

Strawberry Swirl

This Technique is done on 04 bisque using **Colors For Earth** products.

Color Concentrates

CC101 Cobalt Black
CC102 Glacier White
CC112 Candy Apple Red
CC123 Sunflowers
CC132 Deep Cranberry
CC160 Key Lime
CC162 Laurel Green
CC186 Burnt Sienna

Brushes by Kala Brush

#3 Bavarian Round
#8 Square Shader
#0 & #4 Liner
#14 Lg. Soft Fan Glaze

Enhancement Medium

CSP03 Matt Medium

Glazes

CGE524 Yellow Stone Buff
CGE540 Royal Navy Blue

Supplies

Ultra Fine Point Sharpie Marker
Pencil
Tissue

Suggested Ware by Boothe Molds:

B1343 Lg. Round Mixing Bowl



1. Clean greenware in usual manner by removing all seams. With damp sponge wipe piece down to remove any dust and fire to witness cone 04.
2. With #14 Soft Fan brush apply 4 coats of **CGE524 Yellow Stone Buff** glaze to entire bowl. This is a matt glaze and should be applied smoothly.
3. Trace pattern on tissue with pencil. Transfer pattern to ware using a Ultra Fine Point Sharpie Marker tracing over pencil lines. Marker will go through the tissue and will burn away in the firing. Pattern is repeated 3 times around outside of bowl and once in the center bottom.
4. Mix the following colors 50/50 in Paint well:
CC112 Candy Apple Red / CSP03 Matt Medium
CC132 Deep Cranberry / CSP03 Matt Medium
CC102 Glacier White / CSP03 Matt Medium
CC160 Key Lime / CSP03 Matt Medium
CC161 Laurel Green / CSP03 Matt Medium
CC186 Burnt Sienna / CSP03 Matt Medium
CC123 Sunflowers / CSP03 Matt Medium
CC101 Cobalt Black / CSP03 Matt Medium
5. **Flowers**—Using #8 Square shader, water load and corner load with **CC102 Glacier White mix**. Do a Closed “C” Stroke for each petal keeping the white to the outside of petal.

With #3 Round, stipple in one coat of **CC123 Sunflowers mix** on flower centers. Add dots around lower side with **CC186 Burnt Sienna mix**.
6. **Leaves**—Using #8 Square shader, fully load with **CC160 Key Lime mix** and corner load with **CC162 Laurel Green mix**. Keeping the dark color to the outside pull in each side of the large leaves with a “M” Stroke or sometimes referred to as a Ripple stroke. Smaller leaves are loaded in same way and pulled in with a “Wedge” stroke.
7. **Strawberries**—With #8 Square Shader and **CC112 Candy Apple mix** block in 3 coats on each berry.

Shade the left side of each berry by water loading the #8 Square Shader and corner loading in **CC132 Deep Cranberry mix**. Shade 2 times.

Highlight the right side of each berry by water loading the #8 Square Shader and corner loading in **CC123 Sunflowers mix**. Repeat 2 times.

Using #0 liner and **CC101 Cobalt Black mix** create seeds on each berry, with a pressure stroke, as indicated on pattern.
8. **Strawberry Caps**—With #3 Round brush fully load with **CC160 Key Lime mix** and tip into **CC162 Laurel Green mix** and pull in caps at the top of each strawberry with a “Press-Pull-Lift” starting at the center pulling out to the tip. Re-tip in colors as needed.
9. **Stems & Tendrils**—With both greens slightly thinned and #0 Liner brush, fully load with light green and pull through darker green and add stems and tendrils.
10. **Detail**—With #0 Liner and **CC101 Cobalt Black mix** outline and detail design.
11. With #4 Liner, band a line under lip of bowl on outside and inside about the same distance down as outside with thinned **CGE540 Royal Navy Blue Glaze**.
12. **Swirls**—With #0 Liner and slightly thinned **CGE540 Royal Navy Blue Glaze** create the swirl pattern in background of bowl until complete background is filled in with pattern.
13. Still and fire to witness cone 06 with 20 minute hold.

Paula McCoy
104 Finneyoaks Lane
Weatherford, TX 76085
817-221-9309 * ceramicsbypaula@prodigy.net
www.paulamccoy.com



Strawberry Swirl
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Any questions or comments
please contact:

Paula McCoy

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