

Leona F. Brown Canadian Artist



SOLD INDIVIDUALLY



Undersea
Green
15ml tube

An artisan's favorite, this exciting medium to high staining green blends French Ultramarine with Quinacridone Gold. The inorganic, sedimentary French Ultramarine settles and granulates while the organic, transparent Quinacridone Gold floats into a golden halo. Concentrated, this will remind you of warm sea kelp. Apply with Moonglow, Ultramarines and Quinacridone mixtures to color-coordinate and lend atmosphere to various passages. Undersea Green is beautiful touched damp or drybrushed with Interference Gold. Use Undersea green into autumn leaf paintings.

- **ASTM Lightfastness Rating:** Excellent - Not yet rated by ASTM - Rating based on Daniel Smith's independent testing.
- **Transparency:** Semi-transparent
- **Granulating:** Yes
- **Staining:** Medium



Carbazole
Violet
15ml tube

This slightly granular blue-violet is an intense, vibrant color with high-staining properties. A brushstroke of concentrated Carbazole Violet onto dry paper moves the pigment from black-violet to clear purple, and can invent an iris petal with each stroke. Add Indigo to Carbazole Violet, along with Quinacridone Rose or Anthraquinoid Red. Blot, squeegee and incise damp passages to create veins, variegated passages and highlights.

- **ASTM Lightfastness Rating:** Excellent - Not yet rated by ASTM - Rating based on Daniel Smith's independent testing.
- **Transparency:** Semi-transparent
- **Staining:** Medium



Quinacridone
Burnt Orange
15ml tube

Add to French Ultramarine sky washes to gray the blue mix and render a full value scale. Use Quinacridone Burnt Orange to modify Sap Green in landscapes to achieve rich, mossy greens that coordinate land with sky. Highly durable and extremely transparent, all the Quinacridone colors excel in vivid clarity and intensity.

- **ASTM Lightfastness Rating:** Excellent - Not yet rated by ASTM - Rating based on Daniel Smith's independent testing.
- **Transparency:** Transparent
- **Granulating:** Yes
- **Staining:** Low