CHRISTMAS BULBS AND BULB STANDS Mold Numbers J-429 Ornament Hanger J-489 Two Bulb Ornaments

MATERIALS NEEDED GLAZES: Clear

SPECIALTIES: Snow

OVERGLAZE: Liquid Bright Gold and Mother of Pearl

MISC: Christmas Greenery and berries

PREPARATION: While greenware is still wet, place a hole using the large end of the #1 tool in the top of the bulborn. Retexture textured seam lines with the TL-9 texture tool. Fire to proper cone.

GLAZE: With Clear Glaze, paint all pieces following label instructions. When glaze drys apply Snow to two of the Bulbs following label instructions. Fire to proper cone. Apply Liquid Bright Gold to ornament stands and the cap of the bulb ornaments. Fire to proper cone. Apply Mother of Pearl to bulbs following label instructions. Fire to proper cone.

ATTACHMENTS FOR BULB ORNAMENTS

Mold Numbers J-408 Mr. & Mrs. Santa Bulb Huggers J-409 Clown Bulb Huggers J-410 Bird Bulb Huggers J-411 Bear Bulb Huggers J-412 Mice Bulb Huggers J-428 Snowman Bulb Huggers J-778 Kitten Bulb Huggers J-880 Reinbear Santa Bulb Huggers

MATERIALS NEEDED

OPAQUE STAINS: Deep Brown, Walnut, Medium Brown, Woodland Brown, Vanilla, Black, White, Christmas Red, Sherwood Green, Irish Green, Autumn Rust, Electric Blue, Flesh, Pumpkin and Peach Blush.

BASECOAT: Deep Brown to Mr. & Mrs. Santa, clowns, reinbear, snowmen, mice, birds and bear huggers.

DRYBRUSH: X-mas Red to all Santa suits, clowns, shirts, mouse's shirt and snowmen's scarf and mittens. Drybrush Walnut to all fur areas, 3 coats. With the same brush, drybrush these same areas with 2 to 3 coats of Med. Brown,

highlight with 2 coats of Country Gold. Lightly highlight with Vanilla. Drybrush Flesh to all faces and hands, lightly blush cheeks with peach Blush. Drybrush Sherwood Green to all green areas, 3 coats. Highlight with Irish Green, 2 coats, followed with a highlight coat of Vanilla. All white areas with 3 to 4 caots of White. Blush White faces with Peach Blush. The other mouse, drybrush shirt with Electric Blue, followed with a highlight coat of White. For the bird hugger, drybrush feathers lightly with the following paint in this order. Walnut, Medium Brown, Vanilla and White. Basecoat bird's face with Woodland Brown. Drybrush with 2 to 3 coats of Vanilla. Blush cheeks with Peach Blush. Drybrush the cats with 2 coats of Pumpkin, highlight entire cat with Vanilla, with a few heavier coats to tips of tails, ears, and face areas. Blush noses with Peach Blush. With Autumn Rust, stripe cats as shown. Highlight lightly with Vanilla. Refer to picture.

PAINT: Clown's noses X-mas Red. All other hugger noses with Deep Brown. Drybrush with Walnut Brown. Santa's boots with Black, drybrush lightly with Shadow Gray.

SHADE: If desired, shade huggers with Deep Brown for better definition.

PENGUIN HUGGERS

Mold Numbers J-433 Penguin Huggers

MATERIALS NEEDED

OPAQUE STAINS: Black, Burgundy, X-mas Red, Bright Orange, Woodland Brown, Shadow Gray and White.

BASECOAT: Black areas of Penguin with Black, drybrush these areas with Shadow Gray and Black mixed, 2 coats. Basecoat hat with Burgundy, fur trim, belly and eye area with Woodland Brown and feet with Bright Orange.

DRYBRUSH: White to Woodland brown areas, 3 coats. X-mas Red to Burgundy areas. Bright Orange and White mixed to orange areas.

PAINT: Eyes

FINISH: String ornaments, glue huggers in place and add X-mas greenery.

NOTE: Please refer to Project #14, Santa Reindeer for painting instructions on J-883 Reindeer Huggers.

