

“Holographic” Textured Lamps

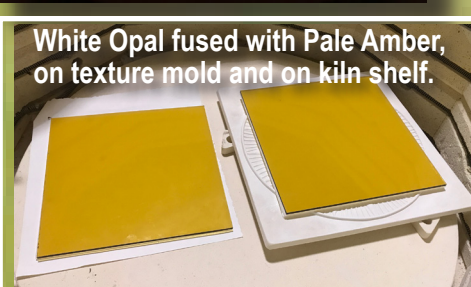
Create intriguing “holographic” lamps, using beautifully crafted texture tiles, drapes and bases by Creative Paradise, Inc.

Creative Paradise Inc.

After the glass is fused and textured, drape the glass over either the large or small cylinder drapes by Creative Paradise, Inc. The draped glass sits nicely on the Creative Paradise lamp base designed for the cylinder drape. The Sun Lamp project step-by-step below should help you to understand how to make these lamps using a vast array of textures as seen in the samples on the following page.



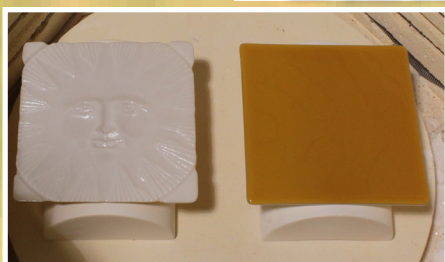
White Opal fused with Pale Amber, on texture mold and on kiln shelf.



White Opal fused with Pale Amber, on texture mold and on kiln shelf shown after fusing



The White textured side of a panel draping white side up, and the non textured panel draping white side down



Cut two 8” x 8” pieces of Pale Amber and two 8.” x 8” piece of White Opal glass. Place one of the White Opal glass down on the texture that has been treated with glass separator and the other on a piece of kiln shelf paper on the kiln shelf. Place the Pale Amber glass pieces over the White Opal glass on both the texture tile on kiln shelf. Fire using the full fuse firing schedule found in Table 1. After the glass has cooled, center the textured glass panel with the white/textured side of the panel facing up (away from the mold) and the other glass panel with the amber side facing up on separate GM28 Large Cylinder Drapes that have been treated with a glass separator. Fire using the firing schedule found in Table 2 found on the next page.

Pickling Stains for Bisque



800 Pickling Beige



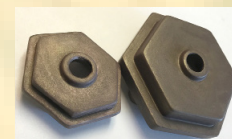
801 Pickling Taupe



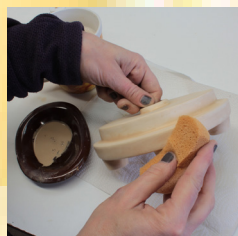
802 Pickling Blue



803 Pickling Slate



804 Pickling Brown



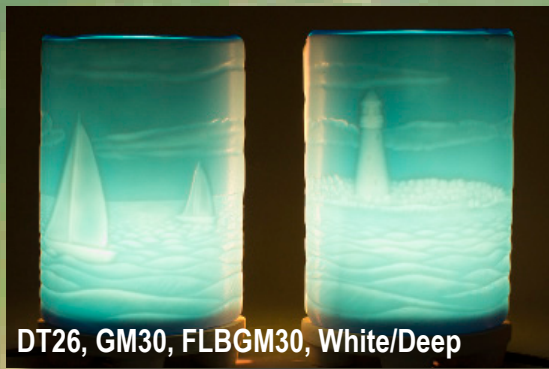
While the glass is firing decorate the ceramic base using one of the many acrylic stain techniques available or by using a ceramic glaze and firing. A suggested acrylic stain technique and the technique used in the sample photographed follows:

Rinse the FLBGM30 Lamp Base with water to moisten the bisque. Use a damp sponge to apply 800 Taupe Pickling stain to all areas of the ceramic lamp base, moving quickly and rinsing the sponge in running water to wipe back the Pickling stain from the ceramic surface until the ceramic base matches your own artistic preferences. The Pickling stain can be re-applied and wiped back repeatedly if necessary. They can also be brushed on with a soft brush and not wiped back. Allow the Pickling stain to dry on the ceramic base. After the ceramic lamp base is dry, place the socket with the wings into the hole in the base from the bottom of the base. Adjust the socket such that the wings on the socket are set in place on both sides of the hole in the bottom of the lamp base. Do not push the socket beyond the bottom hole in the lamp base as the wings can be difficult to remove if they are pushed beyond the first hole in the bottom of the base. The top of the socket should be just level with the top hole in the lamp base. Screw the torpedo light bulb into the socket.

