

Adjusting a Glaze for Dipping

1. Add any additional glaze to a bucket and stir thoroughly.
2. Tare (Zero-out) a graduated cylinder on the scale.
3. Add glaze into the graduated cylinder until it's level at 100gms.
4. Record the weight and move the decimal over by two. For example; 156.8 becomes 1.568, or divide the end weight by the start weight as $156.8/100=1.568$.
5. Adjust with water or additional glaze material until the glaze is sitting between 1.4 - 1.5. Most glazes will perform better at around 1.5. Frit-based glazes, like Eggshell Wash, Zinc-Free Clear, and Georgie's Crackle line, should not go below 1.45, or they run the risk of dead-panning.
6. Afer the specific gravity is within the correct range, we will adjust for the viscosity. Darvan 7 should be used one teaspoon at a time, slowly working it in until the desired fluidity is achieved. Add the Darvan 7 and thoroughly mix and check before adjusting with more Darvan 7. If a drip cup is available, we are aiming for 15-25 seconds for a full evacuation time. If no cup is available, then mix thoroughly and count how long it takes for the glaze to stop spinning. The rule of thumb is that the glaze should remain in motion for 5+ seconds to have the proper fluidity for dipping.
7. Dip a full test tile in the glaze with an initial 3-second dip and let it dry for a few seconds. Then dip again halfway down the tile for only 2 seconds. Let dry and observe for any defects. Primarily we are looking for cracking, pin holing, or dribble-back.

TEST TILE Example ↓

Second Overlap Dip	Check for extra thick application or combo dipping, cracking is more likely to occur with the increased thickness. If cracking is observed, add more mother material and raise the SG (specific gravity).
Initial Full Coverage Dip	Check for standard use, how a typical applicaiton should go. If cracking occurs, raise the SG. Pinholing means the glaze needs to be more fluid. Dribble-back means it likely needs a little Epsom Salt to promote thixotropy.
Raw Clay - no glaze	Leave a place to hold onto and set down, depending on the shape or form of the test tile