



Reception for the Artists and the Public

December 13, 2017
1:00 to 3:00pm

CCC Administration Building
651 Pine Street
Martinez, California

Contra Costa County Administration Building is open to the public.

Lobby Gallery Hours:
Monday-Friday, 8:00am to 5:00pm
through December 31

CWA Community Outreach About Face: Self-Portraits in Watermedia

The California Watercolor Association’s Community Outreach and Contra Costa County Arts Commission salute our Vets with this new exhibit.

The walls of the Contra Costa County Administration Building are lined with 47 veterans’ self-portrait paintings in watermedia. The venue is the handsome, marble-walled CCC Administration Building where there is lots of foot traffic. This thought-provoking exhibit is a combined effort of AboutFace, CWA Community Outreach volunteers and local veterans. As the show was going up, passers-by commented on the paintings noting the power of walls of veterans’ self-portraits.

Each painter faced the challenge of painting themselves in a large (18” x 12”) format using only a hand mirror as their visual source. They were encouraged to let all their feelings come out in watermedia. It’s an honor for all of the veterans to see their work matted, framed and up on display. We are happy for them.



CWA volunteer Carol Smith and friend Joe

CWA volunteer Carol Smith and friend Joe, a veteran, with the assistance of Sheila, Victoria, and Roger, hung the exhibit. Carol and Joe did 85% of the work. Thank you Carol and Joe!

Extra! Extra! Read all about it in the *Martinez News-Gazette!*
“County Admin Building Becomes Gallery for Veterans’ Paintings”
by Donna Beth Weilenman on November 5, 2017.

To read the article about the show, go to <http://martinezgazette.com/?s=aboutface>.

You can help put on the reception for the Veterans on December 13.

To volunteer for CWA Community Outreach go to outreach@californiawatercolor.org.

continued on page 4

About Face: Self-Portraits in Watermedia



Watercolor Self-Portraits



Acrylic Self-Portraits