



## ART CLAY BRONZE 50GR

Art Clay Bronze is the new metal clay of Art Clay brand. It can be modeled like a plasticine, after firing it will allow to obtain a bronze piece (90% copper - 10% tin).

### Instructions for

#### Use:Modeling

- Art Clay Bronze can be modeled like plasticine or clay.
- Containing water, the clay tends to dry in the air, it is therefore important that unused pasta is carefully sealed and stored properly.
- After firing the piece will have a shrinkage of about 10-13%, it is therefore good that this detail is taken into account during modeling.

#### Drying

- After modeling, the piece will be completely dried.
- Once dry, the piece will have a plaster-like consistency, so it can be drilled, filed and finished with various types of tools.
- For drying, we recommend using a hairdryer (10 - 15 minutes), a heating plate (10 minutes x 150 ° C), the electric kiln (10 minutes x 150 ° C) or simply leave it in the air (+24 hours)

#### Firing

- Art Clay Bronze must be fired in an electric kiln inside a steel container and immersed in activated carbon.
- The piece will be placed in the container making sure that there is at least 1 cm of charcoal on the bottom and at least 2 cm of charcoal above the piece.
- The container will be placed in the oven at room temperature.
- Carry out an upward ramp at 820 ° C.
- Reached 820 ° C, carry out a maintenance for 2 hours.
- Remove the container from the oven and allow to cool to room temperature.

#### Post-firing

- After firing, the piece will have an oxidized layer.
- To remove the oxidation it will be necessary to clean with rotary tools or alternatively use a pickling solution.
- After using the pickling agent, we recommend neutralizing the acid by immersing the piece in water with a spoonful of baking soda for 15 minutes.
- After 15 minutes, rinse the piece under running water.

#### Polishing

- The piece will have a Matt finish.
- To obtain the polished piece, treat it like any other bronze jewel, using brushes and polishing pastes.

SKU 53056