



<http://www.hauntforum.com/showthread.php?t=9757>

Posted by: playfx

Sculpting 101 "The Coot"

Things your gonna need

First lets talk about clay

Oil clay can be purchased in many different grades 1,2,3- soft, med, hard. There's to many name brands to even start with and I don't want to confuse anyone so im going to say I like oil clays that are soft and don't have sulfur base to them, **Van Akin** is one brand name that you can find at most big craft stores and will work just fine for what we are going to do.

With oil clays you will need some kind of solvent to smooth the texture, I find that naphtha, and lighter fluid work well with Van Akin clay along with baby powder.

Oil clays won't dry out but they do get hard setting around for a few days so a lamp is nice to have around just before you start sculpting just to warm things up.

WED or Water Clays

WED is a brand name for Walt E. Disney, a clay he developed for his team of sculptors, its a water base clay that is nice and smooth to work, if your lucky you can find it local at a pottery shop or they may order it for you but the shipping can kill you, I get mine 50pounds at a time at a shop the next town over, so you may have to hunt it down.

No solvents are needed with water clays, just water. Your sculpt can dry out so its important to keep it moist and covered up with plastic bags when not working on it.

This is a non firing clay, so what ever you get just make sure its reuseable for sculpting.



This is the basic set up I have ,

*The clay is Van Akin(8-1pound blocks)

*cutting board

*rolling pin

*skull

*Tools- you can get them at any craft store in a kit, also you can make a lot of them with wooden dowl rods, plastic ware, anything that gets the job done.

*Armature is made from scrap wood with a pipe flange screwed down and about 12 inch pipe.

*Dog brush- for texture work

*Different size art brushes for texture work

*something to cover your table, I use 1/4 plywood, but plastic or dropcloth will work.

*spray bottle for water- WED users

*paper towles or rags

Im sure im forgetting something but for the most part this will get you started

OK, lets get started on this project.



The Coot

Obtained from Omarshauntedtrail.com



Start with mounting the skull to the armature with clay.

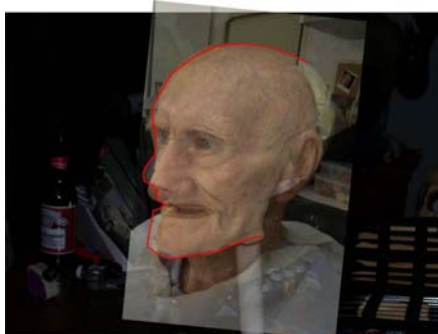


Inside skull, make sure and use plenty of clay around the pipe to hold it in place.



The skull on the armature, notice the placement of the skull, the face is 90 degrees the the table. This is just to keep everything in line later on.

Posted by: higginsr



I don't want to take any wind from playfx sail... glad he is doing this for all! I just wanted to show you a quick technique I use to compare likenesses... I have taken your last picture, lined up the eyes with the subject and placed a mask over your original sculpt to show you where it needs work... this kind of tool has always helped me in the past

Posted by: playfx



Now add some clay in the eye sockets, nose area, mouth, behind the eye, and jaw area.

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Ok, from here add about 1/8 inch clay to the nose area working it in and add roles of clay to the forehead and upper, lower lip area working it in around the edges. Now add a 1/4- 3/8 thick strip of clay to the lower jaw, I let mine overhang at the bottom so I can fold it under the jawline. and add 1/4 inch thick clay to the sides of the jaw. Ok, next smooth everything out Now you can add some clay to the cheek area and smooth it own.



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.Now I added the eyes and eyelids



Add some clay to the nose and smooth it out.



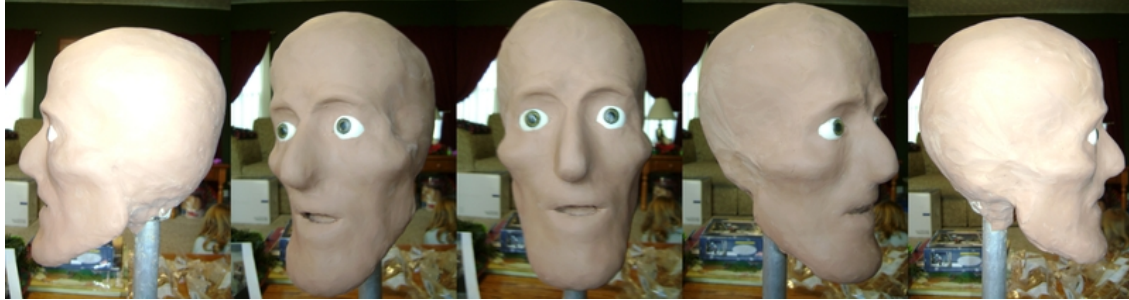
did it to separate the eyebrows and give it a little indention, it gets built back out later. Now you can add the lips and work in that



Start adding clay to the head, I used about 1/4- 3/6 thick all around and smooth it as you go.



