



Creative Paradise Inc.



Make your own slurry & resist mushroom cap

Make yourself a stunning mushroom cap with the Flat Top Mushroom Cap Mould.

The following instructions enable you to make a mushroom cap using the flat top mushroom cap mould (CPGM207).

You will need to following to create this project:

- Creative Paradise, Inc. mould CPGM207
- COE96 black glass 6.25" (158mm)diameter
- Water
- Small plastic cups and spoon
- Etchall gel resist with writer bottle
- COE96 Frit - Powder (F1) in cream, and copper bearing glass that are of lighter shades (Turquoise blue, turquoise green, pastel green, riviera blue)
- Needle tool/tooth pick
- ZYP



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 Write your words onto the black glass

Use a writer bottle with Gel Resist to write words or draw a design on the black circle of glass. Set the glass aside until the Gel Resists dries and is no longer white.

2 Create your frit slurry

Using separate plastic cups for each color, follow the basic slurry instructions to create slurries of the Vanilla Cream and the copper bearing color of frit. Using your own artistic preferences apply the slurried frit to the black glass over and around the Gel Resist.

Drag the copper bearing frit color and the Vanilla Cream into each other so they will react in interesting ways when fused. Wipe any slurry from the sides and bottom of the circle and place the glass aside until the slurry is not longer wet enough to be glossy.

3 Remove the gel resist

Do not let the slurry dry completely. With the slurry just damp, begin to pull the Gel Resist from the glass. The powder that is on the gel resist will come off with the Gel Resist revealing the black beneath the slurry.

Some pieces of the moist frit might fall from the resist onto the glass. It can easily be blown off with a puff of breath.

Allow the slurry to dry further.

4 Fire the piece

Treat the CPGM207 mould with ZYP and place the mould on a level kiln shelf. Center the glass on the mould and fire and slump using the "one and done" schedule overleaf. You may also fuse the slurry flat first and then drape if preferred.

Mushroom cap firing schedule - one and done

Segment	Rate Celsius/hr	Temp	Hold time (hr:min)
1.	138°C/hr	to 260°C	0:10
2.	152°C/hr	to 662°C	0:30
3.	AFAP* OR 9999°C/hr	to 762°C	0:00
4.	AFAP* OR 9999°C/hr	to 510°C	1:30

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

** Will vary depending on desired result and 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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Stem the mushroom

Use a two part epoxy to adhere a size 14-4 copper butt splice or other hardware to the center underside of the mushroom cap. Cut a 18" piece of 1/4" copper coil and place the tube in the butt splice as a stem when the epoxy sets up.