



## Rose in the Desert

### Ware

Duncan Oh Four Bisque  
21783 Oval French Bread Plate

### Color

#### Cover-Coats (CC)

101 Arctic White  
102 Ivory Pearl  
126 Spring Green

#### EZ Strokes (EZ)

003 Irish Green  
007 Royal Purple  
012 Cobalt Jet Black  
013 White  
014 Jade Green  
016 Grass Green  
019 Smoke Grey

028 Leaf Green  
032 Peacock Green  
042 Teal  
043 Mint Julep  
051 Santa Fe Sunset  
057 Hacienda Jade  
061 Petal Pink

#### Concepts (CN)

153 Dark Blue Spruce

#### Satin Glazes (SN)

351 Clear

### Brushes and Tools

#1 Liner or  
#4 Liner  
#4 Round  
#6 Round  
#6 Shader

#8 Shader  
#10 Shader  
Palette Knife  
Sponge

### Miscellaneous

Scissors  
Practice Paper  
Paper Towels  
Water Bowl  
Tissue Paper

Standard Pencil  
Clay Carbon  
Plastic Sheet Protector for the Palette

### Preparations

- Before class, apply three very smooth coats of **CC Ivory Pearl** to the entire oval plate. Let dry at least 24 hours before class

### Instructions

1. Piece pattern together and at the same time piece two or three sheets of clay carbon together. Carefully trace the lake and butte pattern onto plate. The center rose is traced later as are the two large side roses.
2. With #2 Round block in the clouds with three coats of Arctic White..
3. Place **Jade Green, Hacienda Jade, Peacock Green** and **Teal** on to Palette and thin slightly with water. Mix with Palette Knife.
4. Working horizontally, with the #4 or #2 Round begin to pull in lake in the middle of the design with a loading of both **Jade Green** and **Peacock Green**. Blend in the brush work, however soft steaks of brush work should appear. Work from the outer edge of water to the middle of the water area.

- Two coats will be needed, however the color should not be applied so heavily that all the base coat is totally blocked out.
5. Accent the water's edge with both **Hacienda Jade** and **Teal**. Pull in soft horizontal lines of blended color to create appearance of flowing water. Again using the Rounds to blend in color. Do not over apply color. Keep edges of water slightly darker in tone.
  6. With thinned **Cobalt Jet Black** that has been placed on the palette, fully load the #1 Liner. Detail the water with fine horizontal lines throughout.
  7. With **Cobalt Jet Black** detail the buttes with fine broken lines. Note there is more detailing in the water than on the buttes. The buttes will have a few horizontal accent lines pulled in here and there throughout the design.
  8. Place **Petal Pink, Smoke Grey Santa Fe Sunset, Royal Purple** and **White** on palette. Make a mixture of **White** and **Smoke Grey** 50/50 creating a very pale grey tone.
  9. Use #10 and #6 Shaders to pull in the buttes starting with the upper most butte downward. Load Shader as follows:
    - a. Fully load with **Petal Pink**
    - b. Side load with **Santa Fe Sunset, Royal Purple** and **Smoke Grey**. Load in the same called out manner. Pat blend on palette. Work with the Shader on the flat and use plenty of pressure.
    - c. Occasionally side load with the lighter grey mix.
    - d. Keep the darker greyish -tone to the top of the butte and the lighter pink tone to the bottom of butte.
    - e. It is acceptable for the Ivory Pearl to show through the applied color.
    - f. Blend the colors to soften their appearance as colors are applied.
    - g. Work horizontally across the ware.
    - h. For the most part the tops of each section are darker in tone and note the closer to the bottom of the design dark shadows will be added to the edge of ground where the earth meet the water.
    - i. A few of the buttes will have more **Royal Purple** applied to add color variation to the design.
    - j. Pull Shaders across and blend each section.
  10. Detail the buttes with the **Cobalt Jet Black**, using #1 Liner and slightly thinned color. When detailing add a few fine horizontal line throughout the buttes.
  11. Transfer the Rose/with stem shape on to the ware, the clouds and the two side open roses.
  12. Block in the clouds and rose areas with three coats of **Arctic White**.
  13. Mix Arctic White and Spring Green together and fill in three coats to leaves and stems using #4 Round.
  14. Trace detailed pattern onto tissue paper with standard pencil.
  15. Align the tissue paper pattern and trace the details to side roses and the full rose with leaves to center of the design. Using a Sharpie Fine Tip Permanent Marker. The marker will bleed through the tissue paper.
  16. Place the following EZ-Strokes on palette and thin slightly with water and mix with palette knife.  
**Petal Pink**  
**The soft grey mix**  
**Mint Julep**  
**Smoke Grey**  
**White**
  17. Condition Shader of choice for floating. To complete the design one will need the #4, #6, #8 and #10's.
  18. Corner load with **Petal Pink** and begin to float in soft pink tones to the outer edges of all the petals and the tops of clouds. Start with the tops of clouds for practice. Remember this is a white rose with soft muted pink tones running along the edge of petals. Some petals will be darker than others.
  19. The shading on the inner segments and petals of the are completed in a corner loading mix of **Mint Julep, the soft greyish mix and Smoke Grey**.
  20. Corner load with both **Mint Julep** and **Light Grey** (greyish mix) and begin shading petal by petal. Press firmly on Shader using the brush on the flat and begin to shade the roses where one petal overlaps its neighbor. This separation shading will define the petals. Work from the outside of rose toward its center. Occasionally one will use only the **Mint Julep** and sometime only the **Smoke Grey** for floating. By all means keep the shading soft and smooth. This small variation in color shading will enhance the beauty of the piece.
  21. Leaves are Shaded next with a corner loading of #6 Shader with both **Irish** and **Leaf Green** pat blended on the same corner. Use a soft ripple stroke to shade both side of the leaf thus creating a serrated edge. Allow to dry.



22. The step is shaded with all three EZ-Stroke Greens with the #2 Round. Wash **Irish Green** over the entire stem and then shade both sides with a blending of **Grass** and **Leaf Greens**.
23. Float a center vein down the leaf using #4 Shader; that has been corner loaded with **Grass Green**. Be careful not to lift the previously applied color with too much water in the brush.
24. Shade the two sepals peeking from under the center rose in the same manner as the leaves.
25. Detail the completed Roses and leaves with pen and ink style of detailing using Cobalt Jet Black and the #1 Liner.
26. Sign the piece.

### Finishing Instructions

1. Bisque fire the piece again to witness Cone 04.
2. Damp Sponge ware to condition the piece for decorating
3. In a paper cup thin Satin Clear to very light cream consistency with water and mix thoroughly.
4. Apply two coat of clear to the front surface of the plate.
5. Apply three coats of Dark Blue Spruce to the back side of plate. Apply the Concept smoothly and be sure to allow some drying time between coats.
6. When back of plate is dry pounce sponge three coats of Dark Blue Spruce around the rim of ware.
7. All to dry overnight.
8. Stilt the ware and fire to witness cone 06.
9. Remove stilt marks with Dremel Tool or Stilt Stone.

#### Float of Color

- a. Dampen the Shader with water.
- b. Pat out excess water on a paper towel.
- c. Corner load the left corner with slightly thinned **color**.
- d. Pat blend color and water on a clean area of palette with the Shader on the flat.