



THE PROCESS

Community Mural

SEVEN EASY STEPS:

- 1) Organize a Planning Team of 2-4 people
- 2) Choose Package & Purchase
- 3) Contact Paul Oman to schedule an introductory conference/Zoom call
- 4) Layout Your Timeline
- 5) Get Supplies, Construct Canvas(es), Set-Up Painting Area(s)
- 6) Paint the Mural
- 7) Final Set-Up and the BIG REVEAL!

YOUR DOWNLOADS

After purchasing and downloading your Package (1, 2 or 3), review the materials.

You will have the following downloads:

- Projectable, Traceable Template
- Paint Color Code Template
- Color Reference Image
- Timeline
- Painting Instructions sign to post in painting area
- Clean-Up Instructions sign to post in painting area
- List of Materials
- Canvas Construction Plans
- Promotional/Outreach Planning Guide
- Community Christmas Mural Description

Package 2 and 3 also include:

- Special Lighting Effects Guide
- UV/Black Light Guide

Package 3 also includes:

- Code to receive a free 1-year subscription to the Downloadable Images Library
- Video of Paul Oman teaching about the imagery seen in the mural

THEN SCHEDULE A CALL WITH PAUL...

Contact Paul Oman via email (paul@paulomanfineart.com) to schedule an initial conference call or Zoom call with your planning team. During this session, Paul will walk you through the process, explaining details and answering your questions.

CANVAS CONSTRUCTION SIZE

Your canvas must be constructed in a 4:9 height to width size ratio, which is the ratio of the template image. For example, you may choose to construct a canvas (or multiple canvas panels which connect together) that is 8 feet tall by 18 feet wide, or 12 feet tall by 27 feet wide, etc.

TRANSFERRING THE SKETCH TO THE CANVAS

In a partially darkened room, project the template image (i.e. "Projectable, Traceable Template") onto the canvas. The projection angle needs to be close to 90 degree (perpendicular) to the canvas. Line up the edges of the sketch as best as you can with the edges of the canvas. Use the darkened "L-shaped" marks in the corner of the template to line up the sketch with your canvas. Use a #2 pencil to trace the sketch onto the primed canvas.

COLOR CODE NUMBERING

After the sketch is completely transferred to the canvas, then number each shape using the corresponding numbers on the Paint Color Code Template as your reference. It is easiest to do this simply by looking at a print out of this Paint Color Code Template and numbering each shape (rather than trying to project the numbers - sometimes the numbers blur when expanded through projection).

NUMBERING THE PAINTS

Use a black, permanent marker to write the corresponding number on both the top and the side of each paint sample container. Numbering both the top (lid) and the side of the container ensures that the correct lid gets put back on the correct container after each use.

SET-UP

Protect the floors with tarps and/or drop cloths. Set the paints on a banquet table protected with a plastic covering. Display the "Painting Directions" and "Clean-Up" signs. Lay out the brushes. Have pails (ice-cream size pails) with water (about half full or less), or access to water, on the table, along with lots of rags (in case of a spill).

The canvas or canvases can be set up in whatever way works for your painting area space. Right-side-up, sideways, upside-down, multiple panels leaning against one another in a tent-shape, etc. Most any arrangement usually works.

YOU MUST DO THIS IF YOU HAVE MULTIPLE CANVAS PANELS:

If your mural is composed of multiple canvases that will be joined together side-by-side, you need to do this step in order to ensure that your image will join correctly across the canvas seams. Once you have transferred the sketch to the canvas via projection and tracing, lay the canvas panels flat on the floor, side-by-side in their correct order. Align the top and bottom edges of the canvas panels. Then, make sure the lines that pass from one canvas to the next line up correctly with each other. If not, erase and adjust the lines so that they do match. Refer to the print out of the template if necessary.

BEGIN PAINTING!