

The first people to utilize the lost wax process is unknown as it is shrouded in history. It is well documented that it has been used for thousands of years to produce objects in metal which could not be produced any other way, due to the complexity of their design. The lost wax process allows anything that can be modeled in wax to be accurately transmuted into metal. Most fine jewelry made from gold and sterling are made using lost wax casting as it produces the highest detail



The Wax Models are placed in a Plaster Mixture which then allow to harden. Once the plaster mixture (investment) has set hard, the flasks are placed in a kiln, slowly heated to between 1000 and 1250 degrees F, and held at that temperature until all wax residues have disappeared. The place where the wax was is now a void, hence the "lost wax" designation for this process. The metal is then melted in a metal furnace and the molds are filled with liquid silver by hand while the mold is still very hot. The flask is then allowed to cool and the investment mold is broken away revealing the metal piece. This process faithfully reproduces every detail of the original wax as well as the gates and vents, which must latter be cut off with a jeweler's saw.





After cutting away the Silver Tail-(Sprue) the Hand Finishing Process begins with the Many different Steps shown below to BRING final Details and a Mirror Finish to the RING surface.





After completing the ROUGH finish a Chemical is used to Stain the Silver BLACK in the Desired areas like the Eye-Sockets, nose and between the teeth.



Then Each Ring is Buffed on Two Different Wheels and Two Different Abrasives to bring out the MIRROR Finish on the Surface of our Rings !!!



Then we add our Custom Logo Stamp and the 925 Sterling Silver Stamp to the inside of each ring to assure authenticity.



Offering Custom Hand Made Skull Rings Sterling Silver 18kt Gold Cast In The Lost Wax Process.



## Dave's Custom Skulls

**The Making of a  
Dave's Custom Skulls RING  
using the Age old LOST-WAX Method.**

