

Totem Animals Clay Sculptures

Working with clay is an exciting way to explore making 3D shapes that can stand on their own! Learn how to model clay, form skeleton-like armatures, and bond pieces of clay together to create your own unique animal totem!



Materials

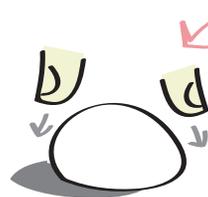
- ½ lb. Air-Dry Clay
- Water
- 2 Skewers
- 3 Toothpicks
- Plastic Knife
- Rag Towel

1 Prepare

- Divide the clay into 2 equal parts
- Set 1 part aside
- Roll 1 part into a cylinder
- Separate the cylinder into 4 pieces
- Roll each one into a ball
- End up with 4 clay balls
- Break bamboo skewer into 4 pieces

2 Animal Totem Steps

Use 4 clay balls, 1 bamboo skewer and 2 toothpicks.

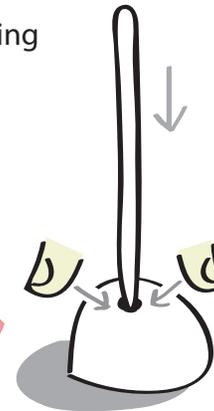


① Base - 1st ball of clay

1. Place largest clay ball on table.
2. Press edges firmly down using your thumbs.

② Armature - Internal support or "skeleton"

1. Push skewer down through center of base.
2. Pinch clay around stick, making sure that the sculpture can stand up.



♥ Clay words

Score: scratch clay surface with a toothpick.

Slip: a mixture of water and clay that acts like glue between two pieces needing to be joined.

Blend: use fingers to blend clay in areas that were joined together to smooth out cracks.



Pro Tips

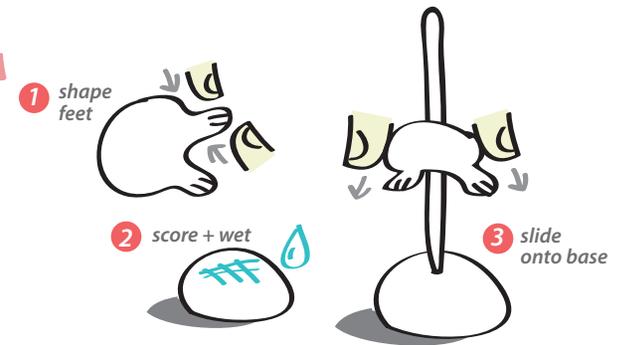
Turn sculpture around to make sure it looks good on all sides.

Try not to make the clay edges too paper-thin or they will break easily.

Don't apply too much water or the clay will become like mud and hard to use.

③ Legs/Feet - 2nd ball of clay

1. Gently, squeeze and pinch the clay to create feet.
2. Score the clay surface of the base with a toothpick where it will be attached and the underside of the feet. Dab with water where you have scored.
3. Slide the feet onto the base, over the skewer.

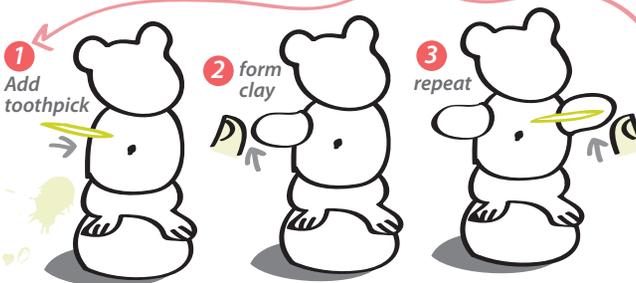


④ Body - 3rd ball of clay

1. Shape the midsection of your animal.
2. Score + wet both pieces.
3. Slide ball over skewer onto base and use fingers to blend the clay where they connect.

⑤ Head - 4th ball of clay

1. Push, pinch and pull to make face.
2. Score + wet both pieces.
3. Slide onto the skewer and blend.



⑥ Arms - Using extra clay

1. Break a toothpick in half and stick into side of body.
2. Form arm, score + wet both pieces, slide onto toothpick, and blend.
3. Repeat steps above to create an arm on the other side.

