

# Crystal RESIN



PROJECT BY DONATELLA RUSSO

Crystal Resin is suitable for any non-porous surface. Paper and wood need to be sealed first with a varnish or Mix Media glue to ensure that it does not seep into the object or paper which will go translucent if not protected. The work surface needs to be absolutely flat as this is a self-levelling product.

## HOW TO USE IT:

Take the necessary health precautions by working in a well ventilated area, wear a mask, wear gloves and protect your work surface from over-spills..

Mix in small paper cups or re-usable plastic measuring cups, mark them A and B to avoid a mix up. Then have a mixing cup which you pour A & B into. Mix with a wooden stick or plastic spoon.

Mix only what you will need. For example a round coaster of 8.5 cm in diameter requires

10 ml = 5ml of A and 5ml of B.

Therefore if you are doing 6 Coasters, you will need 60ml in total.

Colours: they are very pigmented and concentrated. use only in small quantity.

## DRYING TIME:

The average drying time is 12 hours (Humidity dependent), but then it is still soft. It will take 24 hours to become really hard.

## COMPATIBILITY WITH OTHER PRODUCTS

The Crystal Resin will work perfectly over stencilled images created with Cerantica or Glamour Paste for example.

It can be used on water based decorated trays and tables to create a transparent layer, seal first the entire decoration with Mix Media Glue. The metal powder or Porporina mix very well and remains on the surface. The sparkles tend to fall on the bottom.



**KEN12**

1:1 (150ml + 150ml.)

Pack size: 9,5x4,2xh17

**KEN13**

1:1 (50ml + 50ml.)

Pack size: 6,8x3,5xh12,5

**300 ml.**

**100 ml.**

## TECHNIQUES

### MOULDS #1

It can be used in silicone as well as soft moulds A4 and A5 and on the texture impression sheets, use little quantity of colour.



### PAINTING #2

Mix colours and Resin and Paint on a flat surface. You can also trace the shape with contour and after pour the Resin and Colors.



PROJECT BY DONATELLA RUSSO

### POURING #3

It is possible to use it as the Pouring, preparing the colours and then pouring them on a canvas or any flat surface.



PROJECT BY MONICA PARUTA



### FINISH #4

Crystal Resin is ideal to be used as a finish on flat surfaces like the coasters, a table, a tray. to create a thick layer you can pour it in two times.

DISCOVER PREVIEW ON  
YOUTUBE



PROJECT BY  
BELINDA BASSON

# Crystal COLOR



## HOW TO USE COLOURS:

Do not use excessive amount of colour as it will cause interfere with your Crystal resin chemical process and it will not set. The intensity of the colour will change depending on the thickness of the layer. In other words, if you mix some resin and add 4 drops of colour to it, it might look quite dark in the mixing cup, but when you spread it out thin on a surface, it will be a lot lighter.



This example is the same resin batch, poured thin on the wooden disk and then used in Volume in the mould. The wooden disk with the birds on shows the original colour of the wood and the gold Cerantica painted edge. The colour will be affected by the colour of the surface you are applying it to. You can use more than one colour in a texture impression sheet, but they can move each other around, patience and practice is required to master this. More than one colour can be added to the Crystal resin to achieve the required final colour and white can be added to lighten colours. For example, you can darken the orange, by adding some red.

# Crystal MOULD



DISCOVER PREVIEW  
ON YOUTUBE



The colour is also affected by the volume of the additive you use as well as the colour. In the example above, the left pendant had lots of Sparkling white Glamour sparkles added to the same batch of strawberry pink resin as the pendant on the right, which only had a little bit of Silver Glamour sparkles added to it.



To clean and to  
disinfect surfaces  
and hands.



Please note that the Glamour sparkles are heavy and will sink to the bottom (ie: front of a mould) or bottom of a flat surface like a canvas or coaster.