

MIXING NUDES

DANNI GOMEZ

What You Can Use:



Alizarin Crimson Paint (cool)
 Cadmium Red Hue Paint (warm)
 Ultramarine Blue Paint (cool)
 Phthalo Blue Paint (warm)
 Cadmium Lemon Paint (cool)
 Yellow Ochre Paint (warm)
 Raw Umber Paint (cool)
 Burnt Umber Paint (warm)
 Titanium White

Palette knife / tool to mix with
Palette / work surface to mix paint on
Skin reference (something to refer to for the skin tone you're looking for, focus on flat areas like forehead or inside of forearm)



ε
LIGHT SKIN

ω

ω

3

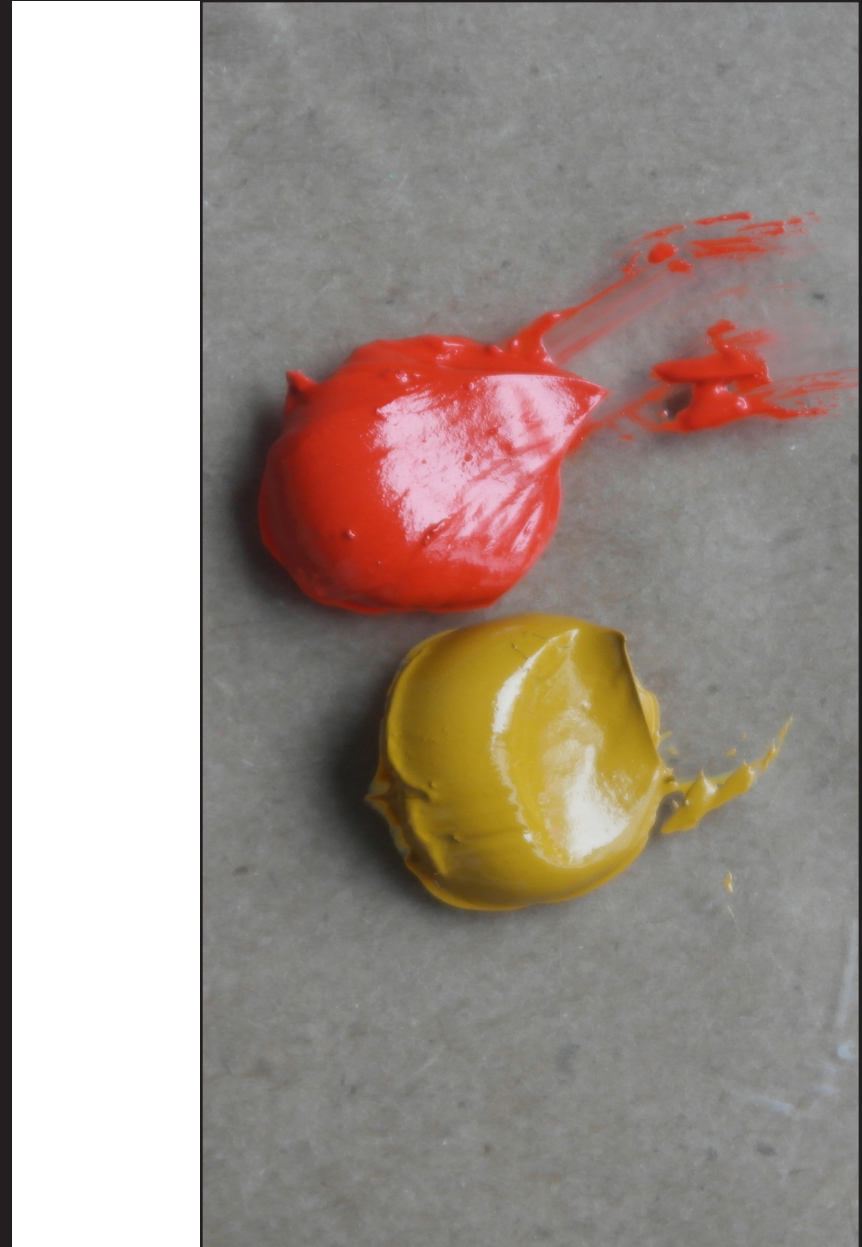
Start with a clean and dry work surface or palette.

