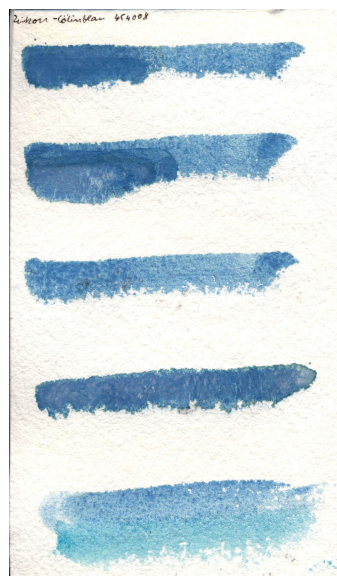


#454008 Zirconium Cerulean Blue

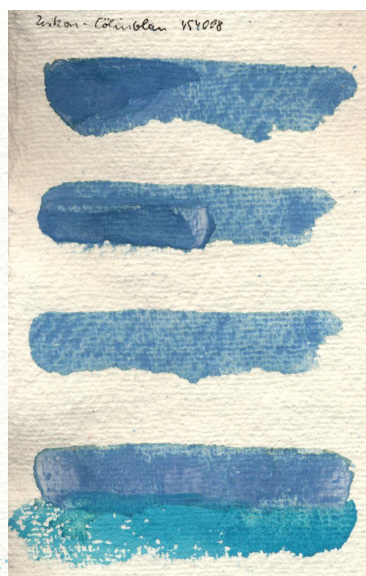
Zirconium Cerulean Blue is a matt light blue with a tinge of green. In its liquid state, the color has a milky or chalky consistency, which forms a whitish-purple, pasty veil on all papers after drying. With multiple applications, the surface becomes dull and opaque. Due to the chalky consistency, the color exhibits a highly textured, spongy surface, especially on hot-pressed paper. Zirconium Cerulean Blue resembles Cobalt Blue Turquoise Dark (#457608), but is much lighter, weaker and more chalky.

The blend was created together with #457508 Cobalt Blue Turquoise Light (lowest color application in each case).

Mould-made Paper



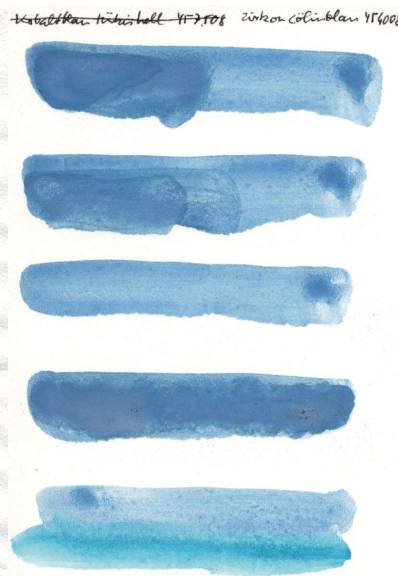
Cotton Rag Paper



Chinese Rice Paper



Hot Pressed Paper



Influence and properties of painting surfaces

The "colorfulness" or character of a pigment is influenced not only by the different binders; a significant expression is also created by the different textures of the various painting surfaces.

For example, glazing pigments appear even more "transparent" on rice paper and seem to become "one" with the painting surface. On canvas, regular or hand-made paper, on the other hand, they appear more solid and stable.

Properties of hand-made paper (German: Büttenpapier)

- Low density
- Soft, velvety
- Voluminous, full-bodied
- Firm, stable
- Absorbs a lot of water and the color penetrates deeply

Properties of Chinese rice paper

- Dissolves with "too much" water
- Transparent (as a result, the light behind the painting surface has different effects on the paint application)
- The paint soaks through the paper and is highly runny
- practically untextured

Properties of cotton rag paper

- "woven" paper with regular, tiny corrugation
- slightly shimmery effects
- The color seems to move
- Clear texture

Properties of hot pressed paper

- Certain firmness and rigidity (less flexible)
- Clear lines and contours
- Smooth, dense surface
- Less absorbent, color penetrates less into the paper and runs more evenly
- Less "shadow" due to lack of texture