



YELLOW DAISY TILE



SUPPLIES

Form

- 6" Bisque Tile

Color

- EZ010 French Brown
- EZ012 Cobalt Jet Black
- EZ018 Chartreuse
- EZ026 Yellow Orange
- EZ028 Leaf Green
- EZ030 Rose
- EZ033 Ivy Green
- EZ034 Orange
- FN-301 Marshmallow White

Decorating Accessories

- CB-106 #6 Script Liner
- CB-110 #10/0 Liner
- CB-604 #4 Soft Fan

Miscellaneous Accessories

- Sponge
- AC-230 Clay Carbon Paper
- Palette
- Water Bowl
- [Pattern](#)

GOALS/OBJECTIVES: Students will learn to apply EZ-Stroke glazes in a floral pattern over matte Foundations glaze.
GRADE LEVEL: High School+

INSTRUCTIONS

1. Begin with properly fired shelf cone 04 bisque.
2. Moisten a clean sponge and wipe bisque to remove any dust.
3. Using a CB-604 #4 Soft Fan, apply 4 coats of FN-301 Marshmallow White to the top & sides of the tile. Allow it to dry.
4. Using a pencil, trace the pattern on the tile using AC-230 Clay Carbon Paper under the pattern.
5. Place some EZ018 Chartreuse and EZ028 Leaf Green on a palette.
6. Using a CB-604 #4 Soft Fan, pick some water on the brush then pick up EZ018 Chartreuse and EZ028 Leaf Green on the corner of the brush. Apply the color on the tile blending it to create a mottled background.
7. Using a CB-106 #6 Script Liner. Apply EZ026 Yellow Orange to each of the flower petals and the center of the flower.
8. Using the CB-106 #4 Soft Fan shade one side and the upper half of the petals with EZ030 Rose. Shade the bottom of the petals with EZ033 Ivy Green and the side of the bud petals. Shade the bottom half of the flower center with EZ010 French Brown and the top half with EZ034 Orange.
9. Load the CB-106 #6 Script Liner with EZ028 Leaf Green and side load with EZ033 Ivy Green. Stroke in the flower stem and the leaves.
10. Using a CB-110 #10/0 Liner, accent the petals with EZ030 Ivy Green. Detail the Flower and the leaves with EZ012 Cobalt Jet Black.
11. Add dots of EZ034 Orange to the center of the flower.
12. Allow tile to dry.
13. Stilt tile and fire to shelf cone 06.

VARIATIONS: Pre-glaze background and stencil the pattern onto the tile before class.

