

# Woven Metal



## Tim Glastetter | Limited Edition | Spring 2020

### PRODUCTS

- Golden Paintworks Metallic Paint Tint Base Gold
- Golden Paintworks Metallic Texture Tint Base Gold
- Golden Paintworks Metallic Texture Tint Base Pearl
- Golden Paintworks Slow Dry Fluid Acrylics Raw Umber, Carbon Black and Ultramarine Blue

### TOOLS

- Small Trowel 5" or 7"
- Whizz Roller (short nap)
- Various size & thickness Rubber Bands
- Small Chip Brush



## HOW TO:

**1 | TINT** the Metallic Paint Tint Base Gold with a small amount of Slow Dry Fluid Acrylics Raw Umber and Carbon Black. Apply this custom mix to the surface with a brush or roller (*Photo 1*).

**2 | CREATE** a main color: Mix 50% Metallic Texture Tint Base Gold with 50% Metallic Texture Tint Base Pearl.

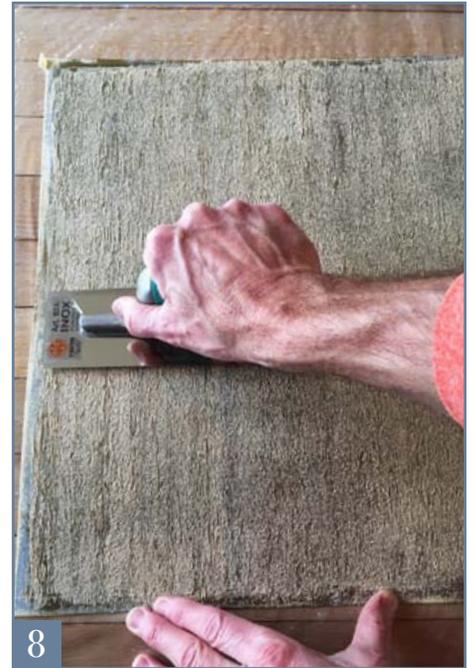
Using a trowel, apply a very thin layer of this main color to the surface. The surface area does not need to be 100% covered, and keeping the product thin is important. Keep the product wet (*Photo 2*).

Construct Roller: While you are creating the main color and before you start troweling, place multiple size and width rubber bands around a small short nap 6" mini roller. This will be used to achieve texture (*Photo 3*).

Using the mini roller with rubber bands attached, roll through the wet, thin texture repeatedly to form texture and level out the thickness. Roll consistently in one direction if you want to achieve the same look/finish as shown (*Photos 4 and 5*).



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3 | *(Optional Step)* **CREATE** an accent color: Mix Metallic Texture Tint Base Gold with an intense shot of Slow Dry Fluid Acrylic Ultramarine Blue.

*Note: Mix a very small amount – ¼ cup is enough for an entire room. This color is intended to be very subtle.*

Once you have achieved the texture you desire, use the chip brush to apply very sparse and random thread-like amounts of the accent color and gently roll back through these areas until color fades into main color, creating a very subtle color shift (*Photos 6 and 7*).

4 | **LET** the texture set up (dry to touch but not dried hard) and pull a trowel over it. With a firm grip and applying pressure, pull in the same direction as the texture. This quick step will allow all the spiked points to lay down into the finish. This step is more of a compression than a burnish (*Photo 8*). Here's a close-up of the texture (*Photo 9*).

