

CARE AND PAINTING GUIDELINES FOR CERAMIC LIGHTING

With a little care and attention, A19's handmade ceramic lighting is guaranteed to provide a lifetime of enjoyment.

BEFORE ANY PAINTING, CLEANING OR INSTALLATION: Turn off the electrical supply, allow the light fitting and bulb to cool, and if using a damp cloth avoid electrical connections.

How to Clean Light Fixtures

Wipe with a clean lint-free cloth to remove dust.

White bare bisque: Smudges can be removed by lightly sanding with fine sandpaper. Avoid using abrasive cleaning products and harsh chemicals. Liquid is not recommended for the porous unfinished white bisque surface.

Fixtures sealed with a finish: A diluted mix of dish soap and water can be used to remove any grime, although a dry or slightly dampened soft cloth is usually sufficient.

How to Paint a Bare Bisque Fixture

Painting a bare ceramic fixture is much like painting a wall. Mask off and protect the electrical socket and connections prior to painting. If fixture is intended for outdoor use, use outdoor-grade wall paint. If fixture is intended for indoor use, use indoor-grade wall paint. For ease of cleanup and other considerations, we recommend using water-based paint. However, if you opt for oil-based paint (e.g., spray paint), first prepare the surface of the fixture with an appropriate primer.

Exterior Applications

Outdoor fixtures need to be properly caulked for protection from water, air, mold, and critters. Caulking behind outdoor wall sconces is a sure way to increase their lifespan, reduce maintenance, and prevent moisture from infiltrating walls and electrical connections. Additionally, follow the orientation labeling on the fixture to ensure the electrical socket is sheltered from the elements.

For outdoor installation: It is essential to use outdoor wet-rated fixtures and bulbs. While not required, sealing the surface of A19's bare bisque ceramic sconces with a good quality exterior paint will also keep your sconces looking their best and make them easier to clean.