Make sure to mix in a well-lit area so as to not give you the wrong tones or colours.



Add 1-part cadmium red hue (warm) to palette.

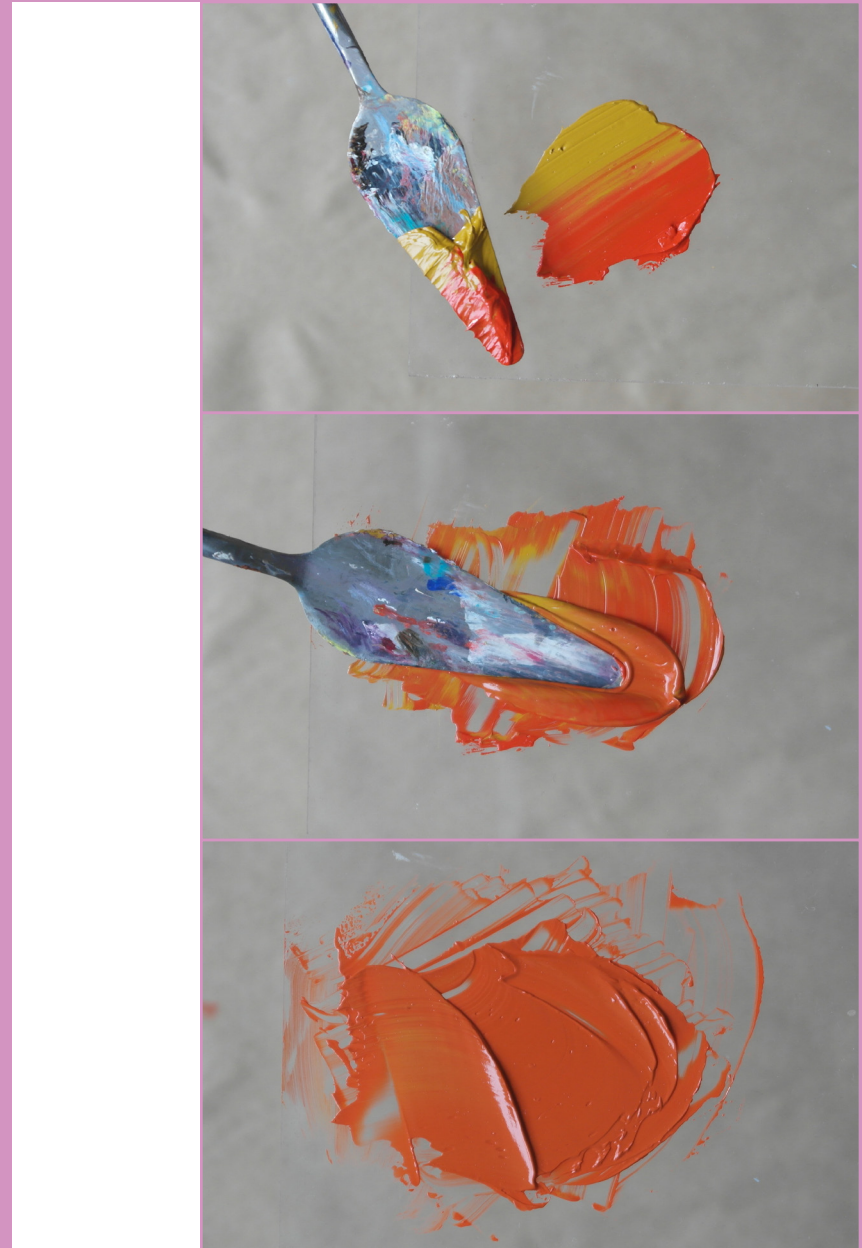
Add 1-part yellow ochre (warm).



