

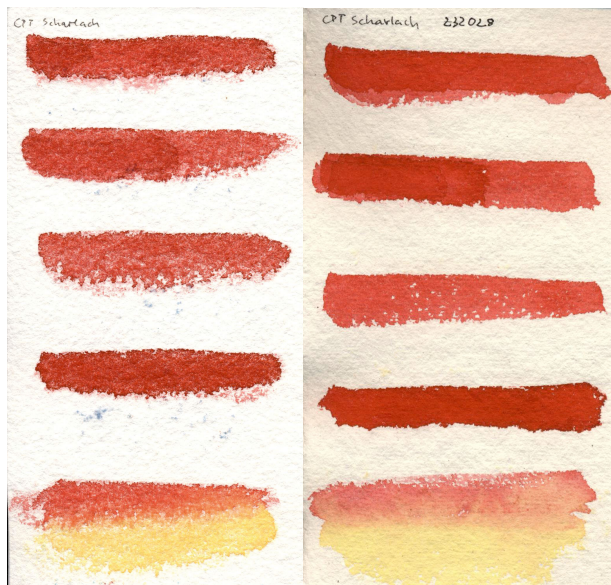
#232028 CPT - Scarlet Red

CPT Scarlet red appears especially on mould made paper and hot-pressed watercolor paper as an earthy red with strong opacity. The color appears quite different on rice and cotton rag paper. Here it tends to go into violet or, with weak intensity, into a dark pink. The color leaves slight drying marks. The intensity is almost full on the first application. Since CPT Scarlet red leaves small pigment conglomerates in the water, it should be used with a separate water glass. Otherwise, undesirable mixing with other colors may occur.

The mixture was created together with #233108 Permanent Yellow Medium (lowest color application in each case).

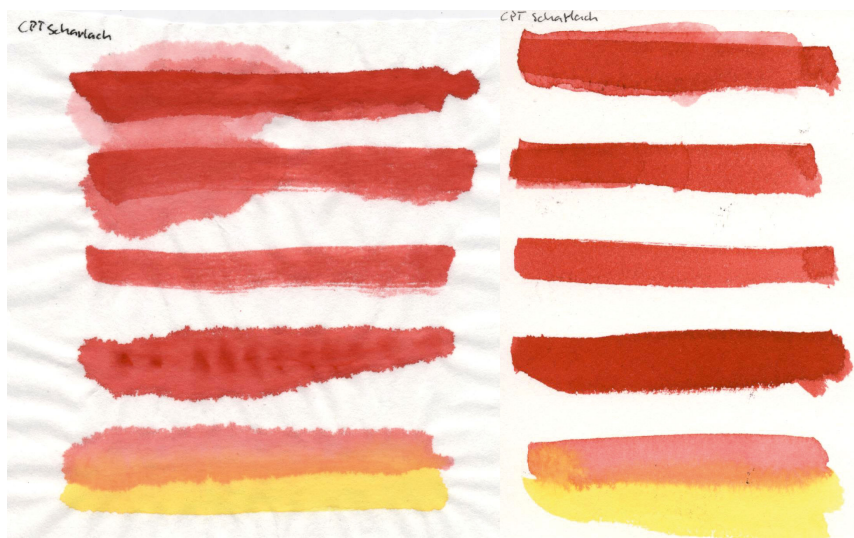
Mould-made Paper

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