⑦ Tail - Using extra clay

1. Shape a tiny piece of clay for a tail.
2. Score + wet both pieces.
3. Attach tail to body and blend.



8 Eye details

1. Use a plastic knife to create brows.
2. Use a toothpick to make eyes.



Upload a picture of your art to www.groundworkarts.com/share

- 1 Add toothpick
- 2 Form clay
- 3 Draw mouth

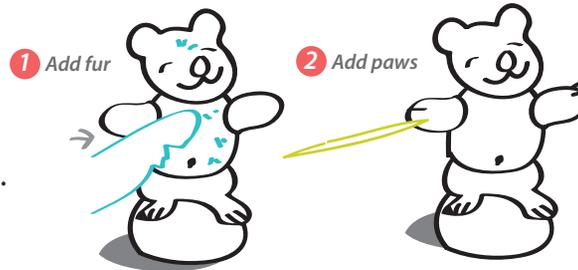


9 Snout and Mouth

1. Insert a small piece of toothpick.
2. Form snout, score + wet both pieces, slide onto toothpick, and blend.
3. Use a toothpick to make nostrils and mouth.

10 Extra Details

1. Create texture for the fur by using the rough edge of a knife or toothpick.
2. Use a toothpick to add definition to paws.



3 Make your own creation!

Using the skills you just learned and extra clay, experiment with making another sculpture. It could be an object or animal from real life, make believe, or even something abstract! Use your imagination and have fun working with the clay!!



Watch the how-to video!

Get more Clay Sculpture tips and info at:
www.groundworkarts.com/p20-totem-animals



Clay words

Score: scratch clay surface with a toothpick.

Slip: a mixture of water and clay that acts like glue between two pieces needing to be joined.

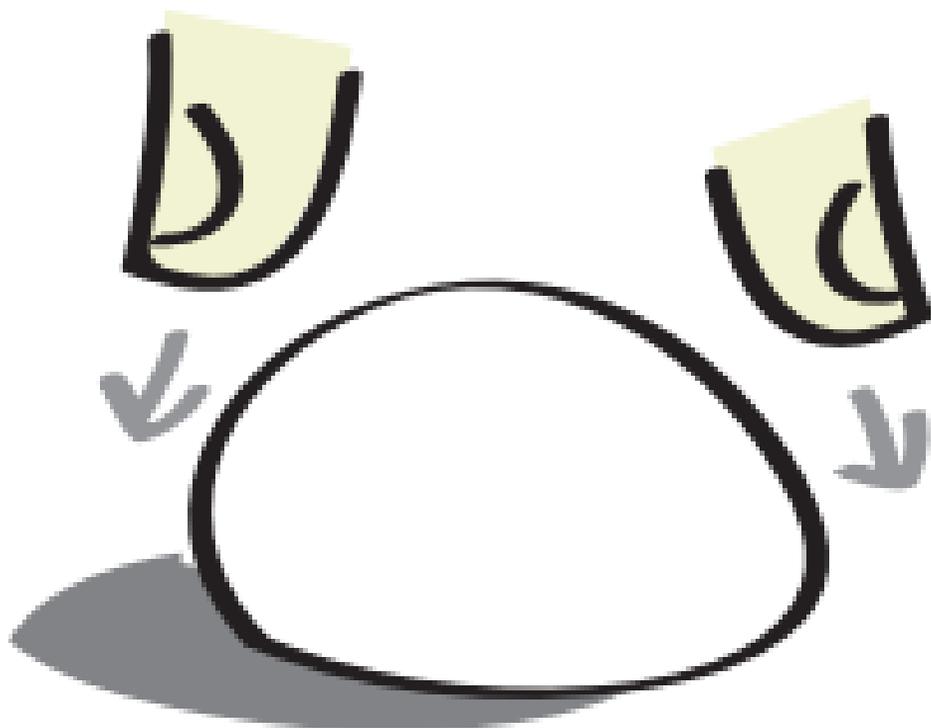
Blend: use fingers to blend clay in areas that were joined together to smooth out cracks.