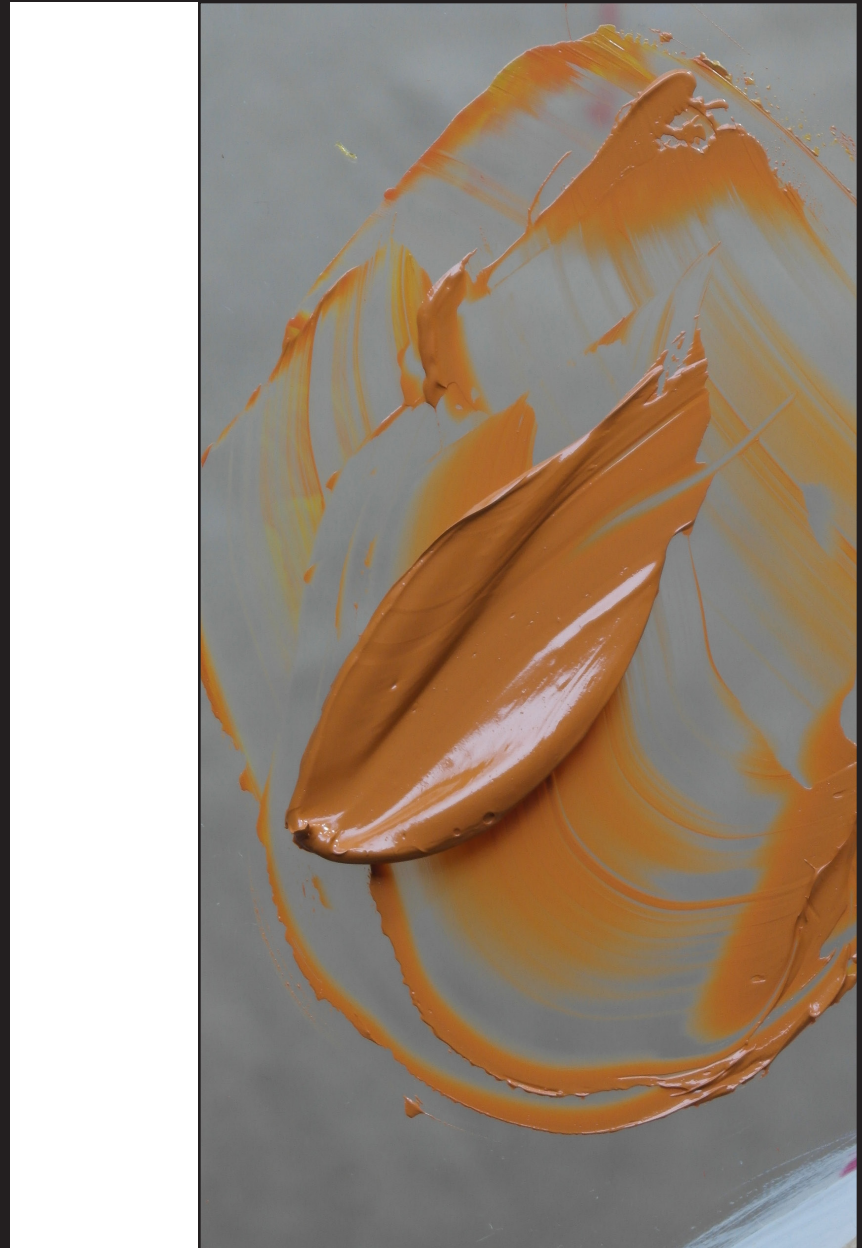
Mix with palette knife.

Scrape paint together and press until combined.

No visible streaks. Orange. Far from natural.



Take this colour, compare to skin reference. More red or yellow? Add to get the right orange.



Start adding a little white. When referring to skin, focus on tone. The colour will look bright, fake.



