

Painting Foreground foliage (for foregrounds in landscapes and nature study-style habitats)

NOTE: BOTH THESE METHODS USE THREE TONES OF GREEN : LIGHT, MEDIUM ,DARK (By now this should be a mantra)

Method 1(Easy!)

Mix up your three greens. Mask off poppy, daisy heads etc

Lay down a wash of light yellow green - to dry, vignettted round the edges if nature study.

Then using a fan brush, rigger or round (depends on how detailed you want it), paint in and drag your mid tone upwards, and at angles, to render grass stems.

Repeat to lesser degree with third tone - this could be diluted a bit for a softer shadow look.

You can repeat this above process for any areas remaining unpainted using shorter strokes, for shorter grass in-between the taller clumps.

Method 2 foreground foliage (more realistic)

Sketch in some foreground stems (and flower heads in desired)

Mask off about a third of the stems - these will be held back, to be the lightest warmest yellow greens, the foliage catching the light/and/or closest to the viewer (painted in much later on).

Lay down a wash of the medium colour, covering all the negative spaces between the masking - can go over the whole area.

While you're doing this, drag the paint into the upper thinner areas as blades of grass, where the stems are more visible as they separate out. You could concentrate paint at the base of the negative shaped sections for sense of shadow.

Leave this wash to dry.

In the negative areas that are now mid-green, paint in some dark green - either by using method 1 above OR by further separating the negative spaces, painting more negative spaces with your dark colour to create mid -tone positive shapes of grass blades. For great detail, this can be repeated for even more density.

Finally, remove masking, paint in the white stems with your light green, paint in the flower heads, modelling them a little in necessary. You should now have a rich looking foreground foliage, with three tones.

(NB Sometimes it might work well to combine methods 1 and 2).

Mid ground grasses

Model on existing dry local colour washes, using darker tones. More impressionistically in style.

Use dry brush dragging with a fan/splayed flat brush to create clumps of shorter overlapping grasses. You may want to use a rigger for taller grasses in amongst shorter grasses.

More distant field textures

To give an sense of unevenness and grassy texture here and there.

Model very lightly on an existing dry wash. Choose a colour that is only a slightly more green/greyed version of the local colour you have laid down. Use the edge of a flat brush and pull upwards just a little, overlap this mark making for more natural effects. This texture should not dominate. The further back the texture the more it can become just uneven soft narrow bands/lines here and there.

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