

Mixed Media Grungy Game Over Card with Textured Background

UN PROGETTO DALLA NOSTRA DIRETTA - MONDAY MADNESS - 9 GENNAIO 2023



IL PROGETTO FINITO

IL PROGETTO

Create a bold mixed-media card with a striking textured background combining red and green ink splashes with subtle pixel pattern stencilling. Layer gaming-themed stamps and a crisp sentiment panel featuring 'I Don't Get Old I Level Up' for an edgy, contemporary finish. This project uses distressed techniques and dimensional layering to achieve a grungy, urban aesthetic perfect for gaming enthusiasts.

Dalla puntata: Monday Madness

Mostrato: 9 gennaio 2023

Il progetto inizia: 24:30 dall'inizio della puntata

In questo tutorial: 12 passaggi

[GUARDALO NELLA PUNTATA](#)

COSA TI SERVE

- Izink Dye Based Ink Pad 5 X 5CM - Emeraude...
- Versafine Clair Morning Mist- 090123A
- 100574 - HTCN - Avago-ink Designs - Stencil - Pixel...

PROSSIMAMENTE IN DIRETTA SU HOW TO CRAFT NETWORK

Community Showcase

LUNEDÌ 2 NOVEMBRE

10:00 UK / 5:00 COSTA EST USA / 2:00 COSTA OVEST USA

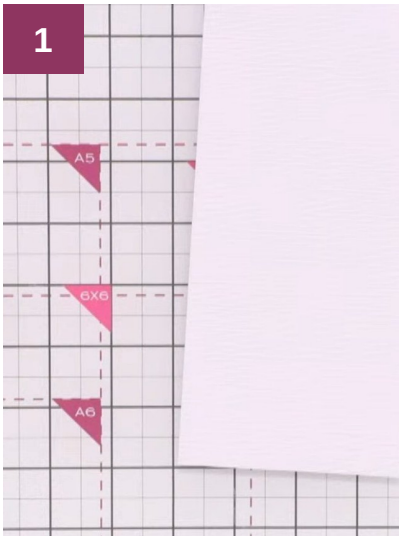
[GUARDA GRATIS SU MY TELLY](#)



UN PASSAGGIO NON TI È CHIARO? CHIEDI A TONI

Chiedi a Toni sul nostro sito qualsiasi cosa su progetti, prodotti o tecniche della puntata.

PASSO PASSO



PASSAGGIO 1 DI 12

Prepare a piece of linen-effect textured card as your base. This textured surface will allow the ink pads to catch the grain and create interesting effects.

[GUARDA QUESTO PASSAGGIO - 24:45](#)



PASSAGGIO 2 DI 12

Using a distress oxide red ink pad and a cloth, lightly brush the red ink across the card surface to catch the raised texture and create random marks around the edges.

[GUARDA QUESTO PASSAGGIO - 25:45](#)



PASSAGGIO 3 DI 12

Position the pixel pattern stencil over the centre of the card panel. Using a sponge dauber, lightly dust red ink through the stencil to create texture, applying gentle pressure to avoid heavy coverage.

[GUARDA QUESTO PASSAGGIO - 26:30](#)

4

PASSAGGIO 4 DI 12

Edge the card with the IZINK emerald green dye-based ink pad, applying it around the perimeter to add depth and tone down the red areas.

[GUARDA QUESTO PASSAGGIO - 27:45](#)

5

PASSAGGIO 5 DI 12

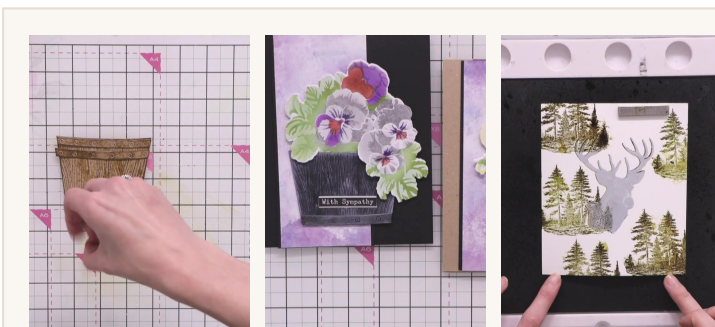
Using the Versafine Clair morning mist grey ink pad with a stamping block, stamp the words down one side of the card. Accept partial impressions on the textured surface for a grungy effect.

[GUARDA QUESTO PASSAGGIO - 28:30](#)

6

PASSAGGIO 6 DI 12

Using grey ink, stamp individual gaming symbols from the Crash stamp set (controller, bed, knife, fork) randomly across the card. Space them out rather than clustering them together.

[GUARDA QUESTO PASSAGGIO - 29:15](#)

ALTRI TUTORIAL GRATUITI PASSO PASSO

1,746 projects from our live shows,
every step photographed.

