RCS - Scenic Art Department -

MATERIALS MATRIX

Material	Form	Use	Solvent/ clean up	Drying Time (Approx)	Permanancy	Properties
Idenden	Thick Paste	Used to create texture	Water	1-10 hours	Insoluble	Expensive, plasticised texture medium; is flexible, waterproof and fire retardant. Comes Black, White and Gray
Artex Powder	Powder	Used to create texture medium	Water	1-4 hours	Semi	Cheaper alternative to Idenden, needs PVA to be added to help it adhere to flats. Mix with water. Not flexible.
Metallic Foils	Roll	For imitating gold / silver leaf	NA	Depends on size used	Will not tarnish	Comes in rolls 640mm wide. Use waterbased or oil based size to adhere it. Will not tarnish
Dutch Metal	Thin Sheets	For imitating gold / silver leaf	NA	Depends on size used	Will tarnish if not protected with varnish	Comes in sheets 80 x 80mm. Transfer (or Patent) leaf is backed by tissue paper to ease application. Use waterbased or oil based size to adhere it.
Spray Paint	Aerosol Can	For vac form, steel, hard-to-prime surfaces	Cellulose Thinners	Up to 1 hour	Insoluble	Expensive but good for small jobs and when you are in a hurry. Respirator required
Van Dyke Crystals	Crystals	For cartooning post drawing and prior to painting	NA	1/2 hour	Semi	Mix with water. The method that Da Vinci used to 'fix' the drawing before painting. Can be made dark to pale brown depending on the painting.
UV Paint	Paste	For special effects under Black Light	Water	1/2 hour	Will fade if exposed to sunlight	Will look bright under normal light but fluoresce more under Black Light (UV light)
Whiteing	Powder	Added to Animal Glue to lesson the yellow colour	NA	NA	NA	Cheap bulking and lightening agent used in animal glue for sizing cloths.
Iron Powder	Powder	Mix to PVA to create real rust effects	NA	Less than 1 hour	Semi	Add vinegar to accelerate the process
Animal Glue	Powder	For sizing cloths or used as an inexpensive glue/pigment binder	Water	NA	Semi	Used as inexpensive glue and for sizing canvas cloths when mixed with whiting. Cannot be used in wet or humid environments.