



P011 Meadow Design

This is an intermediate project geared towards anyone with a little experience in basic brushwork and painting, and anyone who would like to have some fun or gain experience working with both Crystallites and 3D Trail Glazes. This item once completed makes an ideal kitchen utensil holder or office mate for pens and pencils.

All bisque items should be cleaned with a barely damp sponge to remove all dust prior to decorating, always avoid wetting the piece.

Item:

Bisque Item – 10-C19 Jumbo Mug

Colors:

Superior Glazes – SG041, SG173, SG185
Crystallites – CR029, CR001, CR037
3D Trail Glaze – 3D001, 3D005, 3D013, 3D021, 3D017, 3D025
Café Colors – CC197

Tools:

Fine liner or small soft round brush #1 or #0
Large and medium soft glaze brush
Medium soft round #4 or #6 or square shader brush 1/4” or 1/2”



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All products should be stirred or shaken prior to use ensuring contents of bottle have been thoroughly mixed. Working with 3D Trail glaze, shake the bottle vigorously, or squeeze with hand. Open and squeeze nozzle to allow any water or air bubbles to escape. If nozzle is clogged, unclog with pin or thin piece of wire. Remove the nozzle after use, wash until clean and place a pin in the nozzle.

Step 1. The interior of this item requires being 'roll glazed', a term used to describe rolling diluted glaze inside wares. Using the SG041, shake bottle and decant half the quantity into a clean 140ml container or equivalent, add the same amount of water to the glaze '1:1' ratio if the glaze is fairly fluid; if thicker add more water until it is the consistency of milk. Ensure the interior of the item to be glazed is free from dust or other dirt especially in the crevices along the handles or base. Place a lid on the roll glaze container and shake vigorously and pour into the item, then immediately roll the glaze around the interior ensuring the glaze covers the entire interior. Once should be adequate unless you feel the glaze is too thin and requires another coat, then repeat the above method. Pour out excess glaze back into the container, place a lid on it, label it and store it away or throw it away. Turn upside down and allow draining and drying.

Step 2. Divide the item into 2 sections, one for the sky and one for the fields, ideally 2/3 for the sky and 1/3 for the meadows, an area for blue and one for green sections, a simple wavy pencil outline separating the two sections is fine, **do not press too hard with the pencil.**

Step 3. Prepare your colors, both SG173 and SG185 in 2 separate containers and add water to each and stir thoroughly to a light creamy consistency. Have both colors close at hand and a container of water nearby. Wet your large/medium soft glaze brush, swirl in the container of color and load with the SG173 and apply 3 even coats to the top half (the sky) of the item just above the horizon line and work upwards towards the item but do not go all the way to the top. Hold the item by the handle and manoeuvre it around slowly as you paint. Then whilst this color is still moist/wet repeat the process to the lower section of the sky, with the SG185, wet your brush, swirl with color and load, working 'slightly' from over the top of the SG173, and blend these 2 colors; brushing back and forth gently whilst these two colors are fairly damp; avoid creating a stripe or prominent line between the 2 colors 'where one color ends and the other begins', ideally create a 'gradual' change from one color to the other, you may need to reload with the SG185 and the SG173 until the 2 colors have 'blended' together where they meet. Don't worry if you paint over the meadow sections as this can be wiped away with a 'barely damp' sponge prior to painting these sections.

3D can be applied straight from the bottle, brushed on and even applied with a sponge. If you are experiencing difficulties with this product, such as the color is too thick, or too difficult to apply, then clean the nozzle first, remove and wash thoroughly making sure the nozzle is free of any dirt or color. Ensure the nozzle is kept clean for future usage. If you find the color inside the bottle is too thick add a little 'medium' and mix thoroughly by shaking the contents.

Step 4. On a tile pour a generous amount of CR029 & CR037 separately and add a little water if necessary and stir thoroughly. Divide the lower section into 2 and trace or draw some meadows and fields overlapping one other, lightly with a pencil. With a soft round or square brush load your brush in the CR 029 and apply 3 even coats, to the darker hill in the background. Allow each coat to dry between applications and smooth each coat as you paint.



