

Life Size Head Sculptures

Grand Total project points - earn up to 130 points

1st week – Pick a model (select a famous person) and use oil-based clay to create a **Realistic Head Sculpture**.
Studio time: 4-6 class days.

Select a model and print many pictures to create from. Use approx ½ scale for proportions. Use Styrofoam sphere to build clay upon. Record daily progress with a picture.

2nd week – Complete oil-based clay Realistic Rendering and submit for grading. 20 points possible. Begin the **Research and Development** phase as described below – completion of R&D stage earn up to 10 points.

R & D: View selected clay artwork, develop visual library in sketchbook, begin refining your own ideas, recognize levels of realism ←---→ abstraction, and most importantly define your own direction!

Expectation for students:

1. Collect at least 10 images and ideas in your sketchbook (5 pts). Then define your own intention with ideas and sketches (5pts). Submit in Google Classroom by end of week 2. Not accepted after week 2.

Clay artists using the head as a form of expression/creation

1. James Tyler - <http://www.tylersculpture.com/pages/tyler%20information%20b.htm>
2. Phillippe Farout - <https://philippefaraut.com/>
3. Adrean Arleo - <https://www.adrianarleo.com/portfolio/>
4. Mark Newman - <http://www.anatomytools.com/instructor-bio-mark-newman-w58.php>
5. Mitchell Grafton - <http://graftonpottery.blogspot.com/>
6. Peter Vandenberg - <http://www.squarecylinder.com/2009/11/profile-peter-vandenberge/>

Mark Newman



James Tyler



Adrean Arleo



Laura O'Donnell



Leonid Silveriver



Jack Earl



2nd / 3rd week – Begin building with stoneware clay and use coil or slab technique (or other) with careful attention to support extending areas, consistent thickness, securing clay together per day *and* score and slip daily progress, consistent drying rates, etc. Develop skills with working on a larger scale.

4th week – Continue construction and begin detail work. Use various methods to keep your clay work in a workable leatherhard stage. When finished, allow for slow drying, check regularly to prevent/fix cracking. Submit your finished project for grading.

Submitting Oil-based Realistic Head up to 20 pts

1. Meets Due Date – 2 points
2. Meets or Exceeds Assignment Objectives – 5 points
 - a. Created in oil-based clay
 - b. Hollow interior (originally with Styrofoam core)
 - c. Modest scale approximately ½ life size
3. Skills improvement / applying new knowledge – 5 points
 - a. Realistic Human Proportions for male or female
 - b. All general features included; brow, nose, eyes, lips, ears, hair
4. Quality Craftsmanship – 5 points
 - a. Skin-like surfaces
5. Effort and use of time – 3 points

Submitting Stoneware Clay Head Sculptures up to 100 points

1. Meets Due Date – 10 points
2. Meets or Exceeds Assignment Objectives – 20 points
 - a. Size between ½ and full size
 - b. bust of head (not necessarily human)
3. Skills improvement / applying new knowledge – 20 points
 - a. Consistent thickness of clay
 - b. Made hollow with paper mold, coil building, or solid and carved the inside
4. Creativity and Originality – 20 points
 - a. Include details, texture, features to enhance lifelike qualities (not necessarily human)
 - b. Consider props, hats, accessories
5. Quality Craftsmanship – 20 points
6. Effort and use of time – 10 points

Suggestions for finishing:

Chemical Staining / Glazing (to be fired again in the glaze kiln) OR Dry brush painting with acrylic paints

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