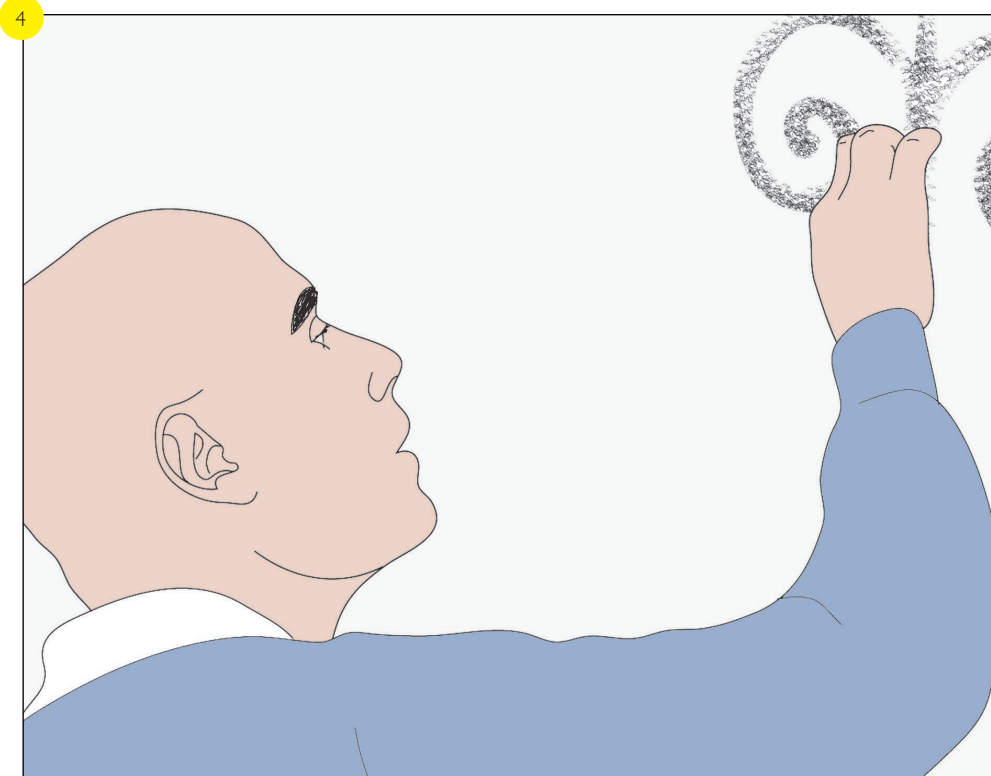
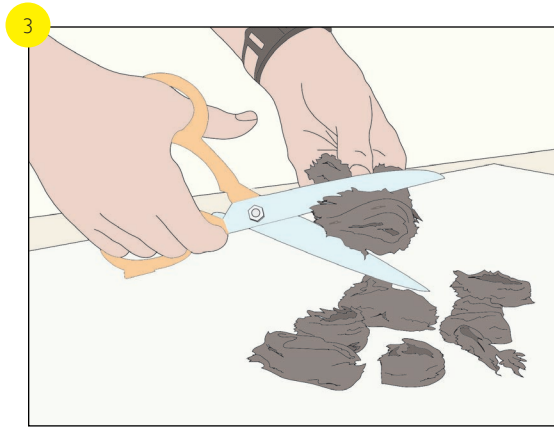


