CERAMICS! Glaze Recipe Tracker



Woodrose Press

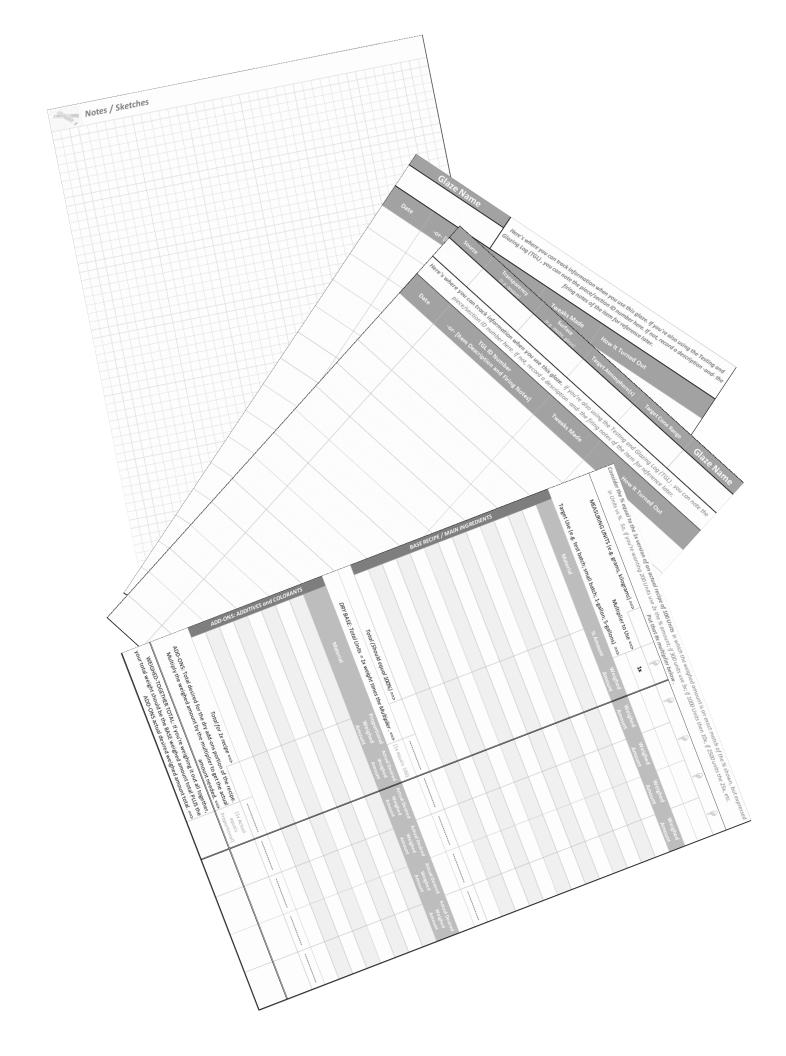
Copyright $\ensuremath{\mathbb{C}}$ 2019 by

Pigasus.Studio https://Pigasus.Studio/books

Woodrose Press https://Ordinary-Dreams.com/Woodrose-Press

ISBN 9781795652131

Cover image by Pigasus.Studio, all rights reserved. Interior image licensed via Pixabay.



Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it out all together, your total weight should be the BASE weighed amount total PLUS the ADD-ONS actual desired weighed amount total. ==>						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name
	ou can track information biece/section ID number h				
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Tu	rned Out

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.	
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it out all together, your total weight should be the BASE weighed amount total PLUS the ADD-ONS actual desired weighed amount total. ==>						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name
	ou can track information biece/section ID number h				
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Tu	rned Out

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.	
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it out all together, your total weight should be the BASE weighed amount total PLUS the ADD-ONS actual desired weighed amount total. ==>						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name
	ou can track information biece/section ID number h				
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Tu	rned Out

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.	
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it out all together, your total weight should be the BASE weighed amount total PLUS the ADD-ONS actual desired weighed amount total. ==>						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name
	ou can track information biece/section ID number h				
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Tu	rned Out

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.	
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it out all together, your total weight should be the BASE weighed amount total PLUS the ADD-ONS actual desired weighed amount total. ==>						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name
	ou can track information biece/section ID number h				
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Tu	rned Out