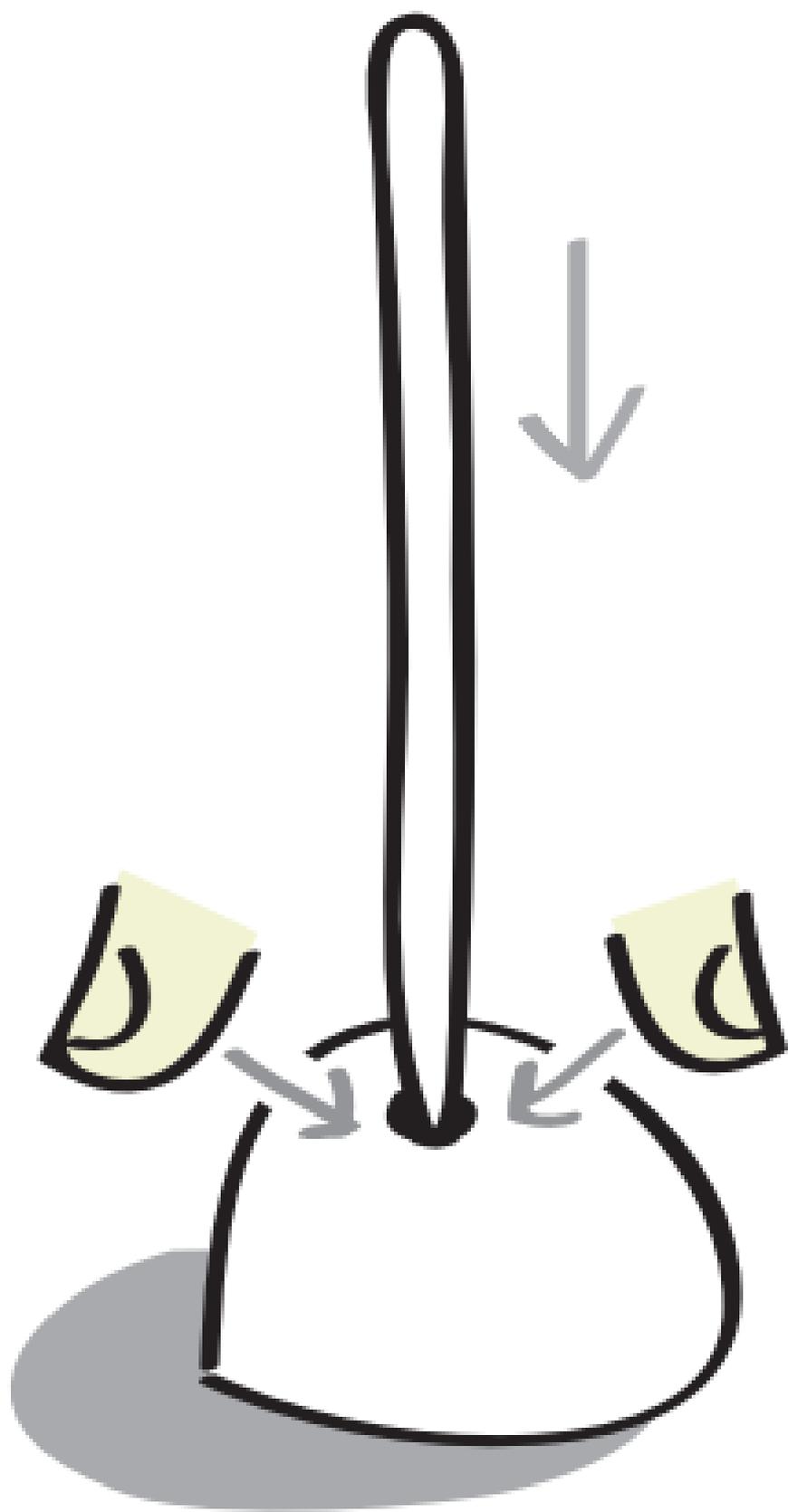
Pro Tips

Turn sculpture around to make sure it looks good on all sides.

Try not to make the clay edges too paper-thin or they will break easily.

