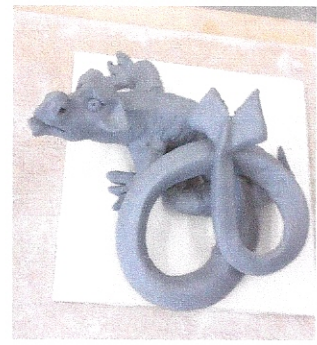


Gargoyle



Tools: Needle tool, modeling stick, sponge, texture stamps

Steps:



Body: Begin by making a large coil, making it fat at one end, and skinny at the other. The skinny end will be the tail.

- ◆ Add texture if you'd like, rolling stamps across the coil or rolling the coil across a texture mat.



Head: Start with a ball of clay and squish it into a basic head shape. Think about how birds' heads are shaped, or snakes, or any animal you can imagine.



- ◆ Poke holes into the side of the head for eye sockets and press in tiny balls of clay to make eyes. Using your needle tool or modeling stick, make eye dots.



- ◆ Cut a slice for the mouth, and smooth out your cut with the modeling stick



- ◆ Add nostrils using little balls of clay with holes in the center.

Whenever you attach anything to the head, make sure you slip and score!



Legs: Make four coils, or however many legs your creature needs.

- ◆ Again, make the coils fat at one end and skinny at the other.



- ◆ Take small balls of clay, and shape them into feet, one for each leg you've made



- ◆ Texture the legs too if you'd like

- ◆ Attach the feet to the legs, using the slip and score method on the skinny end of the legs and the top of the feet.

- ◆ Stick the legs to the body, using the slip and score method on the fat end of the legs and the body

Tail and Extras: Starting with a ball of clay, flatten it onto the table top, and cut it into a tail fin shape.

- ◆ Texture this too.

- ◆ Add spines, wings, big ears, and anything you think might look cool on your creature.