CLAY MAGIC CHILD NATIVITY

Each mold can produce both the white child or the black child by attaching the desired head or face. The baby mold contains both babies, no attaching needed

BLACK CHILD NATIVITY Mold Numbers

J-1392 Child Mary J-1393 Child Joseph J-1394 Two Baby Jesuses J-1395 Child's Manger J-1396 Child Girl Shepherd J-1397 Child Boy Shepherd J-1398 Child King #1 J-1399 Child King #2 J-1400 Child King #3 J-1401 Child Girl Angel J-1402 Child Boy Angel J-1403 Wing for Child Angels J-1404 Lamb J-1405 Donkey J-1406 Cow J-1407 Camel J-1408 Nativity Backdrop J-1409 Nativity Angel Base

MATERIALS NEEDED

OPAQUE STAINS: Deep Brown, Walnut, Burgundy, Night Blue, Electric Blue, Turquoise, Hot Pink, Royal Purple, Autumn Rust, Bright Orange, Marigold Yellow, Dark Blond, Navajo, Confederate Gray, Country Gold, Flesh, Peach Blush, Vanilla, Pale Gray, Black and White.

SPECIALTIES: Water Base Gold and Gold Powder.

MISC: Metal Shepherds staff and flat back rhinestones.

PREPARATION: Slip attach black child faces and heads to body after removing the casts from the mold. Slip attach wings to angels. Place hole in shepherd boy's hand for staff and, if desired, place a hole in the opposite hand to hold lamb's leash.

BASECOAT: Angels' wing with Water Base Gold and all other pieces with Deep Brown.

DRYBRUSH: All flesh areas with 3 to 4 coats of Walnut until even; very lightly blush cheeks and lips with Burgundy mixed with Walnut. Drybrush color to areas as follows; it may be necessary to rebasecoat some areas due to over drybrushing.

YELLOW GARMENTS: 3 coats of Marigold Yellow followed with 1 to 2 coats of Dark Blond. Slowly and evenly lighten with 2 to 3 coats of Vanilla added to your brush.

VANILLA GARMENTS, STUCCO ON ANGEL BASE, NATIVITY AND LAMBS: Begin with 3 coats of Walnut followed with 4 to 5 coats of Vanilla.

ANGEL WINGS: Drybrush 2 to 3 coats of Vanilla followed with a couple highlight coats of White.

PURPLE GARMENTS: 3 to 4 coats of Royal Purple followed with Vanilla added to your brush to highlight. The lighter the purple the more coats of Vanilla added to your brush.

DARK PINK GARMENTS, CHEST AND VASE: 2 to 3 coats of Burgundy followed with 1 coat of Hot Pink to brighten and a small amount of Vanilla added to your brush to further brighten.

MARY'S PINK GOWN: 2 to 3 coats of Hot Pink followed with Vanilla added to your brush to brighten. The more coats of Vanilla added to your brush the lighter the piece will become.

ORANGE GARMENTS: 3 coats of Autumn Rust followed with 2 coats of Bright Orange, highlight with 2 coats of Pumpkin.

BLUE GARMENTS: 1 to 2 coats of Night Blue followed with 1 coat of Electric Blue, 1 to 2 coats of Sky Blue; highlight with Vanilla.

TURQUOISE GARMENTS: (Mary's veil, baby's blanket, kneeling king's robe and shepherd girl's dress). 1 coat Night Blue, 1 coat of Sky Blue, 1 coat of Turquoise followed with Vanilla in your brush to highlight.

ALL SHOES EXCEPT KINGS: 2 to 3 coats of Navajo.

SHEPHERDS' LEGGINGS, AND MANGER: Begin with 2 coats of Walnut followed with Vanilla added to your brush to highlight hay and leggings.

DONKEY AND GRAY AREAS OF BACKDROP: 3 to 4 coats of Confederate Gray to both areas, stomping the color onto the donkey except in the deep crevices. Drybrush Pale Gray 2 even coats to wood areas of the backdrop. Highlight donkey as shown with Pale Gray, drybrush donkey's mane with Black.

CAMEL, BRICK AND SHINGLES ON NATIVITY BACKDROP AND ANGEL BASE: 2 to 3 coats of Walnut to bricks and camel, stomp color on to camel avoiding deep crevices. Continue with 2 coats of Medium Brown followed with 2 to 3 coats of Country Gold, stomping the color on the camel, again avoiding deep crevices. Highlight camel and bricks as shown with Vanilla added in your brush.

