SCENCEABLE'S UNICORN SCULPTURE TUTORIAL!



FIRST OFF, A LIST OF WHAT YOU WILL NEED.

-CLAY... I USE SUPER SCULPEY AND SUPERFLEX, BUT YOU CAN USE REGULAR SCULPEY OR SCULPEY FIRM OR WHATEVER.

-TOOLS, SUCH AS STYLUS TOOLS, EXACTO KNIFE, PLIERS, WIRE CUTTER, ETC

-HAIR... I USE VISCOSE AND SURI ALPACA ROVING HERE, BUT TIBETAIN LAMB FUR, DOLLYHAIR, AND MOHAIR ARE POPULAR CHOICES AS WELL.

-ACRYLIC PAINT, AND OTHER EMBELLISHMENTS LIKE PEARL EX POWDER AND GLITTER.

-MATTE SPRAY

-TIN FOIL AND ARMATURE WIRE (14 GAUGE)

-MINERAL/OLIVE/VEGETABLE/CORN OIL FOR SMOOTHING.



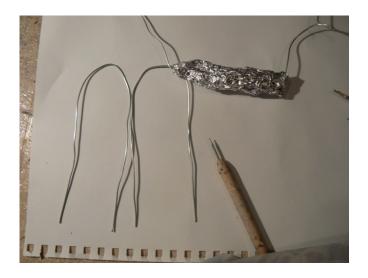
FIRST OFF, YOU NEED AN ARMATURE. I START WITH A LONG PIECE OF WIRE (14 GAUGE) AND BEND IT INTO THE SHAPE OF THE HORSE'S HEAD, HORN, NECK, BODY, AND TAIL. THIS IS SHOWN IN THE PHOTO ABOVE. I LEAVE THE HORN AND TAIL VERY LONG, IN CASE I NEED TO LENGTHEN THE NECK OR BODY LATER.



I START BY PUTTING A BIT OF FOIL AROUND THE WIRE. THEN I STAB HOLES IN IT WHERE THE LEGS GO.



YOU CAN USE A SMALL STYLUS OR A PIN TOOL.



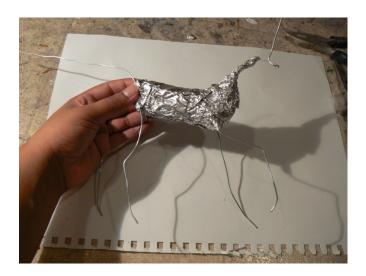
Now I add the legs. I make two U shapes. Make sure they are quite wide, and also long. In fact, it is better to make the legs too long, because that way you ensure they are long enough. There is nothing worse than short legs... you can't fix them.



AFTER THE LEGS ARE IN, USE LONG STRIPS OF FOIL AND WRAP AROUND THE LEG JOINTS TO KEEP THEM SECURE.



MAKE SURE THE FOIL IS PACKED TIGHTLY.



THE ARMATURE IS NOW DONE. EASY, RIGHT?



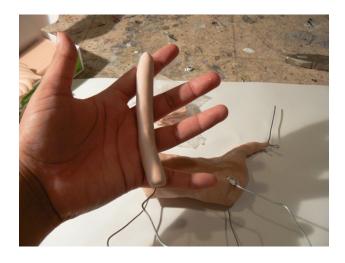
MAKE SURE IT STANDS UP PROPERLY, OR ELSE ADDING THE CLAY WILL BE DIFFICULT.



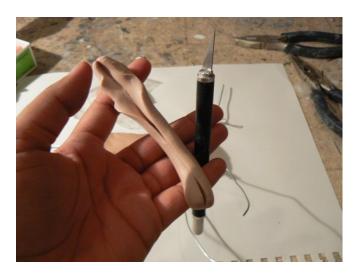
NOW I ADD A THIN LAYER OF CLAY TO THE BODY. THIS IS SUPER SCULPEY.



