



# Glass Gecko

## Materials

- 6" x 12" fusible glass
- 2 – small glass nuggets for eyes.

## Cutting

Cut out 2 of the BODY and 2 of each of the LEG pieces.

Cut out either 20 TOES (because these little pieces often break erratically, I suggest you cut out a number of extra pieces) or cut out 4 FOOT PADS

## Preparation

Grind or sand as needed to make the pieces match. They don't have to be perfect because the fusing will draw everything together both you do want to smooth out any curves and remove any spikes.

If you plan to add glass power for color variation, set out a single layer of all the pieces on the pattern and sift or sprinkle on frit or powder as wanted for effect. If you have little experience adding frit or powder for coloration, add more than you think looks good. It diffuses when it melts into the glass. When I add glass powder to a project I sprinkle down enough to create the look I want – then add that much again. Double what you think. With a bit of practice, you can get pretty good at guessing how different it looks from when first applied to how it looks after fusing.

## Full Fuse Firing

Set the 2 layer assembly of body and legs in the kiln and fire to full fuse.

## Feet

You can make your gecko's feet either as single piece pads or with 5 separate toes. If you plan to make the feet with separated toes, fire the toe assembly separately in the kiln to tack fuse together. If you decide to cut out those little toes, take extra special care handling them because they have needle sharp pointed ends that are nasty little devils that live to stab you at any opportunity.

Grind, sand, or chip off the corners and assembly in the kiln as shown in the photo.



*Toe assembly for gecko feet.*

## Tack Fuse Firing

Set the body assembly in the kiln with either the pre-made feet with toes or the foot pads under the legs. Place small glass nuggets on the head for eyes. Fire to tack fuse.



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## Drape Firing

To create a curved back and to elevate your gecko with lowered legs to make it look like it's walking, make a mold either with stacked strips of ceramic fiber paper or make a draping mold to produce the desired shape. A super easy way to make a mold is to pour casting mix (50/50 silica flour and pottery plaster) into a length of plastic pipe or cardboard tubing:



*Tack fused gecko on mold ready to drape.*



*Making a mold by pouring silica/plaster compound into a strip of plastic plumbing pipe cut in half.*



*Silica/plaster mold for draping gecko.*

## Options & Embellishments

### Size

The pattern included is for a 12" gecko. You can enlarge it to produce a bigger one or reduce it to make a smaller one. You can experiment with making it thinner or fatter for a different looking lizard.

### Height

You can experiment with different height molds to place it at different heights for a different appearance. The higher you place it, the more it will appear to be running. Just be sure to not place it so high the feet won't spread out and flatten.

### Decorations

You fuse frit, powder or mica in during the initial full fuse to create color variation or you can add it later for the tack fuse to create texture. Mica looks best when applied in the tack fuse. To ensure any frit or mica added doesn't slide off the rounded edges, it works best if you turn the body/leg assembly upside down so the surface with curved sides faces down onto the kiln shelf and the flat side is up. You can also add small pieces of glass stringer for claws or double layer eyes as in the photo below.



# Glass Gecko



16 inch purple gecko textured with white frit.



12 inch bronze glass gecko with gold mica.



12 inch purple gecko textured with fine frit.



12 inch green gecko with marigold frit.

Seg	Ramp	Temp	Hold
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### Full Fuse 2 layer

1.	400F (200C)	1000F (515C)	20
2.	800F (425C)	1460F (795C)	20
3.	FULL	960F (510C)	60
4.	400F (200C)	300F (150C)	0

### Tack Fuse combined assembly

1.	200F (95C)	1000F (515C)	20
2.	800F (425C)	1360F (735C)	20
3.	FULL	960F (510C)	60
4.	200F (200C)	300F (150C)	0

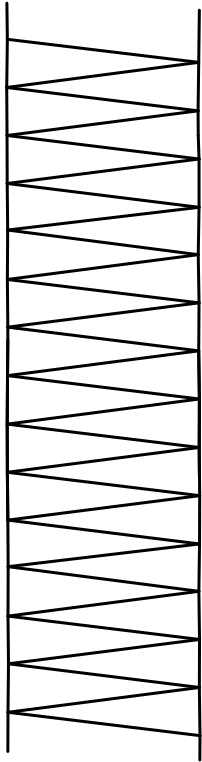
### Drape finished fused assembly

1.	400F (200C)	1000F (515C)	20
2.	800F (425C)	1200F (650C)	20
3.	FULL	960F (510C)	60
4.	400F (200C)	300F (150C)	0

*These schedules apply for COE 96 glass. For COE 90 glass, use the same schedules but increase the top temperature in segment 2 by 20F*

# GLASS GECKO

Toes



Feet Pads