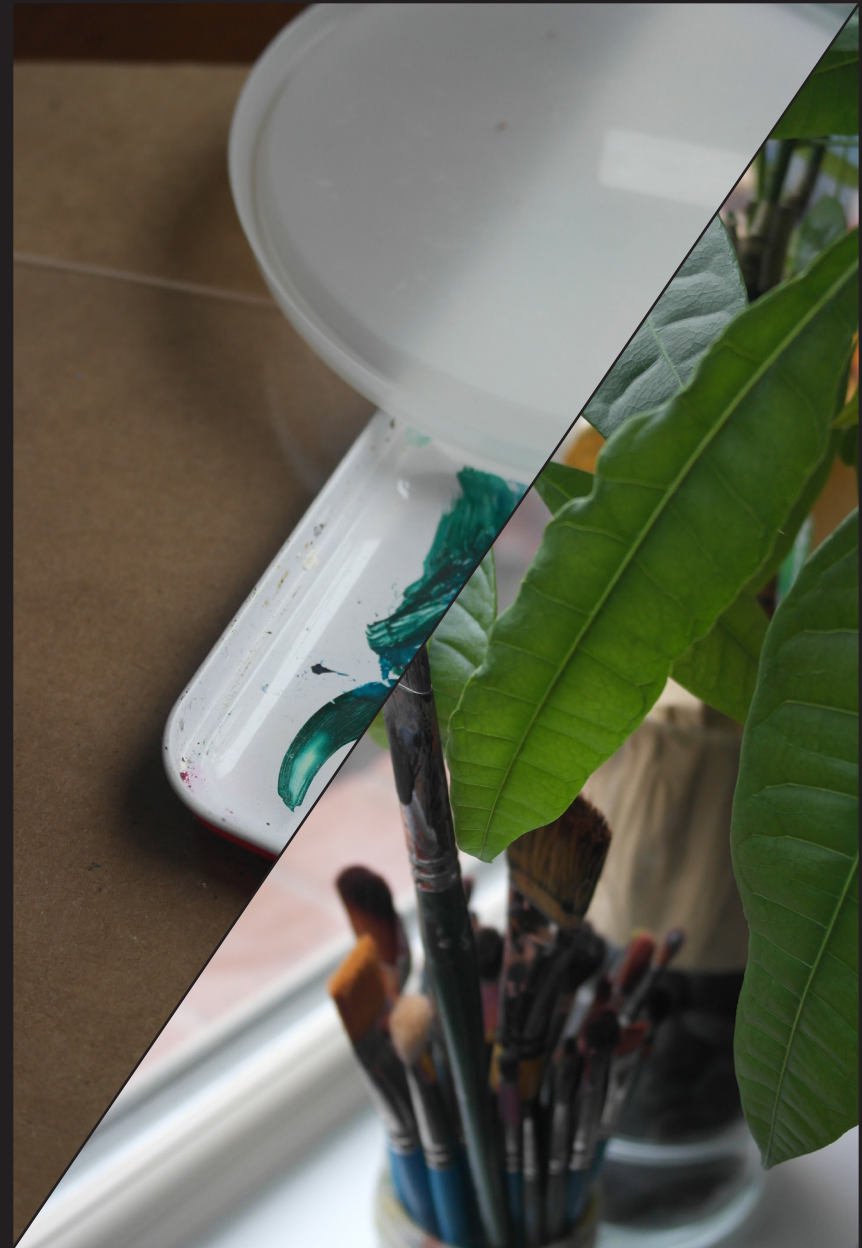
Start adding very little ultramarine blue (cool). This will neutralise colour. Cool + warm = neutral.

Mix well. Keep referencing skin.
This is your base colour.



Start with a clean and dry work surface or palette.

Make sure to mix in a well-lit area so as to not give you the wrong tones or colours.



Add 1-part cadmium red hue (warm) to palette.

Add 1-part yellow ochre (warm).



Mix with palette knife.

Scrape paint together and press until combined.