Don't apply too much water or the clay will become like mud and hard to use.

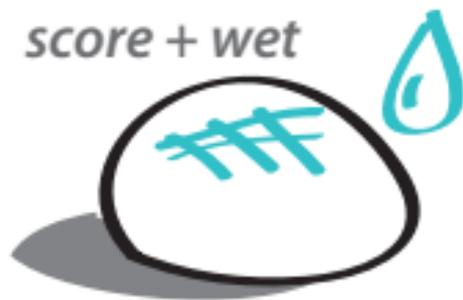




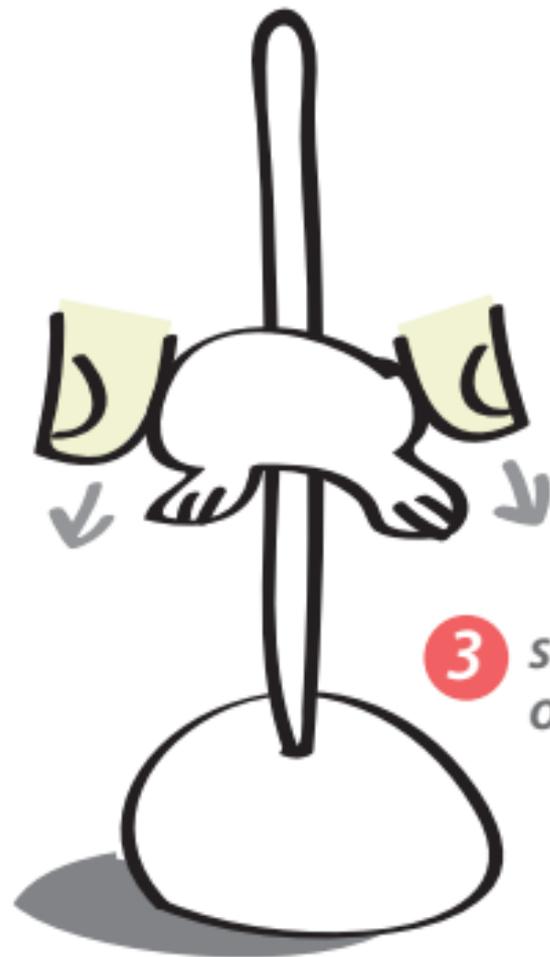
1 *shape feet*

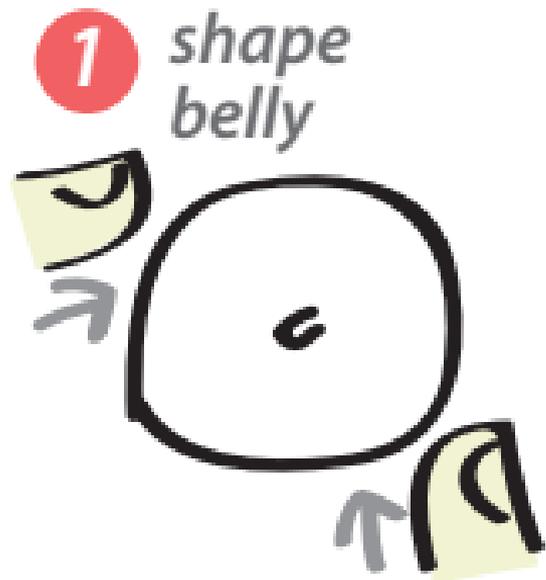