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.	
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it out all together, your total weight should be the BASE weighed amount total PLUS the ADD-ONS actual desired weighed amount total. ==>						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name
	ou can track information biece/section ID number h				
Date	TGL ID I -or- [Item Descriptio		Tweaks Made	How It Tu	rned Out

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.	
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portion Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the					

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
	ou can track information biece/section ID number h					
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.
Date	TGL ID I -or- [ltem Descriptic	Tweaks Made	How It Turned Out

Notes	s / Sketa	hes			 						
				_							
				_							
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
										++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portion Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the					

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
	ou can track information biece/section ID number h					
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.
Date	TGL ID I -or- [ltem Descriptic	Tweaks Made	How It Turned Out

Notes	s / Sketa	hes			 						
				_							
				_							
										\square	
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
										++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	

Consider the % equal to the 1x version of an actual recip in Units vs %. So, if you're wanting 200 Units use	e 2x the % amo		use 3x; if 1000 U			
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)
Multip	lier to Use ==>	1x				
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>					
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount
BASE RECIPE / MAIN INGREDIENTS						
Total (Should equal 100%) ==>						
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]				
Material	Proportional Weighed Amount	Actual Desired Weighed Amount				
ADD-ONS: ADDITIVES and COLORANTS						
Total for 1x recipe ==>						
ADD-ONS: Total desired for the dry add-ons portion Multiply the weighed amount by the multiplier to						
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the					

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
Here's where you can track information when you use this glaze. If you're also using the Testing and Glazing Log (TGL) , you can no piece/section ID number here. If not, record a description -and- the firing notes of the item for reference later.						
Date	TGL ID I -or- [Item Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name	Here's where you can track information when you use this glaze. If you're also using the Te Glazing Log (TGL) , you can note the piece/section ID number here. If not, record a descriptio firing notes of the item for reference later.				
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out		

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recipe of 100 Units in which the weighed amount is an exact match of the % shown, but expressed in Units vs %. So, if you're wanting 200 Units use 2x the % amount; if 300 units use 3x; if 1000 Units then 10x, if 2500 units the 25x, etc. Put that #x multiplier below .							
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)	
Multip	lier to Use ==>	1x					
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>						
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	
BASE RECIPE / MAIN INGREDIENTS							
Total (Should equal 100%) ==>							
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]					
Material	Proportional Weighed Amount	Actual Desired Weighed Amount					
ADD-ONS: ADDITIVES and COLORANTS							
Total for 1x recipe ==>							
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to							
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
Here's where you can track information when you use this glaze. If you're also using the Testing and Glazing Log (TGL) , you can no piece/section ID number here. If not, record a description -and- the firing notes of the item for reference later.						
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name	Here's where you can track information when you use this glaze. If you're also using the Te Glazing Log (TGL) , you can note the piece/section ID number here. If not, record a descriptio firing notes of the item for reference later.				
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out		

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recipe of 100 Units in which the weighed amount is an exact match of the % shown, but expressed in Units vs %. So, if you're wanting 200 Units use 2x the % amount; if 300 units use 3x; if 1000 Units then 10x, if 2500 units the 25x, etc. Put that #x multiplier below .							
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)	
Multip	lier to Use ==>	1x					
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>						
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	
BASE RECIPE / MAIN INGREDIENTS							
Total (Should equal 100%) ==>							
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]					
Material	Proportional Weighed Amount	Actual Desired Weighed Amount					
ADD-ONS: ADDITIVES and COLORANTS							
Total for 1x recipe ==>							
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to							
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
Here's where you can track information when you use this glaze. If you're also using the Testing and Glazing Log (TGL) , you can no piece/section ID number here. If not, record a description -and- the firing notes of the item for reference later.						
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name	Here's where you can track information when you use this glaze. If you're also using the Te Glazing Log (TGL) , you can note the piece/section ID number here. If not, record a descriptio firing notes of the item for reference later.				
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out		

