

Seth's Sculpting Bits

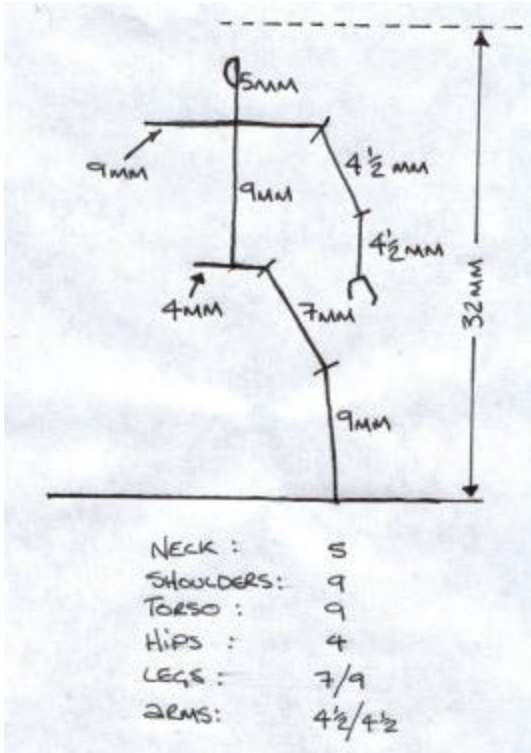
O.k so there was this bloke right. And one day he thought "I know I'll take up sculpting cos that looks dead easy" well 3 years later and lots of pain and hard work ensued (including a move to Edinburgh!) and apparently I became a sculptor. So that no-one else has to go through all that Pete thought that I should probably write a sculpting page for the site (although I think that you should all suffer) which is why this bit of text exists.

The most frequent questions asked recently have been about dollies and armatures, it seems that this is the first step from converting to full figures, so this is where we will start.

Number one priority know your green. At certain stages in it's drying you can do certain things, for example shapes and basic structures can be done while the green is fresh, whereas most detail work should be done when the green is a bit more cured Gary Morley explained it like this: "when first mixed all the molecules are running about and aren't holding together this is when you can shape it. As it cures the molecules bond and it gets more rigid allowing you to create finer detail." This isn't exactly what he said because that was 2 yrs ago but you get the idea.

A knowledge of anatomy is particularly useful, not necessarily proportion more a case of the grouping of muscles on the body i could go on and on about anatomy, but..... I'm not. The best book that I have found for anatomy is "Dynamic Anatomy" by Burne Hogarth, the man is a god. "Anatomy for the Artist" is o.k. but it's more traditional in it's approach (it includes the major arteries etc.... only of use if your doing super detailed zombies!) "Dynamic Anatomy" can be got at amazon, and while your there get "Dynamic Drapery" by the same man (it deals with cloth and how it folds) damn useful.

O.K. anatomy out of the way I will move onto the armature, I make mine out of 30 amp fuse wire (cos it's cheap and easy to find, yet pliable and just under 1mm thick so good for pinning) the basic measurements are shown below:



Two bits of wire are used, one for the legs, one for the torso.

Once you have your basic armature you can "skin/bulk up" the wire. the way that I do this is to get a thin piece of flat green about 0.5mm thick and 8mm by 8mm square (the exact measurements are unnecessary but you get the idea) attach one end of the putty to the wire and smooth around the wire. do this on all the limbs.

Then I put a thick piece of green on the torso followed by a T piece for the shoulders making them about 9mm wide. lets look through the JPEG window.

The next step is to put the muscles onto your dolly (although this is really unnecessary unless your going to do a barbarian etc...)



And there you go next time the trickier bits, although what that will be is up to you people. mail your suggestions to seth@theassaultgroup