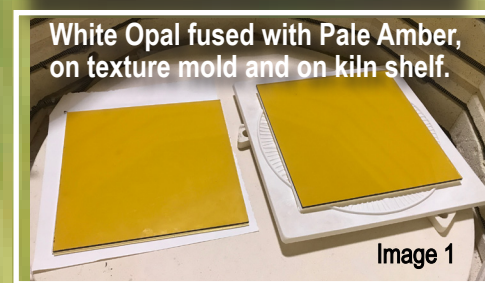


# "Holographic" Textured Lamps

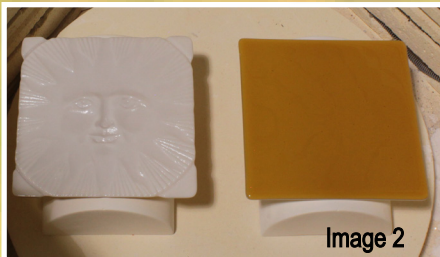
Create intriguing "holographic" lamps using beautifully crafted texture tiles, drapes, and bases by Creative Paradise!

*Creative Paradise Inc.*

After the glass is fused and textured, drape the glass over either the Large or Small Cylinder Drapes. The draped glass sits nicely on the Lamp Bases designed specially for the Cylinder Drape. The Sun Lamp project shown step-by-step below should help you to understand how to make these lamps using a vast array of textures. Refer to **Page 2** for additional examples! All glass used here is COE96.



The White textured side of a panel draping white side up, and the non textured panel draping white side down



Cut two 8" x 8" squares of Pale Amber and two 8" x 8" squares of White Opal glass. Place one of the White Opal squares down on a suitably sized sheet of kiln shelf paper on a kiln shelf and place the other onto the DT39 texture that has been treated well with glass separator. Place one square of Pale Amber over each (Image 1) and fire to a Full Fuse using the suggested schedule in **Table 1** or your own favorite Full Fuse.

After the glass has cooled, center the textured panel with the White textured side facing up on one of the treated GM28s and the untextured panel Amber side up centered on the other treated GM28 (Image 2). This can also be done in two separate firings if you only have one Cylinder Drape. Fire using the suggested schedule in **Table 2** or your own preferred Drape.



While the glass is firing, you can decorate your lamp base. The FLBGM28 Full Lamp Base is used here to create a full lamp

with both pieces of glass, but if you're only making a single piece the LBGM28 Half Lamp Base will work as well. The base is ceramic and can be painted with Cone 04 glaze and fired or simply painted with acrylics and left out to dry naturally.

If using acrylics, we have found the best way to apply them to the lamp bases is using a soft, round synthetic sponge that has been dampened slightly with water. Simply dampen the sponge a bit, then dab it into a small amount of your desired color and apply.

Once your lamp base is dry, screw in the bulb socket until the "wings" on either side of the socket are set in place on both sides of the hole at the bottom of the lamp base and the top of the socket itself is even with the top hole of the base. If you're having difficulty getting the socket to fit, you can take a bit of sandpaper and lightly sand down the edges of the holes in the base (though wear a mask if you do!). Once the socket is secure, you can screw in the light bulb.

After both panels have been draped and cooled, place them on the ledges on the edges of the lamp base with the textured side out. If you find your glass is wobbly or uneven, you can secure it with a bit of adhesive (such as E6000 or hot glue). Allow the adhesive to dry fully, then plug in and enjoy!

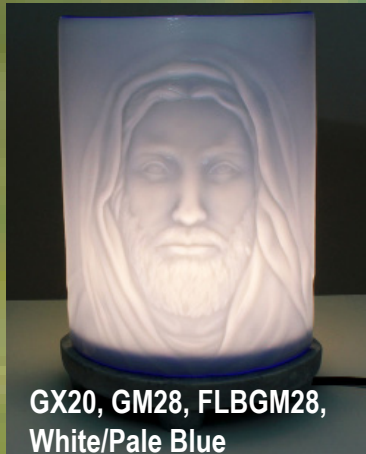
## Materials:

- [DT39 Sun Texture](#)
- [GM28 Large Cylinder Drape](#)
- [FLBGM28 Full Lamp Base](#)
- [COE96 Sheet Glass](#):
  - Pale Amber
  - Transparent
  - White Opal
- Suitable Glass Separator/ZYP
- Kiln Shelf Paper

