

Earthborn Pigments

Pigments can be used for colouring and tinting paints, glazes, clays and plasters.
Use with Earthborn Wall Glaze to create a colour wash.

Colour and product codes

Price Group A	<i>Yellow Sienna</i>	<i>Sienna Red</i>	<i>Red Oxide</i>	<i>Iron Oxide Purple</i>	<i>Iron Oxide Brick</i>	<i>Mahogany Oxide</i>	<i>Yellow Oxide</i>	<i>Black Oxide</i>	<i>Yellow Ochre</i>	<i>Brown Ochre</i>	<i>Havana Ochre</i>
75g	1-2011	1-2021	1-2031	1-2041	1-2051	1-2061	1-2071	1-2081	1-2091	1-2101	1-2111
Price Group A	<i>Red Ochre</i>	<i>Rust Brown Ochre</i>	<i>Brown Umber</i>	<i>Khaki Umber</i>	<i>Slate Grey</i>	<i>Green Earth</i>	<i>Ebony</i>	<i>Yellow Clay</i>	<i>Persian Red</i>	<i>Assisi Grey</i>	
75g	1-2121	1-2131	1-2141	1-2171	1-2181	1-2191	1-2201	1-2211	1-2221	1-2231	
Price Group B	<i>Venetian Red</i>	<i>Pompeii Red</i>	<i>Gold Ochre</i>	<i>Sienna Amiatha</i>	<i>Tuscany Ochre</i>	<i>Verona Green</i>	<i>White</i>				
75g	1-2241	1-2251	1-2261	1-2271	1-2281	1-2291	1-2341				
Price Group C	<i>Ultramarine Violet</i>	<i>**Mica Gold</i>	<i>Mica Silver</i>	<i>Mica Bronze</i>	<i>Mica Black</i>						
75g	1-2331	1-2511	1-2521	1-2531	1-2541						
Price Group D	<i>Bottle Green</i>	<i>Golden Yellow</i>	<i>Sun Yellow</i>	<i>Orange</i>	<i>Corn Yellow</i>						
75g	2-2351	1-2401	1-2411	1-2421	1-2461						
Price Group E	<i>Meadow Green</i>	<i>Turquoise</i>	<i>Spinel Blue</i>	<i>**Mangan Purple</i>	<i>Oriental Red</i>	<i>**Salmon Red</i>	<i>**Rhine Gold</i>	<i>Ultramarine Blue</i>	<i>Ultramarine Pink</i>		
75g	1-2431	1-2441	1-2451	1-2471	1-2481	1-2491	1-2561	1-2311	1-2321		

** Available as 50g sachets

1. Pack Size

75g & 500g

2. Uses

For colouring and tinting paints, glazes, clays and plasters

3. Ingredients

Earth Pigments, Mineral Pigments, Metal Pigments, Trisodium Citrate.

4. Properties

Earthborn Pigments are in powder form and can be combined to produce additional colours. The pigments contain different sizes of particles, which give the colours their vibrancy. Some pigments are UV-resistant, and all are lime resistant.

The spinel pigments (e.g. Meadow Green, Turquoise, Blue, Oriental Red) are enhanced with food colourants.

Mica pigments are silicates. Rhine Gold is milled bronze.

All pigments are free of poisonous heavy metals.

5. Preparation

The pigments must be made into a paste before use as follows: For Silicate paint soak pigment in a small amount of Silicate primer and use straightaway. For Earthborn Wall or Furniture Glaze, Casein, Emulsion or Claypaint soak pigment in enough water to cover the powder, preferably overnight, and stir to create a free-flowing liquid paste. When mixing pigments into any medium, always make a note of the amounts used. Avoid contact with clothing as pigments may permanently stain fabrics.

6. Instructions for Use

Add the prepared paste to the medium and stir. Adding to a white paint will produce a diluted (pastel) shade of the pigment colour whilst adding to a clear medium such as Earthborn Wall Glaze or Furniture Glaze will provide a true but transparent colour.

A cloudy appearance can be caused by too high a concentration of very intense colour pigments e.g. Ultramarine Blue or Red Oxide. Therefore, read this information in conjunction with the Data Sheet for the medium to be pigmented.

N.B. The metallics (e.g. Mica Gold and Mica Silver) should not be mixed with paint but can be combined with Earthborn Wall Glaze or Furniture Glaze and diluted with water.

The resultant solution can then be used as a wash or stencilling paint. Best results are achieved when the underlying surface is not totally smooth.

7. Cleaning

Wash tools in warm soapy water.

8. Storage & Disposal

Keep bag sealed and store in a cool dry and frost-free place. Shelf life is unlimited in powder form for unopened packs.

9. Safety

Please refer to Material Safety Data Sheet. If you are sensitive to dust, it is advisable to wear a mask when mixing pigments due to their particle size.

The user is recommended to test the product on the intended surface to ensure its suitability



Updated on 11/03/2025