



Creative Paradise Inc.



Make your own frit casted mushroom cap

Make yourself a beautiful mushroom using the Frit Cast Mushroom Mould.

The following instructions enable you to make a mushroom cap using the frit cast mushroom mould (CPLF156) and bell mushroom mould (CPGM209).

You will need to following to create this project:

- Creative Paradise, Inc. moulds CPLF156 and CPGM209
- COE96 frits - F1 black, 1 olive green trans, F1 yellow trans, F1 medium amber trans, F2 cloud opal, F2 ivory opal and F3 clear
- ZYP
- Powder sifter
- 1/4" OD copper coil/tube
- Two-part epoxy
- Copper crimp buttsplice size 14-4

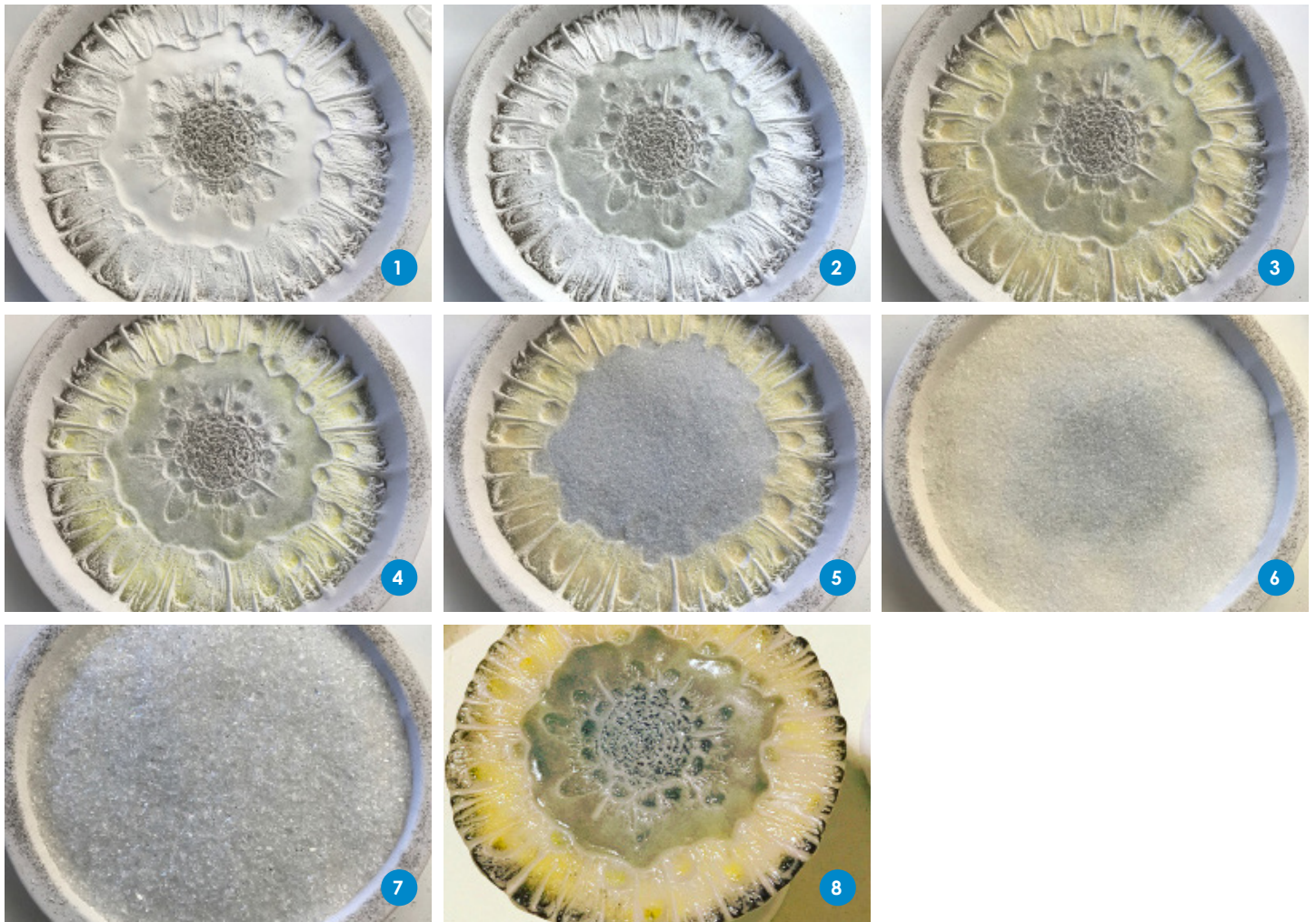


Ensure your mould is well primed before use

By using a primer this will prevent the glass sticking to the mould and potentially damaging the mould and the glass, make sure you use a small brush for detailed areas and dry thoroughly.

Creative Paradise highly recommend using ZYP a Boron Nitride spray due to the high temperatures required, this easy to apply spray can fire up to 982°C. Several light coats with a short waiting period of around 15 minutes between coats is preferable to one heavy coat. Shake the can well before use and hold the can upright while using to assure proper distribution of product. You will need to apply one light coat each time you fire.

The process



1 Create the mushroom by sifting your various colours of frit in the following stages

Sift F1 powdered Black into the center and outside ridge of the mushroom cavity.

2 Sift F1 Olive Green into the center area.

3 Sift F1 Transparent Yellow around the outside edge of the mushroom.

4 Sift F1 Medium Amber all over the entire mushroom cavity.

5 Fill the center area with F2 Cloud.

6 Fill from the outside edge of the mushroom to the center of the mushroom with F2 Ivory blending a bit over the Cloud in the center.

7 Add enough of the Ivory frit to cover all of the raised areas in the bottom of the cavity. Fill the cavity with F3 Clear until the mold is holding a total of 280 grams of frit.

8 Fire the mushroom