2 *score + wet*



3 *slide onto base*

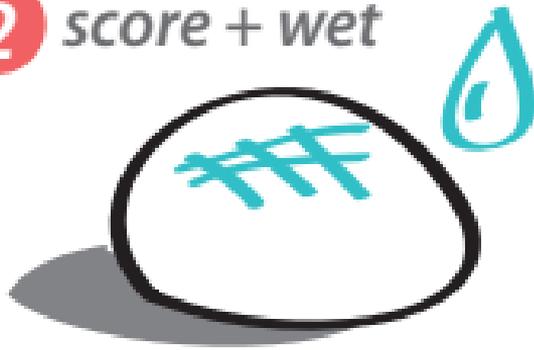




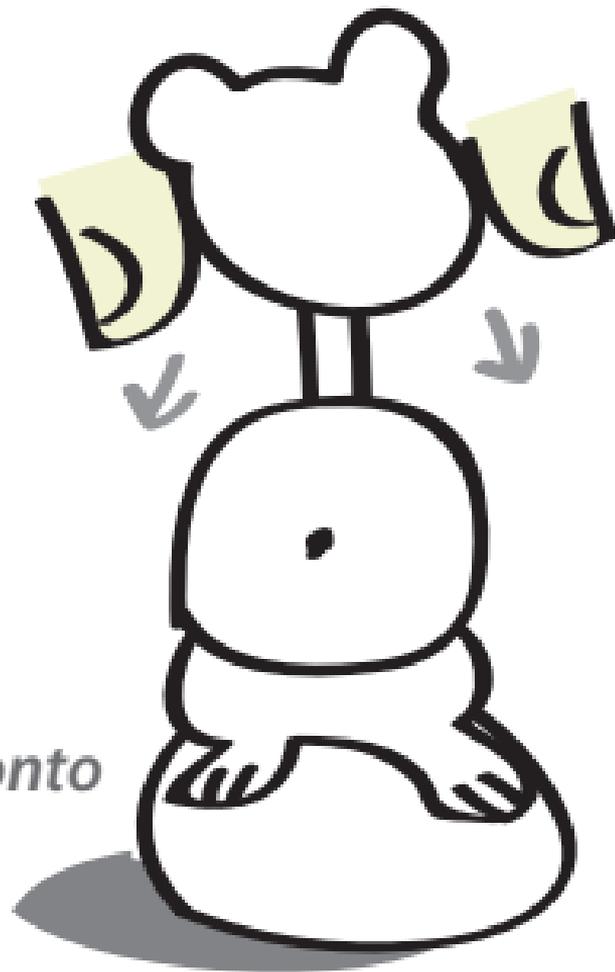
1 *shape face*



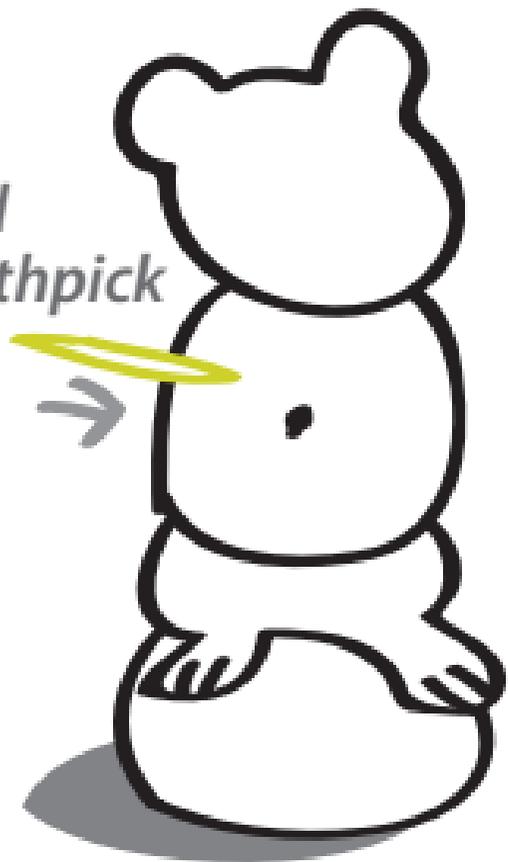
2 *score + wet*