COW: Drybrush cow with Walnut followed with Navajo, stomping on the color avoiding the deep crevices. Highlight cow with Vanilla added to your brush as shown. Stomp Vanilla onto the cows forehead followed with White. Drybrush all hair Black.

PAINT: Cows and lamb's hooves Deep Brown, donkey hooves with Black.

DRYBRUSH: Cows and lamb's hooves with Deep Brown with Vanilla to lighten; drybrush donkey's hooves with Confederate Gray.

PAINT: All eyes and eyelashes. Paint on all gold accents with Water Base Gold, if desired sprinkle on gold dust before paint dries for a more brilliant gold. If desired, hand piant designs on garments as shown.

FINISH: Glue rhinestones as desired to kings.

WHITE CHILD NATIVITY

Mold Numbers

Same as Black Child Nativity

MATERIALS NEEDED

OPAQUE STAINS: Navajo, Flesh, Country Gold, Dark Blond, Sherwood Green, Night Blue, Sky Blue, Turquoise, Electric Blue, Royal Purple, Burgundy, Hot Pink, Confederate Gray, Pale Gray, Walnut, Deep Brown, Peach Blush, Vanilla, Black and White.

MISC: Water Base Gold and gold dust powder and small rhinestones.

PREPARATION: After removing casts from the mold, carefully slip attach white child's head or face to body. Slip attach wings to angels. Place a hole in the shepherd boy's hand for the staff and, if desired place a hole in the opposite hand to hold the lamb's leash.

BASECOAT: All areas are basecoated with specific colors using a lot of water with the color. Because the color is watered down so much the basecoat goes on very quickly. You need not be extremely careful because after the basecoat, a coat of gold will be applied and will puddle in crevices. Basecoat all areas using a lot of water with your color as follows --2:1 FLESH AND NAVAJO: To all flesh areas, DARK BLOND: To all yellow areas. SKY BLUE: To Mary's veil. HIGHT BLUE: To all other blue areas. SHERWOOD GREEN: All green areas. BURGUNDY: To all dark pink areas. HOT PINK: To all light pink areas. NAVAJO: To shepherd girl's dress and all brown hair. Wood area of backdrop, cow, and all shoes. DEEP BROWN: Shepherds' leggings. COUNTRY GOLD:

Camel, hay on manger and roof on backdrop. WALNUT: Manger. CONFEDERATE GRAY: Donkey, brick on backdrop and angel base. VANILLA: Stucco on backdrop and angel base, lambs, angel wings and all other white areas. BLACK: Joseph's lantern.

OVERPAINT: When basecoats are dry, paint Water Base Gold quickly over the entire piece. Before the paint dries, use a large brush and pat clean water over the gold and let the gold flow into the crevices allowing the background color to show through. Do this over a sink or paper towel. Place in front of a fan to speed dry.

DRYBRUSH: Flesh areas with 2:1 mix of Flesh and Navajo. The flesh areas require only 2 very light drybrush coats. Be sure to allow some gold to show through. Blush cheeks with Peach Blush. Drybrush brick area of backdrop and donkey with 2 to 3 coats of Confederate Gray. Lighten window bricks and other bricks here and there and highlight donkey with Pale Gray added to your brush. Drybrush brown hair, shoes and wood area of backdrop with about 2 light coats of Navajo; all other Navajo areas lighten by adding Vanilla to your brush. The more coats of Vanilla added to your brush the lighter the color will come up. Compare the cow to the shepherd girl's dress. All colors are drybrushed the same way, starting with 2 to 3 coats of the original basecoat color followed with Vanilla added gradually to the color to lighten. The more coats with Vanilla added the lighter the piece will become.

PAINT: All children and lambs eyes and eyelashes using Electric Blue and Turquoise for the iris. Paint all other eyes using Walnut for the iris. Paint all gold areas with Water Base Gold. If desired, before the paint is dry, sprinkle on gold dust for a more brilliant gold. Paint hooves on donkey Black, cow hooves wand boy shpherd and Joseph's waist tie Walnut and lambs' hooves with Confederate Gray. Paint patch on Joseph's garment with Deep Blue, patch on boy shepherd's garment-one Burgundy and one Sherwood Green.

DRYBRUSH: Hooves and patches with the same color it is painted with adding Vanilla to your brush to lighten. Drybrush donkey's mane with Black.

FINISH: Glue flat back rhinestones as desired. Give the shepherd boy a metal staff and cord for the lamb's leash.

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