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recipe of 100 Units in which the weighed amount is an exact match of the % shown, but expressed in Units vs %. So, if you're wanting 200 Units use 2x the % amount; if 300 units use 3x; if 1000 Units then 10x, if 2500 units the 25x, etc. Put that #x multiplier below .							
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)	
Multip	lier to Use ==>	1x					
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>						
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	
BASE RECIPE / MAIN INGREDIENTS							
Total (Should equal 100%) ==>							
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]					
Material	Proportional Weighed Amount	Actual Desired Weighed Amount					
ADD-ONS: ADDITIVES and COLORANTS							
Total for 1x recipe ==>							
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to							
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
Here's where you can track information when you use this glaze. If you're also using the Testing and Glazing Log (TGL) , you can no piece/section ID number here. If not, record a description -and- the firing notes of the item for reference later.						
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name	Here's where you can track information when you use this glaze. If you're also using the Te Glazing Log (TGL) , you can note the piece/section ID number here. If not, record a descriptio firing notes of the item for reference later.				
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out		

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recipe of 100 Units in which the weighed amount is an exact match of the % shown, but expressed in Units vs %. So, if you're wanting 200 Units use 2x the % amount; if 300 units use 3x; if 1000 Units then 10x, if 2500 units the 25x, etc. Put that #x multiplier below .							
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)	
Multip	lier to Use ==>	1x					
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>						
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	
BASE RECIPE / MAIN INGREDIENTS							
Total (Should equal 100%) ==>							
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]					
Material	Proportional Weighed Amount	Actual Desired Weighed Amount					
ADD-ONS: ADDITIVES and COLORANTS							
Total for 1x recipe ==>							
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to							
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
Here's where you can track information when you use this glaze. If you're also using the Testing and Glazing Log (TGL) , you can no piece/section ID number here. If not, record a description -and- the firing notes of the item for reference later.						
Date	TGL ID I -or- [ltem Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name	Here's where you can track information when you use this glaze. If you're also using the Te Glazing Log (TGL) , you can note the piece/section ID number here. If not, record a descriptio firing notes of the item for reference later.				
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out		

Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recipe of 100 Units in which the weighed amount is an exact match of the % shown, but expressed in Units vs %. So, if you're wanting 200 Units use 2x the % amount; if 300 units use 3x; if 1000 Units then 10x, if 2500 units the 25x, etc. Put that #x multiplier below .							
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)	
Multip	lier to Use ==>	1x					
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>						
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	
BASE RECIPE / MAIN INGREDIENTS							
Total (Should equal 100%) ==>							
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]					
Material	Proportional Weighed Amount	Actual Desired Weighed Amount					
ADD-ONS: ADDITIVES and COLORANTS							
Total for 1x recipe ==>							
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to							
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the						

Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name	
Here's where you can track information when you use this glaze. If you're also using the Testing and Glazing Log (TGL) , you can no piece/section ID number here. If not, record a description -and- the firing notes of the item for reference later.						
Date	TGL ID I -or- [Item Descriptio		Tweaks Made	How It Turned Out		

Gla	ze Name	Here's where you can track information when you use this glaze. If you're also using the Te Glazing Log (TGL) , you can note the piece/section ID number here. If not, record a descriptio firing notes of the item for reference later.				
Date	TGL ID I -or- [ltem Descriptic		Tweaks Made	How It Turned Out		