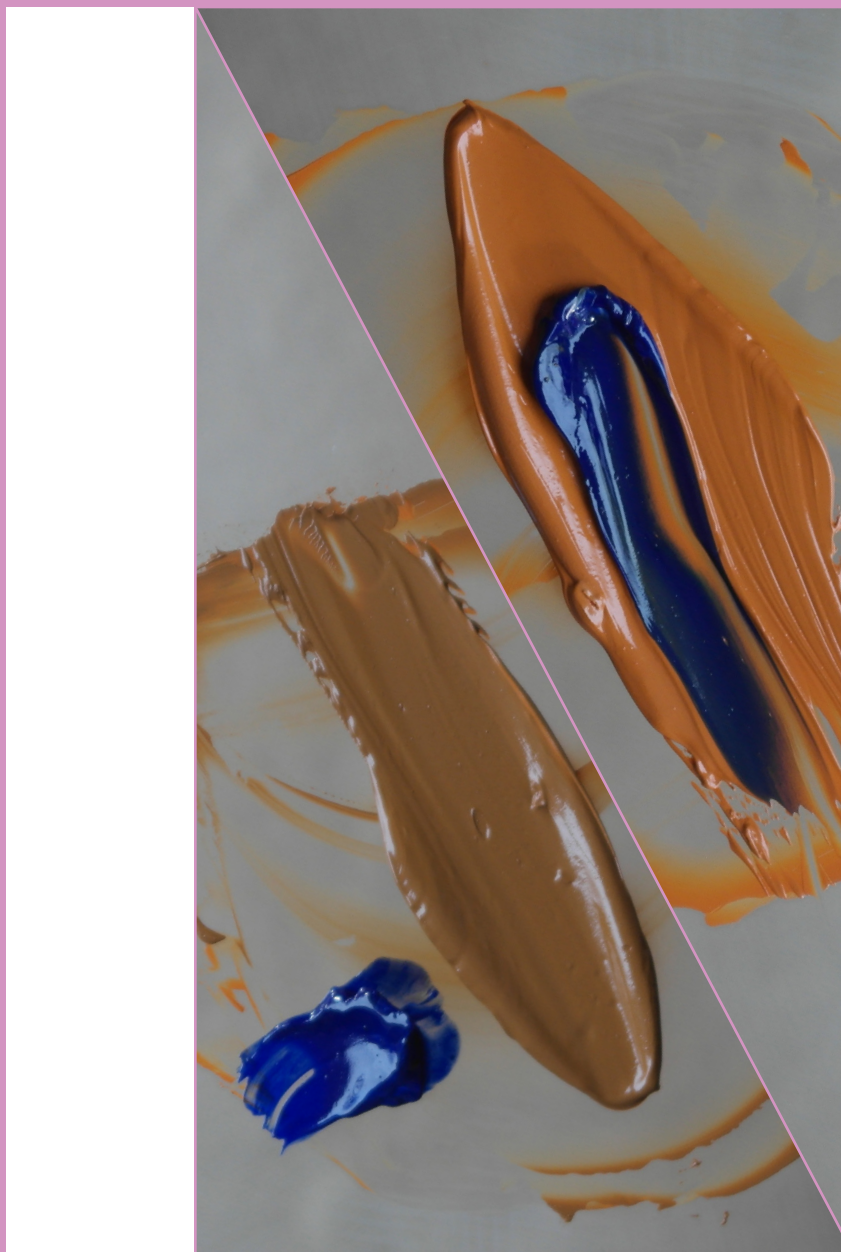
No visible streaks. Orange. Far from natural.



Take this colour, compare to skin reference. More red or yellow? Add to get the right orange.



Start adding ultramarine blue (cool) until you have a value close to your reference skin.



Add white if too dark, or ultramarine blue/raw umber (cool)/burnt umber (warm) if too light.

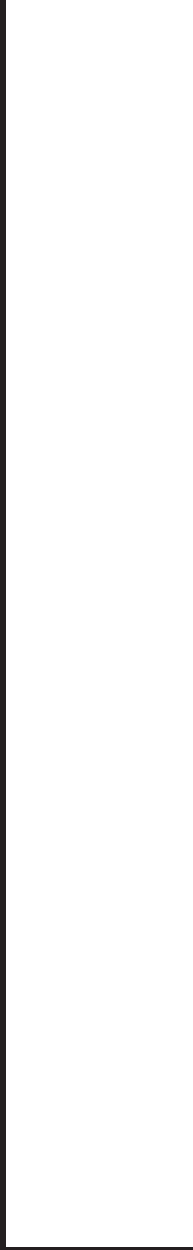


Mix well. Keep referencing skin.
This is your base colour.



6L

Very cool light skin – substitute yellow ochre (warm) for cadmium lemon (cool).



19

19

19

Very cool dark skin – substitute cadmium red hue (warm) with alizarin crimson (cool).

