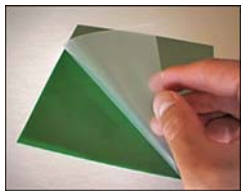


MAKING YOUR STENCIL



Remove backing.



Place on top of drawing.



Expose to sunlight.

Gather your supplies:

- | | |
|------------------------------------|------------------------------|
| PhotoEZ™ Stencil | Timer |
| Black and White clipart or drawing | Container, preferably opaque |
| PhotoEZ™ Contact Frame | Tap water |
| Scissors | Blue Shop Towels |

STEP 1: SET-UP

- For best results, work in a dimly lit room.
- Place drawing face up on clear plastic part of your contact frame.
 - Cut PhotoEZ™ to size. Make sure you have at least 1/2" border around your drawing.
 - Remove the clear protective backing from PhotoEZ™ and discard the backing.
 - Center green PhotoEZ™, shiny side down, on your drawing.
 - Position your contact board on top with felt side down and secure with clips.

STEP 2: EXPOSE

- Position clear side of contact frame perpendicular towards the sun or fluorescent light.
 - Set your timer for the specific time according to **table 1**.
- Note:** Experiment with small pieces first since exposure times may vary. See Troubleshooting section for symptoms of over and under exposure.

STEP 3: DEVELOP

- Remove PhotoEZ™ and place in a container of tap water for at least 10 minutes.
 - Gently swish stencil to make sure the entire image has washed off. Use soft brush if necessary.
 - GENTLY rinse PhotoEZ™ under slow running water.
- Note:** Soaking longer will not hurt the stencil.

FINAL STEP

- Place PhotoEZ™ shiny side up, on a blue shop towel and gently blot excess moisture.
 - Re-expose to light source for a minimum of 10 minutes.
 - Let dry completely before using. Once fully developed, PhotoEZ™ is no longer light sensitive.
 - You are now ready to use your **new custom-made stencil!**
- Note:** Never place shiny side of PhotoEZ™ on any surface while drying. Doing so will cause the stencil to stick to the surface. If this happens, re-soak the stencil until it releases.



Soak in water for 10 minutes.



Rinse.



Harden & dry.

Table 1

Fluorescent Tubes	Two 20w Full Spectrum fluorescent tubes	Two 20w Cool White fluorescent tubes	Two 15w 18" Daylight fluorescent tubes	Sunlight	White paper 20lbs	Tracing paper	Overhead Transparency
	14 min.	40 min.	24 min.	4 min.			
	5 min.	20 min.	8 min.	40 sec.			
	4 min.	14 min.	6 min.	30 sec.			

Note: Place fluorescent tubes within 1 1/2' to 2' of PhotoEZ™.

USING YOUR STENCIL

STEP 1: POSITION THE STENCIL

Place your stencil on work surface with film (shiny) side down and mesh (dull) side up. Use stencil adhesive or masking tape to help secure your stencil and prevent bleeding. If you're using spray stencil adhesive, spray from a distance of 1 to 2 feet with one quick squirt. This prevents clogging the stencil.

STEP 2: PAINT

Apply paint along the top of your stencil. Stroke from top to bottom while applying slight pressure. Paintbrushes can also be used. Experiment with both to determine what works best for you.

STEP 3: REMOVE STENCIL

Before removing your stencil, lift a small portion to make sure there are no voids on the surface. Check the top and then the bottom. As long as you lift only a portion of the stencil, it will automatically align itself.

Notes: To prevent paint from bleeding under stencil, be sure to keep squeegee at a 30 to 45 degree angle. Apply paint to the dull side only.



Apply paint across stencil.



Lift stencil from surface.

CLEANING THE STENCIL

Do not let paint dry on your stencil. Keep a container of water nearby to place your stencil in. Gently rinse your stencil with water. Use soap if necessary. Rub gently on the mesh side only if needed. **NEVER THE SHINY FILM SIDE!** The green shiny (film) side of PhotoEZ™ stencils softens when wet therefore care must be exercised to avoid scratching or rubbing off your design. Soak your stencil in a latex paint remover, acetone or paint thinner to remove any stubborn paint. Place on a shop towel to dry. If several stencils get stuck together do not pull them apart. Soak the stencil in water for a few minutes until they come apart.

STORAGE

- Keep undeveloped PhotoEZ™ in the black bag and store in your refrigerator. PhotoEZ™ degrades quickly in higher temperatures. PhotoEZ™ has a shelf life of six months or more if stored properly.
- Store developed PhotoEZ™ stencils flat, do not fold or bend. Once developed the stencil is no longer sensitive to light and may be stored in Baggies or a box.
- Ideal temperature range is 65° to 75° Fahrenheit. PhotoEZ™ degrades quickly above 110°.

SAFE HANDLING

For sensitive skin use rubber gloves when handling undeveloped PhotoEZ™. PhotoEZ™ can tolerate a few minutes of exposure to light levels found in typical homes as long as it's kept several feet away from artificial light sources and is protected from direct sunlight.

