

# S-Curve Seascape

Creative Paradise Inc.

Create this serene tabletop seascape using DT26 and GMI91.

## Materials:

- DT26 Sailing Texture
- GMI91 Large S-Curve
- COE96 Glass (See Right)
- Suitable Glass Separator/ZYP
- Frit Placement Tools
- Fired White Gold or Gold Paint Pen (Optional)

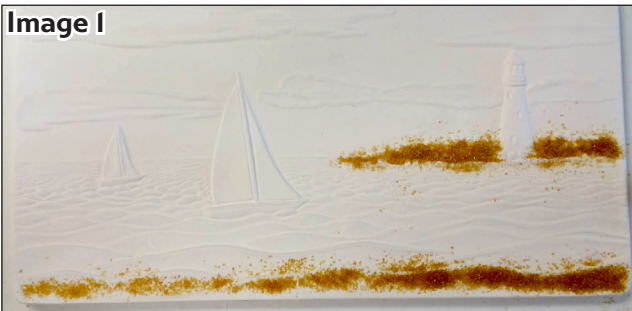
## Suggested Glass:

- F2 Fine Frits:
  - Medium Amber
  - Teal Green Trans.
  - Deep Aqua Trans.
  - Blue Topaz Trans.
  - Yellow Trans.
  - Tangerine Trans.
  - Turns Pink Striker
  - Pale Blue
  - Light Blue
- Sheet Glass:
  - Double Thick Clear



Begin by treating each mold thoroughly with suitable glass separator. We recommend spray-on ZYP. **If using spray-on separator, make sure to wear a mask while applying.**

Image 1



After the separator has dried, begin by sprinkling F2 Medium Amber onto the beach and the island underneath the lighthouse.

Image 2

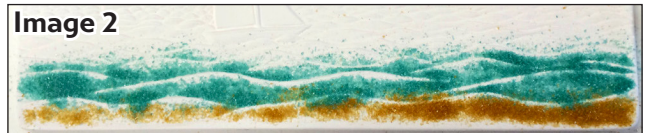


Image 3



Place some F2 Teal Green onto the waves closest to the beach (**Image 2**). Then add a layer of F2 Deep Aqua to the waves above the Teal Green. Add additional Deep Aqua to the areas below the sailboats and lighthouse to add shadows and depth. Blend the Teal and Deep Aqua a bit where they meet (**Image 3**).

Image 4



Add F2 Blue Topaz to the remainder of the ocean, blending it slightly where it meets the Teal Green and Deep Aqua.

Image 5



Place a bit of F2 Yellow along the horizon line. If desired you can use a paintbrush to sweep away some of the green and blue frit in the ocean and instead replace it with F2 Yellow and F2 Tangerine as shown above to create a reflection of the sunset. Take care not to disturb or remove any separator as you do.

For a video version of the frit placement portion of this tutorial, [please click here!](#)



Image 6



Sprinkle the F2 Turns Pink here and there into parts of the sky around the clouds. Don't add too much, as it tends to fuse quite dark.

Image 9



Cut and clean a 6.75" x 12.75" rectangle of Double Thick Clear and center it on the mold. Make sure there is a small gap between the edge of the glass and the edge of the mold to avoid eruptions. Fire using the suggested schedule in **Table 1** or your own preferred Full Fuse schedule.

Image 11



Center the glass on the prepared GMI91 so it's parallel with the edges of the mold and roughly 1/8" over the raised lip of the mold as shown in **Image 12**. Slump using the suggested schedule in **Table 2** or your own preferred Slump schedule.

Image 12



Image 7



Image 8



Add F2 Pale Blue to the skyline and down into the sunset area (**Image 7**). Place F2 Light Blue in the very top part of the sky and blend it slightly with the Pale Blue Below (**Image 8**). Use a paintbrush to gently clear off any clouds in the sky.

Image 10



Once your piece has fused and cooled you can add Fired White Gold with an applicator to define details such as the lighthouse or even add seagulls. The Fired Gold will mature during the Slump firing. If you're uncomfortable with or don't have access to Fired White Gold, you can replicate this step with Gold Paint Pens after Slumping.

Table 1: Full Fuse/Texture\*

Seg.	Rate	Temp (°F)	Hold
1	250	1215	60
2	50	1250	30
3	275	1465	05
4	9999	950**	60
5	100	500	00

Table 2: Slump\*

Seg.	Rate	Temp (°F)	Hold
1	250	1100	10
2	275	1230	30
3	9999	950**	60
4	100	500	00

\*Before firing, it's important to know your kiln. For tips on how to do that, [please click here to see our Important Firing Notes!](#)

\*\*If using COE90, adjust these temps to 900°F