

Supply list for John Morra's *The Ghost in the Machine* Workshop

PAINT: Any artist's grade oil color is fine. Which colors? Here is suggested list, the one I use:

Titanium white

Flake white (both kinds are good to have!)

Raw Umber Burnt Umber Burnt Sienna Alizarin

Cad red deep or light or medium Cad orange

Cad Yellow light

Yellow ochre

Viridian

Some sort of insane Thalo green or blue Cerulean Blue

Ultramarine or Cobalt Blue

Ivory Black

No surprises here, I am sure. BUT.... Let's say you are painting a grey machine with brownish grease all over it (I certainly hope so!)... will you thus need all of these colors? Bring /Buy what you need. I included Thalo colors because sometimes it is just the right paint for weird plastic parts – they are probably colored with the same pigment, so why not use the paint?

Some of you are attracted to the benefits of limited palettes—that is fine too.

MEDIUM: As this is a fast-paced class, you should have something to paint with that dries fast. There are no end of these mixtures ready to go, including the Gamblin "Galkyd" products, and "Liquin" as well. My current favorite is the Liquin "fine detail," which flows nicely and dries fast enough. If you can't stand any of these, you could add some dryer to your paint – but I never know exactly how much of that to put in the paint.