

HOW TO MAKE CANDLES USING PLASTIC MOULDS

Plastic candle moulds come in 2 parts which must be joined together to allow a 3D candle to be poured. This form of candle has been available for many years but has always had the disability of leakage. This has been due to the fact that the two halves of the mould had to be clamped together in registration and no matter how this was achieved hot wax always managed to leak..

Aldax has spent a considerable time on testing new ways of overcoming this problem and have developed a registration seal that goes all the way around the model preventing leakage. The seam is in the form of a slot that is located very close to the edge of the model, leaving a very small seam when poured that can be easily removed with a hot knife.

The slot also performs the function of a registration tool ensuring that both halves of the mould line up perfectly. Manufacture of this type of registration slot has only been made possible by newly developed computer CAD programs to give this extreme accuracy for both halves of the mould when machined up to form the master moulds.

Step (1) Before joining the two halves of the mould together a hole must be cut in the base of one of the two halves to enable the hot wax to be poured in. The plastic can be easily cut with scissors.

Step (2) Cut a length of wick and attach it with adhesive tape to the bottom of the uncut half of the mould. Stretch it tight and attach the other end to the top of the mould. To ensure no leakage through the wick slot at the bottom use some Plastelina clay to seal the wick in the slot.

Step (3) Join the two halves of the mould by pressing them firmly together and engaging the slot fully. To ensure that the two halves do not disengage when wax is poured into the mould the mould edges should be sealed with adhesive or masking tape. Another alternative is to use re-usable plastic sealing strips. Simply cut to length and slide on.

Step (4) Cover the pour opening you cut in the second half of the mould with masking tape