Original

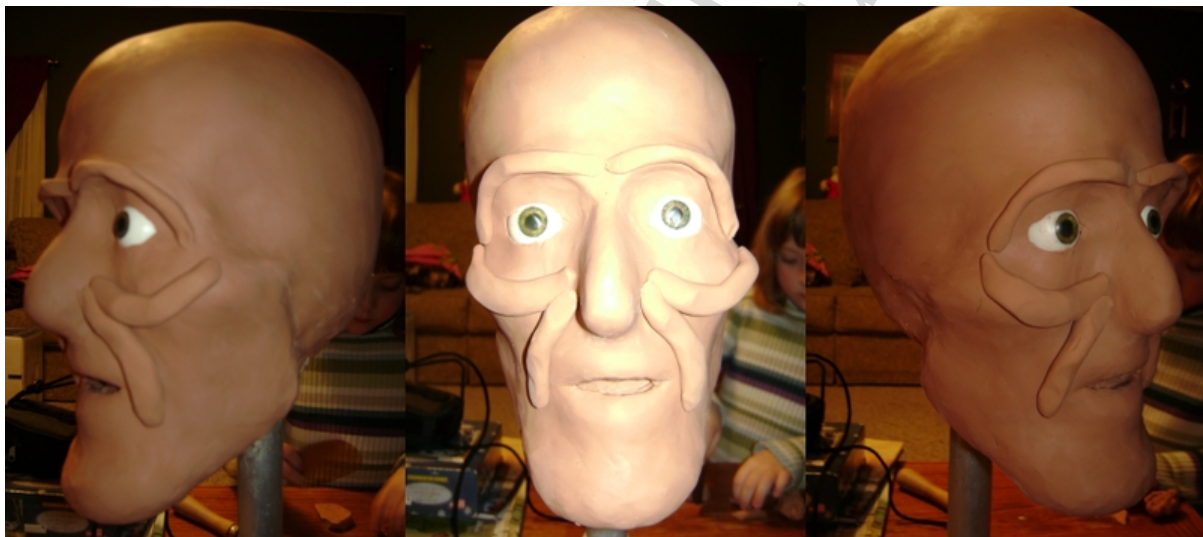


This is the color the clay came in, I like this color because its more like skin tone, I've tried the white color clays but find it hard to see details in it.

