

GET THERE FAST AND TAKE IT SLOW"

WHAT YOU'LL NEED

- 16x20 Canvas
- Brushes: from largest to smallest Flat 12, Filbert 8, Bright 6, Round 6, & Round 1
- Not included in your kit, but important to have handy: Water Cup & Paper Towels
- Acrylic paint in the colors below: 1 oz/30 ml of each color should be plenty



MAGENTA CHROME







WHITE COBALT BURNT BLUE



UMBER





BLACK





LET'S GET CREATIVE

YELLOW

There are no rules in art - so feel free to make changes and do it your own way! Every painting will be an original, so don't sweat it if your painting doesn't exactly match the artist's painting in the tutorial. YOUR art is unique to YOU. And that's what makes it awesome.

And hey, we love to see what you create! Snap a selfie with your masterpiece and share with us on social media, by tagging us epaintingtogogh.

HAVE A GREAT TIME PAINTING!

- Acrylic paint can stain so take care around clothes and surfaces.
- Missed a step or the artist is going too fast? Don't worry you can pause and replay the video tutorial as needed to paint at their own pace.
- Take a break! Dry breaks are perfect opportunities to refill drinks or snacks. Can't wait to keep painting? Use a hair dryer to speed drying times.
- While painting, leave the brushes bristle-end down in the water cup to keep them from drying out. After painting, wash the brushes thoroughly, reshape the bristles, and lay flat to dry so they'll be ready for your next painting.

VIDEO TUTORIAL DETAILS

While everyone paints at their own pace, most painters can expect to add 30 minutes or more to the video runtime, so plan accordingly. Here are the specs for this painting:

Estimated Total Activity Time: 100 to 115 minutes with breaks

Tutorial runtime: 85 Minutes

• Plus additional time for dry breaks as needed

Stream your tutorial on any internet-connected device : WiFi connected laptop or tablet, mobile phone, Apple TV with Safari browser, Chromecast with Chrome browser, Amazon FireTV Stick with Silk browser, and more - however you like to stream.