



Creative Paradise Inc.



Small Snowman casting mould

In this tutorial you will learn how to make a beautiful Snowman Ornament using the Creative Paradise, Inc mould CPLF236.

You will need to following to create this project:

- Creative Paradise, Inc. moulds - CPLF236 Large Snowman
- Powder sifter
- Pipette
- ZYP
- Papyrus paper
- 18 gauge bare copper wire
- F1 Powdered Frits in Orange Opal, Black, Turq. Green Opal, Mariner Blue Opal and Mauve
- F2 Fine Frits in Peacock Green Opal, Chestnut Opal, Alpine Blue Opal, Turq. Blue and White Opal
- F3 Medium Frits in Light Green, White Opal and Clear



Make sure you use a glass separator on your casting mould

It is crucial that you coat your mould with a glass separator so that the glass won't stick to the mould once it is fired. If you don't apply enough glass separator your glass will get stuck or pull out some of the mould. We would recommend using ZYP (Boron Nitride Spray), this comes in a can which can be sprayed easily - spray several light coats in intervals, turning the mould to make sure you coat all the surfaces. Make sure you also wear a mask to avoid breathing in the spray.



Keep your mould edges clean

Once you have added your frit make sure that you sweep away any loose frit from the edges of the mould, this will prevent burrs from occurring and will ensure that your shape has a smooth edge. Use a powder sifter when using your powdered frit to allow you to easily add fine detail.

The process



1 Fill in the details

Place F1 Turq. Green in mitten cuff/scarf fringe, F1 Orange Opal in nose, F1 Black in Eyes, F2 Chestnut in buttons.

Place F2 Peacock Green in mittens and ear muffs, F2 Turq. Blue in hat fur and ball. Sift some F1 Mariner Blue into scarf knit texture.

Place F2 Alpine Blue to fill the body of the hat and at the bottom of the scarf.

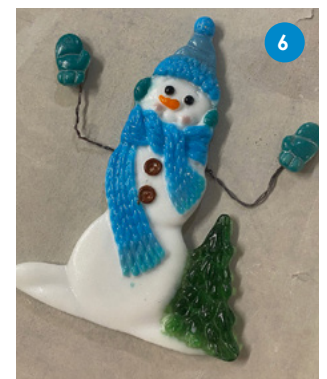
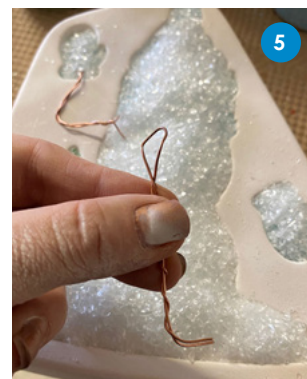
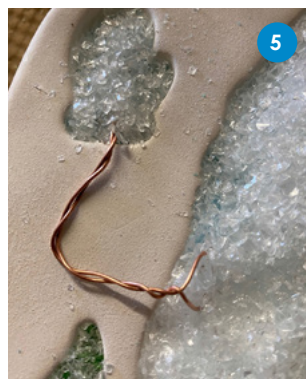
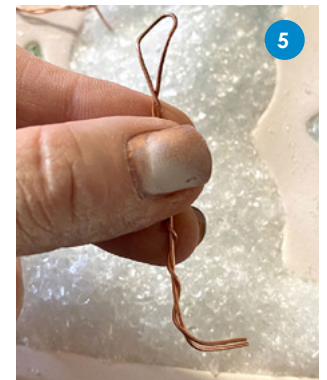
Place F1 Mauve Opal into the cheeks.

Fill the Scarf with F2 Turq. Blue. Clean up any frit that spilled into the snow areas.

2 Fill the remaining cavity with white frit

Fill all of the snow areas with F2 White or F3 White covering the scarf and into the hat, but avoiding the tree.

The process cont.



3 Fill in the tree

Place F3 Light Green to fill the tree area.

4 Fill with clear frit

Back all of the frit with F3 Clear Frit until the mold is holding 175 grams of frit as shown above.

5 Create the wire arms

Bend a 4" piece of 18 gauge bare copper wire in half.

Twist the two halves of the bare copper wire together and bend the loop and the loose ends forward.

Bend the middle of the twisted wire and embed the loose ends of the wire into the glass in the mitten cavity and the loop into the glass just below the scarf in the snowman cavity.

6 Fire the piece

Fire the project in the kiln using a full fuse schedule. A suggested schedule is provided overleaf. After the glass is cooled, remove the snowman and clean off any residual glass separator.

Fusing program - full fuse

Segment	Rate Celsius/hr	Temp	Hold time (hr:min)
1.	167°C/hr	to 621°C	0:45
2.	83°C/hr	to 743°C	0:20
3.	194°C/hr	to 793°C**	0:10
4.	AFAP* OR 9999°C/hr	to 510°C	1:00



Removing the casting from the mould

When your piece has finished fusing and has cooled down, remove it from the mould by gently turning the mould over and letting it fall out onto a soft surface. DO NOT pick the piece out of the mould as you may break the post off.

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

** Will vary depending on desired result and kiln

This data is a guide only, firing programmes 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.