

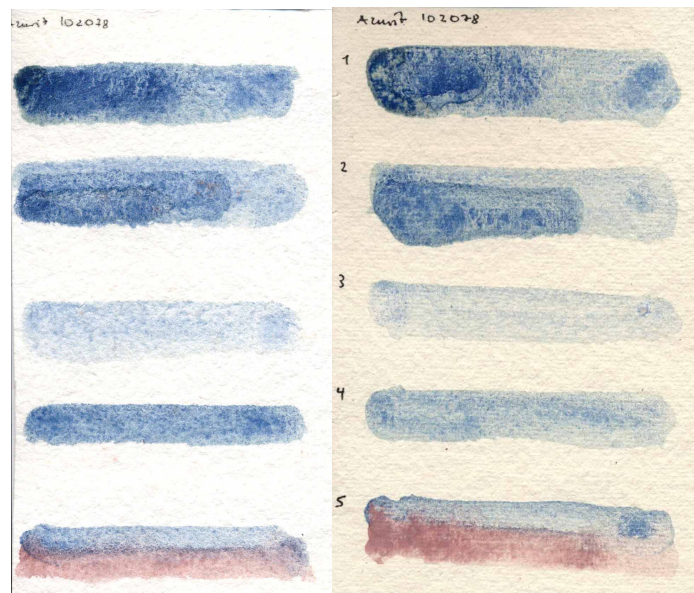
#102078 Azurite MP, Sky-Blue light

Azurite lies on the color wheel in the blue spectrum. Azurite has a strong luminosity, especially on mould-made paper. Even with several glazes on top of each other, the color has a lasting transparency, which explains the additional name "sky blue". The structure is very open on all the papers tested - from thick mould-made paper to thin rice paper, which is why there are hardly any drying edges. With several superimposed lavures or layers, very beautiful spatial structures are created. Azurite granulates strongly.

Even in mixtures, here with #101508 Pinkcolor, Azurite retains its airy, open structure (lowest color application in each case).

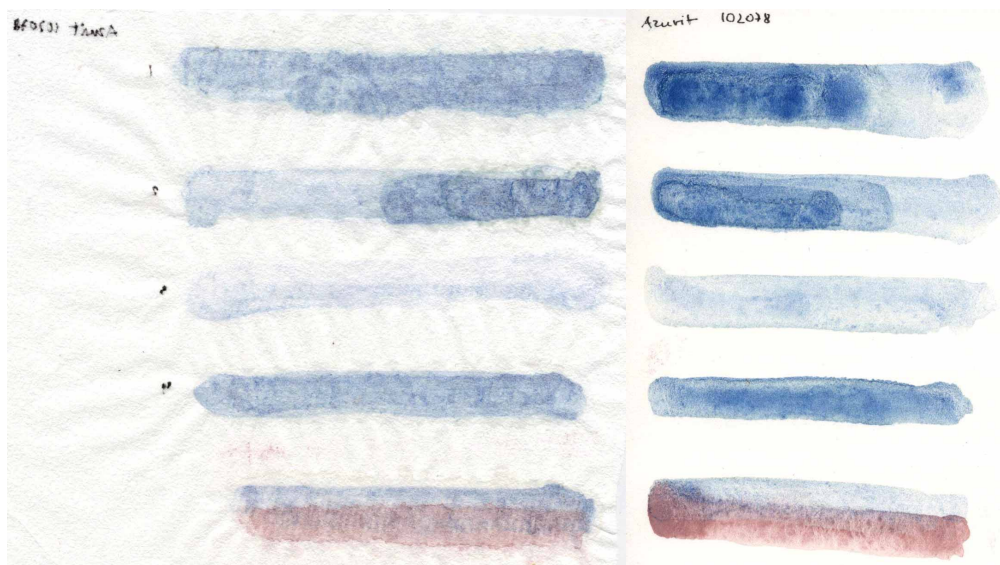
Mould-made Paper

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