

Colorful Mermaid Bowl

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 Aqua, 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.

Place a 10" dia. circle of Double Thick Clear over the frit on the texture mold. Place the project on three one inch kiln posts, with the posts at the edge of the mold, on a kiln shelf in a kiln. Fire the project using the firing schedule found in Table 1.

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 2.

Table 1 Fuse			
Segment	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			
Segment	Rate	Temp	Hold
1	275	1215	45
2	50	1250	10
3	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.

