

My dearest watercolourists,

I hope you're well.

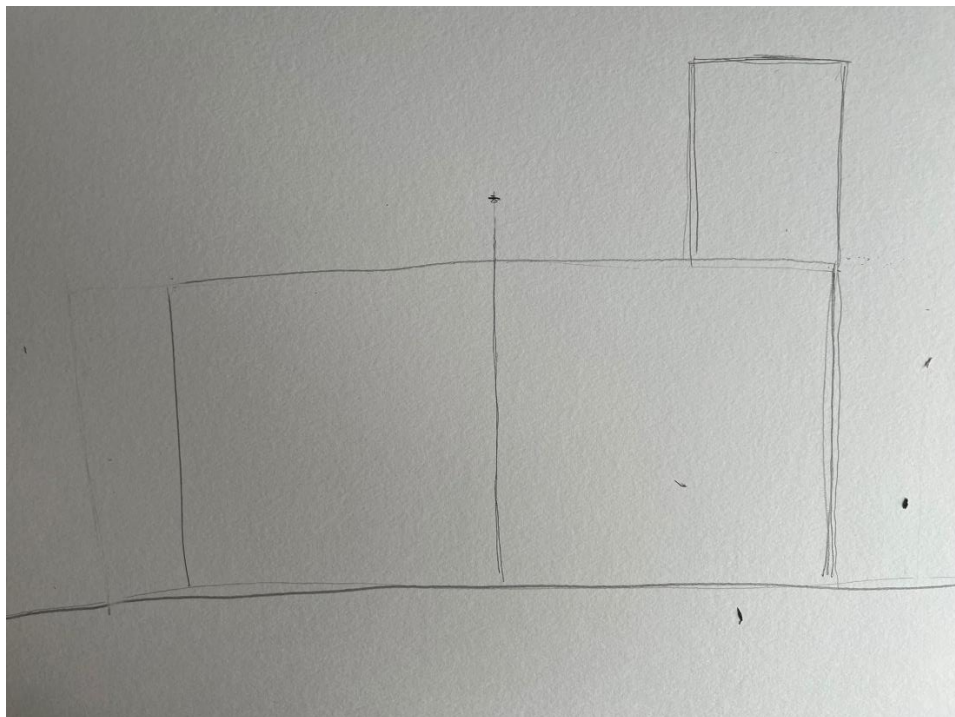
Today we are painting a night landscape featuring a ruin of an Abbey. This is of course inspired by my previous newsletter when I mentioned visiting the Fountains Abbey in Yorkshire.



Inspired by the picture above, which we simplified a little bit, here is our painting and the tutorial. This is again a very different concept to everything we've done before because we've never painted a nocturnal landscape.

Nonetheless, I hope you're going to enjoy it.

First and foremost, we find the centre of our paper.

