

Seashore Tray Tutorial

Create a serene seashore tray featuring a warm blend of oceanic colors created with the frit slurry technique and topped with frit cast sea life.



General Materials:

- LF149 Starfish and Seahorse
- LF150 Shells and Coral
- GM97 Handle Tray
- COE96 Glass (See Middle)
- Suitable Glass Separator/ZYP
- Frit Slurry Materials (See Right)

COE96 Glass:

- COE96 Sheet Glass:
 - Double Thick Clear: 6.75" x 12.75"
- COE96 Frits:
 - F1, F2, and F3 Frits
 - (See Tutorial for Colors)

Frit Slurry Materials:

- Plastic Spoon
- Skewer or Knife
- Small Cups or Bowls
- Spray Bottle and Water
- Paper Towels

Always treat your molds thoroughly with separator and allow plenty of time to dry before adding any glass. Remember to always wear a mask when using spray-on separator and/or powder frits.

Frit Slurry:

To Make a Frit Slurry: Wear proper respiratory protection to avoid inhalation of any powder frit. Begin by putting a small amount of your desired color of powder frit into a small mixing container. Use a spray bottle to add water until the frit is completely saturated and there is a small amount of water resting atop the frit. Mix the powder frit and water with a spoon until you achieve a pancake batter-like consistency. Do not mix different colors of frit in the same cup! You'll need a separate cup for each color you plan to use.

Amounts and Colors of F1 Powder Frits Used Here:

- 2 tbsp of Medium Amber
- 4 tbsp of Blue Topaz
- 3 tbsp of Sea Green
- 3 tbsp of Pale Blue

Create slurries of the above four frits as instructed above.

Creating the Tray Base:

Cut a 6.75" x 12.75" rectangle from the Double Thick Clear sheet glass. Clean the glass of any smudges or stains before applying your slurries. The images showing the slurry placements detailed below can be seen on **Page 2**.

Begin by placing the Medium Amber slurry at an angle on two opposite corners (**Image A**). Place the Blue Topaz, Sea Green, and Pale Blue slurries in alternating diagonal stripes between the two Amber areas (**Image A**).

Use a plastic knife or similar tool to gently drag and blend the slurries into one another to create unique ripples and color movements (**Image B**).

Gently shake the glass to help the slurry even out and continue to blend. If you find your slurries drying out and becoming harder to blend, spritz them with a bit of water to re-liquify them (**Image C**).

Set the slurry-covered sheet aside in a safe area and allow plenty of time to dry.



Image A: Placement of the frit slurries on the glass.



Image B: Frit slurries after initial blending with a plastic knife.

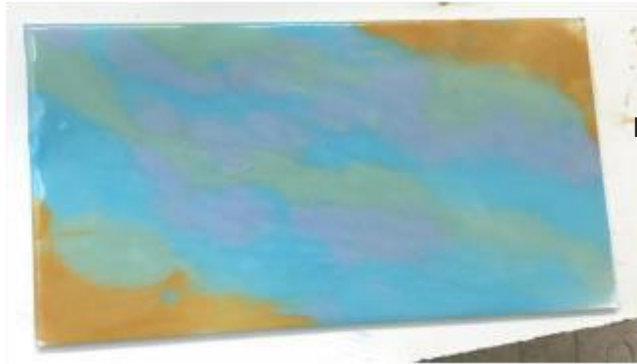


Image C: Glass with slurries after being spritzed with water and gently shaken side-to-side to smoothly blend and distribute slurries.

LF150 Shells and Coral Frit Casting Mold

*Frit colors are **bolded** and underlined the first times they are used



Sand Dollar



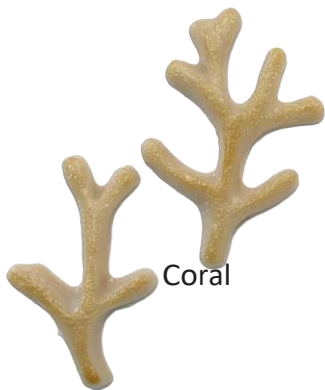
Place **F1 Chestnut** in the details



Sift **F1 Medium Amber** over the Chestnut.



Add **F2 Khaki** until the cavity holds 20 grams of frit total.



Coral



Sift **F1 Medium Amber** into details.



Add **F2 Khaki** until smaller cavity holds 19 grams total and the larger holds 25 grams total.



