

LF237 Large Snowman Tutorial

Materials: [LF237 Large Snowman](#), [GM267 Conical Drape](#), [LBGM267 Base \(optional\)](#), Suitable Glass Separator, Kiln Shelf Paper, Frit Sifters (optional), Earwax Vacuum (optional), 17 Gauge High Temp Wire, Acrylic Stain or Other Non-Fire Colorants for Base (optional), COE 96 Frit (Colors Featured Here: Powder Dark Green Opal, Powder Flame Opal, Powder Amazon Green Opal, Powder Orange Opal, Powder Black, Fine Amazon Green Opal, Fine Light Green Transparent, Medium Moss Green, Fine Black, Fine White, Medium Clear, Medium White)

Please refer to Page 3 for helpful tips before making your project!



Using your chosen colors, begin by filling in the details of the snowman. Here, the scarf is alternating Dark Green, Amazon Green, and Flame, the earmuffs, mittens, and hat stripe use the same. The nose is Orange and the eyes, buttons, and mouth are all Black. For cleaner application of frit a conical sifter can be used (pictured to the right).



Use a fine textured frit color similar to or the same as one of your detail colors to back the mittens, earmuffs, and scarf to make sure white doesn't show through. Amazon Green was used here.



The tree can either be filled in with a single color of frit or multiple colors to create depth. Here, fine Light Green Transparent was used to fill in the more detailed parts of the tree.



Medium Moss Green was used to back the Light Green and fill out the rest of the tree. Make sure the frit doesn't bleed over into the snowman's body. An Earwax Vacuum is great for removing stray frit. Back the rest of the hat in Black as well, taking care not to disturb the frit of the patch and stripe.



Back the entire snowman except for the hat and tree in fine White frit. Optional sparse amounts of medium Clear frit can then be added for a more "icy" finished look.



Fill everything with medium Clear until you reach the recommended fill weight of 450 grams.



Bend the High Temp Wire for the arms. Bend the ends of the wire downwards so they can stick into both the snowman and mitten.



When placing the wire into the frit, make sure it is placed deep enough to remain embedded in the glass. If it is too shallow the arms will fall off. However, if it is too deep, the wire can poke through the front of the finished product.

Then back everything with medium White, making sure to keep the line between snowman and tree clean.



Make sure that the very ends of the wires are the only parts that will come into contact with any frit during the firing process. This makes sure the arms stay bendable and not stuck to any extra glass.



Place the mold into the kiln and fire at a Full Fuse as seen in Table 1.



Here is the piece after the full fuse but before the slump.

Please refer to page 3 for instructions on how to find the middle of the casting for draping and other helpful hints.



Using GM267 (pictured below) and the Drape schedule found in Table 2, drape the snowman.

Place kiln paper beneath the mittens to prevent them from sticking.

Table 1: Full Fuse

Segment	Rate	Temp (°F)	Hold (min)
1	300	1150	45
2	150	1370	20
3	400	1465	10
4	9999	900	60
5	100	800	5

Table 2: Drape

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



Allow everything to cool before removing from the kiln. After draping, the casting can either stand alone (as above) or be displayed on the LBG267 Lamp Base Kit pictured to the left (as on Page 1). The base can be decorated with acrylic stains or spray paint.

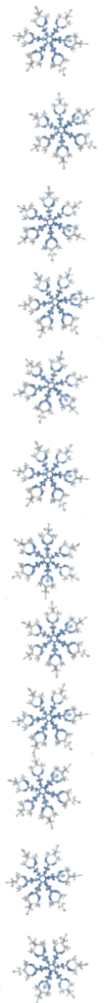
After the paint is dry, insert the clip light through the hole in the bottom of the base and place the bulb into the socket. If desired, use hot glue or an epoxy to adhere the snowman to the base



Pictured above:
CPI LBG267 Lamp Base Kit



Pictured below:
CPI GM267 Conical Drape



Finding the Center of Your Frit Casting:



To find the center of your casting for draping, you can simply lay the casting on a ruler and measure to the halfway point.

When you find the halfway point you can mark it on the casting with pencil, which should either be easily removable or burn off during draping.

Or you can trace the bottom of the casting onto paper and fold it in half to find the halfway point as well.

When ready to drape, line up your halfway point with the mark on the GM267. For ideal draping, the bottom of the casting should be about 1/8" above the mark on the GM267.

Helpful Tips:

- Always wear a mask when spraying glass separator and working with F1 Powder Frits
- Weigh the mold when it is empty and add that number to the recommended fill weight. This provides you with the desired total final weight for your mold before firing.
- If this is your first time using your mold, give it a few good coats of ZYP or other suitable glass separator. Spray the mold thoroughly in every direction. For future firings you should only need to treat once or twice.
- Allow the ZYP to dry before adding frit and always be careful to not disturb the ZYP with your fingers or tools. ZYP can get worked into the glass and cause sticking or create residue.
- Once your project has finished fusing and has cooled completely, if the glass does not easily come out, turn the mold over on a soft surface and thump the mold on the back. The glass should come out safely. If your glass sticks to the mold it may mean your kiln is firing too hot and the separator is failing, or you have not applied enough glass separator or missed a spot.
- Just as you know your oven when cooking, always make sure you know your kiln before using our suggested firing schedule. For example: if your kiln fires too hot you may need to take some heat off our suggest top temperature. A great way to find out about your kiln's temperature is to do some test firings.
- If you have any questions please email us at: creativeparadiseinc@live.com

