

Blood Orange fruit cream

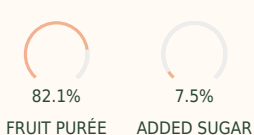
Description

This fruit cream has a similar creamy texture to products with higher fat contents. Several factors have come together to make this possible. First, the konjac thickens the mix and gives it the kind of silkiness that would characterize a higher-fat product. The agar-agar helps a gel to form and, because it is used in very small doses, it is not as firm as you might commonly expect. The coagulated egg whites help to balance out the textures and boost the product's creamy mouthfeel.

Suggested uses

- Plated desserts
- Desserts, tarts and mini gateaux
- Tiny after-dinner format
- Dessert glasses


Blood Orange fruit cream



82.1% FRUIT PURÉE 7.5% ADDED SUGAR

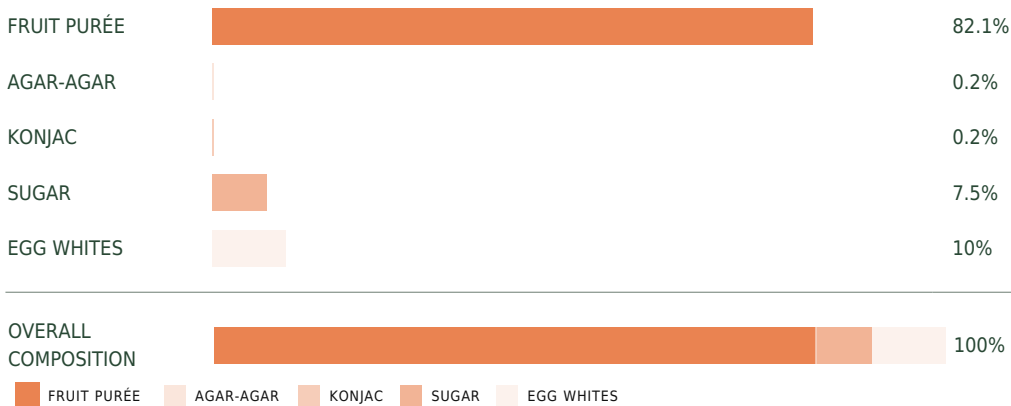
Ingredients

Blood Orange purée, Egg whites, Sugar, Konjac, Agar-agar



NON-FREEZABLE

Overall composition



Composition	1000 g	100%
Sugar	75 g	7.5%
Agar-agar	2 g	0.2%
Konjac	2 g	0.2%
Blood Orange purée	821 g	82.1%
Egg whites	100 g	10%

Technique

Mix the sugar, agar-agar and konjac, then sprinkle them onto the fruit purée, mixing all the while, until homogenous.

Heat to 185°F (85°C), still stirring continuously, and combine with the egg whites. Mix again with a stand mixer. Heat to 180°F (82°C) as you would for a crème anglaise, then immediately pour out. Store at 40°F (4°C).

Trick

It is possible to make a sugar tile that can be placed on the fruit cream. In this way, the crème brûlée world is found, with a silky cream and the crunchiness of caramel. T

o do this, sprinkle a veil of dehydrated glucose onto a silicon mat using a fine sieve, then sprinkle with caster sugar (approximately 15 g of dehydrated glucose and 5 g of caster sugar for a surface of 30 x 40 cm).

Using a cookie cutter or a ruler, mark out shapes, then burn with a blowtorch.

Translated with www.DeepL.com/Translator (free version)



FRUIT PURÉE USED

Orange Sanguine Moro et Tarocco

TASTING TEMPERATURE

Chilled

WAYS OF CONSUMING

On site ,
Takeaway

STRENGTHS

Fruit intensity ,
New use