

CLAY MAGIC CATALOG PAGE 239 AND 240

MAYCO ACRYLIC STAINS USED ON THIS FLYER: SS-135 White, SS-45 Buttermilk, SS-317 Turquoise, SS-210 Orange, SS-198 Chocolate, SS-234 Medium Mocha, SS-376 Limeburst, SS-24 Chocolate Fudge, SS-335 Rich Blue, SS-111 Brightest Yellow, SS-130 Med. Gray, SS-176 Christmas Red, SS-3 Honey Toast, SS-212 Light Umber SS-19 Country Sage, and SS-138 Flat Black.

COLOR MIXES: Dark Blue- a mix of Rich Blue and very little Black, Burgandy mix- 3:1 Chocolate Fudge and Christmas Red. WASH: 3:1 Water and Med. Mocha

MAYCO BRUSHES USED: AB-834 ¾" Basecoat, RB-138 3/8" Angled Shader, Various size RB and size 4, 6 & 8 round CB brushes, 10/0 Mini Liner, CB 110, Script Liner CB 106, UB and round AB Drybrushes.

GNOMES, LITTLE MUSHROOM HOUSES AND HUMMINGBIRDS

MOLD NUMBERS

4050 15.5" Garth the Nordic Gnome 8.5" W

4051 Frey and Garth Mushroom Hand Att.

4052 Frey and Garth Open Hand 5" 5 \$25.

(Open hand to hold 3270 Sm. Football)

4053 Frey and Garth Birdhouse Hand Att. 7.75" T

4054 Frey and Garth Flower Hand Att. 9" T

4055 10.75" T Finn the Nordic Gnome 7.5" W 24

4056 16" Frey the Nordic Gnome Waving 10.5" W

4057 Garth Plain Sign Att. 6.5" T 6

4058 Finn Plain Sign Att. 4" T 4

4059 Gangbuster Frey with Flower 6.25" T x 4.5" W

4060 Gangbuster Garth with Football 6.25" T x 4.5"

1661 Two Humming Birds 5" W x 6" L

3270 Sm. Football 6" L x 3.5" W

3524 Caterpillar Mushroom Hut 7" T x 5" W

3525 Mushroom Snail Shack 8" T x 5" W

3526 Ladybug Mushroom Lodge 6" T x 4.75" W

PREPARATION: After removing casts from molds, slip attach hand attachments as desired. Before attaching, place any holes necessary for light clips, electrical, flags, dowels or sticks. If using solar landscape lights, cut out a hole in hand to fit, allow room for shrinkage. Clean and fire to cone 04.

NOTE: It is easiest to basecoat and drybrush the red areas first since the over drybrush will get on most of the other areas. Apply basecoats and wash to the other areas once the red areas are finished.

BASECOAT: Red areas-**Burgundy mix**, White areas- Buttermilk, beards- Med. Gray, Flesh areas- Light Taupe, Blue areas- Turquoise, Yellow areas-Honey Toast, Green areas-Sage, Orange areas- Orange, Dark blue areas- Dark Blue mix.

WASH: Apply the Med. Mocha wash to all areas except the Red areas. Wipe off with a soft cloth before the wash dries, leaving the wash in crevices.

DRYBRUSH: Red areas with 2 heavy coats of Antique Red, 2 heavy coats of Christmas Red, add Orange to your and dry brush 2 coats. Continue with Orange and blend the orange with the

Red. This will take several coats. See Mushroom instructions for applying paint. Buttermilk areas with 1 coat of Buttermilk, followed with 2 coats of White. Beards with 1 coat of Med. Gray, followed with 3 to 4 coats of White, or to desired whiteness. Green areas with 1 coat of Sage, followed with 2 to 3 coats of Lime Burst, highlight with Brightest Yellow. Dark Blue areas with 1 coat of the Dark Blue mix, followed with 3 coats of Rich Blue added to your brush. Orange areas, with 1 coat of Orange, followed with Brightest Yellow added to your brush. Flesh areas with 1 to 2 coats of Light Taupe, blush cheeks and noses with blush color of choice. Drybrush the tops of gnome noses very lightly with a little bit of buttermilk added to your brush. All other colors, drybrush with the original base color and bring up the color by adding White to your brush, to desired brightness.

SHADE: Beards with a dark gray mix by mixing Medium Gray with a small amount of Black. Shade all other areas with Medium Mocha or Chocolate Fudge.

PAINT: Ladybugs with Christmas Red, signs, shoes and football with Chocolate Fudge.
DRYBRUSH: with Chocolate and Med. Mocha. Continue shoes with 2 to 3 coats of Light Umber and highlight with Buttermilk.

MUSHROOMS

MOLD NUMBERS

4061 Ex. Large Mushroom Stem 12" T x 6.75" W

1686 Lg. Mushroom Cap 12" W x 4" H

1687 Large Garden Mushroom Stem

1688 Small Garden Mushroom Cap 8.25" T

1689 Small Garden Mushroom Stem

PREPARATION: Remove the pourgate section of mold from the mushroom cap, when slightly hardened place holes sporadically using different sized hole making tools to the underside of the mushroom cap. Remove greenware and repeat to the top of the mushroom cap. With a dull pencil, draw windows and a door on the mushroom stem and cut out with a scalpel. Place holes sporadically around the windows. Place holes for electrical or access for candles or battery powered lights if desired. When dry, clean and fire to cone 04. Do not slip attach cap to the stem but keep in mind the cap will be glued to the stem when finished. If desired, plan to weight the extra-large mushroom stem with a small bag of sand before gluing the cap on.

NOTE: For the mushroom caps it is easiest to paint the White areas first, then the red.

GLAZE: If desired, clear glaze inside of mushroom cap and stem. Clean up any glaze on outside of stem and cap with a wet sponge. Fire to cone 06.

BASECOAT: Mushroom stem and underside of cap with Buttermilk.

WASH: With a 3:1 wash of Med. Mocha and water, apply to base coated areas, wipe off with a soft cloth before the wash dries.

DRYBRUSH: Drybrush Buttermilk areas with 2 to 3 coats of Buttermilk followed with 1 to 2 coats of White.

BASECOAT: Mushroom cap with the **Burgundy mix**.

DRYBRUSH: Mushroom cap with 2 heavy coats of Antique Red, followed with 2 heavy coats of Christmas Red. Add Orange to your brush and drybrush 2 coats, continue with orange and drybrush from the bottom of the cap towards the top blending the color. This will take several coats. If the cap gets to Orange add a little of Christmas Red to your brush.

SHADE: With Medium Mocha as desired.

FINISH: Glue mushroom caps to stem with GOOP. Available at Michael's.

MOLDS BY CLAY MAGIC INC.

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