

Featured Technique:

Use pieces of textured glass to create intriguing metallic borders.

To emboss a single layer of iridized glass, place the glass with the iridized surface facing the texture of a texture tile on a kiln shelf. Due to the lack of weight and added resistance of the iridized surface, a single layer of glass can be tricky to texture in a kiln. To add weight to the glass, place a piece of kiln shelf paper on the back of the glass on the texture tile and place a kiln shelf or tile onto the glass. This kiln shelf or tile adds weight to the glass and helps to drive the single layer of glass into the texture as it heats. Use the firing schedule found in Table 1 to fire the glass.

After the single layer of glass has been textured, place the glass with the texture side down on a cutting surface and cut it into desired shapes. Cut a single layer of Black glass to fit the Creative Paradise slump mold of your choice. Place the pieces of textured glass with the textured side up along the border of the Black glass. Use the schedule found in Table 2 to tack fire the glass. Make sure not to over fire the glass or the texture will diminish*.

Textured glass from various texture tiles can be used in one project to add visual interest. Many iridized surfaces display a rainbow of color. Selectively texturing different sections of iridized color and combining them in one project will lead to a multi-colored metallic textured border. To create a more monochromatic textured metallic border take care to texture areas of the iridized glass that appear to be the same color. Because transparent glass is being fused over black glass, the color of the glass matters less than the color of the iridized surface.

Information about the molds used to create the samples found on this page can be found next to the image.

After the textured pieces have been tack fired to the single layer of Black, slump the glass on the appropriate slump mold using the firing schedule found in Table 3.

Segment	Rate	Temp	Hold
1	250	1215	45
2	100	1330	15
3	350	1460	10
4	9999	950	90

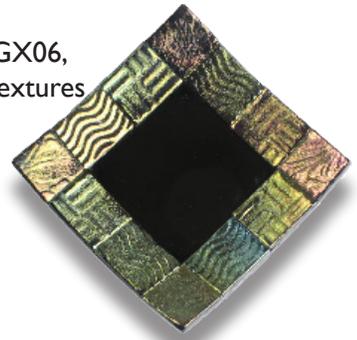
Segment	Rate	Temp	Hold
1	275	600	10
2	300	1260	20
3	9999	950	60

Segment	Rate	Temp	Hold
1	350	1215	30
2	175	1260	20
3	9999	1415	05
4	9999	950	60

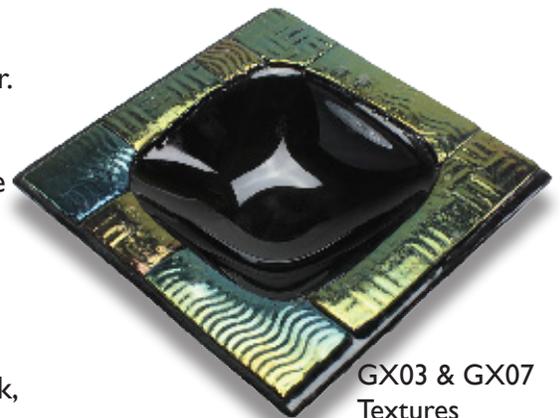
* [Click here for important firing information.](#)

All the glass used in this project is fusible and compatible COE96 glass.

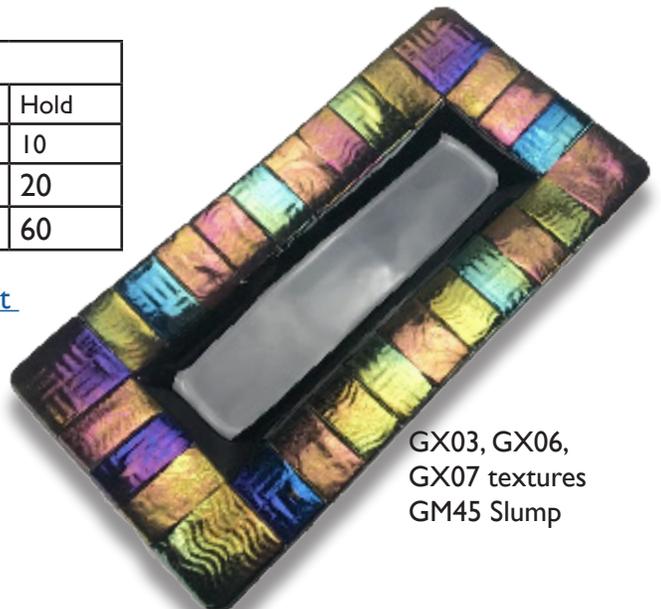
GX03, GX06, GX07 textures GM01 Slump



GX05 Texture GM14 Slump



GX03 & GX07 Textures GM33 Slump



GX03, GX06, GX07 textures GM45 Slump