

Hammer Time!

Reactive Mushroom Caps

Creative Paradise Inc.



Materials:

- [GM212 Ruffle Dome Cap](#)
 - COE96 Glass (See Below)
 - Suitable Glass Separator/ZYP
 - Hammer
 - Cushioned Shelf Liner
 - Aerosol Craft Glue
 - Kiln Shelf Paper
- **For Stemming:**
 - Two-Part Epoxy
 - 14-4 Copper Butt Splice
 - 1/4" Copper Tubing

Suggested Glass:

- **Sheet Glass:**
 - Chocolate Opal *
 - Turquoise Blue Opal **
 - Turquoise Green Opal **
- **Frits:**
 - F2 Fine Vanilla Cream
 - F3 Med. Vanilla Cream
 - F3 Med. Turquoise Blue ** (Optional)
 - F3 Med. Turquoise Green ** (Optional)

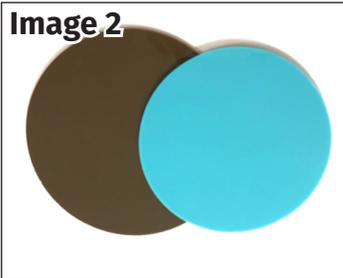
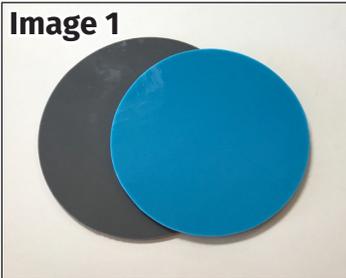
* Can be substituted for another Dark Grey/Brown

** Can be substituted for any other Copper-Bearing color

Most large glass manufacturers will have lists of which of their colors bear which reactive compounds.

For Oceanside's guide, [click here](#).
For Bullseye's, [please click here](#).

Treat the mold thoroughly with suitable glass separator before beginning. We recommend ZYP. Always wear a mask when applying spray-on separator.



If making two mushrooms, cut two 6.25" circles from Chocolate Opal sheet glass and a 5.25" circle from Turquoise Blue Opal (**Image 1**) and Turquoise Green Opal (**Image 2**). If only making a single mushroom, just one circle of Chocolate Opal and one circle of the copper-bearing color of choice is needed.



Place the copper-bearing 5.25" circle on top of a sheet of Cushioned Shelf Liner then cover it with another sheet of the liner. Gently hit the center of the circle with a hammer to create multiple shards of glass radiating outwards from the point of contact. Repeat with the other copper-bearing circle if creating multiple mushrooms.



Spray the darker 6.25" circle with a light coating of Aerosol Craft Glue to help the pieces stay in place while working.



Rearrange piece of the broken 5.25" circle(s) on top of the darker 6.25" circle(s). You want the pieces in the same arrangement they were as they broke but with roughly equal space around each piece, a gap in the center, and the outer edges aligned with the outer edge of the larger circle under them.



Fill the center gap with some F2 Vanilla Cream frit, sprinkling a bit onto the edges of the copper-bearing pieces as well. Top the F2 Vanilla Cream with a bit of additional F3 Vanilla Cream in the center. For a touch of extra reactivity add F3 frit in a copper-bearing color atop the F3 Vanilla Cream. Turquoise Green and Turquoise Blue were used here with their respectively colored caps.



Transfer the project onto a suitably sized sheet of Kiln Shelf Paper on a level shelf in the kiln and fire using the suggested schedule in **Table 1** or your own preferred Full Fuse.



Once the glass has cooled, place the treated GM212 on a level kiln shelf and center the glass on top. Fire using the suggested schedule in **Table 2** or your own favorite Draping schedule.



Stemming:

Use a Two-Part Epoxy to glue a size 14-4 Copper Butt Splice (also known as a Crimp Connector) to the center of the underside of the finished cap.

Cut your desired stem length from 1/4" Copper Tubing and place one end into the Splice after the epoxy sets.

For more info on stemming glass mushrooms, [please click here for our Basic Stemming Tutorial!](#)

Table 1: Full Fuse*

Seg.	Rate	Temp (°F)	Hold
1	300	1150	45
2	150	1300	20
3	400	1460	10
4	9999	950**	60

**If using COE90, adjust this to 900° F

Table 2: Drape*

Seg.	Rate	Temp (°F)	Hold
1	275	1200	30
2	50	1250	20
4	9999	950**	90

**If using COE90, adjust this to 900° F

*Before firing, it's important to know your kiln to see if you need to adjust our suggested schedules for your use. For tips on how to do that, [please click here to see our Important Firing Notes!](#)