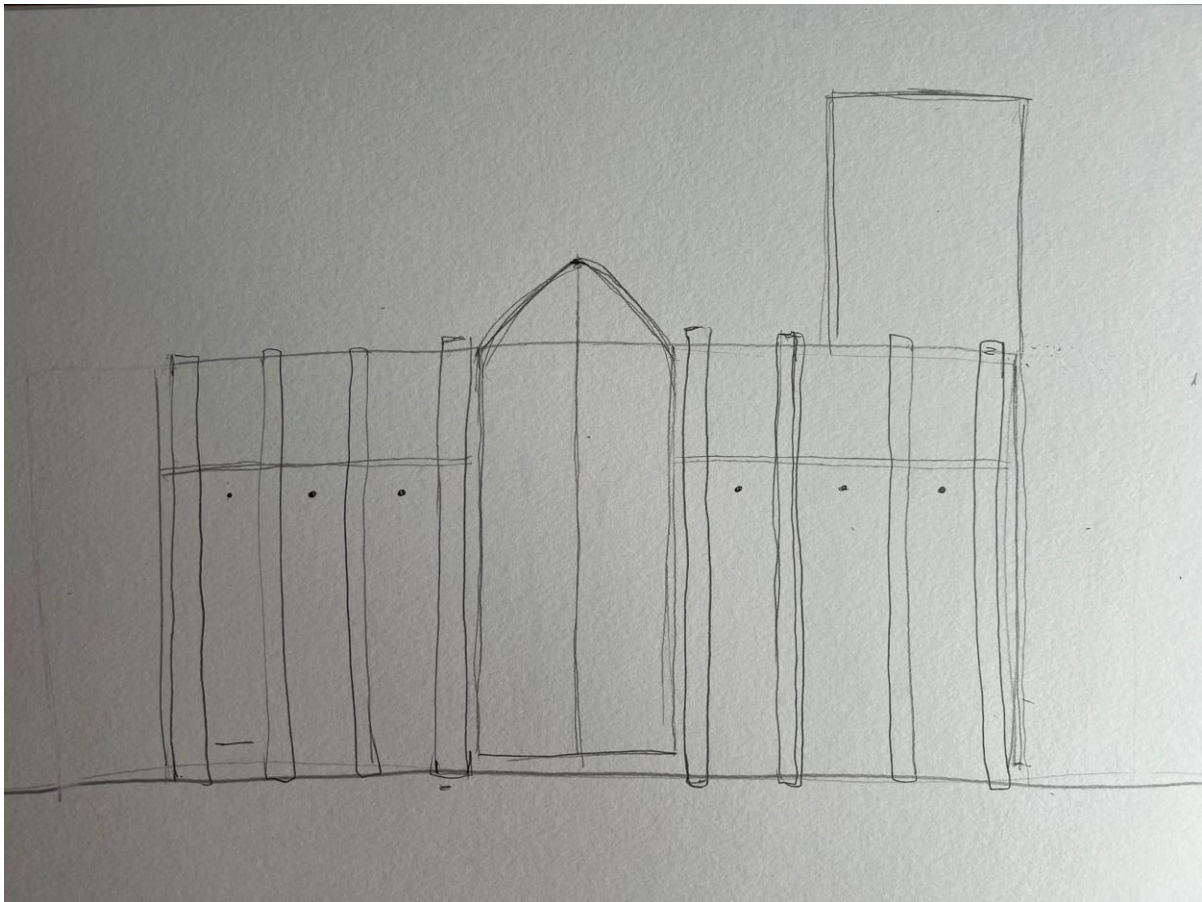


We have the line of the horizon and on it, we need to add a rectangle (the simplified Abbey). We need to make sure that there is some space at the top of the paper and at the bottom, to have the Abbey positioned nicely.

There is also one tower we need to factor in when we position the Abbey.

Now that we have this rectangle, we're going to vertically break it into 2 rectangles- this vertical line down the middle will become the symmetry line for the façade. On the right-hand side we're going to add another rectangle on top this is going to be the tower.

We are going to use the line to create a symmetrical arch.



Please don't worry about the lines being perfectly straight or mathematically equal.

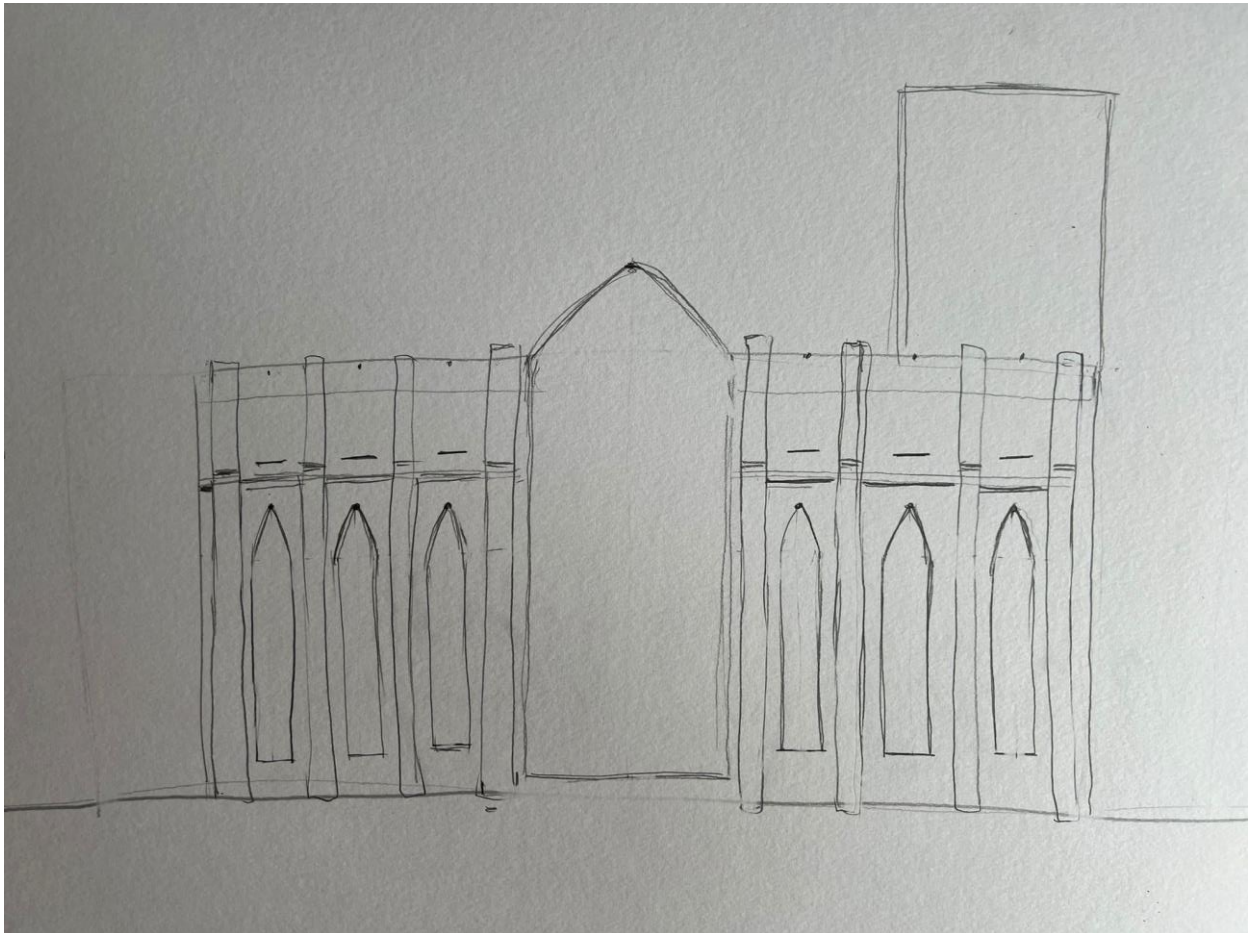
If you're very keen on making this precise you can always use a ruler to trace the lines, however, we drew this free hand. I think that in the context of a ruin, uneven imperfect lines still work.