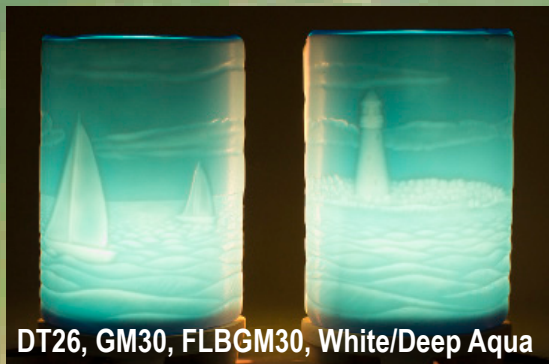
## Before You Begin:

Always make sure to prepare your molds thoroughly with suitable glass separator. We recommend using spray-on ZYP. Make sure to use a mask or other suitable respiratory protection if using a spray-on separator.

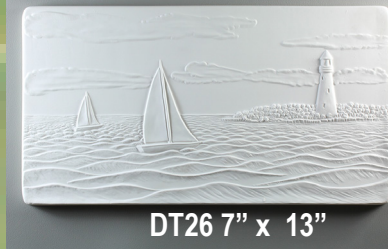




**GX20, GM28, FLBGM28,  
White/Pale Blue**



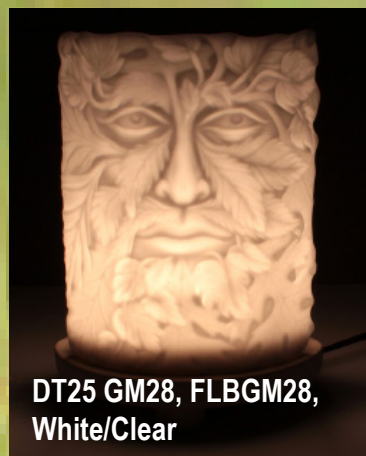
**DT26, GM30, FLBGM30, White/Deep Aqua**



**DT26 7" x 13"**



**DT33 7" x 13"**



**DT25 GM28, FLBGM28,  
White/Clear**



**GX19, GM30, FLBGM30, Pale  
Green Luminescent/Clear**

You will find a variety of lamps and textures featured on this page. Each image of a completed project is labeled with the texture mold, drape mold, and lamp base used to create it as well as which COE96 sheet glass colors were used. The glass put directly on the texture mold is listed first, followed by the color used to back it. Click on each mold to see it on our website!

The GM28 has a maximum glass size of 8" wide by 9" tall while the GM30 has a maximum glass size of 7.5" wide by 9" tall. Glass draped on the GM28 can be displayed on the FLBGM28, LBGM28, FLBGM267, or FLBGM267 Lamp Bases while glass slumped on the GM30 can be displayed on the FLBGM30 or LBGM30 Lamp Bases.

While there are many examples shown here, Creative Paradise also makes many more textures in similar sizes that can be used in the same way! Check out [our texture category by clicking here](#) to take a look.



**GX19 7" x 7"**



**DT39 10" x 10"**



**DT25 12.5" x 12.5"**

Table 1 Full Fuse on Texture*			
Seg.	Rate	Temp	Hold
1	300	1150	45
2	150	1370	20
3	400	1450	20
4	9999	950**	60
5	100	800	05

Table 2 Drape on Drape Mold*			
Seg.	Rate	Temp	Hold
1	275	1210	30
2	50	1240	05
3	9999	950**	60
4	100	800	10

\*\*If using COE90, adjust these temperatures to 900°F

[\\*Before firing, click here to check out our Important Firing Notes](#)



**GX20 8.5" x 8.5"**

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A picture showing the base before the textured and draped glass panels are placed on the base.



**DT33 GM30, FLBGM30,  
White/Sea Green**



**DT17 GM30, FLBGM30,  
White/Pale Purple**



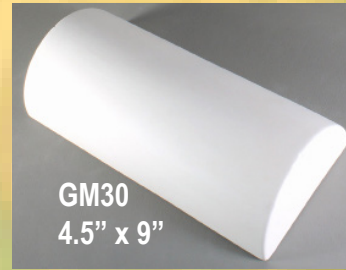
**FLBGM28**  
Use with GM28



**FLBGM30**  
Use with GM30



**GM28**  
6" x 9"



**GM30**  
4.5" x 9"