3 *slide onto base*



1
Add
toothpick



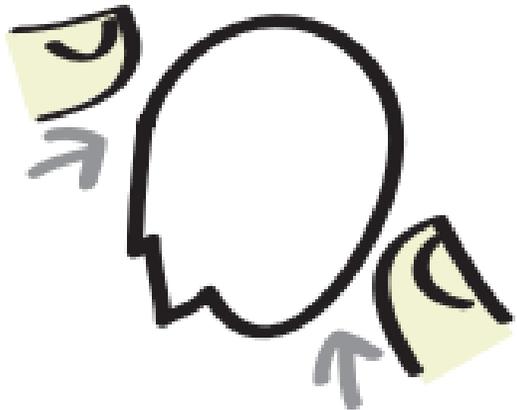
2 form
clay



3
repeat



1 *shape tail*



2 *score + wet*

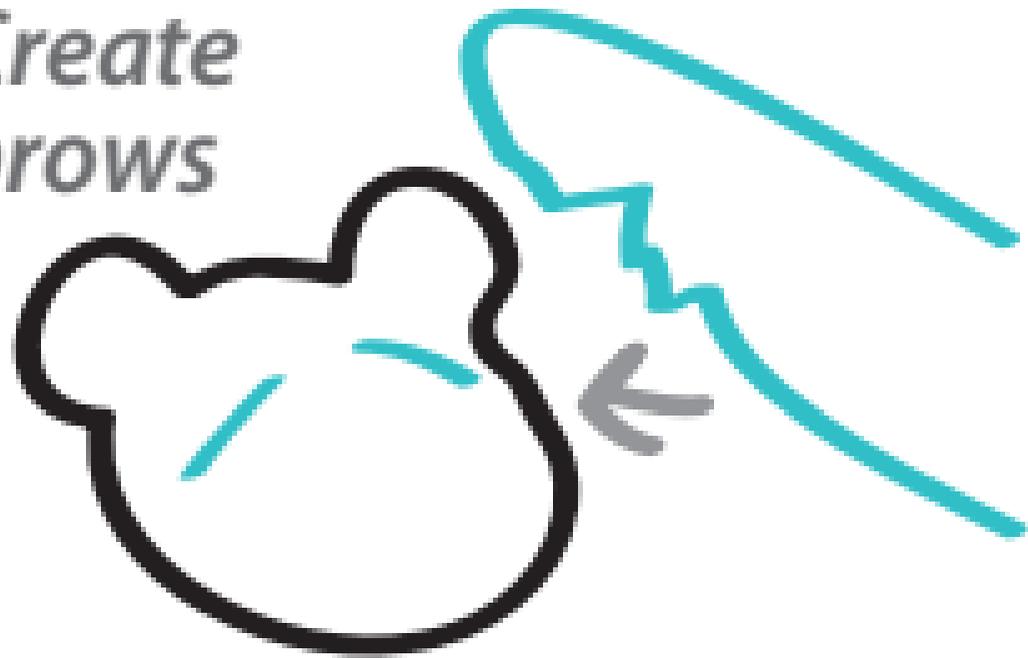


3 *attach*



