

# Karlie Necklace

### **Project N2068**

Designer: Kat Silvia

This chic necklace highlights the brilliance of the Swarovski Crystal Baguette Fancy Stones. By alternating Jet and Crystal stones, this necklace has a 'goes with everything quality'.

## What You'll Need

Swarovski Crystal, 4501 Baguette Fancy Stone 10x5mm, 2 Pieces, Crystal F

SKU: SWCR-4221

Project uses 3 pieces



SKU: SWCR-4223

Project uses 4 pieces

Beautiful Silver Plated Curved Lobster Clasps 10mm (10)

SKU: FCL-2513

Project uses 1 piece

Amate Studio Silver Plated Fancy Raised Rectangl Bezel Pendant 20.5x52.5mm (1)

SKU: PND-7560

Project uses 1 piece

Silver Plated Open Jump Rings 6mm 18 Gauge (50)

SKU: FJR-5168

Project uses 3 pieces

Crystal Clay 2-Part Epoxy Clay Kit 'Black' 25 Grams

SKU: TRC-230

Project uses 1 piece

Silver Plated Rectangular Box Chain - 5.5 x 3.2mm - Sold By The Foot

SKU: CHA-98962

Project uses 22 Inches

### **Recommended Tools:**

[XTL-5514] Beadsmith Jewelry Fine Round Nose Micro Pliers, [XTL-5511] Beadsmith

Jeweller's Micro Pliers Chain Nose Flat Nose

### Instructions

Before beginning this project, please watch our video: How to Use Crystal Clay.

- 1. From what you learned in the video, mix a small amount of part A and the same size amount of part B until there is no more marbling.
- 2. Place the clay into the bezel.









- 3. Begin placing the baguette stones into the clay, starting with jet and alternating with crystal. They will be snug. The edge of the stones will be flush with the rim of the bezel finding.
- 4. Clean up any clay that may have spilled over.
- 5. Cut off 22 inches of chain.
- 6. Open one jump ring and attach it to the loop on the bezel. Close the jump ring.
- 7. Thread the chain through the jump ring.
- 8. To one end of the chain, open one jump ring and attach it to the last link of the chain. Close the jump ring.
- 9. To the other end of the chain, open one jump ring and attach it to the last link of the chain and one lobster clasp. Close the jump ring.
- 10. All done!