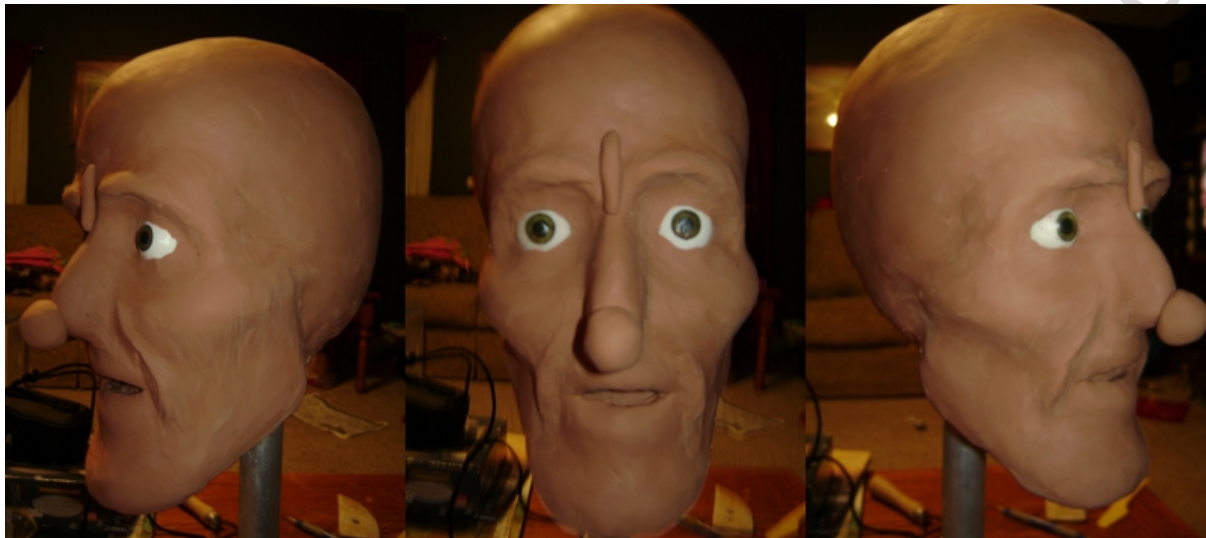
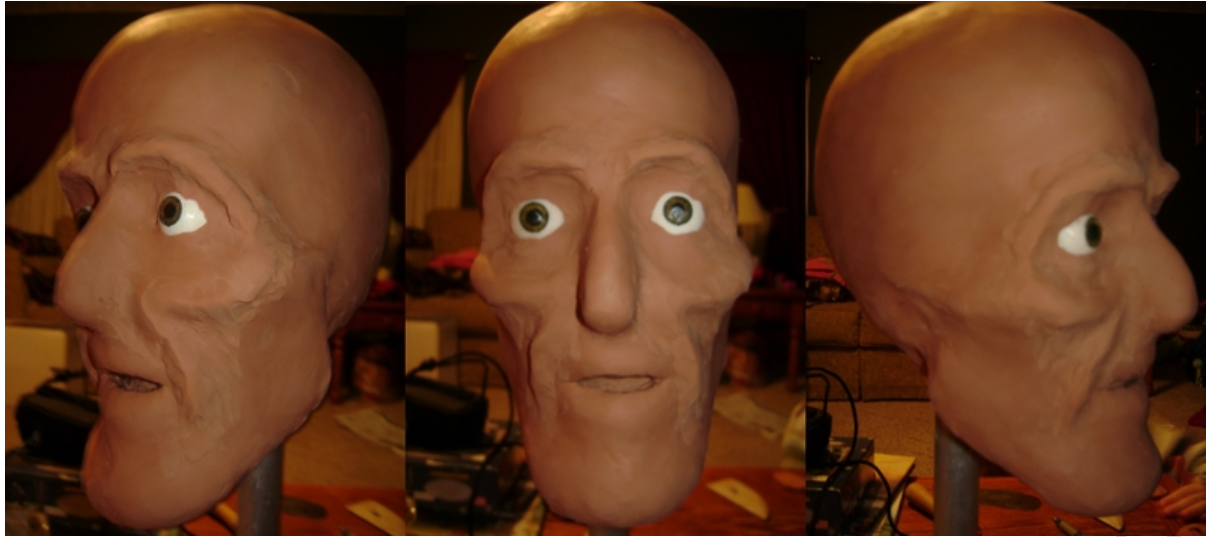
At this point I rake the head and make sure I don't have any low spots, Keep moving the sculpt around looking at it from all angles, a light behind you will help with this step, it takes a few sculpts to really know and feel what your looking for so don't harp over it if your not sure. Anyway I found a low spot I want to fill in alittle so I add clay balls to it and work that in and rake some more. Up to this point this is the only tool I have used.



Now after I finish with a basic rake job I start to build the face out and bring alittle life to the coot.

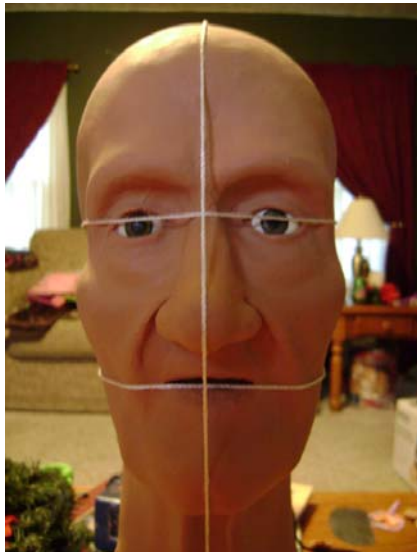


Smoothing as I go and adding more clay where I feel it needs it.