- Minimize exposure to fluorescent tubes. They emit more UV energy than incandescent bulbs.
- Illuminate work area with yellow bug lights (60 watts or less) if additional lighting/working time is desired. Fully developed PhotoEZ™ stencils do not require protection from light.
- Do not remove protective clear backing until ready for use. Once backing is removed, handle PhotoEZ™ from edges only. Avoid putting fingerprints or scratching surface of photosensitive film.

OPTIONAL EQUIPMENT

FLUORESCENT LIGHT (DO NOT use incandescent bulbs or heat lamps)

If you happen to be a cave dweller or prefer artificial light, you can build your own inexpensive light source by following the diagram in **figure 1**. All components are readily available at your local hardware store. Make a simple inexpensive stand from PVC tubing and use aluminum foil as a reflector.

CONTACT FRAME

Keeping PhotoEZ™ tightly pressed against the drawing during entire exposure time is key to creating crisp high quality stencils. Any light that diffuses under the drawing or PhotoEZ™ will cause the finished stencil to appear unfocused and may completely render it useless. To make a contact frame, glue black felt on a piece of rigid board. Place PhotoEZ™ and the drawing on top of the felt. Sandwich together with a piece of clear plastic or glass using spring-type jumbo paper clips. See **figure 2 & 3**.

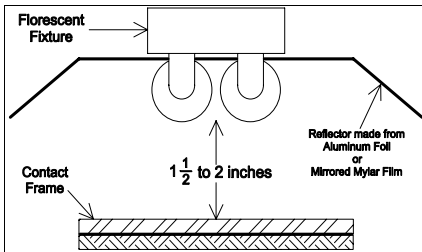


figure 1.

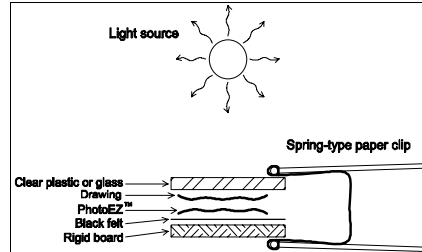


figure 2.

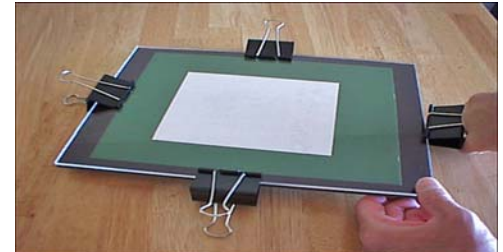


figure 3.

Cut out butterfly on the right and use it with a small piece of PhotoEZ™ to test your exposure times and setup. This is an example of what a good black and white drawing should look like.



CAUTION – LIGHT SENSITIVE MATERIAL!
Protect from excessive heat, freezing and high humidity. Open protective black bag under subdued lighting conditions only. Do not expose undeveloped PhotoEZ™ film to UV or direct sunlight. Avoid exposure to bright artificial light sources especially from fluorescent tubes.

FIRST AID – Not recommended for children. Avoid ingestion. PhotoEZ™ is non-toxic and safe to handle however, use rubber gloves when processing undeveloped product.
Eye contact - Flush immediately with water for at least 15 minutes and contact a physician.
Skin contact - Wash skin with soap and water.
Swallowing - Do not induce vomiting. Consult a physician if persistent discomfort results.
Contains no hazardous ingredients by reference to the O.S.H.A. Hazard Communications Standard (29 CFR 1910.1200).

TROUBLESHOOTING

Poor Stencil Quality

Causes/Solutions

Image on stencil is there but not washing out enough.	<ul style="list-style-type: none">• May be over exposed. Try reducing exposure time.• Check drawing. If light passes through printed areas, image may not be opaque enough.• Light may be diffusing under PhotoEZ™. Make sure to place on top of a piece of black foam, paper or felt.
No image at all, entire stencil is blue.	<ul style="list-style-type: none">• Make sure drawing is placed between light source and PhotoEZ™.• May have been left out of protective bag for too long. Return unused pieces in black bag ASAP. Protect from intense light during washout.
Entire stencil is washing away leaving only the mesh.	<ul style="list-style-type: none">• Light source is not intense enough or has no UV. Make sure you use recommended light.• Drawing is blocking all UV light. Use recommended drawing media.• Plastic or glass used in your contact frame may block out UV. Make sure to use non-UV-blocking materials.
Fine details washing away.	<ul style="list-style-type: none">• Drawing may not be opaque enough or details are too fine.• Exposure time not long enough.
Some areas not washing away.	<ul style="list-style-type: none">• Drawing making poor contact with PhotoEZ™. Use recommended contact frame.• Image on drawing not opaque enough in some areas.
Some areas washing away. Image is fuzzy.	<ul style="list-style-type: none">• Light source not distributing evenly over entire surface of PhotoEZ™. Try using larger light source or more bulbs.• Drawing making poor contact with PhotoEZ™. Use recommended contact frame.• Light diffusing under PhotoEZ™. Make sure to place on top of dark foam or material.• Drawing placed on mesh side of PhotoEZ™. Make sure drawing is on shiny green side during exposure.• Light source not perpendicular to PhotoEZ™.
Film lifting off mesh.	<ul style="list-style-type: none">• Under exposed leaving film too soft. Try longer exposure time.• Too vigorous washout. Use gentler spray• Image too close to edge. Try leaving at least ½" boarder around stencil.
Center not washing out and edges washing completely out.	<ul style="list-style-type: none">• PhotoEZ™ is too close to light source and is creating a hot spot in center while edges are not getting enough light. Try moving light further away or use more bulbs and less time.

