

3D CONSTRUCTION

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SUPER SCULPEY!

Exploration of FORM through use of Armatures and Polymer Clay

RESEARCH:

Watch Liz Lomax's stop motion animation build of head in sculpey.

Watch presentation of slide images that capture armatures and sculpture along with information regarding materials and procedures.

PLANNING:

Choose a "humanoid" head reference and draw in charcoal as detailed as possible before you create the head armature. (eyeballs are to be pre-baked). Head must fit in Toaster-oven!

Choose a secondary subject for your full figure/character sculpture. Drawings are expected with sculpture. Can be mythological. Characters will be carried to larger oven and need to be able to support themselves when removed from stand.

CONSTRUCTION:

There are two major sculptures. One is a head that must have eyes, brow, cheeks, chin, etc. The second may be animal or character of full figure size.

Drawings will be completed first.

Armatures must be prepared with approval before sculptures are to begin.

Utilize more tin foil in bulk shapes versus extra sculpey when there is mass to be considered.



<http://www.lizlomax.com>