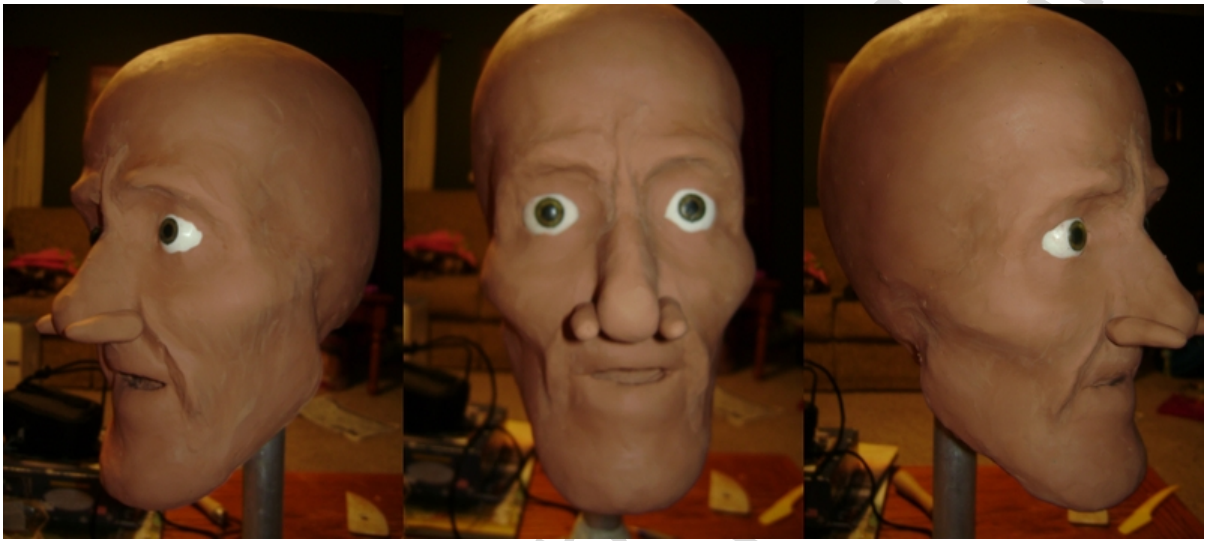


Its

important to keep things neat and even at this point, keep a keen eye out for low and high spots in the sculpt, set back every now and then and take a look at your work looking at it from all angles.OH, don't forget to blend the nose in!.....lol



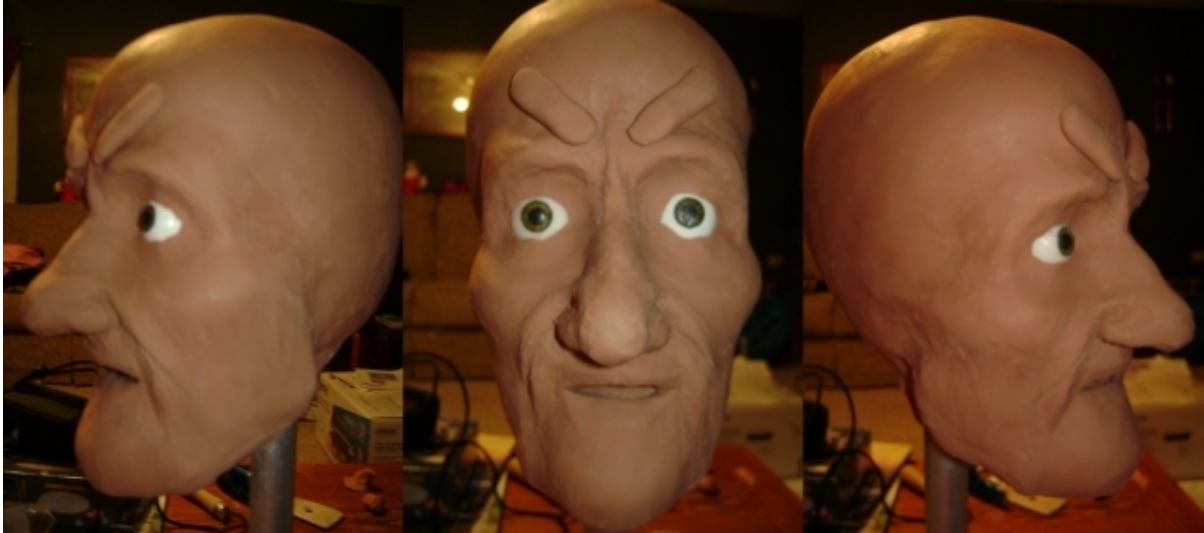
I didn't want to get into the ears just yet but heres a tip that I do sometimes to keep things even. The ear should be even with the eye and set behind the jawbone.Moving on add some clay roles to the side of the nose and work it in