Step 3

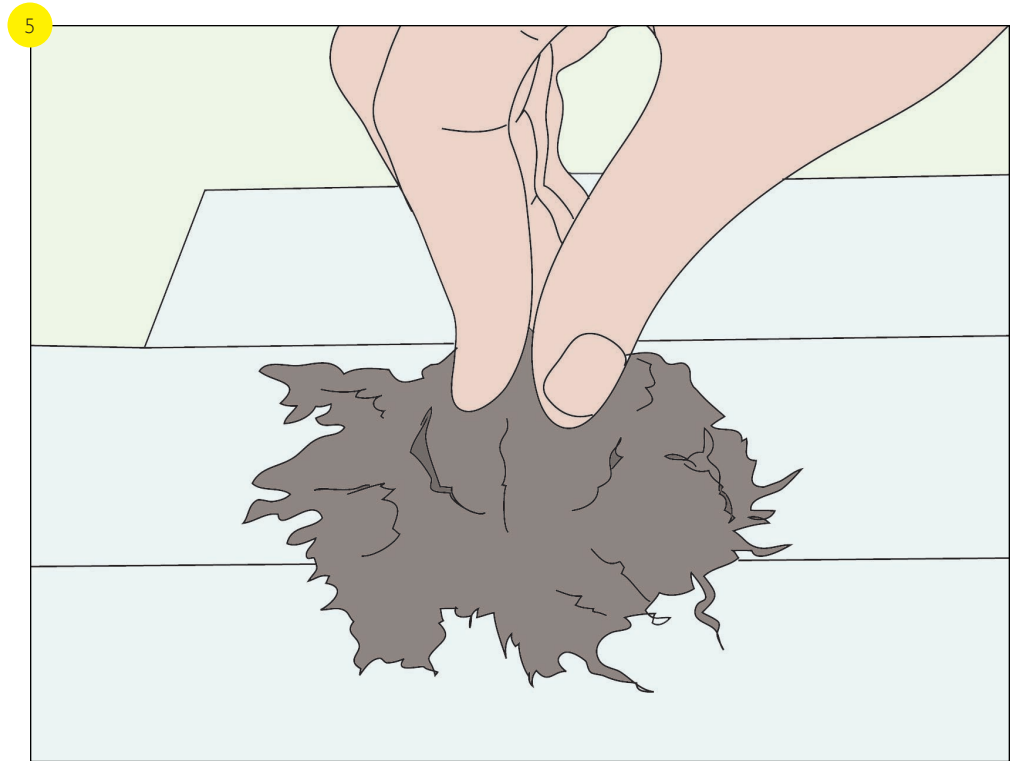
Cut the steel wool roll into small bunches.

Step 4

Affix the material along the contour outlined by the projector, by applying light pressure on the material and then pulling back. This will leave a fine fluff of steel wool stuck on the adhesive surface.



4



5

Step 5

Apply additional pressure on the material and pull delicately, to create a denser layer of steel wool. To achieve a darker shade, repeat the above step until obtaining a fully opaque covering of the surface. To achieve even darker shades in specific areas, lay the working surface horizontally. This way, more material will remain on the surface even if it is not adhesive.

TIP > Working with small tufts adds precision when creating subtle shades, and helps obtaining darker shades; smaller tufts tend to stick less to one another, and will therefore more easily adhere to the working surface.

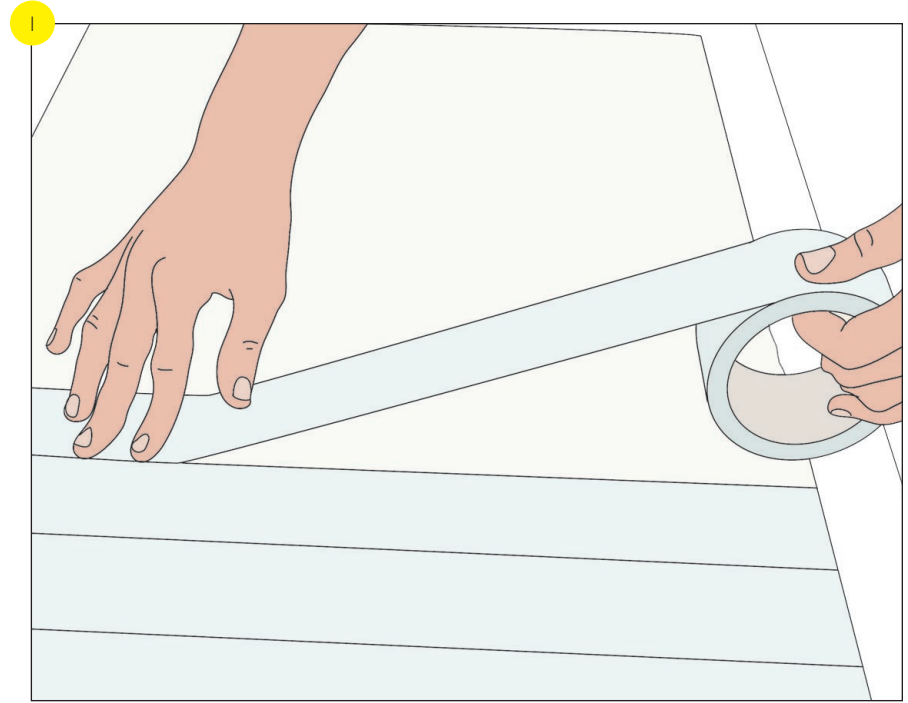
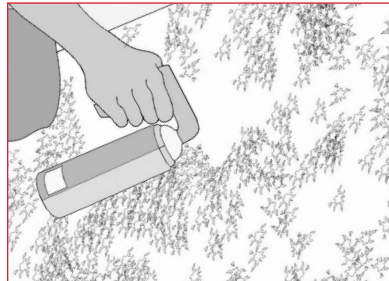