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Then follow with the CR037 and paint in the hill in the foreground, apply 3 even coats and allow each coat to dry between applications. Paint the base or bottom of the item with this paint as well, remembers to remove the crystals prior to firing.

Step 5. Add to the CR037 the same amount of CR001 1:1 to the tile and mix the two colors, add a little water and stir thoroughly. With the same brush apply 3 even coats of this color to the paler hill in the background For the last remaining hill 'if any', add some of the CR029 to the CR001/037 mix and stir thoroughly and paint this color onto the remaining hill.

Step 6. Add a little water to the CR029 and stir thoroughly to a light fluid consistency. With a square brush, ideally either 1/4" or 1/2" 'side load, dip the brush on its side into the paint, do not dab the entire brush with color. Then apply the color and faintly outline, create 'shade' across the tops of all the hills with this color, see image 2 and 4.

Applying the 3D Trail Glaze. It is a good idea to practice using the 3D Trail Glaze. On a sheet of paper practice drawing long and short, wavy and curvy, thin lines. Once you feel confident to start, begin applying short wavy and curvey lines to the owls body, resembling the outline of the feathers, see image above.

Step 7. Freehand the cows, sheep, ducks, mushrooms, birds, plants, some flowers wherever, randomly around the item, add whatever you like. Make them various sizes big and small animals spread them out across the 'meadow'. **The drawings don't have to be perfect! Draw a round or oval shape to indicate a sheep, a teardrop shape for the birds, dots for flowers, or follow the sample illustration.**

Step 8. The Cow is created using the white 3D001, block in with the 3D color, try and aim to keep the paint within the outline that you drew. The sheep, stalks of the mushrooms are all done the same way. Squeeze the color gently from the syringe onto the area, avoid touching the item with the nozzle. If however you make a mistake, allow the product to dry and brush away with a small damp brush, and then start again

Once dry using the 3D013 gently squeeze the color, only a small amount is required and add the udders, horns and a nose for the cow. Also apply this color to the tops of the mushrooms.

Step 9. The ducks are created with the 3D005, gently squeeze the nozzle and create a small teardrop shape for the ducks body and a dot for the head. Avoid touching the item with the nozzle.

Step 10. The clouds are achieved using the 3D001, simply apply a thicker wavy line to the blue area of 'the sky', following with a damp brush, shaping the clouds and spreading them outwards, to resemble wisping 'rounded' cloud formations, this can be done with either a square shader brush or soft round brush (see image 4).

Step 11. The plants or other foliage are created using the 3D017 creating wavy and thin lines, also tear drop shape for leaves, create a thicker amount of color, start with a dot and drag the nozzle outwards or pull away, leaving a thin line.

Step 12. The birds in the sky are created using the 3D025, apply thin and slightly wavy lines resembling the outline of birds. Then with a square shader dampen the brush and gently smooth out the wings, flatten them slightly and create a fine point for the wing tips.

Step 13. The flowers are one of the simplest and easiest step, applying 4 or 5 grouped dots together to create a flower. Some are a little more difficult such as the tear shaped flower which is achieved with a dot and 'drag out' or pull the nozzle away from the item but do not squeeze any paint, this will create a small 'comma' stroke, as was done with the leaves, (*see image below*).

Step 14. The final step is to add some detail such as the legs to the sheep, ducks and eyes with the CC197. Squeeze a small amount onto a tile and add enough water to mix to an ink-like fluid consistency. With a small fine liner brush no bigger than a #1 or #0. Add a few small thin strokes, lines or dashes to the legs, dots for eyes, beaks to birds, to complete, and also paint the black spots or patches onto the cow, (*see image below*).

Before firing remove any Crystallites from the bottom/base of the item. Stand over a rubbish bin and gently brush them down, away from yourself, until removed.

No need for any further glazing, allow item to dry, stilt and fire to cone 06-04.