Ob
OmarSI

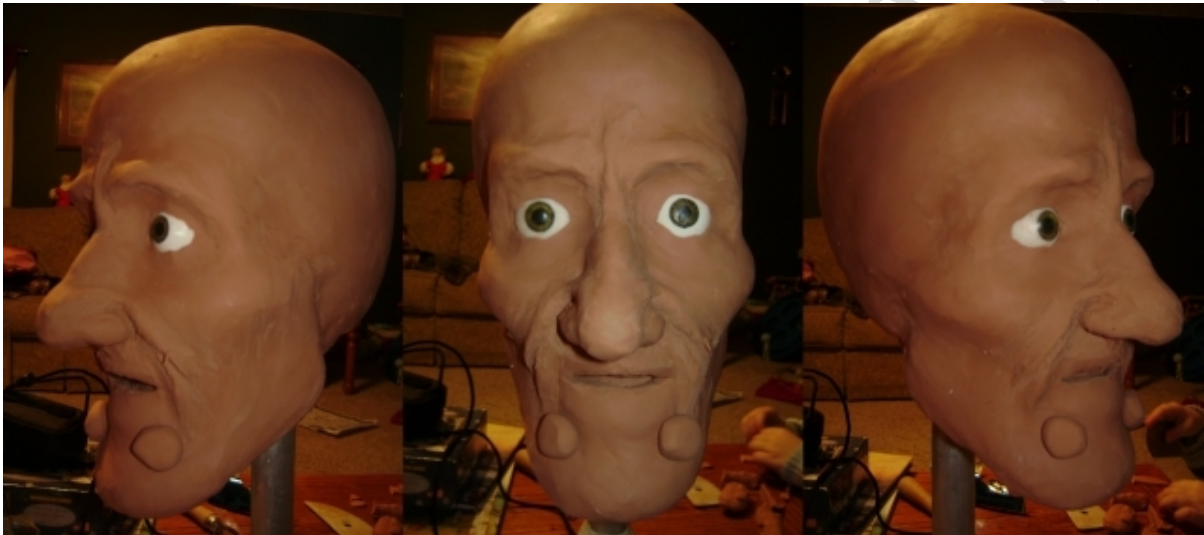
il.com

More to the forehead



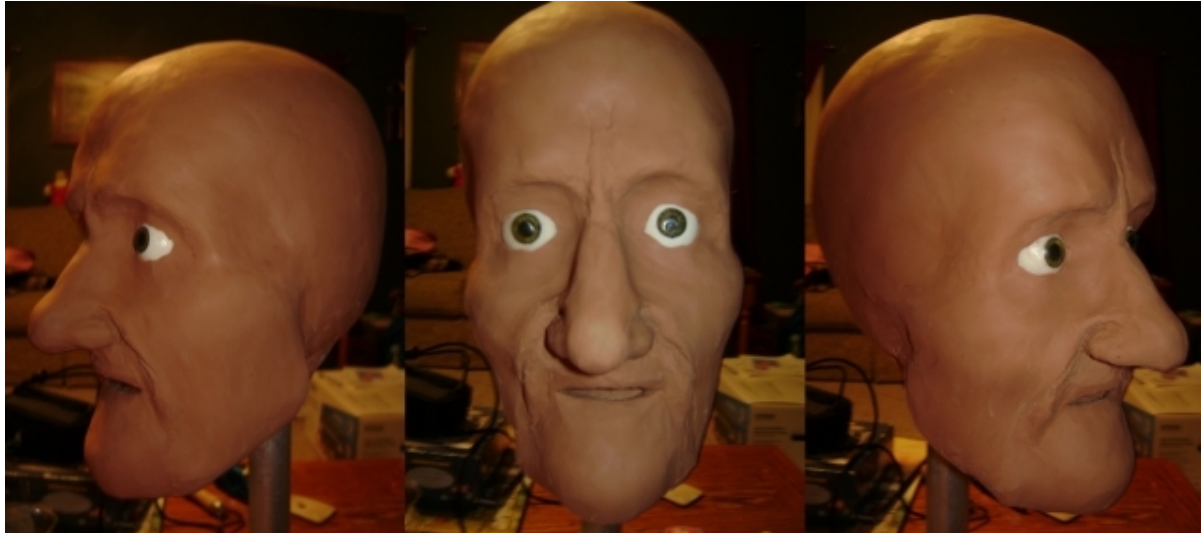
To

the chin area



under the cheeks Work each step in and smooth it as you go checking to make sure everything stays even on both side of face

