



**Knowledge is the key to success!**

## **Technique Sheet: Wood-effect LineArt Platter**

*A superb centre-piece – use as a cheeseboard for that final dinner party flourish*



### **Shapes**

LA-209 Iris Design - 11" Platter

### **Colours**

MHC145 Matt Transparent Glaze

### **Stroke & Coat**

SC-14 Java Bean  
SC-25 Crackerjack Brown  
SC-26 Green Thumb  
SC-27 Sour Apple  
SC-31 The Blues  
SC-34 Down to Earth  
SC-40 Blueberry Hill  
SC-46 Rawhide  
SC-48 Camel Back

- Moisten a clean sponge and wipe bisque to remove any dust.
- Place a small amount of SC-46 Rawhide, SC-25 Crackerjack Brown, SC-48 Camel Back, SC-14 Java Bean, and SC-34 Down To Earth onto your palette. Slightly thin each colour with water.
- Load a Soft Fan brush with SC-46 Rawhide and streak across the piece using parallel strokes to start to simulate the wood grain. Working from light to dark, continue building the grain but each time only loading the edge of the brush to create a gradual color change. Keep following the grain lines created with the SC-46 Rawhide as you add more colors to the piece.
- Using a No.8 Flat Shader brush, load colour to one edge and pull in more defined grain marks with any of the brown tones.
- Load a No.4 Liner brush with SC-14 Java Bean and create oval spirals to give the illusion of knot holes where desired. Lightly brush over them with a dampened soft fan brush to slightly blur the lines.
- Using a toothbrush, load with some SC-14 Java Bean and SC-34 Down to Earth and randomly spatter some colour to give a worm hole look to some areas.
- Use all of the remaining colours listed. Using a No.6 Round Brush, apply 1 light coat of colour to fill in the design areas. The colour should look semi-transparent as to allow the wood grain to show through. Apply 1 coat as follows: SC-31 The Blues - flower petals; SC-27 Sour Apple - leaves; SC-26 Green Thumb - dark areas on leaves; and SC-40 Blueberry Hill - some dark areas on flower petals.
- Using a Soft Fan brush, apply 2 Coats of matt clear glaze or dip into clear glaze.
- Stilt and fire to Cone 06.

Adapted from a Mayco project designed by: Jon Dean

Project Time Span: 1 - 2 hours

Skill Level: Basic

