

Misdirection Necklace

Project N2003

Designer: Kat Silvia

By mixing the metals in this piece you can really give it an industrial feel, and make it your own by texturizing the Vintaj Natural Brass Arrow pendants.

What You'll Need

Gun Metal Flat Oval Cable Chain 6mm - Bulk By The Foot

SKU: CHA-9928

Project uses 2 feet



Vintaj Natural Brass Arrow Pierced Stamping 14x65mm (2)

SKU: PND-7789

Project uses 2 pieces



22K Gold Plated Open Jump Rings Oval 5x8mm 21 Gauge (50)

SKU: FJR-3917

Project uses 4 pieces



Recommended Tools:

[XTL-5600] Xuron Sharp Flush Cutter Pliers - Wire/Soft Flex, [XTL-5511] Beadsmith Jeweller's Micro Pliers Chain Nose Flat Nose, [XTL-0060] Eurotool EuroPunch 1.25mm Round Hole Punch Pliers For Sheet Metal, [XTL-2152] Beadsmith Jeweller's Chasing Hammer - 1 Inch Head - Metal Smithing, [XTL-0258] Mini Rubber And Steel Bench Block For Metal Working And Wire Hardening, [XTL-0247] Eurotool Hammer Rubber Mallet For Metal Smithing - 8 Ounces, [XTL-2222] Vintaj Metal Relief Block For Filing, Buffing & Sanding



Instructions

1. To begin this project, we will start by texturizing the Vintaj Natural Brass Arrows.
2. Now using a metal hole punch, punch a hole into the pointed side of the arrow, approximately 1/2 cm from the tip of the point.
3. Then measure the chain. Cut the chain into a 9" piece and a 15" piece. However you may make the necklace to your desired length, just keep in mind to have one shorter piece and one longer piece.
4. Open a jump ring and attach it to one of the holes in one side of arrow. Attach it to one of the ends of the chain. Close the jump ring.
5. To achieve this design, make sure the arrows are pointing as though they are going the same direction around the circle of the chain. So that when you are wearing it, one is pointed down and the other is pointed up. Also keep in mind, when attaching the arrows, to use the front side that you texturized.

6. Using the jump rings, finish attaching the arrows by opening and closing the jump rings onto the chain.