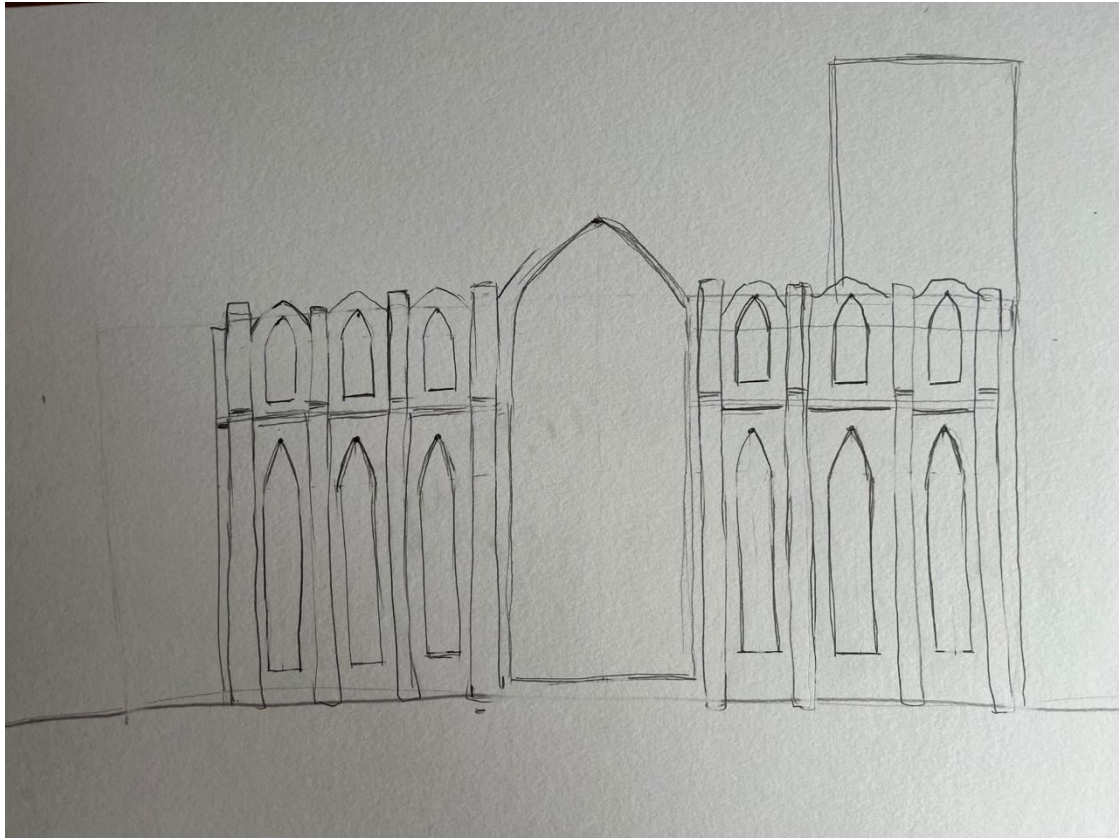
Now we should have a gate down the middle window. We're going to divide the space to the left and the right of the window/gate into three sections using four lines as demonstrated in the picture(above). These sections are separated by columns.

We are going to add one horizontal line 1/3 up from the top edge of the rectangle. The Abbey has two levels/stories. The top story is shorter than the ground floor.