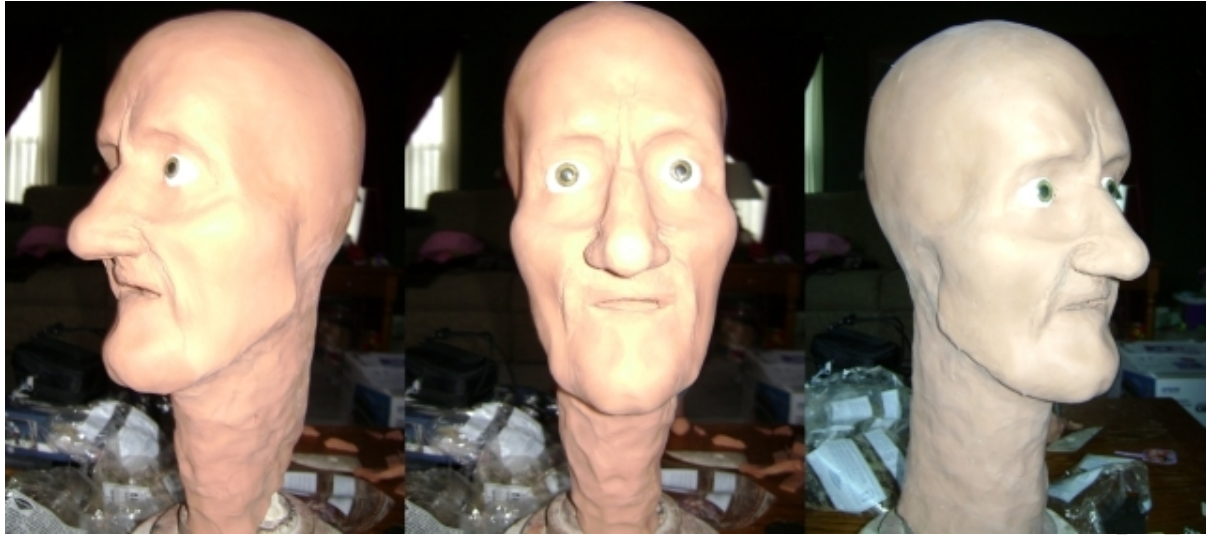
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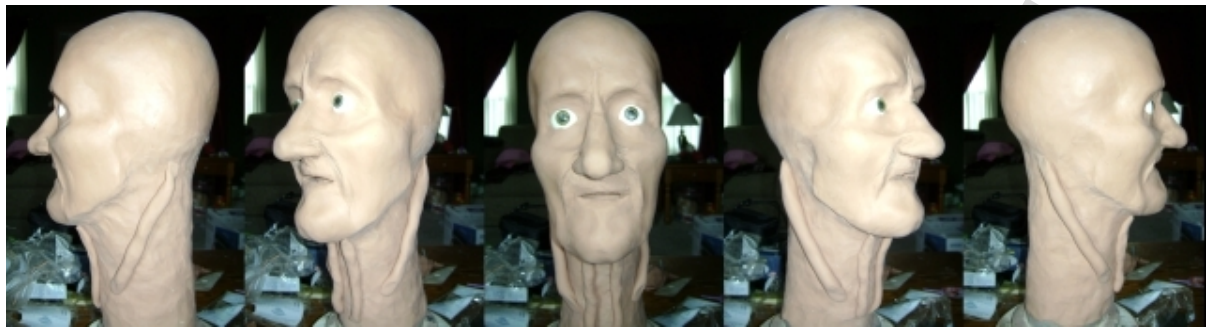
snipit :Ok, I raked my head more gently and it seems to work better. I still find I need to smooth it out with some oil (VERY little) to get the rake lines out. Posted by **BlinkyTheHouse Elf** Play I have a question do you make latex skin texture pads? and do you make the back of the nose bulb flush to the face on the cheek? or do you leave a small space and do you make nose nostrils in your sculpts? Your nose looks so pretty..

playxl cut it in just enough to look like its a fold in the skin, or two parts to the face, and I also make the nostrils about 1/4 to 3/8 inch deep just for effect. On to the neck I added foil to the neck, this way you don't use so much clay. now add the clay

