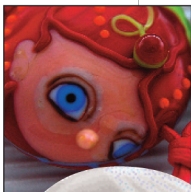


daVide ϕ penso
artstudiomurano

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Workshop

- Goldpaintingi
- Painting with stringers and dots
- Murrines : Eyes and feathers



Goldpainting

1. You must leave the bead on the mandrel. This way it's easier to hold. Clean it with alcohol..

2. Drip a small amount of the gold paint on a ceramic plate. When you dip the pen into the paint, take care that there is no big drop on the back of the pen. Press the pen against the plate in order to make the paint flow.

3. Paint your bead, let it dry at least 1 hour.

4. Put the bead into the cold kiln, turn the heat up to 590° C and leave it in for 3 hours, hold the temperature for 20 minutes, than start your usual annealing programm.

In order to achieve a beautiful bright gold colour you have to avoid reducing the atmosphere in the kiln. If there isn't enough oxygen, vapours that can damage the gold paint might be generated in the kiln, it turns dull and might rub off. That's why I leave the kiln door slightly ajar while turning up the heat.

What you need :

- 1 bead on its mandrel Use light colors if possible, otherwise you can't see the paint which is dark brown.)
- Liquid bright gold
- Alcohol for cleaning
- 1 ceramic plate
- 1 pen
- kiln



What you need :

- 1 rod of black glass (my favorite is Hades from CIM),
- Pea green, dark green, white, dark grey pink and rubino oro
- A lot of thin stringers
- 1 lentil or tab press



Painting with

Sheep bead

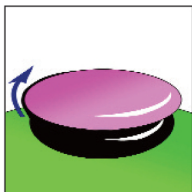
1. Make a pea green base bead. Press it. Make a big black dot for the head, flatten it carefully with a paddle. With a cold black stringer pull the dot to create an elongated shape.

2. Dab a pink dot on the black dot, flattening it with the paddle. The pink dot must be slightly bigger than the black one, but it doesn't have to touch the base bead. While heating this dot, the black glass will appear as a fine contour. (See the picture on the top of the right page.) Press it again.

3. With a thick white stringer make the contour of the body of the seep. Don't forget the ears ! Part of the head will be covered. Fill the contour with white glass (using the white stringer like a brush). Don't draw too big a body, while melting it will become bigger and you will get a very fat sheep. Press the bead.

stringers & dots

4. For the cheeks make a dot with rubino oro on the face. Flatten it with the paddle, melt it and press again.



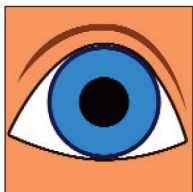
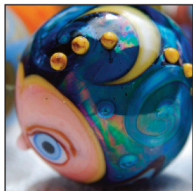
5. With a thin dark green stringer make fine scrollwork on both sides of the bead. Melt it and press again.



6. With a very fine black dense stringer draw the nose and the mouth (you have to heat the base bead, take it out of the flame, stop breathing ;-) and draw the face. It's easier if you work with a thick rod with only 3 or 4 cm of a fine stringer on its end. The shape for the mouth is a horizontal « Y » Melt it slowly and press the bead.

7. Make two black dots for the eyes. Flatten them with the paddle. Put a white dot on the black ones, melt them round. With a very thin black dense stringer make a small dot on each eye.





Murrines :

1. You start making the eye murrini with a big black rod in the center (eyes with a big pupil will be more cute). Paint about 3 rounds of periwinkle blue around it (avoid coming back into the flame with the black rod, it would break).. Add a fine layer of cobalt blue around it.

2. Add some white glass on both sides of the blue pupil. Try to give it a triangular shape. You can add a fine layer of white at the bottom of the eye if you want. When you build up your eye, take care that the bottom of the eye becomes flatter than the top (see the fourth picture on the left.)

3. Between each color layer take care to get a smooth surface. Make a fine dark brown layer around the eye. Add about 2 layers of pink all around, then add more pink glass on the top for the eyelid. Then make a thin layer of light brown for the ply of the lid on

Eyes & feathers

the top of the eye. Now add 2 or 3 layers of pink all around.

4. Add a thick layer of of any transparent color you don't like (it will be wasted, but this glass makes the murrines easier to pull) on the right side of the mass of glass (if you are right-hander) heat the transparent glass in its center, head a boro punty in the same time and stick them together. Turn the murrine, put the boro punty in the left hand, cut the black glass rod with plyers. Add transparent glass on this side too and fix a poro punty in its center.

5. Turn the mass of glass slowly in the flame. After a while try to move the punties in order to control if the glass is soft enough. Take it out of the flame and pull slowly. (If you pull to fast, the rode becomes very fine and the

What you need :

- 1 black glass rod (Hades or Black dense)
- Other colors : Periwinkle, cobalt blue, whites, pink, light brown, dark brown.
- 2 Boro punties
- clear glass
- plyers
- grinder



eyes too small). Anneal the rod in the kiln. Cut the cold rod in fine slices with plyers. With a grinder, flatten the back of the eye, it must be really fine, about 1mm thick.)

6. When you put the murrine onto your bead, take it with plyers, heat it carefully in the end of the flame and heat the place where you want to put on the murrini slice. Flatten it with the paddle, melt slowly and press again.

Feathers:

1 Heat a white glass rod, you need a quite big quantity of glass, heat it a few seconds with a 500 wattler.

stick glass rod

2 Turn the glass rod for 180°

make the same process in this step.

If you want, you can add another colored color for the top of the feather. (about 5 layers)

Remember: the last and the first layers cannot be opaque color!

3 Pull a layer of transparent color. Fill it with the 500 wattler.

Light brown transparent

4 Pull a second quantity

stick another quantity to the other side of the glass, heat it well and pull.

5 Pull a third quantity

stick another stick and transparent layer (about 5 or 6 layers)

6 after annealing the rod in the kiln 11/2 hrs heat

cut the rod with a rod (a about 5-4 mm)

7 Use the feather (cannot be like that)

When finished the feather, add some bead lead

8 heat the murrine and push it down with a paddle.

try to move the paddle a little bit to the bottom of the feather

heat the feather well, apply a cold encaver (finger) to the top of the feather, move it up to bottom and apply the end to the bead head