

Fuse Art™ Decals

Q&A

Diamond Tech wants you to have success when using our Fuse Art Decals. To avoid problems, keep accurate records of your firing schedules and results. These records will help you diagnose problems and avoid them in future.

Q: How do you recommend storing Fuse Art Deals?

A: Proper storage is necessary for decals. If you are in a warm climate, store them in an air conditioned room if possible, heat can cause the decals to stick together. Store them on their side. Do not fold the decals. This can cause cracks in the print and will worsen during firing.

Q: Is test firing necessary?

A: Yes, all kiln and microwave combinations will vary in firing time. Suggest schedules are given on the package. This gives you a starting point to test fire pieces to evaluate your combination times. It is recommended to perform your test firings on scrap glass.

Q: Why do the decals appear to ghost or haze once fired?

A: Cleanliness plays an important role in fusing glass. Use a lint free cloth and clean water to wipe off the glass to remove dust particles or oils. Glass should be at room temperature. Distilled water is the best water to use because it is free of minerals and impurities found in municipal water sources. Water should be changed frequently. Following these steps can help eliminate ghosting or hazing.

Q: Why are small holes appearing in the decal after firing?

A: Moisture or bubble can cause blowouts in the design during firing. Make sure that after the decal has been placed on the glass to remove all moisture and air from under the decal. To do so blot and softly squeegee trapped air with a lint free cloth. Allow the decal to thoroughly dry. This in some atmospheric conditions can mean overnight. Keep your glass warm until the decal can dry. If not, the decal can stiffen in cold climates and trap air and moisture underneath.

Q: Why are the colors dull?

A: Dull colors can result from over firing.

Q: Why are the images splitting after they are fired?

A: This can be caused from creased decals or excessive stretching.

Q: Why do the images look blurry after firing?

A: This can be caused by overlapping decals. Decals should not be overlapped.

Q: Why do the decals look white after firing?

A: This generally happens when the decal is not fired long enough. Decals should be fired until all the white disappears.