

Haunted House Luminary

Materials:

- [DT46 Haunted House Texture](#)
- [GM28 Large Cylinder Drape](#)
- [LBGM28 Lamp Base Kit](#)
- Frit (COE96):
 - Fine (F2) Black
 - Powder (F1) Chestnut
 - Fine (F2) Walnut
 - Fine (F2) Yellow
 - Fine (F2) Light Purple
 - Fine (F2) Orange Opal
- Sheet Glass (COE96):
 - Pale Purple Translucent
 - White
- Frit Placement Tools
- Suitable Glass Separator



Before You Begin:

- We recommend using ZYP Boron Nitride Spray to prime our molds
- Always allow your primer plenty of time to dry
- Wear a mask when using Powder Frit
- Adjust firing schedules as needed for your own kiln
- Contact us at creativeparadiseinc@live.com with any questions



Fill trees and windows with Fine Black. Sprinkle a bit more around the bases of the trees and steps to the house as well.

Make sure to also fill the letters on the gravestone and the bats in front of the moon.

If desired, add some Fine Yellow to the corner of one of the windows to make it appear lit.



Figure out what part of the design you would like to highlight and cut the sheet glass accordingly.

Here, an 8.5" T x 8" W piece of Pale Purple Translucent was used to showcase the above area, then backed with White of the same size.

To avoid bubbles, pre-fuse the two sheets to a full fuse using your preferred schedule or the suggested one found in **Table 1**



Remove frit from the areas the sheet glass won't cover to give yourself a defined workspace.

Sprinkle the house lightly with Powder Chestnut.





Back the Chestnut with Fine Walnut, filling in empty spaces but still leaving texture exposed for light to shine through.



Use Fine Black to fill in more details and shadows such as the spaces under the eaves and the steps by the door.



Fill the moon with Fine Yellow, making sure not to completely cover up the bats. Vacuum or brush away any extra frit that falls outside the moon.



Give detail to the sky and add definition and depth by sprinkling small amounts of Fine Light Purple and Fine Orange Opal around the house.



Place your pre-fused sheets of Light Purple and White on top of the frit, Purple side facing the texture. Elevate on 1/2" kiln posts.

Fire using your preferred full fuse schedule or the suggested one found in **Table 1**



After the piece has fully fused and cooled, center on the **GM28** to drape into luminary shape.

Fire using your preferred drape schedule or the suggested one found in **Table 2**.



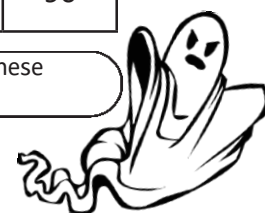
Table 1: Full Fuse

Segment	Rate	Temp (°F)	Hold
1	275	1150	20
2	50	1300	20
3	350	1465	05
4	9999	950*	60

Table 2: Drape

Segment	Rate	Temp (°F)	Hold
1	275	1275	15
2	9999	950*	90

* If using COE90 glass, adjust these temperatures to 900°





Once your piece has fully cooled after draping, it can be displayed on the **LBGM28** Lamp Base.

Sometimes the finished piece can be a bit uneven. If you find the glass isn't sitting flat on the base, use a dot of hot glue to anchor it.

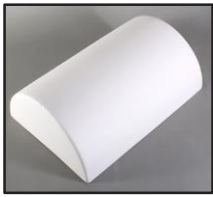
For an additional touch, paint the base with acrylic paint or spray paint to better match your glass piece.

Use the cord and bulb included in the **LBGM28** Lamp Base Kit for a result like the picture on the left.

Featured Molds:



[DT46 Haunted House](#)
[Texture](#)
12" x 12"



[GM28 Large Cylinder](#)
[Drape](#)
9" x 6" x 3"



[LBGM28 Lamp Base](#)
[Kit](#)
7.25" x 3.5" x 2"

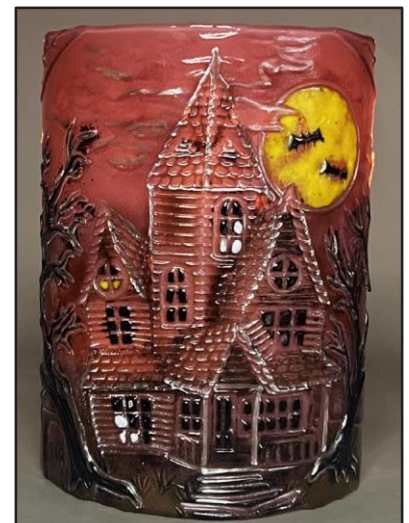
Try using another light source in place of the included bulb for a different look!

The picture to the right uses the same glass example, but the bulb has been switched out for blue blinky lights.



The final draped piece can also stand on its own without the lamp base.

The picture on the right was placed in front of a candle.



Don't just limit yourself to luminaries! Try slumping or draping on some of our other molds.

The above example is a 10.75" circle slumped on our [GM263 Hi-Lo](#) using the same schedules and techniques.