Poor Printing

Causes/Solutions

Paint bleeding under stencil.	<ul style="list-style-type: none">• Paint not thick enough. Try using a thicker paint.• Stencil not making good enough contact with surface being painted. Try using stencil adhesive spray.• Surface being painted is too uneven. Try cutting PhotoEZ™ into smaller pieces for a better fit. Taping down may help.• Too much pressure applied to paint brush or spatula. Use less pressure.
Paint not going through.	<ul style="list-style-type: none">• Dried paint filling up mesh. Try cleaning stencil before proceeding.• Paint is too thick.• Paint contains pigments or speckles that are too large to fit through mesh.

Note: A small piece of PhotoEZ™ is included in your package for experimenting with exposure times and developing. We highly recommend experimentation before committing to larger pieces. Cut PhotoEZ™ with scissors or utility knife for small projects or experimentation.

Photographic darkroom conditions are not necessary, however, a dimly lit room protected from direct sunlight is a must. During developing, PhotoEZ™ will tolerate exposure to subdued lighting conditions, otherwise, place in a covered opaque plastic pan filled with water. Once completely developed, PhotoEZ™ is safe from any additional exposure to light.

TIPS

Recommended Paper for Drawings

- Plain white paper 20 lbs. or less (laser, inkjet or copy machine paper).
- Clear plastic film (acetate, overhead transparency).

Note: Do not use heavyweight card stock papers or premium computer printer papers.

Drawings

- Drawings must be black and white only, no gray tones.
 - The most important trait in a good drawing is to make sure it is **very opaque** (very dark). The higher the opacity the better.
 - When tracing or drawing your own artwork, make sure to use an opaque pen.
 - When using computer printers, setting the printer for premium inkjet/laser paper usually results in better opacity. However, do not use premium paper.
- *Tip: Reinsert your copy into your printer several times to produce a very dark image.

Recommended Paints

Thick, slow drying paints work the best. Thinner paints can be use but require some practice to produce desired effect. Do not use runny paints.

Recommended Light Sources

- Sunlight
- Fluorescent Full Spectrum/Daylight/Cool White tubes from 12 to 20 inches.
- Compact fluorescent bulb with 150w to 200w equivalent incandescent output such as "Lights of America" model 2342.
- Commercially available light tables using at least two 15w or greater fluorescent tubes.

Exposure tips

- Make sure entire surface of PhotoEZ™ is in good contact with drawing. VERY IMPORTANT!
- Place PhotoEZ™ on black non-reflective surface during exposure.
- Keep PhotoEZ™ perpendicular to light source.
- When using sunlight, cover PhotoEZ™ before and after exposure to guard against over exposure.
- Use a kitchen timer especially when using sunlight.
- Experiment with small pieces first.

Washout tips

- Soak PhotoEZ™ in water for at least 10 minutes after exposure. Container should be large enough to hold PhotoEZ™ without folding.
- Wash out on film side, using faucet or kitchen sprayer. Do not use too much pressure.
- Place PhotoEZ™ on plastic canvas or similar object for support during rinsing.

Application tips

- Works best when applying paint to mesh side of PhotoEZ™.
- Silkscreen and block printing inks work best.
- When using acrylic paints, choose thick slow drying types.
- Try stenciling thick water-soluble glues such as Elmer's® Gel Glue. A great way to emboss or apply gold leaf.
- Apply paint with small foam paint rollers or plastic spatula.
- When using brushes make sure they are well loaded.
- Use stencil adhesive or tape to hold PhotoEZ™ down while applying paint.
- Glue foam on a block of wood, load with paint, place PhotoEZ™ on top and start using as you would a rubber stamp.
- Wrap PhotoEZ™ around a loaded paint roller and roll your pattern on.

Some Project Suggestions

- Use embossing powder on wet colored or clear paint to create unusual effects.
- Stencil fabric, gift bags, memory albums, etc.
- Stencil bathroom tiles, ceramic plates, glassware, windows, etc.
- Etch glass using Armour Etch® glass etching cream. First paint pattern on surface, apply glass etch, then rinse per Armour® instructions. Finally remove painted pattern.
- Stencil walls, furniture, etc.
- The list is endless!



PhotoEZ is a trademark of
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<http://www.cbridge.com>

Bridging Technology with Imagination

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