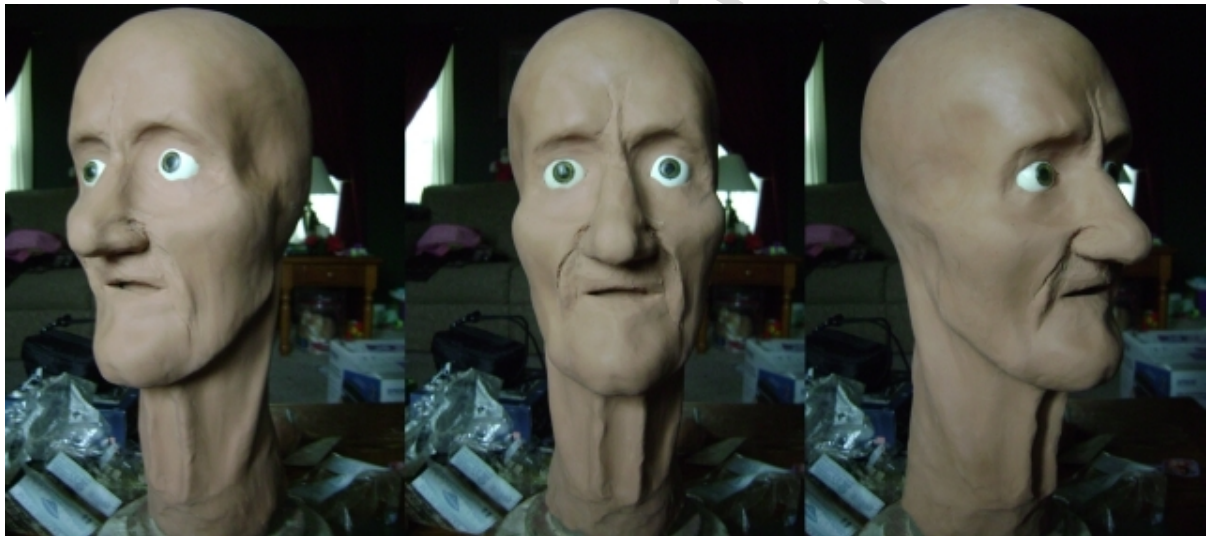




and the neck muscles



smooth it down



Here is a Blinky Tip for those that like the way I did The eyes:
I made a small roll of clay and place it under the eye, I didn't make the normal edge you have under your eye (look in mirror to see you eyes). I put the edge down with a

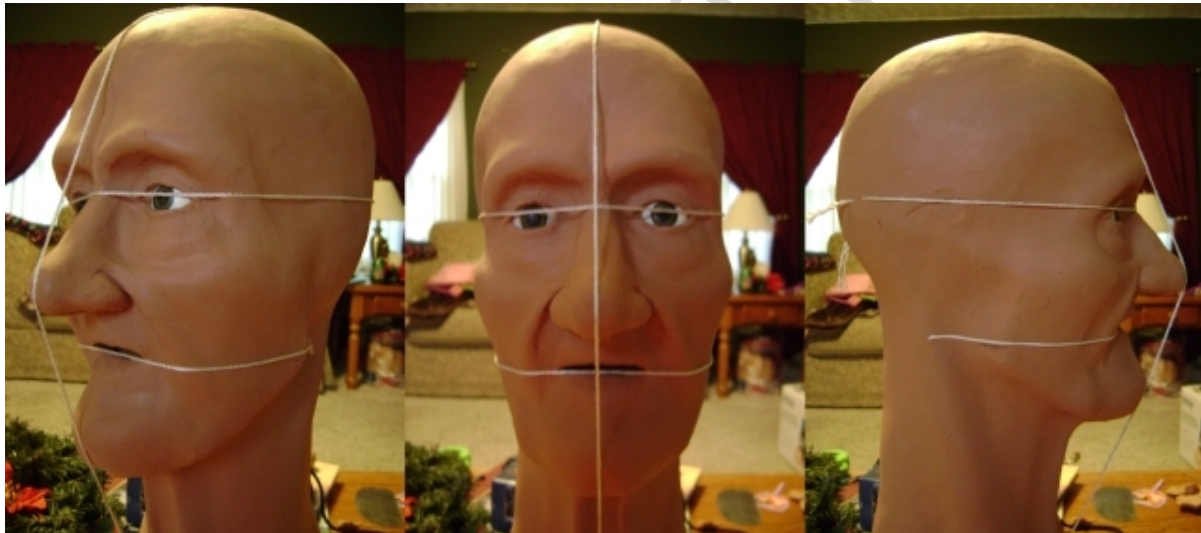
straight cut *TINY* paint brush at a 15 degree angle stippling the soft clay. If the Clay is not soft enough to show marks use a small amount of oil to soft it. Then starting at the corner of the back side of the eye . Take your sharp pointed clay tool that came with you set and start to make lines with the point *LIGHTLY* cutting into clay. then *Super Lightly* go over it with some more oil. and let air Dry..

