

GLASS FOAM

Glass foam is produced by using the tendency of glass to become 1/4 inch thick when fired to a full fuse. By using enough glass to fuse together, but not enough to provide a uniform 1/4 inch thickness, it draws into a porous configuration that looks like foam.

To make glass foam, we used a mix of glass powder and fine frit sifted from cullet. The fine material is unsuitable for casting and must be removed before the cullet is used for kiln casting or screen melts but it's perfect for making glass foam. You can either buy glass powder and frit or make your own by smashing up glass scraps.

Sprinkle the material out on your kiln shelf to approximately the size you want your foam melt to be. The photos here are on a 13 inch diameter shelf on which we plan to do a melt approximately 11 1/2 inch diameter. You can use any color, or mix of colors, you wish. Here we've used a mix of light and dark green along with light and dark aqua. A thin layer about 1/8 inch thick will create a large number of small holes. A layer about 1/4 inch thick will create a smaller number of large holes. You can create an interesting effect by spreading the material thicker in the middle then along the perimeter.



After the glass powder has been fused to make the glass foam, it can be fused onto a blank of glass and slumped or draped as desired. The glass foam is especially fragile so you need to be very careful transferring it to the blank



After sprinkling your mix to approximately 1/4 inch thick, use a brush or putty knife to spread it to the desired level and push the loose material around the perimeter into a relatively smooth edge.

Fire frit to a full fuse

1. 500 dph to 1000 F hold 20
2. 850 dph to 1460 F hold 20
3. FAP to 960 F hold 60
4. 500 dph to 100 F OFF

Tack fuse glass foam onto a blank

1. 400 dph to 1000 F hold 20
2. 850 dph to 1375 F hold 20
3. FAP to 960 F hold 60
4. 400 dph to 100 F OFF

Slump or drape

1. 400 dph to 1000 F hold 20
2. 850 dph to 1250 F hold 20
3. FAP to 960 F hold 60
4. 400 dph to 100 F OFF