Glass bottles with engraving

Instructions No. 1956

Difficulty: Beginner

Working time: 1 hour 30 Minutes

Create impressive illuminated decorations for your home and garden. During the day, the colourful bottles will inspire you with their great looks and in the dark, thanks to the practical solar LED caps, they provide an atmospheric and cosy light. The ideal decoration for long and mild summer days.



At first the glass bottles are designed **with** the glass **and porcelain paint**. The initially milky colour dries transparent, crystal clear and shiny. Thus the effects remind of coloured glass. **Clean** the bottles by hand beforehand so that the surface is as clean, greasefree and smooth as possible. Do not put them in the dishwasher, so that no beading effect is applied. The colours are applied with a **soft Hair brush**one. Colour selection and pattern are up to you. In our example we have chosen bright **and colourful colours**, which are painted on as circles

As soon as you are satisfied with your result, the **colours are burned in**. To do this, place the bottles in the cold oven. Set the oven to **160°C**. Once this temperature has been reached, bake the paint for 90 **minutes**. Then let the bottles cool down in the oven

Now you can bring beautiful details and accents to the glass with a battery engraving set. From some circles, flowers were created by drawing the petals with the engraving machine. But you can also design and decorate the bottles according to your own ideas

Finally, the solar **LED caps** are placed **in the** bottles. The solar powered batteries are charged by sufficient sunshine and glow automatically in the dark. The bottle cap can also be switched on and off as desired.

Article information:

Article number	Article name	Qty
275705-01	KREUL Glass & Porcelain "ClearYellow	1
275705-03	KREUL Glass & Porcelain "ClearOrange	1
275705-07	KREUL Glass & Porcelain "ClearPink	1
275705-14	KREUL Glass & Porcelain "ClearApple Green	1
11766	Battery engraving set with 4 attachments	1