Shell 1
(Conch)



Sift **F1 Light Purple** into low areas and along ridge.



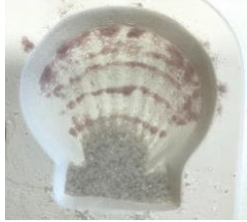
Add a bit of **F2 Champagne** to the center then fill with **F2 White** (not pictured) until holding a total of 8 grams of frit.



Shell 2
(Scallop)



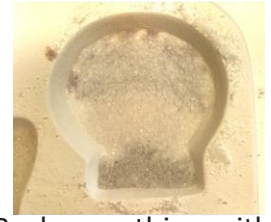
Sift F1 Light Purple in curved horizontal bands.



Place **F2 Stone** in bottom portion of the cavity.



Add a layer of F2 Champagne above the Stone.



Back everything with a layer of F2 White, then fill with F2 Khaki (not pictured) until holding 25 grams of frit total.



Shell 3
(Auger)



Sift F1 Light Purple in the low details.



Place a bit of **F2 Mauve** over the Light Purple.



Fill the mold with F2 Champagne until the cavity holds 15 grams of frit total.



Shell 4
(Clam)



Sift F1 Light Purple in thin lines radiating out from the bottom of the shell.



Add a small amount of F1 Medium Amber in the center.



Place a bit of F2 Stone over the Amber, then fill with F2 Champagne (not pictured) until holding 28 grams of frit total.

LF149 Starfish & Seahorse Frit Casting Mold

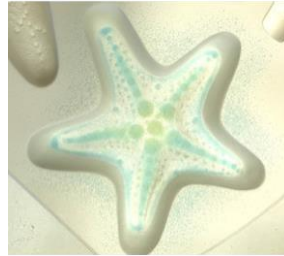
*Frit colors are **bolded** and underlined the first times they are used



Starfish 1



Place **F1** Lemongrass into the lowest dots in the mold.



Sift **F1** Blue Topaz over the Lemongrass and into some of the smaller dots around the starfish.



Add **F2** Khaki in the low area of the cavity, then fill the remainder with **F2** Almond (not pictured) until holding 37 grams of frit total.



Starfish 2



Place **F1** Lilac in the lowest recessed areas of the mold.



Sift a thin layer of **F1** Moss Green over the bottom of the cavity.



Add F2 Stone over the Moss Green.



Fill with F2 Almond until holding 41 grams of frit total.



Seahorses



Sift F1 Moss Green in the fringes of the bellies and necks and along the bottoms of the tails.



Place F1 Blue Topaz in the faces, fins, and along the backs. Add **F1** Orange Opal in the recesses of the spines, bellies, and cheeks.



Sift a light coat of **F1 Crystal Opal** over the entire bottom of each seahorse.



Add **F2 Light Blue** in the fins, bellies, tails, and along the faces and fringes along the necks.



Fill with **F2 Ming Green** until the larger seahorse holds 21 grams of frit total and the smaller holds 17 grams.

Finishing Your Project:

Fire the filled LF149 and LF150 molds to a Tack Fire using the suggested schedule in **Table 1** or your own preferred Tack Fire schedule. Once your sea creatures have fused and cooled, use running water and a stiff-bristled brush to clean off any excess separator.

Arrange your creatures as desired onto the dry slurry-covered glass from **Page 1** or use **Image D** as a reference. Once you have them where you want them, place the entire project on the GM97 Tray that has already been prepared with glass separator into the kiln (**Image E**), and fire using the suggested Slump and Tack schedule in **Table 2**.



Note that the fill weights listed for the frit cast pieces in this tutorial are less than their full fill weights. This was done to create thinner pieces that would adhere well to the base tray. When you demold your sea creatures you may notice a bumpy texture on the back sides. Don't worry, as this will smooth out and help them adhere to the tray in the second firing!

Seg.	Rate	Temp (°F)	Hold
1	275	1215	30
2	50	1250	30
3	350	1400	10
4	9999	950**	60

**If using COE90, adjust this temperature to 900°F

*Before firing, it's important to know your kiln, especially when firing thinner pieces like these sea creatures.

Segment	Rate	Temp (°F)	Hold
1	275	400	20
2	275	1215	60
3	50	1260	60
4	350	1400	03
5	9999	950**	180
6	50	825	10
7	100	500	05

**If using COE90, adjust this temperature to 900°F