

## **Paint** (mix quantity as needed)

Copol (tree resin)

Aspic (also called spic, spike, is oil from spike lavender)

Pigment

Muller (glass or marble)

Grind resin to a fine powder

Mix with lavender oil and leave for 2-4 hours to dissolve

Smush

Add mixing oil to pigment to make the colors you require (use minimal amount)

Use muller to thoroughly mix oil and pigment.

Add small amount of dissolved copol. This is used to make the paint shiney and easy to apply. It also aids in adhering the paint to the canvas. A few drops of dammar varnish can be used instead.

Damar Varnish is copol.

Store paint in sealed glasses of water. Make sure the water covers the paint so it does not dry out when not being used. After painting return uncompromised paint to the jar of water. Ultramarine Blue will desolve in the water so you can not store it. You will need to mix this in smaller batches as needed. There may be other pigments which can not be stored this way. Test a small sample of you paint before storing it in water.

Basic Colors you will need:

Alizarin (madder lake)

Ultramarine Blue

Raw Umber

Burnt Umber

Red Ochre

Black Ivory

Yellow Ochre

Red Ochre

Ru Ochre (this is Green earth from Germany and not easy to fine...terre Verte may be used instead)

Naples Yellow (optional)