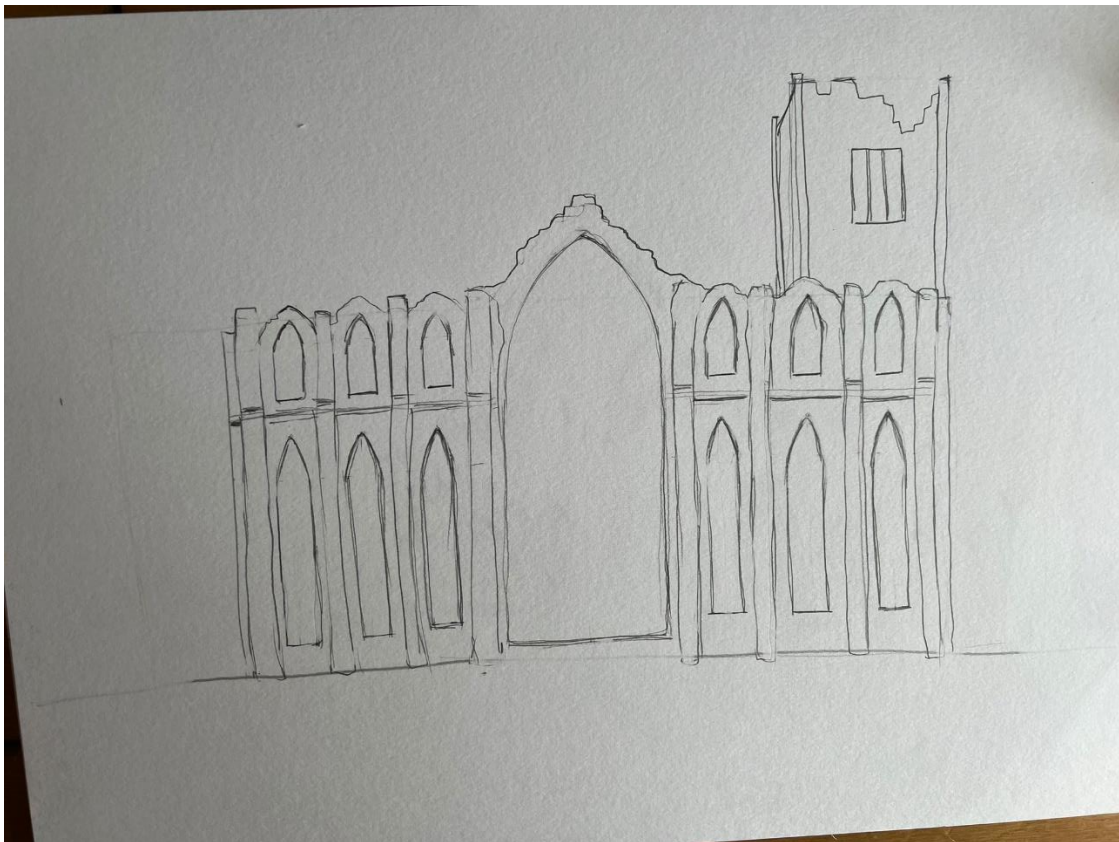
Inside each section we created, we add window frames referencing the shape of the central window frame.

To keep these frames symmetrical, we drew the bottom lines of the frames first- trying to keep them central and equally distanced from the columns to the left and the right. We added a dot (equally distanced from the columns to the left and the right) to indicate the top of the arch. We traced parallel lines that eventually started curving to create the arches.





We added some more detail to the top of the ruin and the tower:



Time to paint! Because this is a night image, we will use stronger pigments. We started with the sky. (Blue- not too much water- mixed with a small amount of violet)



Next, we add the green of the lawn and the trees and shrubs around. We decided to frame our Abbey with shrubs and not add the ruin to the left.

For this green, I used green straight from my paint box, and mixed it with blue and brown, to deepen and darken it:



The background should be dry. We can now focus on the Abbey. I suggest using a middle-sized brush for a more precise work.

I also suggest changing the water. We want to suggest light coming from inside, so we need very bright yellow for this.

We apply yellow (I used mine straight from my box) and let it dry.

We also add some of this yellow around the edges of the frames- to suggest the light being reflected.



For the darker areas of the wall, we mix purple (main colour), blue, brown and black.

We apply a water down version of this to the columns, but a deeper, darker nuance to the spaces in between.

If the colours still look too bright and thin, let this layer dry and add another layer on top.

I also realised that my perspective (the depth of the interior of the Abbey and the line of the horizon) did not work on the right-hand side, so I changed the line of the horizon and lifted it a couple of cms.



And with this, we are done!

I hope you enjoyed this tutorial and I hope you have had a lovely break!

Kindest regards,

Ioana