t Glass Supplies

Cotorful Mennaid Bowt

Molds: Creative Paradise DT36 Mermaid Texture & GM125 Large Round Slump.

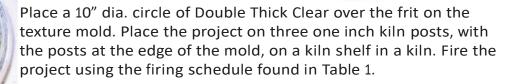
COE 96 Glass: 10" dia circle Double Thick Clear (6mm thick), F2 Fine frits - Deep Agua, Moss Green, Sea Green, Carribbean Blue.

Other materials: Zyp BN aerosol or spray.

Treat the DT36 Mermaid texture with Zyp BN spray or aerosol. Allow the glass separator to dry.

Place F2 Fine Deep Aqua frit in the center area of the texture. Disperse F2 Fine Sea Green, Moss Green and Caribbean blue in concentric rings coming out from the center. Use a finger, brush or ear wax vacuum to carefully remove frit that may have gotten onto

the raised areas of the mermaids and shells.



After the kiln is allowed to cool, remove the fused/textured glass and use a scrub brush to remove any residual glass separator on the glass.



Place the glass in the center of a leveled GM125 Large Patty Gray Slump mold. Fire the glass using the firing schedule found in Table

Table 1 Fuse			
Seg- ment	Rate	Temp	Hold
1	275	1215	45
2	50	1250	30
3	275	1330	10
4	350	1460	05
5	9999	950	90

Table 2 Slump Seg-Rate Temp Hold ment 275 1215 45 50 10 1250 9999 950 90



The same firing schedules can be used to texture/slump two 10" circles single layers of glass fused together on the mold with out the addition of frit.

