



Moose and Turtle

This Technique is done on Bisque using **Colors For Earth** products on Petro Molds CS133 Moose and CS134 Turtle.

Professional Studio Pigments

PSP601 Coal Black
 PSP602 White
 PSP666 Cala Green
 PSP667 Bright Oasis
 PSP686 Burnt Sienna
 PSP681 Warm Wood
 PSP687 Raw Sienna

Color Concentrates

CC123 Sunflowers
 CC180 Raw Umber
 CC186 Burnt Sienna
 CC187 Raw Umber

Glazes

CG900 Clear Brushing

Brushes

Detail Brush for Eyes
 Paula Sumi Brushes
 Lg. Glaze Fan Brush
 #6 Square Shader

1. Clean Greenware in usual manner. Wipe down with damp sponge to remove any dust from piece.
2. Fire to Witness cone '04'.

MOOSE: With medium sumi brush apply 3 coats to all the brown areas on moose with **PSP686 Burnt Sienna**. Allow to dry. With #6 square shader, fully load with water and corner load with **CC187 Raw Umber** and shade the crevices on the moose.

With small sumi brush apply 3 coats of **PSP681 Warm Wood** to the antlers, 2 coats of **PSP601 Coal Black** to the hooves and 2 coats of **PSP602 White** to the beard. Paint eye area with 1 coat of **PSP602 White** and add a black dot of **PSP601 Coal Black** where indentation is in piece.

When beard is dry, apply a wash of **CC180 Raw Umber** over the white, which will fall in the crevices to show detail in the beard.

With fan glaze brush apply 2 coats of **CG900 Clear Brushing** glaze to entire piece. Still and fire to witness cone '06'.

TURTLE: With medium sumi brush apply 3 coats of **PSP666 Cala Green** to the top shell of turtle. Apply 3 coats of **PSP687 Raw Sienna** to the feet and head areas. Apply 3 coats of **PSP667 Bright Oasis** to the bottom/underneath side of shell.

Create a wash out of **CC186 Burnt Sienna** and apply all over the turtle. The wash will fall in the crevices and give depth to the piece. With #6 square shader, fully load with water and corner load with **CC186 Burnt Sienna** and add more shading to feet and face.

Eyes—With detail brush apply 2 coats of **CC123 Sunflowers** to eye area. With **CC186 Burnt Sienna** create iris of eye and then **PSP601 Coal Black** for pupil. A highlight can be added with **PSP602 White** or you can use a cleaning tool and scratch out the highlight.

With fan glaze brush apply 2 coats of **CG900 Clear Brushing** glaze to entire piece. Still and fire to witness cone '06'.

Any questions or comments or purchase of products please contact:

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