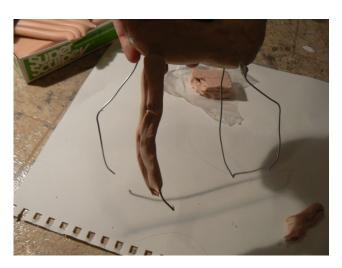
I HAVE NOT ADDED MUSCLES OR ANYTHING YET, JUST THAT FIRST LAYER.



NEXT I MAKE THE LEGS. TAKE A SNAKE OF SUPERFLEX. MAKE SURE THE SNAKE IS QUITE LARGE.



CUT IT DOWN THE MIDDLE WITH AN EXACTO.



NOW PRESS IT ONTO THE WIRE. MAKE SURE THAT IT IS ON TIGHT. ALSO START WITH A LEG THAT IS ON THE GROUND. IF YOU START ADDING CLAY ONTO THE RAISED LEG, THE SCULPT WILL FALL OVER.



I SMOOTH IT NOW. I DO NOT MAKE THE HOOF YET.



THE OTHER FOUR LEGS GET THE SAME. AS YOU CAN SEE, SUPERFLEX COMES IN MANY FUN COLORS.



Now I start to add muscles. Just add a blob of clay wherever needs bulking out, and smooth it on.



HER BUTT GETS SOME CLAY!



Now it's starting to look like a horse $\ensuremath{\mathfrak{G}}$



ADDING TO THE NECK AND LEG. NOW FOR FEET!



MAKE A BLOB OF SUPER SCULPEY THAT SORT OF RESEMBLES A HOOF.



THEN STAB IT ONTO THE WIRE.



EVEN THOUGH IN THIS INSTANCE THE SUPERFLEX AND SUPER SCULPEY ARE THE SAME COLOR, PLEASE NOTE THAT THEY DO NOT LIKE TO MUSH TOGETHER. MAKE SURE YOU SQUISH THEM TOGETHER PROPERLY, AS FEET ARE A MAJOR SUPPORT FOR THE SCULPT. THEY HAVE TO BE MADE FROM SCULPEY SINCE IF THE ENTIRE LEG WAS SUPERFLEX, THE HORSE WOULD FALL OVER.





AFTER GETTING HER FEET AND SOME MORE BULKING OUT, THE CLAY IS REALLY SOFT. I CHUCK HER IN FRONT OF THE FAN FOR A FEW MINUTES TO COOL THE CLAY DOWN.



WHILE WAITING, I DECIDE WHICH EYES TO USE. THE REGULAR ONES I USE ARE THE 6MM RESIN EYES, BUT THEY ARE TOO SMALL FOR THIS (I LIKE MY HORSES TO HAVE BIG EYES) SO I AM GOING TO USE

THE 8MM GLASS EYES. FOR BEGINNERS, GLASS EYES ARE ALWAYS BETTER, SINCE YOU CAN CLEAN THEM WITH ACETONE.



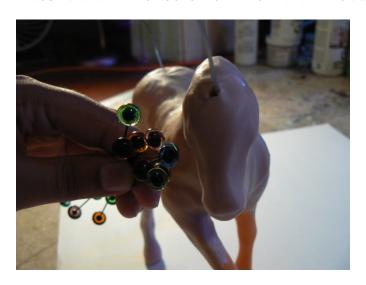
TO PREPARE FOR THE EYES, I HAVE TO GET THE FACE TO THE RIGHT GENERAL SHAPE. I REFINE THE FACE FIRST SINCE I DON'T TOUCH IT AT ALL WHILE SCULPTING THE REST OF THE HORSE.



I FIND PINCHING WORKS BEST TO MAKE THE NOSE LOOK RIGHT.



MAKE SURE EVERYTHING LOOKS RIGHT FROM EVERY ANGLE.



Now to choose a color. I am going with the light blue eyes, since the pupils seem smaller.



THEY COME ON WIRE, SO I HAVE TO CUT THEM OFF. ON SMALLER EYES, IT IS PRUDENT TO LEAVE A BIT OF WIRE TO STICK INTO THE SCULPT, BUT FOR THESE SIZE I CUT ALL OF THE WIRE OFF.