20

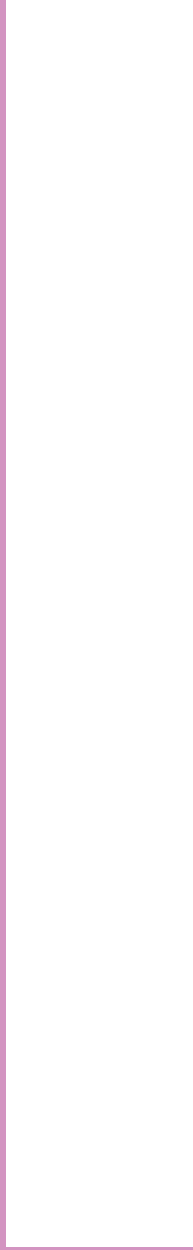


20

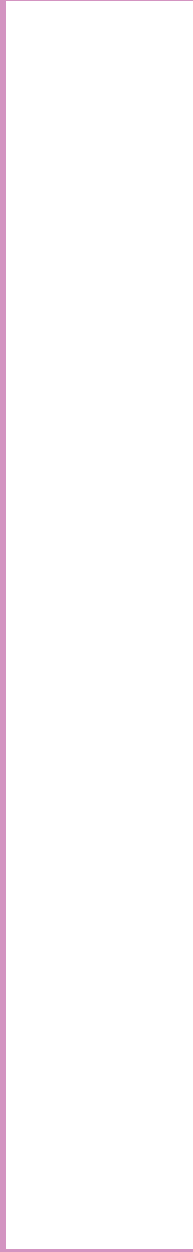
20

20

Very warm skin – substitute ultramarine blue (cool) with phthalo blue (warm).



Warm dark skin – if adding a brown colour, use burnt umber (warm).



Cool dark skin – if adding a brown colour, use raw umber (cool).

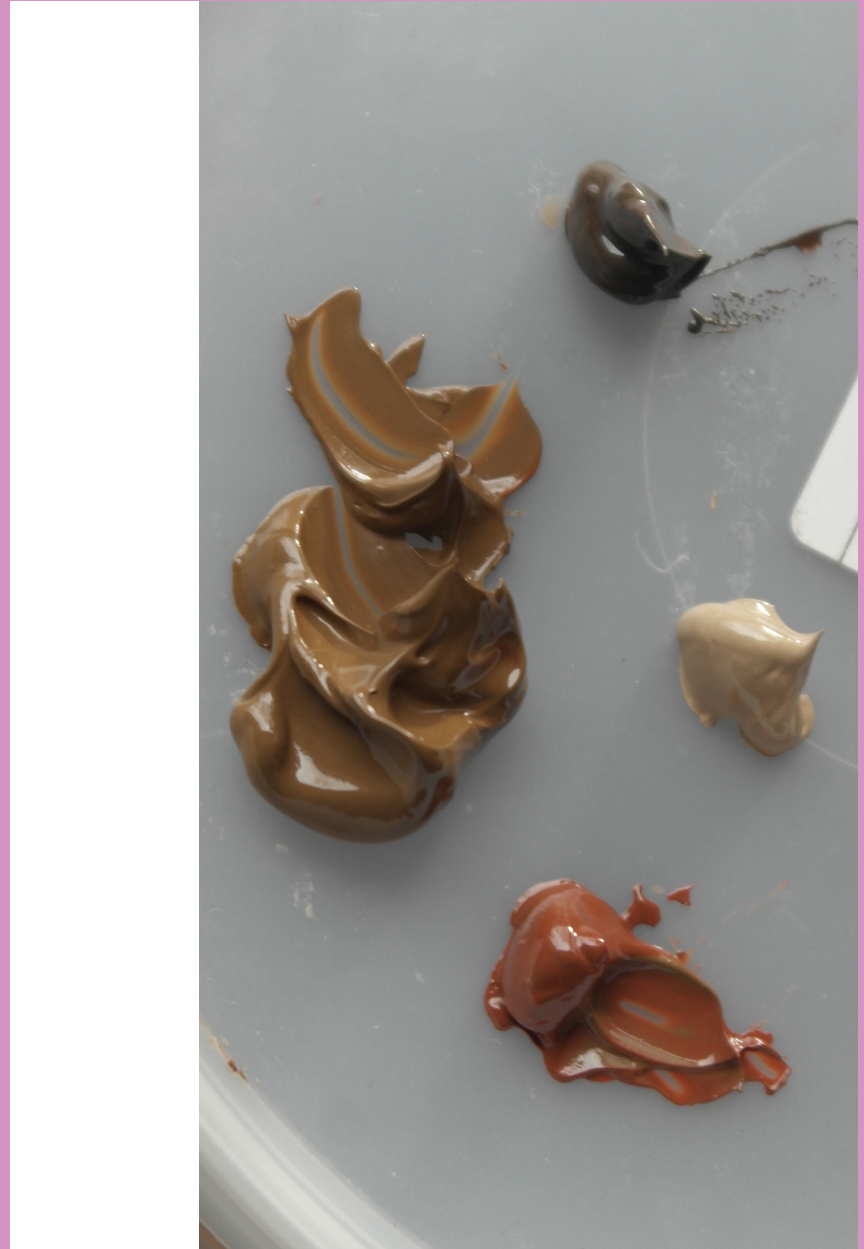


Neutrals – remember warm and cool together make neutral, so try to balance your colours.



