



Glazing & Doming Resin

A Must Keep

Product Review

Projects

ph canda x

Pebeo Doming & Glazing Resin 150ml

I was just going to put this product straight onto the website shop (www.metalclay.co.uk), but during testing I just fell so in love with it, I thought I would write a product review to share my findings with you.

The Basics

It has the same mixing ratios as all the other Pebeo resins, so 2 parts resin to 1 part hardener.

If you have used our other Pebeo resins you might notice that the hardener for this resin is an almost orange colour. This is normal and the resin has not gone off.

You get 100ml of the resin part and 50ml of the hardener part. They come in the same size pot though, but are both clearly labelled, so there should be no confusion.

If you have used our other Pebeo resins then this one is going to feel much thicker. It therefore is easier to get more bubbles when mixing, but you can easily remove them. I do this by blowing my warm breath over the surface of the resin once its poured.

I did 4 tests:

- 1) Adding colours and inclusions.
- 2) Using the resin in a bezel.
- 3) Highlighting parts of a picture.
- 4) Coating a stand-alone picture.



Test 1 - Adding Colours and inclusions

As with all our resins, the glazing and doming resin work perfectly well with colourants and inclusions. I used our UV Colourants and added some glitter, both cured perfectly fine.

I did this test by dripping the resin onto a plastic CD wallet, and once cured the pieces just slid off. Hmmm... gave me some great ideas for rain drops, cabochons, googley eyes and much more!



Test 2 - Using the resin in a bezel

As you can use most of our other resin with bezels, I thought I would give this one a go too and was very impressed with the outcome.



It's very easy to do, simply pour it in the bezel and keep adding resin until you get a nice dome (do this where light hits the surface of the resin, so you can see the bulge).

Once cured the resin seems much harder than our other Pebeo resins, and the dome gives an added vintage look. It really looks like an old glass vintage piece, just beautiful.

Once I had filled and cured the bezel, I tried putting more doming resin on top of the already cured resin, just to see if I could and possibly get the dome a little bigger... and it worked!

I found it was a little trickier to not flood the bezel, but with patience I spread it gently with a tooth pick to make a new edge, and filled it up from there.

Test 3 - Highlighting parts of a picture

Coming from an illustration background, I was very interested to see how this would work with highlighting just parts of a picture, and yet again it worked great.





I found that putting a drop in the centre and spreading it to the perimeter of the bit you wanted highlighted worked best. You can keep adding drops until you reach the desired dome height.

You could use this to highlight areas of interest on cards, on top of image transfer, on top of ceramic decals on your silver clay and so much more. (If you are using it on porous materials you need to make sure you have sealed them first).

Test 4 - Coating a stand-alone picture

Once I had done the highlighted areas, I tested highlighting a whole picture.

Petra gave me this gorgeous butterfly to play with,

keep your eyes peeled on the website as we may be selling these soon.



With this test I found that the resin likes an edge to bleed up to. The way to achieve this is to raise up your picture so that the edges aren't touching anything, like this:





I found that polymer clay or a pile of pennies works well. If the edge is touching something else, the resin tends to bleed off the picture and flood the surrounding area. As you can see in the image below, the resin tended to flood off the picture and onto the pennies:



You need to make sure that your piece is stable, as the weight of the resin can make it topple off your supports.

You apply the resin the same way as you do for highlighting little areas: put a drop in the centre and spread it to the perimeter. Then keep adding drops until you reach the desired dome height.

