



OGDEN MUSEUM
OF SOUTHERN ART

O-riginal Art Activity:
Splatter Painting
Inspired by Randall Schmit



Randall Schmit, *Courtier's Room*, Oil on canvas.

Randall Schmit was a visual artist born in Newark, New Jersey. He was raised in Baton Rouge, Louisiana. He attended Texas A&M University where he first studied architecture, but following his passion Schmit changed his major to painting. He later became the Studio Assistant to abstract colorist, Ray Parker. After working for Parker, Schmit became a well-known artist on his own through his **abstract paintings**.

SEE RANDALL SCHMIT'S COURTIER'S ROOM IN THE PERMANENT COLLECTION AT OGDEN MUSEUM.

CHECK OUT [THE O BLOG](#) FOR MORE RESOURCES!

QUESTIONS? EMAIL EDUCATION@OGDENMUSEUM.ORG

Supplies

Paper, Acrylic paint, Brush, Paper towels, Cup of water

Instructions

Step 1: Look at Randall Schmit's piece, *Courtier's Room*. Notice how there are no definite shapes in his artwork. He uses a variety of brushstrokes and colors to create movement and convey a mood with his artwork. How do the colors and movement influence the "mood" of the painting? What colors will you use in your abstract painting? How will you apply the paint to the surface?

Step 2: Find an area inside your house where you can freely paint or an area outside where it's okay to get messy. Ask your parent or guardian.

Step 3: Let's get creative. Pick a color to start with. Where on the piece of paper will you start? Use a brush to apply the paint to the paper. Try splattering the paint or swiping the brush on to the paper in different motions. Make sure to create an abstract work of art, focus on the motion of your brushstrokes and placement of color.

Step 4: Remember to wash off your brush when changing colors. Pick a different color and repeat Step 3. Continue your painting with different colors until you've painted the whole surface.

Vocabulary

Abstract - an artwork that is composed of shapes and colors.

Painting - an artwork made on a surface such as canvas or wood with oil or acrylic pigment; usually 2D.

