

Head cont'd...



2.31

2.31 Using the small spoon shaped tool and with just a light touch, angle the sides of the mouth down slightly, this character looks quite miserable and grumpy and angling the mouth down helps to add to this impression.



2.32

2.32 Using a pointed tool, or a toothpick, set in the philtrum (the vertical line between the nose and the lips). Add some very small pieces of clay to the outside of the lower lips, this will help resemble the sagging skin of this older character. Give the top lips a little more shape by using the flat side of a tool and gently flattening off the lip each side of the philtrum. Increase the size of the bags under the eyes and add wrinkle lines to the bags.



2.33

2.33 I feel that the eyes on this figure are too open, he needs to appear as though he is squinting slightly. To achieve this effect, add an additional small rope of clay to the lids, smoothing out with a tool so that they cover a little more of the eyeball.



2.34



2.35



2.36

2.34 & 2.35 To add to the look of this grumpy character we will change the arc of the brows. Place a flat-sided tool against eyebrow and pivot the tool to create an arc in the brows.

2.36 Using a pointed tool, and gently add some wrinkles and lines to the face. The obvious places for these are, the corners of the eyes, the forehead, the top of the nose and under the bags where they meet the cheeks.



2.37

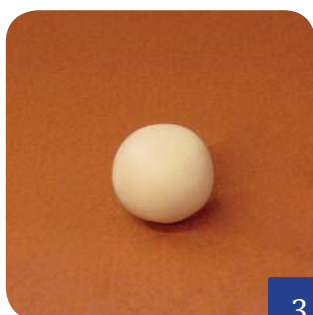
2.37 Add a cleft to the chin by using a pointed tool and rocking it gently from front to back. Add a tiny ball of clay to the chin for a wart.



Sculpting the hands

Tip:

Working on both hands at the same time makes it far easier to have a matching pair.



3.1



3.2



3.3

3.1

To sculpt the hands we start with a ball of clay that measures approximately 18mm in diameter (see templates).

3.2

Roll into a log that is about 6mm wide and cut in half.

3.3

Flatten the end into a spade shape.



3.4



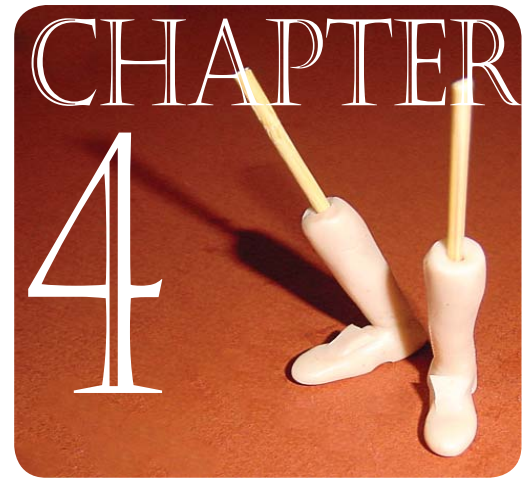
3.5

3.4

Using a sharp pair of nail scissors snip three equal lines in the finger area down to the line we have marked, snipping off the outside edges, if necessary, to make the fingers evenly spaced. Smooth the outside edges with a wooden tool.

3.5

Using a wooden tool slightly deepen between each finger to give a more rounded shape.



Sculpting the feet and legs



4.1



4.2



4.3

4.1 Roll two balls of clay, one 20mm in diameter for the legs and one 12mm in diameter for the feet (see templates).

4.2 Cut each ball in half.

4.3 Roll the larger halves into logs measuring approximately 45mm and tapered at one end.

Tip:

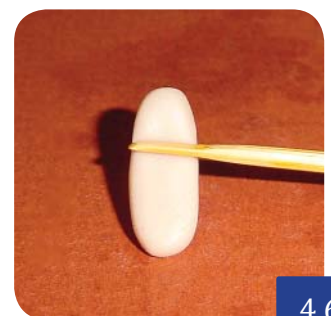
As with the hands it is easier to get a matching pair if you sculpt both left and right legs/feet at the same time.



4.4



4.5



4.6

4.4 Take one of the smaller halves and pinch one side between your thumb and forefinger. Turn the piece around and pinch the opposite side at right angles to the first pinch.

4.5 Elongate the foot, tapering towards the end until it measures about 18mm

4.6 Using a flat-ended tool impress a line into the sole of the foot as a separating line between the heel and the foot.