Now back to you regular program



more pics

I found that if you take sme string and lay it out on the sculpt it gives you an idea of where the ears and you can see if you have things level or not.



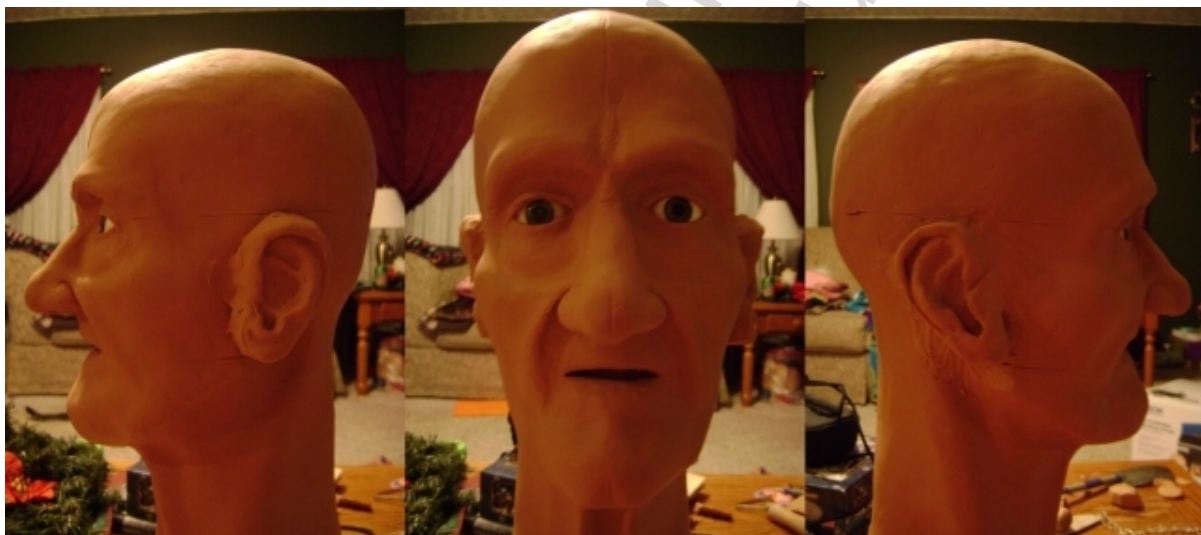
now to work on the ears, lay out a block of clay and start with the outline and work it in



keep adding to it until you have a basic ear shape



the last step I cut around the ear off and place it on the head working the corners in from the front and back



Blinky - I had the basic layout but it wasn't true to the subject, I had to step back and really look at my pic. and my sculpt, I added to the front cheeks, reworked the mouth and folds and the eyes, added to the cheekbones on the side of the face, tweaked the tip of the nose more, tweaked and took some of the sag off the side of the face, Im still looking and working it, I need to bring the chin out, work the eyes more (they really need to set back just a hair) fill in the side of the head more and a few other things (to many to say at the moment), heres a pic (the one in the middle) of some of the changes so far, im doing just alittle at a time.



I use wire, cut it to the length you want and tape it at the end, I bend the tips to get in hard to reach areas, after you use it brush off all the little clay balls and go over the area with a brush and oil so smooth it out.

Heres a good pic of a ear if anyone needs it.

So far this is where im at, im still chugging at it.



Obtained from
Omarshantedtrail.com



Heres a pic of mine so far, im still working the detail on it. Sorry for the bad pics, its a new camera and I don't have it figured out yet.



The veins are just small roles of clay set on the head, I used a flat tool and pinched all the edges down and smoothed with some acetone and tapped and worked it with a stiff brush, alot of the texture is made with a dogbrush and a small stiff paintbrush and I go over with acetone and powder, I do this several times till I get what im looking for.

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