

# OIL PAINT BASICS

Everything you need to know to  
get started with oil paints!

## Oil Paint Basics

{ CREATIVE INSPIRATIONS *free* FROM HOBBY LOBBY. }

# BRUSHES

In general, sturdier brushes are best for handling thick oil paints and creating texture. To test a brush, stroke it with your thumb—the bristles should feel stiff to the touch. And when in doubt, check the signs near our brushes section to see what we recommend.



# PAINTS

Oil paints are one of the most classic painting mediums—they're made of slow-drying oil, solvent and pigment, and they're great for creating buildable paintings with rich color, texture and depth. If you're just starting out, grab a set of small tubes with basic colors. That way, you can experiment with painting and mixing colors all in one go.

# MEDIUMS

It's common to use various mediums to customize the finish, drying time and consistency of oil paints. Here are a few mediums worth knowing and their benefits.

1.



2.



3.



4.



- 1. Liquin™ Original:** Offers a semi-gloss finish, speeds up drying time, and reduces brush-stroke retention; great middle-of-the-road option.
- 2. Liquin™ Fine Detail:** Dries quickly and is great for detail work; produces a glossy, smooth finish, free from brush marks.
- 3. Blending & glazing:** Blend of varnish, linseed oil and mineral spirits; slows drying time and emphasizes brush stroke marks.
- 4. Refined linseed oil:** Adds brilliance and gloss to paints; reduces yellowing over time.



# HELPFUL TERMS & SUPPLIES

Here are some good-to-know terms plus a few supplies you might want to have on hand.

**Colorless thinner:** for thinning paints if needed

**Brush cleaner:** for preserving bristles

**Palette cups:** to keep thinner and cleaner on hand

**Artist palette:** for holding and mixing paints

**Palette knife:** tool used for applying or blending paint and achieving angular strokes

**Stippling:** dabbing the paintbrush in short strokes to create texture

**Impasto:** applying paint in thick layers with visible brush strokes and dimension