Step 6

Put the finishing touch by spraying transparent varnish over the painting. The spray gives additional adherence to the upper layer of steel wool onto the working surface; it also seals exposed patches of adhesive and helps prevent rustiness.



TIP > It is recommended to lay the surface in horizontal position when applying the spray varnish, to avoid leakage of the material.

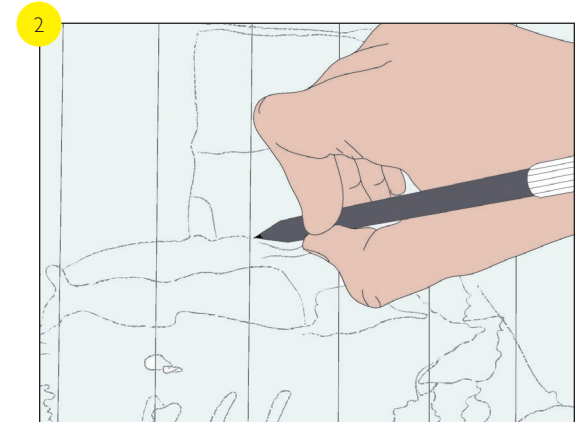


Step 1

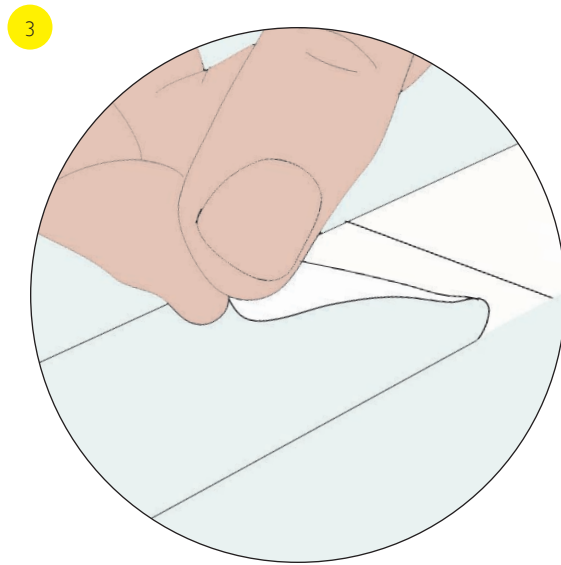
Apply double-sided adhesive tape onto the working surface by exposing one side of the adhesive tape. To ensure an efficient process, when applying a strip of adhesive tape, align it tightly along the previously affixed strip.

Step 2

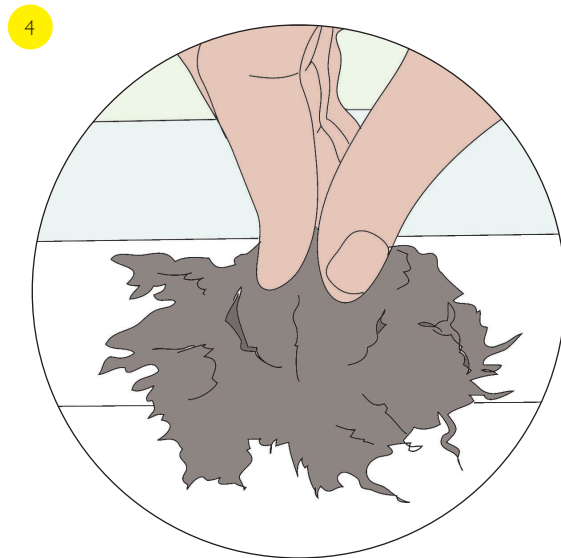
Draw the required image with a transparency marker.



Step 3
Peel off the cut-out section.



Step 4
Apply steel wool on the exposed adhesive patches.



Step 5
When all the exposed surfaces are covered, spray water or vinegar on the steel wool (to accelerate the rusting process). Spray from a distance of no less than 60 cm, to avoid leaking.

Wait 60 minutes for corrosion to set on.