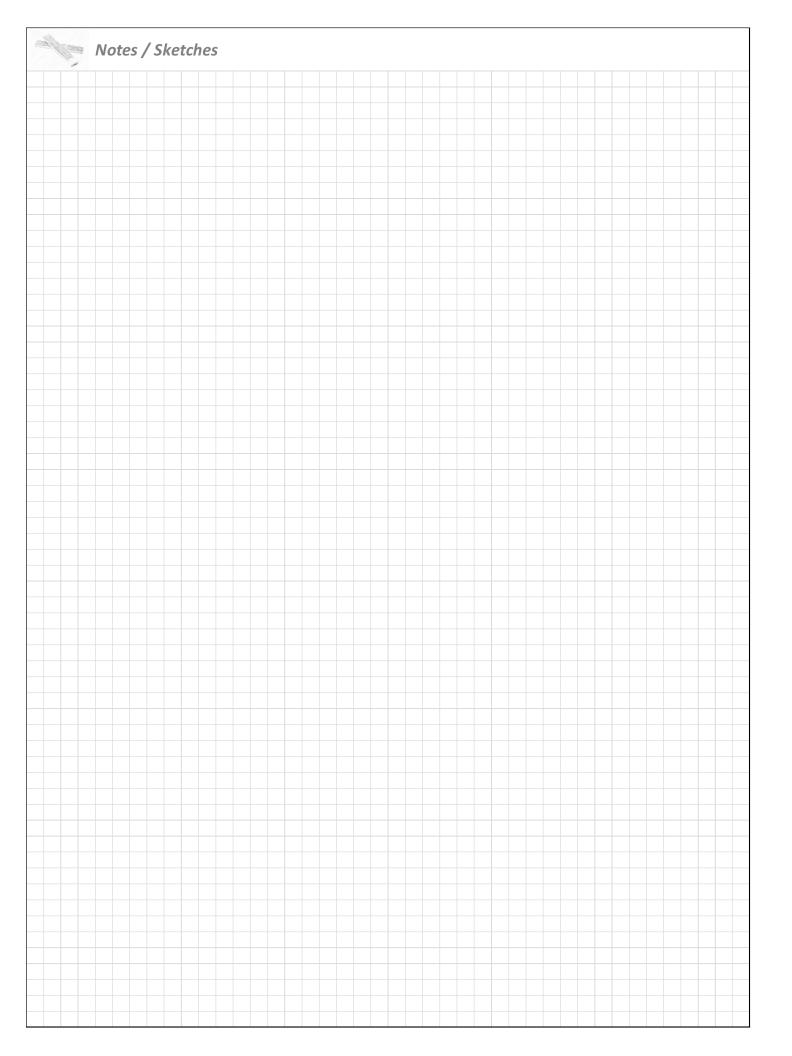
Notes	/ Sketches	0	

Consider the % equal to the 1x version of an actual recipe of 100 Units in which the weighed amount is an exact match of the % shown, but expressed in Units vs %. So, if you're wanting 200 Units use 2x the % amount; if 300 units use 3x; if 1000 Units then 10x, if 2500 units the 25x, etc. Put that #x multiplier below .							
MEASURING UNITS (e.g. grams, kilograms) ==>		(m)	(m)	(m)	(m)	(m)	
Multip	lier to Use ==>	1x					
Target Use (e.g. test batch; small batch; 1-gallon;	5-gallons) ==>						
Material	% Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	Weighed Amount	
BASE RECIPE / MAIN INGREDIENTS							
Total (Should equal 100%) ==>							
DRY BASE: Total Units = 1x weight times the	Multiplier. ==>	[1x equals 100]					
Material	Proportional Weighed Amount	Actual Desired Weighed Amount					
ADD-ONS: ADDITIVES and COLORANTS							
Total for 1x recipe ==>							
ADD-ONS: Total desired for the dry add-ons portior Multiply the weighed amount by the multiplier to							
WEIGHED-TOGETHER TOTAL: If you're weighing it ou your total weight should be the BASE weighed amount ADD-ONS actual desired weighed am	total PLUS the						

