

REALISTIC TURTLE GUIDE:



Creative Paradise Inc.

GENERAL PROCESS:

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

Inner Shell:

Begin by adding the patterns into the individual tiles (called scutes) of the shell. Refer to the "Pattern Approximations" box below for rough outlines of the shapes. **Layer 1** is placed first in F1 Dark Amber, **Layer 2** in F1 Medium Amber, and **Layer 3** last in F1 Light Amber. Brush the frits into the approximate shapes using a very small paintbrush, **taking care not to disturb any separator.**

For the softer gradient effect (see **Close-Up**), use small amounts of each Amber and feather them gently outwards as you brush. The pattern doesn't necessarily require all three shades of Amber, as a similar look could be achieved by skipping Layer 1, using Dark or Medium Amber as **Layer 2**, and Light Amber as **Layer 3**.

Outer Shell:

For the outer ring of scutes begin with a layer of a little bit of each F1 Amber, progressing from Dark to Light, then brush away a small divot in the middle of each scute.

Fins and Head:

For the fins, small amounts of F1 Dark Amber were placed in a few spots around each fin and then swept into the lower areas of the mold so the raised walls between each "scale" remained clear.

Begin filling the head by adding a bit of F1 Black to the eyes and backing it with F1 Dark Amber. Then continue the same as the fins by adding more F1 Dark Amber and sweeping it into the lower areas.

Finishing:

Fill the shell with F3 Celadon and the fins and head with F3 Almond. When backing the head, make sure there is plenty of glass in the neck. Once there is enough of a layer of frit backing everything you can switch to nipped bits of compatible sheet glass, F3 Clear Frit, or any other compatible glass to bulk out the rest of the mold. Transfer to a level shelf in the kiln and fire to a **Full Fuse***.

REFERENCES:

The pattern used images of Hawksbill Turtles and juvenile Green Sea Turtles from NOAA Fisheries as reference. [Here's their page for Hawksbills](#) and [here's their page on Green Turtle Conservation](#) that has a great reference for a juvenile's shell pattern.

Materials:

- [LF255 Large Sea Turtle](#)
- COE96 Frits (See Right)
- Suitable Glass Separator/ZYP
- Frit Placement Tools
- Small Quality Paintbrush

COE96 Frits:

- F1/Powders:
 - Dark Amber
 - Med. Amber
 - Light Amber
 - Black
- F3/Mediums:
 - Celadon
 - Almond

Fill Weight:

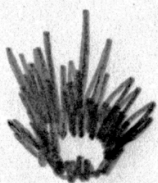
850 grams



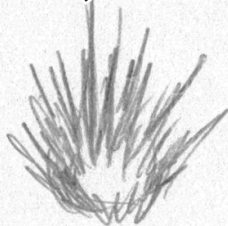
Shell Pattern Close-Up

* For a suggested schedule, check the [LF255's page on our website](#). Make sure to adjust as needed for your kiln!

Pattern Approximations: (Not to Scale)



Layer 1
(Placed down first)



Layer 2
(Placed atop 1)



Layer 3
(Placed atop 2)

NOTE ON PATTERNS:

The key is to start at the base of each scute and slowly fan outward and upward a bit at a time. Leaving the gap in the middle is important, but you can always brush it clear after placing the frit. **Take extra care not to disturb the separator as you brush.**