MAKE SURE TO CUT LARGE HOLES TO INSERT THE EYES, SINCE YOU WANT THE EYE TO BE INSIDE THE HEAD, NOT SORT OF STUCK OUTSIDE.



I LOOK AT THE FRONT WHEN I ATTACH THE EYES. MAKE SURE THE EYES ARE LOOKING FORWARD, AS WELL AS BEING SHOWN FROM THE SIDE.



Now cover the outside of the eyes over in clay. Make sure to keep an area of clay above the eyes.



NOW I WORK ON UNDER THE HEAD. I CUT A Y SHAPE WITH THE SMALLEST STYLUS.



VIEW OF THE Y SHAPE.



BECAUSE MY FINGERS CAN'T SMOOTH THAT AREA, I USE SOME OLIVE OIL ON A BRUSH FOR THIS. DO NOT USE A LOT; IT WILL GET TOO SLIMY.



I TAKE A LOOK AT THE HORSE FROM A DISTANCE, AND NOTICE, UNFORTUNATELY, THAT THE HEAD IS WAY TOO SMALL.





THAT'S BETTER.



SINCE HER NECK IS BENT INWARDS, I ADD WRINKLES.



HERE I HAVE SMOOTHED EVERYTHING OUT. BE SURE THAT THE CHEEKS ARE WIDE, AND CIRCULAR.

ALSO MAKE SURE TO HAVE A FAIRLY LARGE CHIN.



Now I grab some superflex. Green, just for fun, to make the horn.



KNEAD THE CLAY WELL, THEN MAKE IT INTO A HORN SHAPE.



THEN STAB IT STRAIGHT THROUGH THE WIRE.



MAKE SURE IT IS ONE SECURELY, AND SMOOTH.



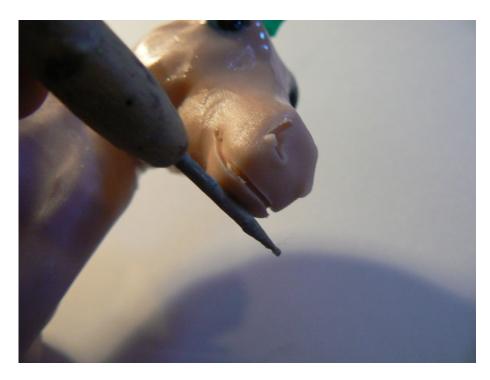
TIME FOR THE MOUTH AND NOSE. USING THE SMALL STYLUS, OR A PIN TOOL, DRAW IN TWO HOLES FOR THE NOSE, AND A LINE WHERE THE MOUTH GOES.



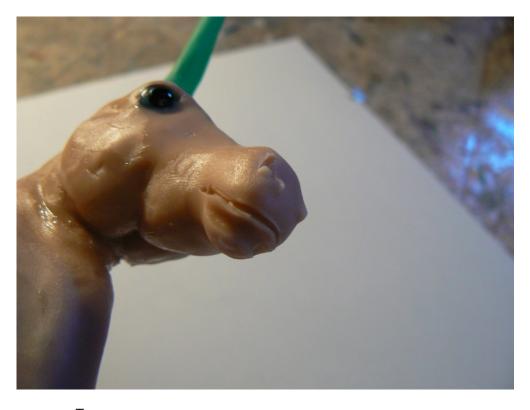
THIS IS WHAT YOU SHOULD HAVE.



THIS IS WHY I START WITH THE HEAD. SEE ALL THE FINGER DENTS?



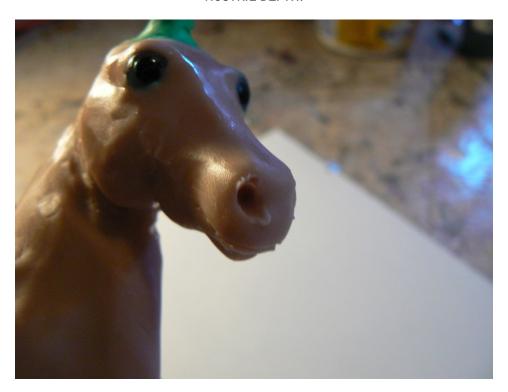
Take the edge of the tool and make a dent just under the mouth line. This is how I make the chin.