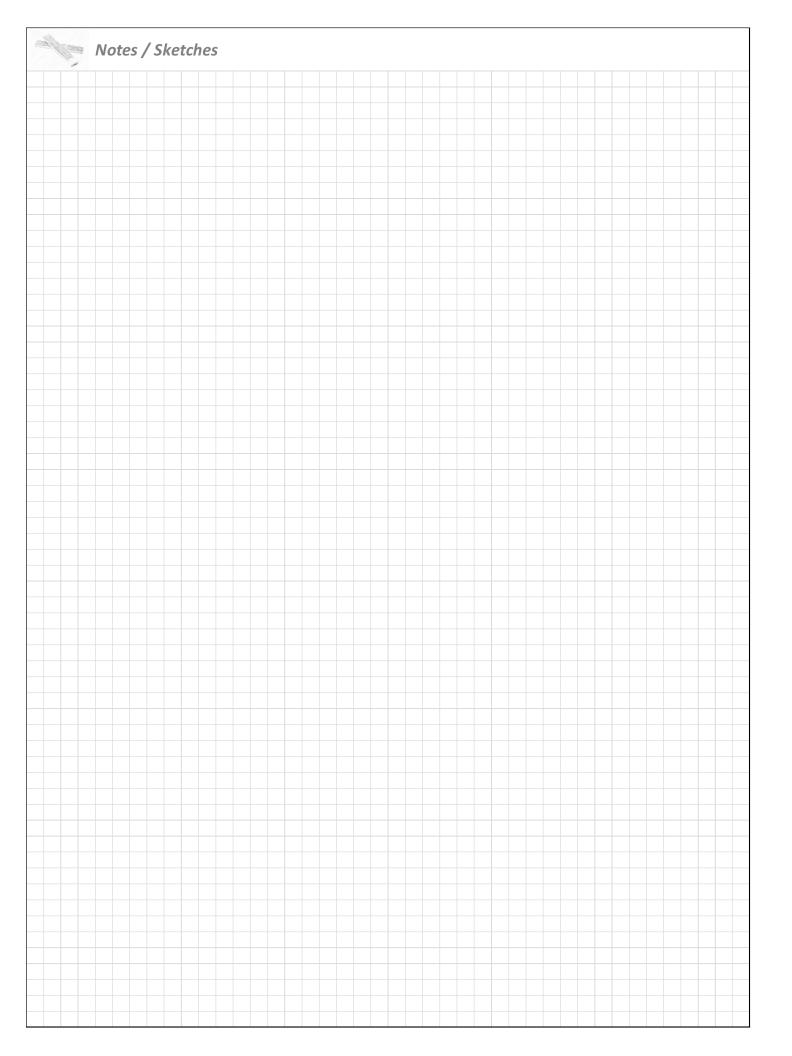
Source	Transparency (e.g. opaque)	Surface (e.g. matte, gloss)	Target Atmosphere(s)	Target Cone Range	Glaze Name
	ou can track information biece/section ID number h				
Date	TGL ID I -or- [Item Descriptio		Tweaks Made	How It Tu	rned Out

Gla	ze Name		use this glaze. If you're also using the Testing and D number here. If not, record a description -and- the m for reference later.
Date	TGL ID I -or- [ltem Descriptic	Tweaks Made	How It Turned Out

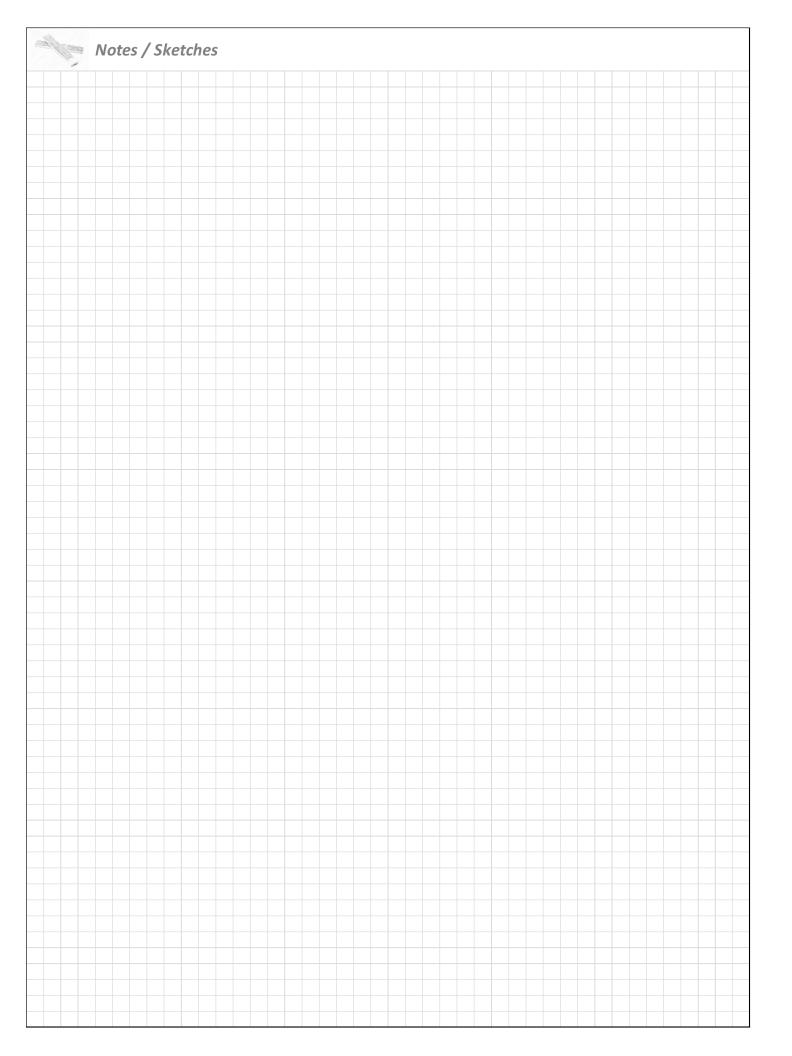
Notes	s / Sketc	hes			 						
				_							
				_							
										\square	
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
										++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	



