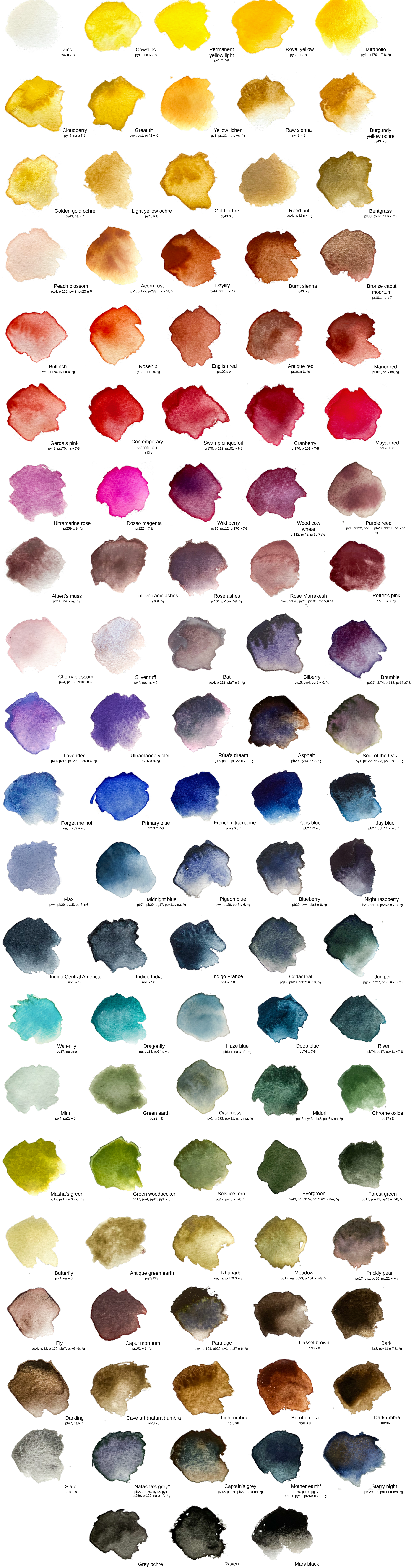


deep deep light

Handmade watercolors 2025

for wild & free people



*Please check availability before ordering. We try our best to have full stock, but there might be some missing at the moment.

We carefully select our pigments. Several guidelines are in our minds when choosing them.

- We are artists ourselves, so lightfastness is one of our criteria. We have tested most of our pigments and mixes (except the latest collections), and all are rated 6-8 from 8 (the highest lightfastness possible).
- We work with human and environment-friendly pigments. We care about Mother Earth, ourselves, and you, and our production process is built to minimize our ecological footprint.
- We work with natural pigments like earth and stone pigments, and we enjoy living in our era and are very happy to use environment-friendly lightfast contemporary pigments created by humans in laboratories. We are proud of our designed mixes that quite often use pigments from both sources thus creating contemporary classics of the watercolor world.

Our color name
pigment numbers ■ (transparency)
lightfastness
*g - granulating watercolors

Our color name - we use original pigment names if that is a single pigment color. For our designed colors we give our names - they usually come while we are mulling them but sometimes they become something else while curing
We have put pigment numbers here, but we don't believe in them - every pigment is so specific that pigment number seems a very rough approach. Also, quite many of our pigments don't have pigment numbers as they were developed recently and pigment producers haven't numbered their creations. Please ask us if you need more specific information.

Transparency - □ - transparent, ▣ - semi-transparent, ■ - opaque

Lightfastness - we have tested most of our pigments and mixes (except the latest collections) using the blue wool scale test, where 1 is weak lightfastness, 8 - very lightfast. 6 - 50 + years, 7-8 - 100+ years of normal exposure indoors, no direct sunlight.

