Galaxy Murrini Tutorial

Ok, here it goes, this is the tutorial on how to apply the murrini and how to achieve the different looks... You can see how to get a specific look with the detailed description in the 2nd part of this thread, about the most complex looks bellow you can see detailed description on each one as well as some photos of the process (with very poor quality, sorry, I hope this wasn’t a waste of time, but I took them with my camera and was alone so I had to record it, take photo of recording, etc)

IMPORTANT: I renamed the different looks, so please see here the equivalence.

Applying the murrini:
When working with murrini you should warm it before using. I usually do it on top of the flame, just waving it a little before applying it, then spot heat the place of the bead where you’ll be applying the murrini till orange and stick the murrini in that spot and press it very gently. As you may have seen these murrini can give you very different results, so here’s the individual information on many of them:

Pre-Heating the spot to the murrini as well as the murrini itself:

![Image of pre-heating](image)

Heat the place in the bead where you will be applying the murrini, and pre-heat the murrini, flashing it through the flame as you can see on top.

Reducing the murrini:

![Image of reducing](image)

Turn your propane up (or your oxygen down) and wave the bead through the flame a couple of times (left picture, this picture shows the bead while passing through the
flame, but I don’t keep it there, I wave it back and forth and it will only pass through the flame briefly). On the right picture you can see the murrini reduced.

**Making the eye:**

After applying the murrini (photo 1), heat just a little at a time and apply pressure between each heat cycle, heat, press with paddle, heat press with paddle, heat, press... etc (photo 2 and 3), until its melted flat (photo 4), then allow it to cool (now you can leave it like this or you can reduce it (see above how to reduce it)) and encase it with a small dot of transparent (photo 5).
Making the universe:

After applying the murrini, heat it a little until orange (photo 1), and poke the centre of
the murrini with a steel poke or something pointy (photo 2 and 3). Melt it flat and let it
cool (photo 4) (now you can leave it like this or you can reduce it (see above how to
reduce it)) and encase with a dot of transparent (photo 5).
Making the vortex:

After applying the murrini, heat it a little until orange (photo 1), and poke the centre of the murrini with a steel poke or something pointy (photo 2). Melt it flat and while still orange, grab a “cold” transparent stringer and touch the middle of the murrini (photo 3 initial position) and twist it a little, one way or the other, around 90 degrees (photo 4 final position). After this, burn of the transparent leaving just a little transparent (which is going to be the hole of the vortex) (photo 5) (now you can leave it like this or you can reduce it (see above how to reduce it)) and encase with a dot of transparent.
Making the black hole:

After applying the murrini, heat the murrini a little until orange and also the bead just where the murrini is applied (photo 1), poke the centre of the murrini with a steel poke or something pointy a little hard (photo 2) so the murrini kind of goes into the bead (photo 3). Then allow it to cool (now you can leave it like this or you can reduce it (see above how to reduce it)) and encase it with a small dot of transparent leaving a trapped air bubble (photo 4) (The Black Hole (photo 5)).
Making the galaxy:

After applying the murrini, heat the murrini a little until orange (photo 1), and poke the centre of the murrini with a steel poke or something pointy (photo 2). Melt it flat and while still orange (photo 3), get a clear stringer and melt it till orange, with both the murrini and the stringer orange, (photo 4), touch each other and twist it a little while they cool (photo 5), let cool before you burn off the stringer not to mess the design, then encase it with a small dot of for depth.
Bellow you can see some of the results of the different techniques and also with some description.

Universe Look Reduced & Encased: After applying the murrini, heat the murrini a little until orange, and poke the centre of the murrini with a steel poke or something pointy. Melt it flat and let it cool. Turn your flame to reduction and reduce the murrini till shiny, and then encase it with a small dot of transparent for depth.

Universe Look Encased: After applying the murrini, heat the murrini a little until orange, and poke the centre of the murrini with a steel poke. Melt it flat and then encase it with a small dot of transparent.

Vortex Look Encased: After applying the murrini, heat the murrini a little until orange, and poke the centre of the murrini with a steel poke or something pointy. Melt it flat and while still orange, get a clear stringer and stick it just a little to the middle of the murrini and twist it just a tiny bit, then burn it off just leaving a tiny dot of transparent. Then encase it with a small dot of transparent for depth.
**Vortex Look Reduced & Encased:** After applying the murrini, heat the murrini a little until orange, and poke the centre of the murrini with a steel poke or something pointy. Melt it flat and while still orange, get a clear stringer and stick it just a little to the middle of the murrini and twist it just a tiny bit, then burn it off just leaving a tiny dot of transparent. Then turn your flame to reduction (increase your propane) and reduce the murrini till shiny, and then encase it with a small dot of for depth.

**Galaxy Look Encased:** After applying the murrini, heat the murrini a little until orange, and poke the centre of the murrini with a steel poke or something pointy. Melt it flat and while still orange, get a clear stringer and melt it till orange, with both the murrini and the stringer orange touch each other and twist it a little while they cool, let cool before you burn off the stringer not to mess the design, then encase it with a small dot for depth.

**Black Hole Look Reduced & Encased:** After applying the murrini, heat the murrini a little until orange and also the bead just where the murrini is applied, poke the centre of the murrini with a steel poke or something pointy a little hard so the murrini kind of goes into the bead. Then allow it to cool and turn your flame to reduction, pass the murrini hole through the reduction flame a couple of times till shiny and then encase it with a small dot of transparent leaving a trapped air bubble (The Black Hole).
**Black Hole Look Encased:** After applying the murrini, heat the murrini a little until orange and also the bead just where the murrini is applied, poke the centre of the murrini with a steel poke or something pointy a little hard so the murrini kind of goes into the bead. Get a clear stringer and encase it with a small dot of for depth leaving a trapped air bubble (The Black Hole).

**Eye Look Reduced & Encased:** After applying the murrini heat just a little at a time and apply pressure between each heat cycle, heat, press with paddle, heat press with paddle, heat, press... etc, until its melted flat, then allow it to cool and turn your flame to reduction, pass the murrini through the reduction flame a couple of times and then encase it with a small dot of transparent.

**Eye Look Encased:** After applying the murrini heat just a little at a time and apply pressure between each heat cycle, heat, press with paddle, heat press with paddle, heat, press... etc, until its melted flat, then allow it to cool and then encase it with a small dot of transparent and melt it flat or leave it raised.
**Eye Look Un-encased & Reduced:** After applying the murrini heat just a little at a time and apply pressure between each heat cycle, heat, press with paddle, heat press with paddle, heat, press... etc, until its melted flat, then allow it to cool and turn your flame to reduction, pass the murrini through the reduction flame a couple of times until shiny.

**Eye Look Un-encased:** After applying the murrini heat it just a little at a time and apply pressure between each heat cycle, heat, press with paddle, heat press with paddle, heat, press... etc, until its melted flat.

**Star Look Reduced:** After applying the murrini, heat the murrini a little until orange and poke the centre of the murrini with a steel poke or something pointy. Melt it flat and let it cool. Turn your flame to reduction and pass the murrini through the reduction flame a couple of times till shiny.

**Star Look:** After applying the murrini, heat the murrini a little until orange and poke the centre of the murrini with a steel poke or something pointy. Melt it flat.
There’s not much more to it, you will see you’ll get the results on your first try, its very easy, not any complicated technique. I hope you enjoyed the tutorial