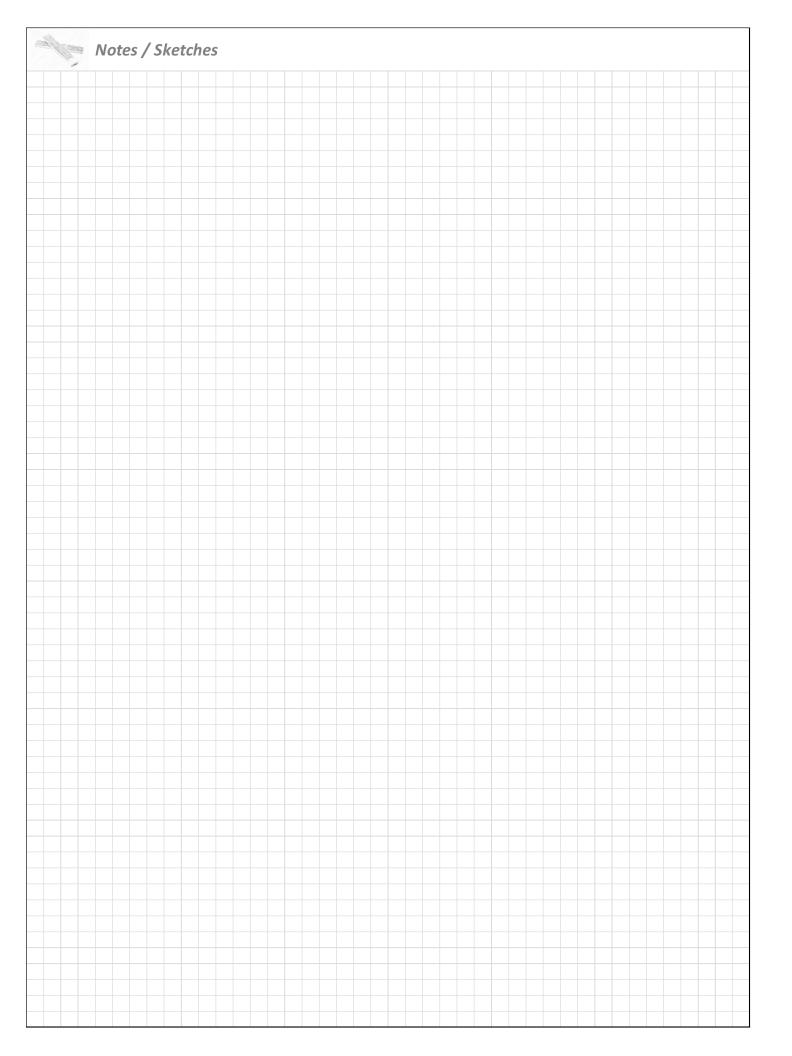
Notes	s / Sketc	hes			 						
				_							
				_							
										\square	
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
										++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	



