



# Should I or Shouldn't I?

**Designed By:** Antoinette Cox  
**Time to complete:** 2 Hours

**Level:** Beginner/Intermediate



## Materials List:

### Loew-Cornell® Fabric Brushes:

226-0 Spotter    224-1/4", 3/8" Angular Shader  
227-0, 2 Liner    228-3 Round Scrubber  
223-8 Shader

### Palette:

#### Delta Ceramcoat Acrylics

Toffee	Espresso	Black Green
Black Latte	Sea Grass	Opaque Red
Blue Bayou	Empire Gold	White
Green Isle	Luscious Lemon	Textile Medium

### Surface:

Swim trunks with at least 70% cotton.  
Sample was purchased at JC Penney Co.

### Additional Supplies:

#### Loew-Cornell:

384 - Brush Tub II  
392 - Graphite Transfer paper  
398 - Palette Paper  
DES - Double-ended Stylus  
341 - Tracing Paper

Paper towels, masking tape. Piece of cardboard that fits inside the leg of the trunks tightly, covered with plastic wrap.

## Instructions:

Read all instructions before beginning your project. Refer to photo for placement.

### Preparation:

Pre-wash garment with no fabric softener. Iron to remove wrinkles.

Place cardboard inside the leg of the trunks. Stretch the fabric tightly across the cardboard and secure if necessary in back with the masking tape.

Trace the design onto tracing paper. Position the pattern onto the leg and tape in place. Slide the transfer paper behind the tracing and use the stylus to trace the design onto the trunks.

### Painting the Design:

Do not use any water in painting the design. Use textile medium mixed with paint to paint the design. Any time you need a transparent color just mix more of the textile medium into the paint. Use water only

when you clean your brushes. (Be sure and dry the brushes on paper toweling thoroughly after washing them, before continuing your painting.)

**Island Sand:** Base with *Latte* using the Shader. Use the 3/8" Angular Shader to define the shadow areas (behind each sand drift, behind the surfboards and hut poles and in the shade of the hut. The shading colors are *Espresso* and *Espresso + Latte*. Avoid sharp edges by using the Round Scrubber to soften any harsh lines. Highlight the sand with a mix of *Toffee + Luscious Lemon + White*. Use the Shader to stipple on *White* for the water around the edges of the sand.

**Palms:** Use the Spotter to base the large palm trunks and the Liner to base the small trunks *Toffee*. Make a zigzag of *Espresso* down each trunk. Add a *White* zigzag next to the *Espresso* one. Line the trunk on one side with *White* using the Liner and line the opposite side with *Espresso*. Use the Liner and *Green Isle* + a dot of *Black Green* to paint the center line of each palm frond. Use *Green Isle* to make the

individual sections of the fronds. Highlight the fronds with *Sea Grass* lines. Highlight a few fronds with *White* lines over the *Sea Grass* highlights.

#### **Grass:**

Use the 1/4" Angular Shader to float a V of *Black Green* at the base of each frond. Use the Liner to add a few *Black Green* fronds for definition. Add some *Espresso* color from the main trunk up onto the stems of the fronds.

**Hut:** Base the poles *Toffee* using the Spotter. Line one edge with *Espresso* and line down the center of the pole with *Latte*. Soften the *Latte* with the Spotter. White can be used for a second highlight.

**Thatch:** Base with a mix of *Latte* + *Empire Gold* using the Shader. Use the chisel edge of the 1/4" Angular Shader to pull down streaks of the base color + *White*. Use the Liner to add some more thin streaks and then use *Espresso* + *Black Green* to add some dark thatch lines. Darken behind the surf boards with lines of *Toffee*. Highlight again with lines of *White*.

**Surfboards:** Base each large board leaving a space for the *White* line down the center. One is *Opaque Red* and the other is *Blue Bayou*. The tiny one on the other leg is *Opaque Red*. Shade at the

lower end of the large boards by adding a bit of *Espresso* to the base color. Add a tiny bit of *Luscious Lemon* to the *Opaque Red* and highlight the top part of the *Opaque Red* board. Line with a mix of *Espresso* + *Black Green* around the boards.

**Boy:** Base skin with a mix of *Toffee* + *Luscious Lemon* + *White*. Use *Espresso* + *Black Green* to line around the boy and to suggest hair and eyes. Bathing suit is *Blue Bayou*.

**Sharks:** Use the Shader to paint the shark fins. The color is *White* + a dot of *Black*. Shade down the back side of the fin with *Black*. Highlight with a float of *White* on the curved front edge. If the trunks are a large size you can add more shark fins. They are a triangle shape that is rounded. The farther away they are from the viewer, the smaller they need to be.

Use the Round Scrubber to tap on the *White* bubble lines around the fins and to add the foreshortened circle lines suggesting water movement around the fins. Scatter a few wave-shaped *White* lines around the sharks and islands with a liner. Use the 3/8" Angular Shader to float *Blue Bayou* on the inside curves of the foreshortened circles and under the *White* wave-like lines.

Heat set according to directions on textile medium.



