



## Glass Painting - Playing with the light

### Thoughts about glass painting

The special charm of glass painting is undoubtedly the possibility to play with light. Light can be "colored", "broken", "steamed" - it can be prevented or allowed perspectives. No other art form has so many possibilities to interact with the architecture, such as glass painting.

Do not miss the information on [float glass painting](#).

### Forms of expression

Nowadays, glass painting includes many different forms of expression and techniques.

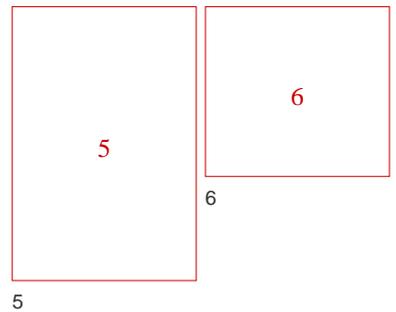
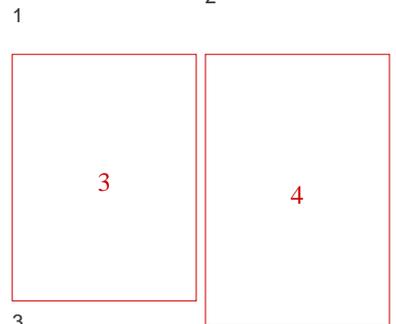
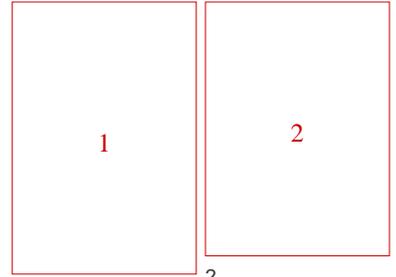
Whether classic glass painting with coloured pieces of glass and almost no painting at all (1).

The use of sketch-esque techniques (2), the incorporation of the screen-printing technique for the reproduction of photos (3), the use of glass-etching techniques (4), glass painting with glass paints (5) as well as the combination of various techniques (6).

Also re-discovered techniques such as the Fusing technique would have to be directly classified to glass painting if one goes by the definition of painting with pieces of coloured glass.

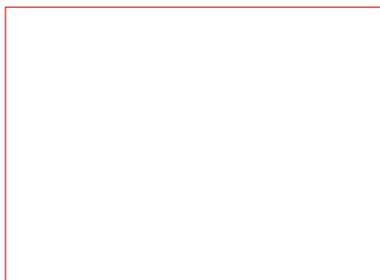
### Application

In short: the transitions between the individual forms of expression and techniques are now more than ever fluctuating. This means that it is actually up to you to decide how we as a studio should implement your ideas- whether you are the artist, planner or principal.



### Information on the Photos

1. Draft Carl Clobes
2. Curd Lessig
3. Waltraud Will
4. Vladimir Olenburg
5. Detail of a supplement pane in the window sill in the cath. Church in Sulzbach
6. Section of a work with the use of fusing and sandblasting and using bright gold



One example of today's glass painting: the combination of glass painting, sand-blasting and etching technique prior to insulation glazing in a bedroom as a type of blind. Design: Vladimir Olenburg.

Here, you will find examples of objects created in co-operation with artists – including objects in classic and float-glass painting.