

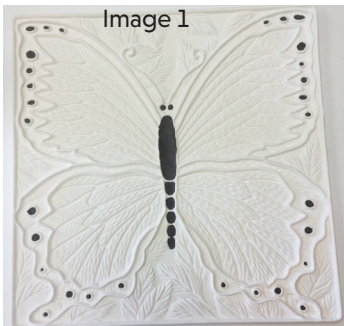
DT26 Butterfly Texture

Creative Paradise Inc.

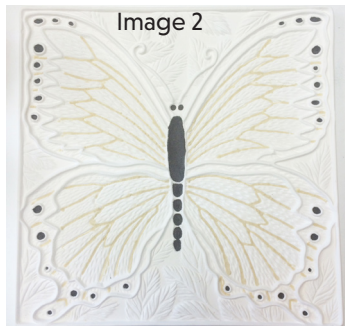
Materials you will need:

[CPI DT26 Texture mold](#). COE96 Frits: F1 Black Powder, F1 Medium Amber Powder, F1 Dark Green Opal Powder, F2 Fine Pale Amber, F2 Fine Medium Amber, F2 Fine Dark Amber, F2 Fine Sea Green Transparent, F2 Fine Light Green Transparent, F2 Fine Ming Green, F2 Fine Lime Transparent, F2 Fine Black, One sheet of 10" x 10" Uroborus Ming Green sheet glass, ZYP, respirator mask, safety glasses, powder vibrate and ear wax vacuum for frit spills.

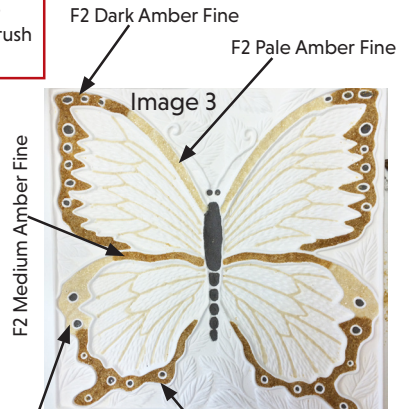
Before you begin to add frit apply a suitable glass separator to your mold in a ventilated area and wear a respirator mask. We recommend ZYP. This is a very detailed mold- pay attention to the corners and crevices when applying the ZYP otherwise your glass may stick to the mold during firing. Two heavy coats of ZYP should be enough. Make sure you do not brush away the ZYP with your fingers or a paint brush during the process of making the piece.



Use a powder vibrate to put F1 Black Fine powder into the spots on the ends of the wings and into the body and head of the butterfly.



Use a powder vibrate to put F1 Medium Amber powder into the veins of the wings. Use your finger to gently press the powder down into the vein crevices.



Fill the areas shown in Image 3 with F2 fine frits. Mirror the placement of frit that is on the left side of the Butterfly onto the right side of the Butterfly.



Using your fingers and/or a powder vibrate, carefully put some F1 Dark Green Powder into the leaf veins on the outside of the Butterfly.



Place F2 Lime Transparent Fine into the wings as shown in image 5.



Next to the F2 Lime put some F2 Sea Green Transparent Fine and then sprinkle some F2 Light Green Transparent Fine over the Sea Green as seen in image 6.



Fill the body and head cavity of the Butterfly with F2 Black Fine over the F1 Black Powder.



When your piece is done place 1 sheet of 10"x10" Ming Green sheet glass on to the Butterfly texture and fuse using our recommended firing schedule in table 1*.

Segment	Rate	Temp	Hold
1	275	1215	45
2	50	1250	30
3	300	1425	10
4	9999	950	90

* This project used a single layer of glass, therefore you can not fuse it too hot, if you do the glass will cling to the texture causing the glass to crack. For more information on firing visit our website. Check out our important firing notes by [clicking here](#).

For more tutorials and info visit our website: www.creativeparadiseglass.com

After thoughts:

- Slump your Butterfly into a beautiful bowl
- and use it as a display or add some potpourri!
- Drill two holes into the top of the Butterfly and thread some wire through, hang it as a sun catcher!