

Sunshine Bowl



Image 1



Image 2



Image 3



Image 4

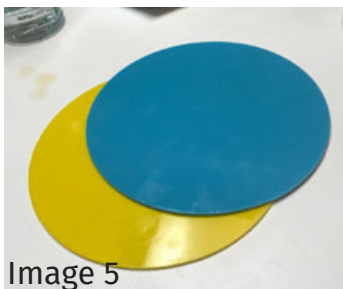


Image 5



Image 6

Materials Needed:

Molds: FUS DT39 Sun Texture
FUS GM125 Large Round Patty Gray Mold
COE 96 Powder: Rust
COE96 Fine: Medium Amber, Pale Amber
COE96 Sheet Glass:
10" Circle of Yellow Opal, 10" Circle of Mariner Blue
Other: ZYP BN13 glass separator, powder sifter, glass cutter with oil, brush

Spray your molds with ZYP glass separator spray.

Image 1: Sift powdered Rust frit into the facial features of the FUS DT39 Sun Texture.

Image 2: Place fine grain Medium Amber frit over the powdered Rust on the face and into the low portions of the lines between each of the Sun's rays.

Image 3: Fill the remaining area of the lines between the Sun's rays with fine grain Pale Amber.

Image 4: Use a soft brush or ear wax vacuum to remove all frit from the rays of the Sun.

Image 5: Cut a 10" circle of Yellow Opal sheet glass and a 10" circle of Mariner Blue sheet glass. Clean any cutting oil off of the glass.

Image 6: Place the mold on small posts in a kiln.

Image 7: Place the Yellow circle down on the face of the sun and the Mariner Blue circle over the yellow circle.

Image 8: Fire the project using the schedule in Table 1.

Image 9: After the kiln and glass have cooled, place the glass in a FUS GM125 Large Round Patty Gray Slump mold and fire using the schedule found in Table 2. If desired, liquid fired gold can be added to the ends of the lines between the rays and the gold can be matured in the slump firing.



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Table 1 Fuse*

Segment	Rate	Temp	Hold
1	250	1215	45
2	50	1250	45
3	350	1465	05
4	9999	960	75

Table 2 Slump*

Segment	Rate	Temp	Hold
1	250	1215	30
2	50	1250	15
3	9999	950	75

Image 7

Image 8

Image 9