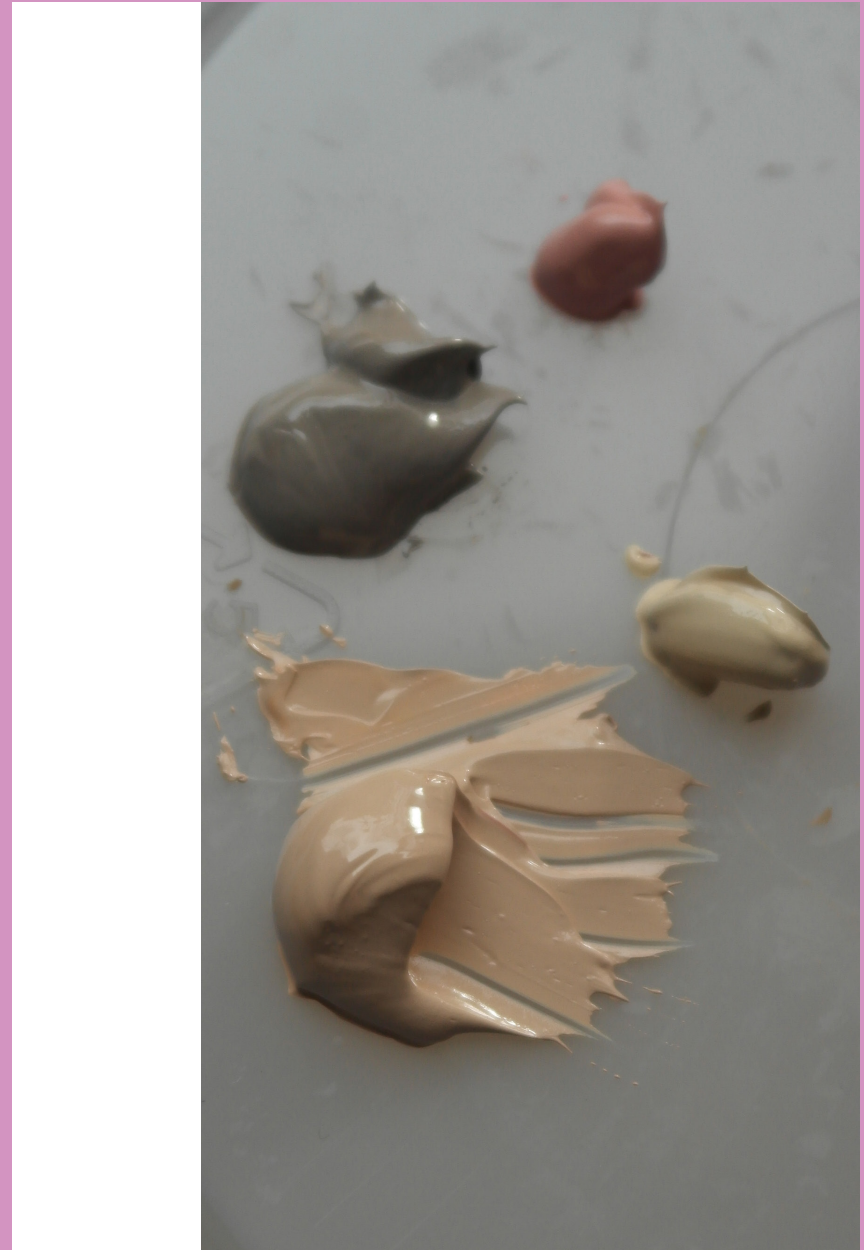
Make more tones using base colour:

Blush = add red.



Shadows = add more blue/raw umber/burnt umber.

Highlights = add yellow/white.



The key is to mix well, refer to reference skin, always add small additions of colour, not big.



