools, but I won't be able to help you as much on technique, and I want to put the emphasis on traditional drawing, painting, and sculpting, and less on photography and digital techniques.