

# Decision algorithm – choosing a glaze for functional ware

## *Consider:*

### Preliminary Considerations

#### Research

- Published texts (academic, generalist)
- Internet
- Observation of existing work
- Mentor knowledge
- Own trialling

#### Client brief - desired utility

- Type of food
- Specific purpose
- Surrounding collateral. (flatware, linen)
- Colour and surface
- Surface decoration
- Branding marks requirements
- Surrounding décor
- Client aesthetic
- Maker artistic expression
- Income potential

#### Personal use or speculative sales – Desired utility

- Personal aesthetic
- Caesthetic
- Generalist purpose
- Income imperative

### My Notes

### Making

#### Clay body

- Colour compatibility with glaze
- Chemically/ structurally compatible
- Refractory process - Glaze fit

#### Glaze materials

- Consistent quality
- Accessibility
- Cost
- Oxides? Stains?
- Substitutability

#### Glazing environment

- Appropriate?
- Facilitating
- Equipment in good order

#### Method of making

- Thrown
- Hand built
- Molded
- Glaze dipped
- Glaze sprayed
- Glaze brushed

#### Firing

- Firing regime
- Oxidisation
- Reduction
- Kiln furniture protection
- Kiln population
- Kiln characteristics

#### Fired result

- Surface texture
- Vitreous ?
- Glaze strength
- Food staining

#### Environment

- Atmosphere – firing fumes
- Waste disposal, water or solid waste
- Materials acquisition footprint

### My Notes

### Other Considerations

#### Maker Health & Safety

- Toxic glaze elements
- Aspiration
- Skin contact
- Safety equipment

#### User Health & Safety

- Chemical leaching
- Foodstuff safety/ reaction
- Surface degrading
- Crazed surfaces – hygiene
- Breakage behaviour/ sharps danger

#### Duty of care

- Fit for purpose
- Longevity
- Quality of materials

#### Ethical issues

- Attribution of glaze development
- Client toxicity protection

#### Desired finished product outcomes

- Glaze maturation
- Fit for purpose
- Glaze toughness
- Heat shock resistance
- Utilitarian / flexibility of use
- Colour response
- Surface response
- Satisfys aesthetic

### My Notes