



COCOA POWDER WITH SUGARVEIL

We started the technique of brushing a layer of cocoa powder onto the Confectioners' Mats to produce burlap effects (or "Hessian cloth"), and we found that we loved the subtleties that result. With that in mind, we explored the same process on a few other mats.

Cocoa powder, which produces a range of beautiful subtleties not achievable with color, is brushed onto the [Grasses Mat](#), spread with [SugarVeil Icing](#), and scraped cleanly with the [Confectioners' Spreader](#). When partially set, white SugarVeil is spread thinly across the entire mat to produce the contrasting white background.



For interesting shading, brush the [Mesh Confectioner's Mat](#) with cocoa powder, spread/scrape cleanly, but allow the cocoa residue to remain on the mat between mesh design lines. A thin solid layer of SugarVeil picks up the cocoa residue and creates instant shading.