Place the mould in a kiln and fire using the firing schedule found overleaf. After the glass is cooled, remove the glass from the mould, and clean to remove any residual glass separator. This fused glass piece can be draped over any of the following mushroom drape moulds: GM149 Small Dome Drape, GM206 Large Dome Drape, GM207 Flat Top Dome, or on the GM209 Bell Mushroom Drape to create a variety of mushroom shapes. When using the GM209 Bell Mushroom Drape follow the draping schedule found overleaf.

Frit cast mushroom firing schedule - full fuse

Segment	Rate Celsius/hr	Temp	Hold time (hr:min)
1.	166°C/hr	to 657°C	0:20
2.	27°C/hr	to 676°C	0:20
3.	194°C/hr	to 796°C	0:10
4.	AFAP* OR 9999°C/hr	to 510°C	1:15
5.	55°C/hr	to 260°C	0:05

Frit cast mushroom firing schedule - drape

Segment	Rate Celsius/hr	Temp	Hold time (hr:min)
1.	138°C/hr	to 648°C	0:20
2.	194°C/hr	to 693°C**	0:08
3.	AFAP* OR 9999°C/hr	to 510°C	1:30
4.	55°C/hr	to 260°C	0:05

*AFAP = as fast as possible, some controllers will not allow a rate of 9999°C /hr

**It is important to use as little heat as possible to drape over ceramic moulds. Too much heat in this segment can cause the glass to cling too tightly to the mould. Adjust this temperature if needed for your kiln.

Note:

This data is a guide only, firing programs may need to be adjusted according to size and thickness of glass and the kiln's performance. Ensure that data is entered into the controller accurately, otherwise glass may not fuse correctly or paint will not fire onto the glass as desired. Creative Glass Guild sells all glass, tools and materials on the basis that customers have the knowledge and ability to use them safely and in accordance with all relevant regulations and legislation.

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Stemming the mushroom

Remove the draped glass from the mould, when cooled. Use an engraving tool (or other tool) to abrade the top inside section of the glass to help the epoxy to adhere.

Place the glass in a cup to help keep the glass level and upright. Apply a dime-sized portion of mixed two part epoxy in the top inside section of the glass and a size 14-4 copper crimp butt splice (or other mount which can hold a 1/4" copper tube), in the epoxy. Place a section of 1/4" copper tube in the butt splice after the epoxy is set.