

# Here Comes the Sun



Image 1

## Materials:

- [DT39 Sun Texture](#)
- [GM125 Large Round Slump](#)
- COE96 Glass (See Below)
- Frit Placement Tools
- Glass Cutting Supplies
- 1/2" Kiln Posts
- Liquid Fired Gold or Metallic Paint Pen (Optional)



Image 2

## Suggested Glass:

- |                     |                     |
|---------------------|---------------------|
| - F1 Powder Frits:  | - Sheet Glass:      |
| - Rust Trans.       | - Yellow Opal       |
| - F2 Fine Frit:     | - Mariner Blue Opal |
| - Medium Amber Tr.  |                     |
| - Pale Amber Trans. |                     |



Image 3



Image 4

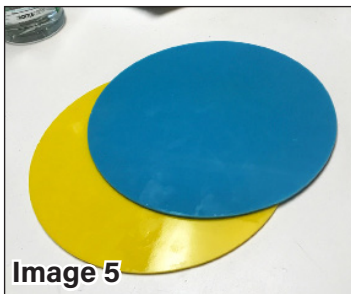


Image 5

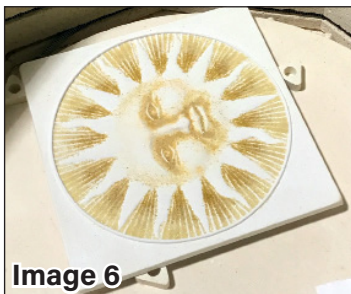


Image 6

Prepare the molds thoroughly with suitable glass separator before beginning. We recommend spray-on ZYP. Always wear a mask when applying spray-on separator or using powder frits.

Begin by sprinkling F1 Rust into the facial features of the sun (**Image 1**). Place F2 Medium Amber over the Rust and into the low parts of the lines between each of the sun's rays (**Image 2**).

Fill the remaining area of the lines between the rays with F2 Pale Amber (**Image 3**). Use a finger or soft brush to remove any frit that strayed onto the rays (**Image 4**).

Cut and clean a 10" diameter circle of Yellow Opal sheet glass and a 10" diameter circle of Mariner Blue sheet glass (**Image 5**). Place the filled mold on 1/2" Kiln Posts on a level shelf in the kiln (**Image 6**) and center the Yellow circle on top, then the Mariner Blue (**Image 7**). It is particularly important for this mold that there be at least a 1/8" gap between the edge of the glass and raised center ring of the mold, so adjust accordingly.

Fire using the suggested schedule in **Table 1** or your own preferred Full Fuse. Once the glass has cooled (**Image 8**), Liquid Fired Gold can be added to enhance details such as the lines between the rays. The Liquid Gold will mature in the subsequent firing. If using Metallic Paint Pen, wait until after the final firing to add details (**Image 9**).

Center the fused sun on the primed GM125, transfer to a level shelf in the kiln, and fire using the suggested schedule in **Table 2** or your own favorite Slump schedule.



*Creative Paradise Inc.*

**Table 1: Full Fuse\***

Seg.	Rate	Temp (°F)	Hold
1	250	1215	45
2	50	1250	45
3	350	1465	05
4	9999	950**	75

**Table 2: Slump\***

Seg.	Rate	Temp (°F)	Hold
1	250	1215	30
2	50	1250	15
4	9999	950**	75

\*Before firing, it's important to know your kiln to see if you need to adjust our suggested schedules. For more, [click here for Important Firing Notes!](#)

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

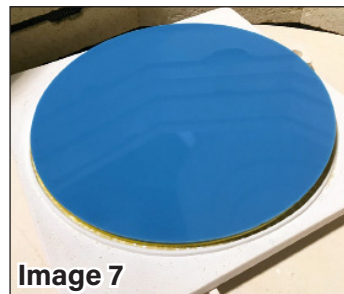


Image 7



Image 8



Image 9