

Project Guide

3-inch Daisy Tiles

Glass Cutting: **simple cutting/nipping**

Firings: **contour fuse**



Step-by-Step

A single tile can be used as a sun catcher or refrigerator magnet. And — just like the daisy chains you made as a kid — these tiles can be grouped together to make bigger projects! Nine tiles make a great decorative dish, with 12 tiles, you can make a lively mirror.

1. Cut a 3-inch Clear square.
2. Nip (or cut) petal shapes out of an opal color of your choice (approximately 1¼ inches in length). Select a coordinating Pebble for the center of your Daisy.
3. Apply KlyrFire to the Base. Set the Pebble in the center and arrange the petals around it.
4. Choose a palette of Frit and nipped glass for your Daisy to “nestle into.” (We used 5 shades of Green hues in varying sizes.) Set some larger pieces randomly around the Daisy. Fill in remaining space with a single color of Medium Frit. (Brush off daisy if necessary.)
5. Contour Fuse – making sure to leave enough space around each tile in the kiln.

Materials We Used

Base: 3-inch 100SFS Clear Square

Glass Colors: Bright Opals for petals; 528-4SF (Olive Green), 125SF (Dark Green) nipped into larger pieces for background

Pebbles: Med. Amber

Frit: 523-2SF (Teal Green) – Coarse, 533-1SF (Sky Blue) – Coarse, 526-2SF (Moss Green) – Medium



Projects Made From Tiles

Sun catcher: Drill hole in tile with a diamond drill bit and hang with fishing line from small suction cup.

Magnet: Attach a strong magnet to back. (Available at Craft Stores.)

Dish: Arrange 9 tiles onto a 9½ inch square neutral base (we used Ivory) leaving an even amount of space around all tiles. Tack Fuse. Slump.

Mirror: Fuse tiles individually as directed above. Arrange 12 tiles around the perimeter of a 12 x 12 –inch neutral base. (We used Ivory.) Tack Fuse. Cut raw edged mirror to size and glue in place using strong adhesive such as E-6000. (Mirror can be found at hardware stores, craft supply centers, or custom flat glass shops. Be sure to cut the mirror shiny-side up.)