[VEDILI TUTTI](#)

7



PASSAGGIO 7 DI 12

Dab your finger onto the grey ink pad and press the Game Over background stamp onto it. Press the stamp down in various areas across the card to add electronic circuit-like patterns, rotating the stamp to create different areas of the pattern.

[GUARDA QUESTO PASSAGGIO - 29:45](#)

8

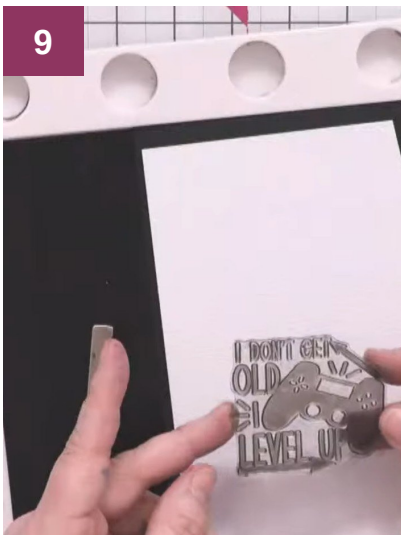


PASSAGGIO 8 DI 12

Mount the textured background panel onto a red card base using adhesive, ensuring the green inked edges are visible around the border.

[GUARDA QUESTO PASSAGGIO - 31:00](#)

9

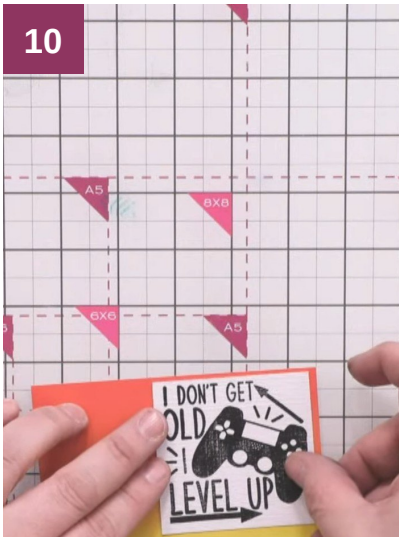


PASSAGGIO 9 DI 12

Stamp the 'I don't get old, I level up' sentiment onto linen-effect card using black ink. Press firmly multiple times to ensure a crisp image on the textured surface.

[GUARDA QUESTO PASSAGGIO - 31:45](#)

10

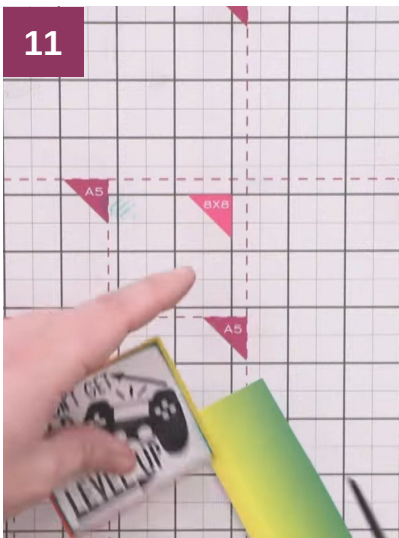


PASSAGGIO 10 DI 12

Trim the sentiment panel to size. Lightly brush the green ink pad over the black stamped image to tone it down and create a grungy effect that matches the card's aesthetic.

[GUARDA QUESTO PASSAGGIO - 34:00](#)

11



PASSAGGIO 11 DI 12

Cut out the sentiment panel using scissors. Attach foam pads to the back of the panel.

[GUARDA QUESTO PASSAGGIO - 35:00](#)

12



PASSAGGIO 12 DI 12

Position the sentiment panel slightly above centre on the card base. Add green glitter dots or Stickles randomly around the card to pick out the electrode circles and add dimension.

[GUARDA QUESTO PASSAGGIO - 35:45](#)

CONSIGLI DALLA PUNTATA

- Don't worry about complete, perfect prints on textured card; partial impressions add to the distressed aesthetic.
- Step out of your comfort zone and try techniques you wouldn't normally use—mixed media and messy approaches can be very effective.
- Use an uneven number of embellishments (such as three) when adding sparkle or details, as this always looks better visually.

ACQUISTA IL PROGETTO



Izink Dye Based Ink Pad 5 X 5CM -
Emeraude 050821H

[ACQUISTA >](#)



Versafine Clair Morning Mist-
090123A

[ACQUISTA >](#)



100574 - HTC - Avago-ink Designs
- Stencil - Pixel Pattern - 100522A

[ACQUISTA >](#)

ALTRO DA QUESTA PUNTATA



Guarda la puntata completa:
Monday Madness

[GUARDA ORA >](#)



Game Over Retro Gaming Card with
Striped Background Panels

[TUTORIAL GRATUITO >](#)



Woodland Bear Card with Layered
Landscape

[TUTORIAL GRATUITO >](#)

HOW-TO-GUIDE