Antoinette Cox is an accomplished artist in the field of decorative painting. She has painted and designed with watercolors, acrylics and fabric paints. During the last 35 years Antoinette has designed many painted pieces for special interest magazines such as *Tole World*, *PaintWorks*, *CraftWorks*, *The Decorative Painter* and many more. Antoinette has been on the Editorial Advisory Board of *Tole World* for several years. She enjoys teaching at conventions at the regional and national level. Her painted designs have been in the juried shows sponsored by the Society of Decorative

Painters. In 2003, her hand painted original design box received first place in the Best of Show competition at the California State Fair and she has received Best of Show, Award Merit, Award of Distinction and Best of Class Awards at regional and state fairs.

Painting wall murals in commercial buildings like hotels and banquet rooms is a favorite type of work for Antoinette. Several restaurants feature her work. Currently she is painting designs on glass on two walls of a Salinas, CA restaurant. Homes in Fresno County, Monterey County and New Mexico feature her wall murals.

Antoinette lives in Monterey, California with her husband Tom. Now retired, Tom acts as a class monitor for her and has been assisting in her mural painting. Their two sons, Dennis and Alan are also talented and their two granddaughters are learning to paint from Grandma.



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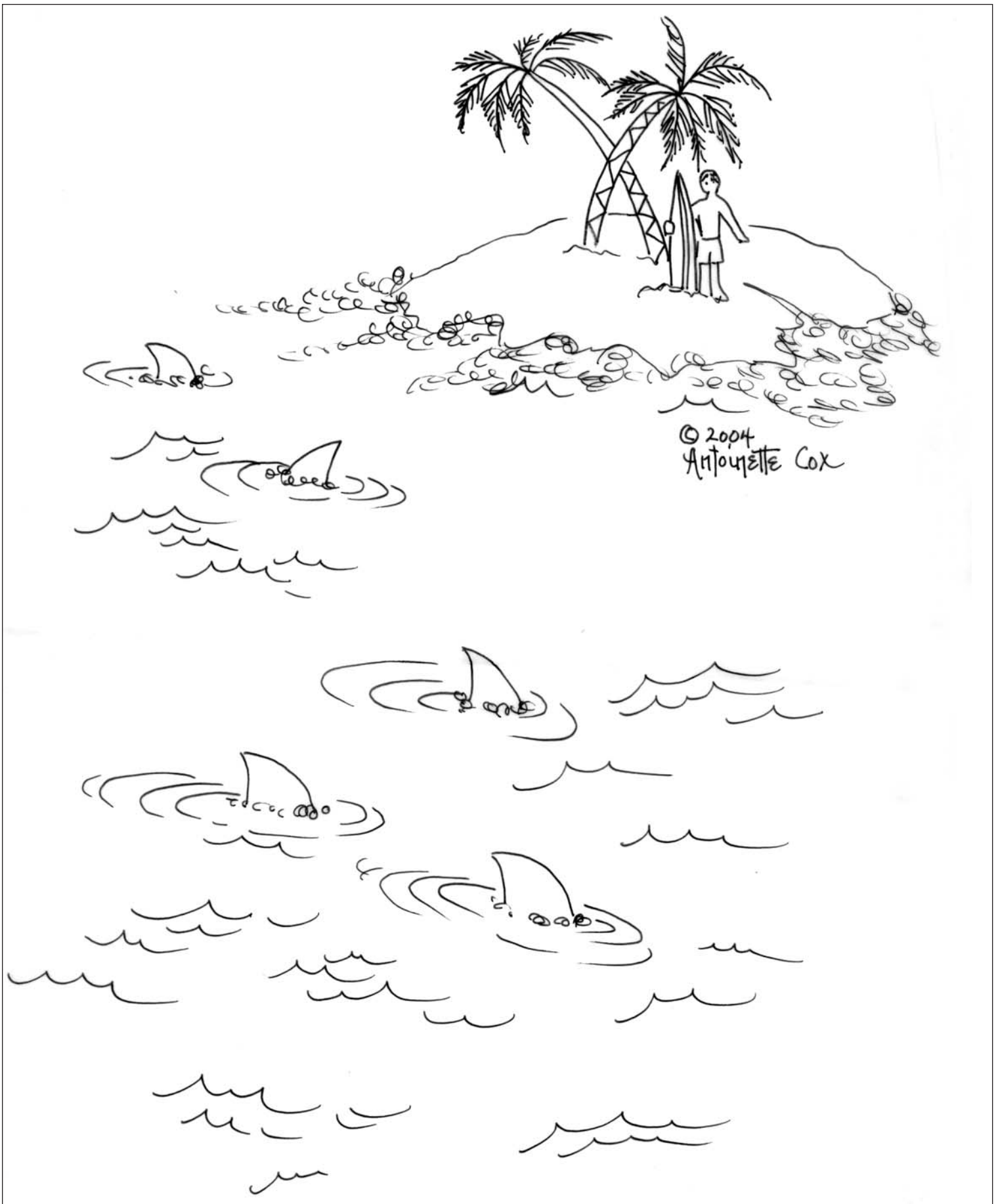
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