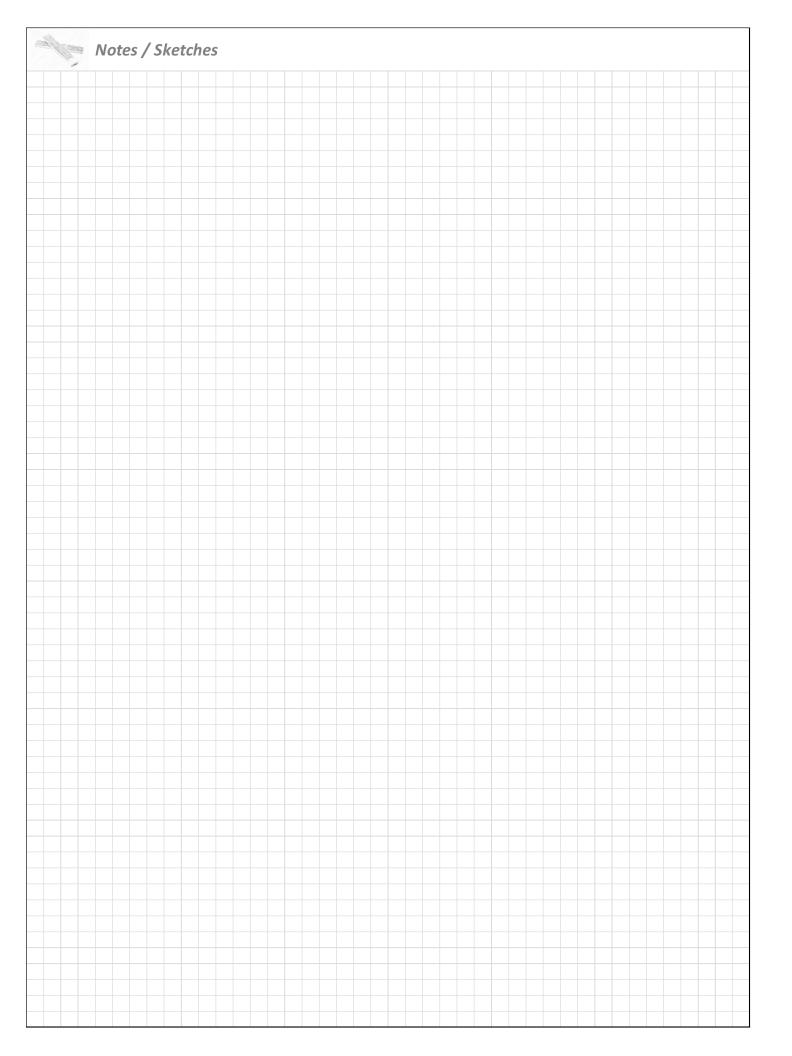
Notes	s / Sketa	hes			 						
				_							
				_							
										\square	
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
										++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	



Notes	s / Sketc	hes			 						
				_							
				_							
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
										++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	



Notes	s / Sketa	hes			 						
				_							
				_							
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
									-	++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	



Notes	s / Sketa	hes			 						
				_							
				_							
										$ \rightarrow $	
										\rightarrow	
										++	
									-		
									-		
				_	 						
										\parallel	
										\rightarrow	
								+		++	
										+	
										++	
										$\uparrow \uparrow$	
										\parallel	
										$\rightarrow \rightarrow$	
								+		++	
									-	++	
									-	++	



Creative Impulses!

From the Author

Admittedly, I made this for myself, thinking of the many things I'd wished I'd had in an organized notebook for tracking what I did when as I was taking my first ceramics courses.

It is my hope that by making this and future trackers and logs available for purchase others might find them helpful as well, and that I might even earn some coin along the way to help support my own creative impulses. :D)

\sim Pigasus.Studio



Thank You

Thank you for your purchase, we hope you enjoy using this tracker.

Do you like this tracker but wish your own image were on it, or there were different data rows, or it came in a larger or smaller overall size? Woodrose Press will happily personalize a future tracker for you to purchase, with no additional charge for the personalization! Please see the website for more information.

Website: https://Ordinary-Dreams.com/Woodrose-Press

Pigasus.Studio's CERAMICS! Series and How the Books Can Be Used Together

