

# House front with wooden burning

Instructions No. 1844

Difficulty: Beginner 🍃🍃🍃🍃

Working time: 2 Hours

It's christmas time.. with this beautiful house front a decorative christmas decoration will move in with you. These wooden houses have been designed with the fire painting technique and impress with their filigree details. With our free template and our original stamps the houses become an eye-catcher!



First we have the [wooden houses with](#) white [Handicraft paint](#) painted. We diluted the white with Handicraft paint water, **applied** the paint with a sponge and glazed the front of the house. Of course you can also glaze the houses with another colour or leave them in their original condition - just as you like!

Paint windows and doors on your houses with a [pencil](#) or print out our template with a laser printer and transfer the motifs [to the Marker](#) houses with the transfer. Place the printout with the printed side down on the houses and brush the Paper pen on the printed side. The liquid of the transfer marker dissolves the colour pigments of the PC from printout, which are deposited on the surface during this process. With a wooden stick or a folding leg this and

Paper thus also the colour printout is pressed firmly. Subsequently, take off photo or printout

Now print the **stamps** on the desired place of the house front. Heat up the [branding iron](#) and trace the lines with the iron. If desired, you can also colour the burned-in motifs.

## Must Have



### [Brandmark\\_piston in wooden box](#)

● **748,29 Kč**

[Item details](#)

Quantity:

Add to  
cart



### [VBS House silhouettes](#)

● **231,99 Kč**

[Item details](#)

Quantity:

Add to  
cart



Article information:

<b>Article number</b>	<b>Article name</b>	<b>Qty</b>
580120	Brandmark piston in wooden box	1
699020	VBS House silhouettes	1
543583-04	Ink PadsChocolate	1
852357	Graphite Pencils, set of 4	1
852364	Eraser plasticine, set of 2	1
762700-01	KREUL "Transfer Marker"Edge	1
10202	VBS Silicone stamp "Wichtel"	1