

Metals Week: Alchemy: Electroforming for Enamelists
Kristina Glick
6/9/19-06/13/19

Materials to Bring:

- Sawframe
- Sawblades 3/0
- Lubricant for sawblades
- Bench Pin
- Files
- Needle Files
- Assorted Sandpaper (wet/dry)
- Ring Clamp (wood preferred)
- Pliers (Round/Flat/etc.)
- Wire cutters
- Scribe
- 6" ruler
- Tweezers
- Magnifying glasses (if needed)
- 22 or 20 gauge sheet copper. For most jewelry-sized enamels 22 gauge will be fine.
- Good quality dust mask
- Disposable latex gloves (or the non-latex equivalent if you are allergic to latex)

Optional:

- Task light for your bench (Highly recommended)
- Flex Shaft, stand, and flex shaft tools (Highly recommended)
- Bench Pin with "C" Clamp (Highly recommended)
- Sgraffito tools. These tools will be used to remove some of liquid enamel after it has been applied to your copper and dried, but before it is fired. Some tools that I find work well are: printmaker's scribe, mechanical pencil, sharpened chopstick, toothpick, needle tool (the kind used for ceramics), rubber tipped ceramic tools, a clean solder pick, dental tools etc. A soft fan brush works well for brushing away excess enamel.
- Safety glasses
- Stencils (can be used in conjunction with sgraffito to create patterns in your enamel)
- Old hand towel(s) for drying metal, enamels, hands, etc.
- Apron (to protect clothes)

Your lab fee covers:

- All electroformer components

- Liquid enamels
- Alundum stone
- Enamel containers
- Copper discs
- Copper tooling foil
- The use of all tools, equipment, and consumables such as solder and compounds

PLEASE NOTE: Your tools must be clearly marked!

If you have any questions or need any additional information, please contact your instructor Kristina Glick at kristigs@gmail.com

A NOTE FOR TRAVELING STUDENTS

If you are traveling by air and it is difficult to mail your tools, please contact Deb (metalsmithdeb@gmail.com) and let her know. We may be able to provide some tools for your use at Idyllwild so you don't have to mail or ship your heavier tools.