

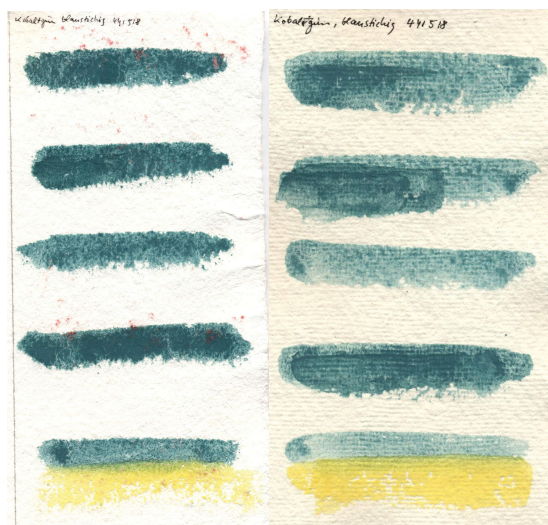
#441518 Cobalt Green bluish A

Cobalt Green bluish A is a dark turquoise with a cloudy, slip-like texture. This matte, earthy effect is particularly well expressed on hot-pressed paper. The color is almost opaque even with a single application, especially on handmade paper and hot-pressed paper. It shows a stronger transparency on cotton rag paper. It is hardly possible to achieve a higher intensity of the color by applying further glazes or washes.

The mixture was produced on handmade and cotton rag paper together with #438808 Intensive Yellow (lowest color application in each case). On Chinese rice paper and on hot pressed paper together with #433008 Titanium Orange.

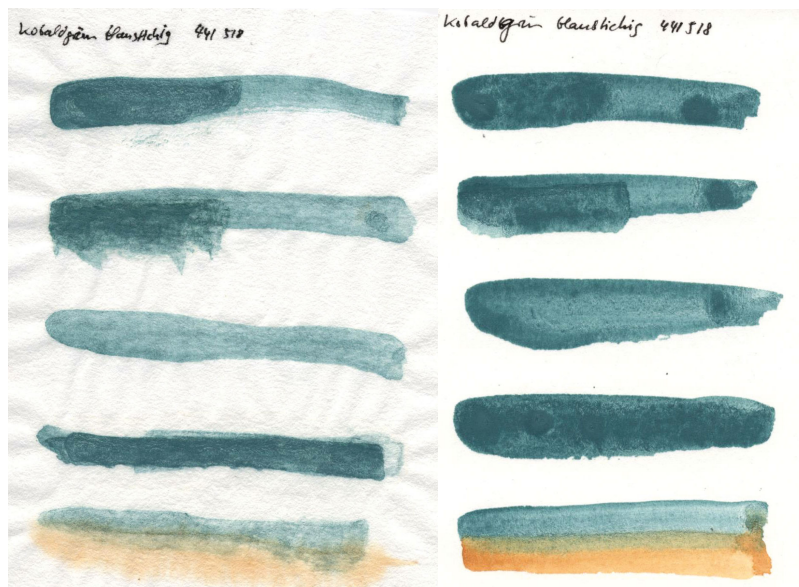
Mould-made Paper

Cotton Rag Paper



Chinese Rice Paper

Hot Pressed Paper



Influence and properties of painting surfaces

The "colorfulness" or character of a pigment is influenced not only by the different binders; a significant expression is also created by the different textures of the various painting surfaces.

For example, glazing pigments appear even more "transparent" on rice paper and seem to become "one" with the painting surface. On canvas, regular or hand-made paper, on the other hand, they appear more solid and stable.

Properties of hand-made paper (German: Büttenpapier)

- Low density
- Soft, velvety
- Voluminous, full-bodied
- Firm, stable
- Absorbs a lot of water and the color penetrates deeply

Properties of Chinese rice paper

- Dissolves with "too much" water
- Transparent (as a result, the light behind the painting surface has different effects on the paint application)
- The paint soaks through the paper and is highly runny
- practically untextured

Properties of cotton rag paper

- "woven" paper with regular, tiny corrugation
- slightly shimmery effects
- The color seems to move
- Clear texture

Properties of hot pressed paper

- Certain firmness and rigidity (less flexible)
- Clear lines and contours
- Smooth, dense surface
- Less absorbent, color penetrates less into the paper and runs more evenly
- Less "shadow" due to lack of texture