

# Harvest Texture Tile



**Materials:**

- [GX15 Harvest Texture](#)
- COE96 Glass (See Right)
- Suitable Glass Separator/ZYP
- Frit Placement Tools
- Kiln Posts
- **F1 Powder Frits:**
  - Chestnut
  - Dark Green
- **Sheet Glass:**
  - Double Thick Clear
- **F2 Fine Frits:**
  - Yellow Opal
  - Dark Green Opal
  - Marigold
  - Orange Opal
  - Flame Red
  - Olive Green Trans.
  - Dark Amber
  - Turns Pink
  - Pale Blue
  - Deep Aqua
  - Black

**Make sure to prepare your mold well with glass separator before adding frit. Always wear a mask when using spray on separator and/or powder frits!**



Gently wipe F1 Chestnut and F1 Dark Green into the outlines of the pumpkins and veins of the leaves respectively, being careful to not remove any glass separator.



Place F2 Yellow Opal at the tops of the pumpkins and F2 Dark Green Opal in the pumpkin stems and bases of the leaves.



Add F2 Marigold to the middles of the pumpkins and blend it into the edge of the Yellow Opal.



Place F2 Orange Opal on the bottoms of the pumpkins and blend it into the Marigold.



Add bits of F2 Flame Red, F2 Yellow Opal, and F2 Orange Opal into the leaves.



Place a layer of F2 Olive Green Trans. at the top of the ground area and a layer of F2 Dark Amber below it and blend them together.



Place F2 Turns Pink low in the sky, blend in a bit of F2 Light Purple, and spread it upwards into the rest of the sky.



Blend F2 Pale Blue into the Light Purple and spread higher into the sky. Blend F2 Deep Aqua into the Pale Blue and spread a bit higher then fill the remainder of the sky with unblended Deep Aqua.

**Make sure to leave a 1/4" between your frit and every edge of the tile!**



Sprinkle a bit of F2 Black randomly on the ground and into a few areas on the pumpkins and leaves.

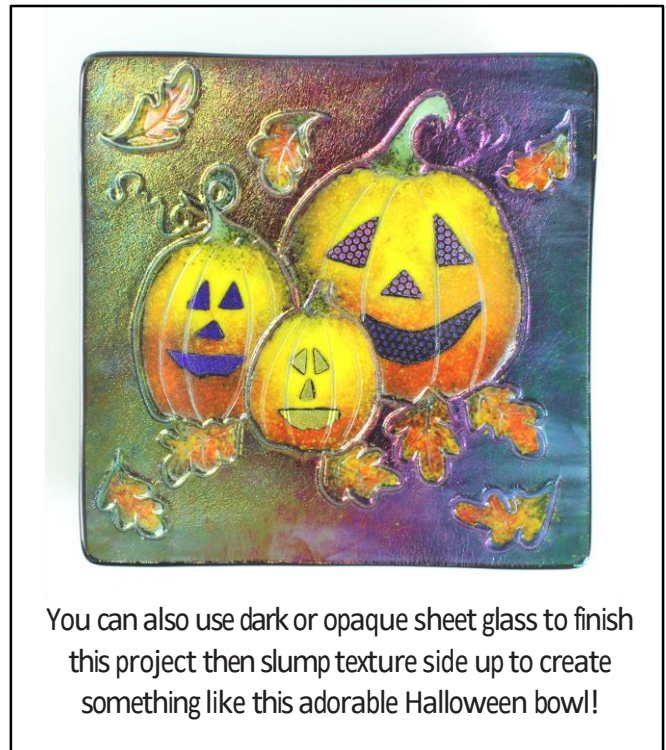
Cut and clean a 6.5" square of Double Thick Clear and place it over the frit in the mold. Fire the project to a Full Fuse using the suggested schedule in **Table 1** or your own preferred Full Fuse with a bubble squeeze. If desired, after fusing and cooling the project can be slumped on the [GM06 Square Slump](#) using the suggested schedule in **Table 2** or your own favorite gentle slump.

Segment	Rate	Temp (°F)	Hold
1	275	1215	45
2	50	1250	20
3	275	1330	10
4	350	1465	05
5	9999	950**	60
6	100	700	05

\*\*If using COE90, adjust this to 900°F

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3	9999	950**	60
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You can also use dark or opaque sheet glass to finish this project then slump texture side up to create something like this adorable Halloween bowl!

**\*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!](#)**