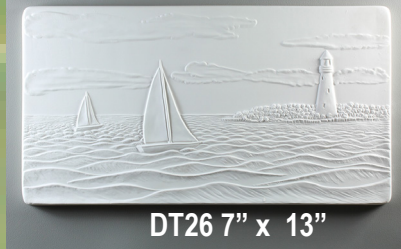
After both glass panels have been shaped on a cylinder drape and the glass is cooled, place the panels on the lamp base with the textured panel facing out. It is advisable to use an adhesive (E6000, epoxy, hot glue) to make sure the glass panels are not jarred off of the lamp base with inadvertent movement. Plug in the light socket and enjoy the magic!



**GX20, GM28, FLBGM28,
White/Pale Blue**



DT26, GM30, FLBGM30, White/Deep



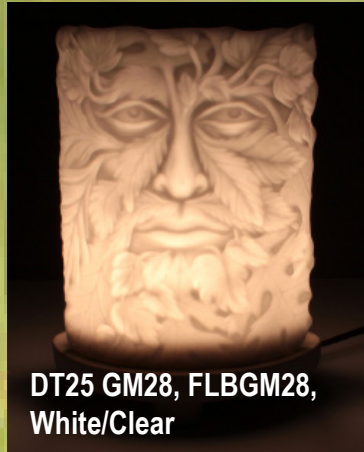
DT26 7" x 13"



DT33 7" x 13"

You will find a variety of lamps featured on this page. In each image, you will see the texture mold, drape mold and base used to create the lamp photographed. You will also find the COE 96 glass that was used in the sample with the glass that was down on the texture listed first, followed by the glass that was fused behind the first layer of glass. The textured glass in each case, was draped with the texture facing up away from the drape mold. Glass that is 8 inches wide by a maximum of 9 tall can be used with The GM28 Drape Mold and FLBGM28 Base. Glass that is 7.5 wide by a maximum of 9 tall can be used with the GM30 Drape Mold and FLBGM30 Base. The textures, drapes and lamp bases used to make the samples photographed are shown. There are many more textures by Creative Paradise, Inc. not shown that can also be used to make amazing lamps!

www.creativeparadiseglass.com



**DT25 GM28, FLBGM28,
White/Clear**



GX19 7" x 7"



DT39 10" x 10"



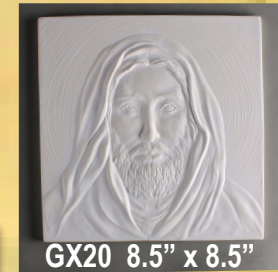
**GX19, GM30, FLBGM30, Pale
Green Luminescent/Clear**

Seg.	Rate	Temp	Hold
1	300	1150	45
2	150	1370	20
3	400	1450	20
4	9999	950	60
5	100	800	05

Seg.	Rate	Temp	Hold
1	275	1210	30
2	50	1240	05
3	9999	950	60
4	100	800	10



DT25 12.5" x 12.5"



GX20 8.5" x 8.5"

A picture showing the base before the textured and draped glass panels are placed on the base.



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**DT33 GM30, FLBGM30,
White/Sea Green**



**DT17 GM30, FLBGM30,
White/Pale Purple**



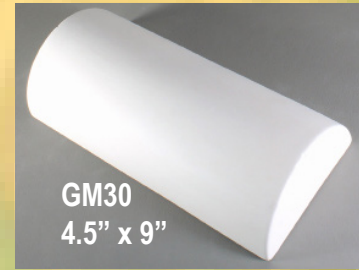
FLBGM28
Use with GM28



FLBGM30
Use with GM30



**GM28
6" x 9"**



**GM30
4.5" x 9"**