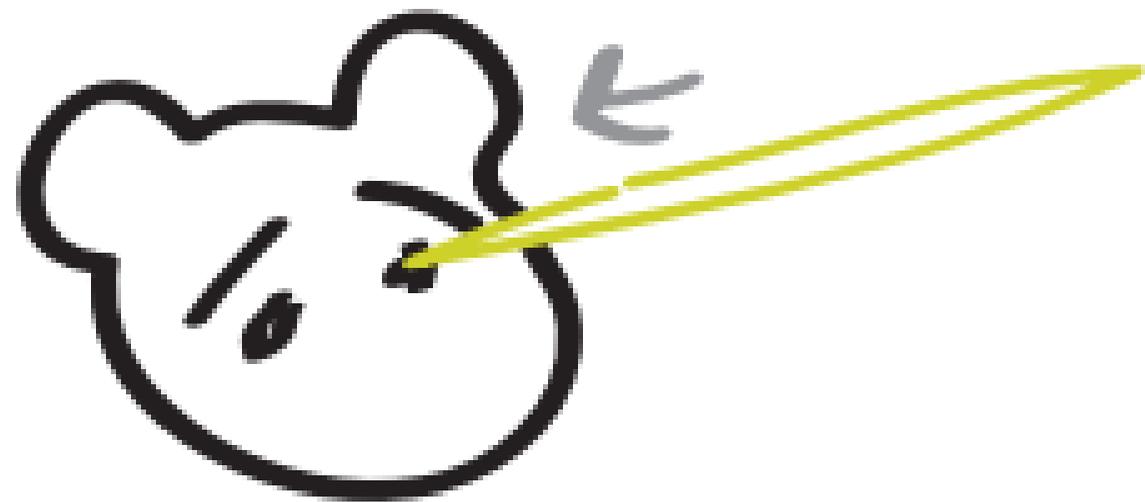
1

Create
brows



2

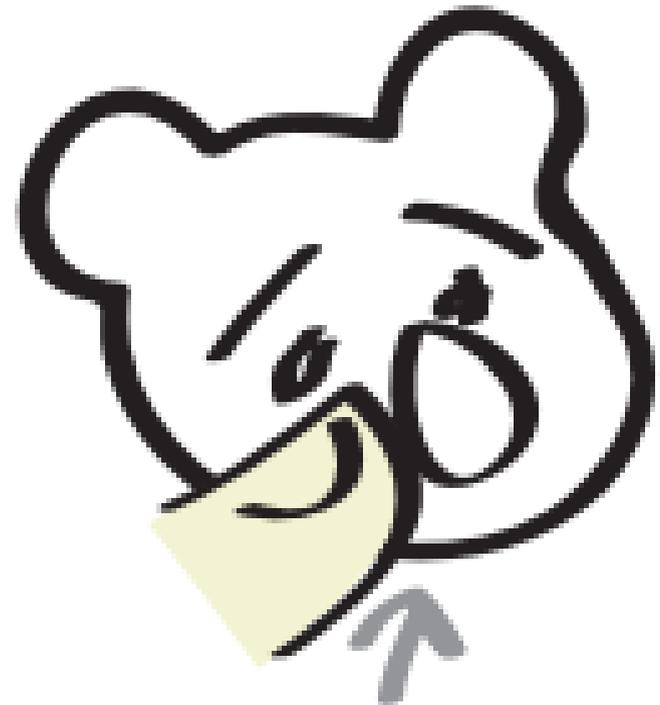
Add eyes



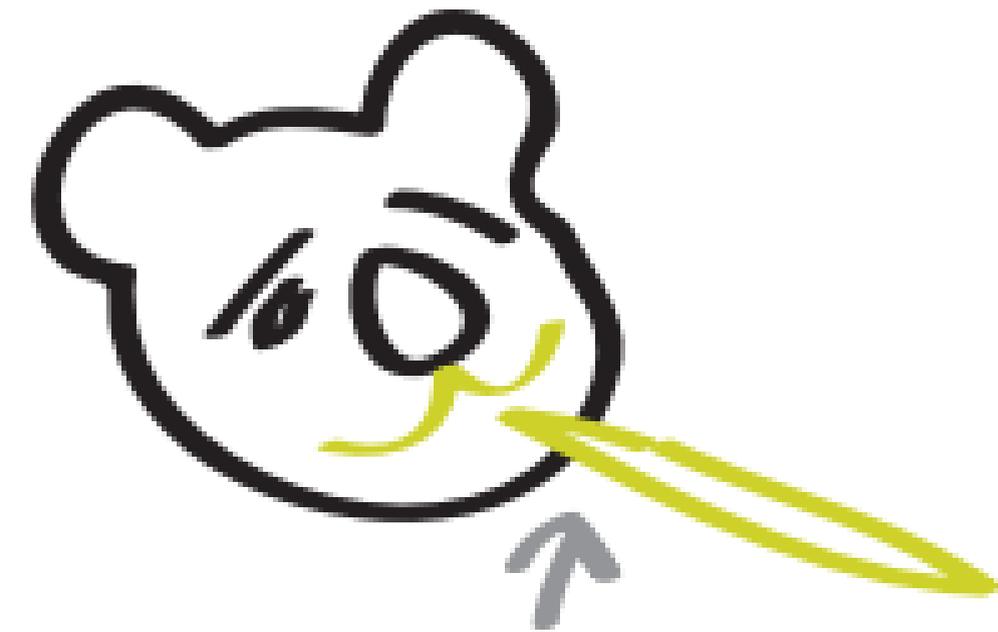
1 Add toothpick



2 Form clay



3 Draw mouth



1 Add fur



2 Add paws

