

It's really fun to create your very own driving track with a little bit of help from Resene.

★★★ Difficulty level ★ easy ★★ moderate ★★★ challenging

Resene kids art with Mark Rayner – 32

### You will need:

- Large rectangular piece of 5mm MDF
- Paintbrushes (including a fine bristle artist brush)
- Pencil
- Resene Lumbersider tinted to the following colours: Resene Groovy and Resene Nero
- Resene Quick Dry Waterborne Primer Undercoat
- Resene Testpots in the following colours: Resene Alabaster, Resene Grass Stain and Resene Woodburn



#### Step one

Paint the piece of MDF with one coat of Resene Quick Dry waterborne primer undercoat. Allow to dry for two hours.



#### Step two

Paint the piece of MDF with two coats of Resene Groovy, allowing two hours for each coat to dry.



#### Step three

Use the pencil to draw a curving road around the board and paint in with two coats of Resene Nero – again, allow two hours for each coat to dry.



#### Step four

Use an artist brush to fill in the centre road markings with Resene Alabaster, as shown. Leave to dry.



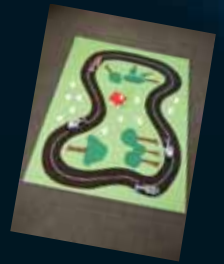
#### Step five

Paint tree trunks with Resene Woodburn, and once this is dry, paint in leafy treetops with Resene Grass Stain.



#### Step six

Paint in sheep with Resene Alabaster, and once this is dry use the fine bristle brush to paint in eyes and mouths. Once it's all dry, bring out your toy cars and get driving!



### Top tip:

If you don't have any MDF, a large piece of cardboard will do.



### Here's another idea:

Add another dimension to your driving track with a few houses built from plastic building bricks.

For more ideas and inspiration visit your local Resene ColorShop or [www.resene.co.nz](http://www.resene.co.nz) or [www.resene.com.au](http://www.resene.com.au).

Check out our special Artists section online [www.resene.co.nz/artists/artists\\_canvas.htm](http://www.resene.co.nz/artists/artists_canvas.htm) or [www.resene.com.au/artists/artists\\_canvas.htm](http://www.resene.com.au/artists/artists_canvas.htm).