THEN USE SOME OIL AND YOUR FINGERS AND SMOOTH IT OUT.



For the nose, use a large stylus and push into the clay. Push quite far up, to give the nostril depth.



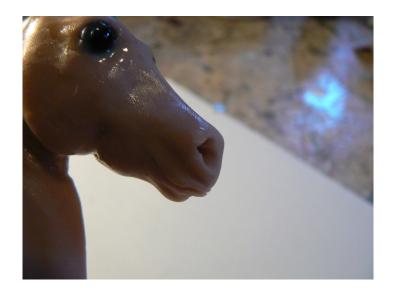
DO THIS TO BOTH SIDES, THEN CHECK TO MAKE SURE THEY LOOK EVEN.



THEY LOOK EVEN ☺

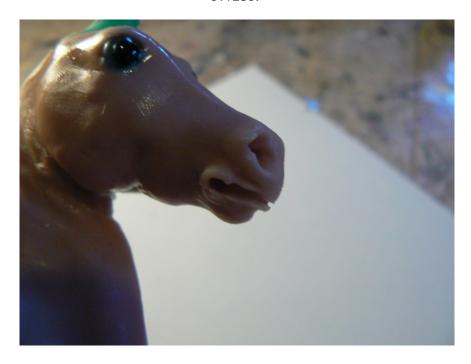


NEXT, MAKE A DENT UNDER THE NOSTRIL.





Now, to add depth to the mouth, squish the corners of the mouth up with a large stylus.



YES, SHE LOOKS LIKE A MONSTER! JUST SMOOTH OUT/ CLOSE THE MOUTH NOW.



See how there's a ridge at the corners now? This is good $\ensuremath{\mathfrak{G}}$



AGAIN, CONTINUOUSLY CHECK FOR EVENNESS.



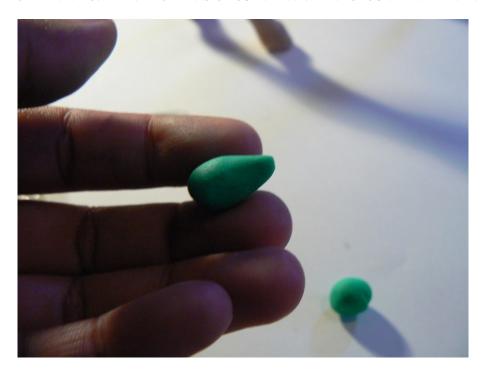
NOW MAKE A LITTLE DENT NEAR THE CHEEK.



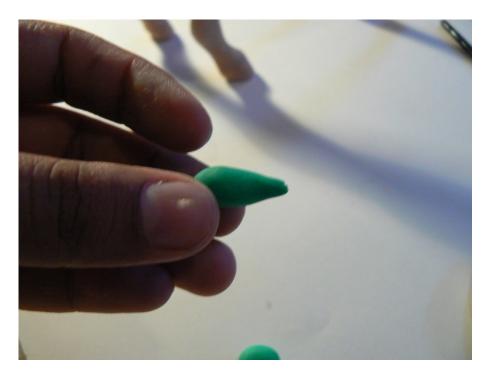
THEN SMOOTH IT OUT. DO THIS ON THE OTHER SIDE TOO



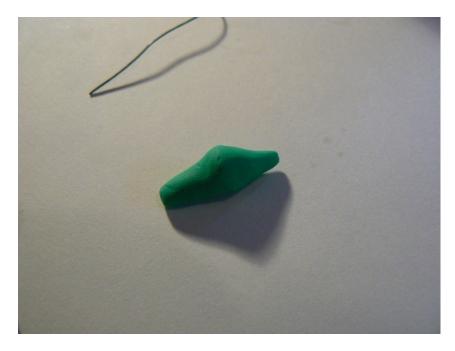
Now for the Ears! Take two balls of superflex. They should be fairly large.



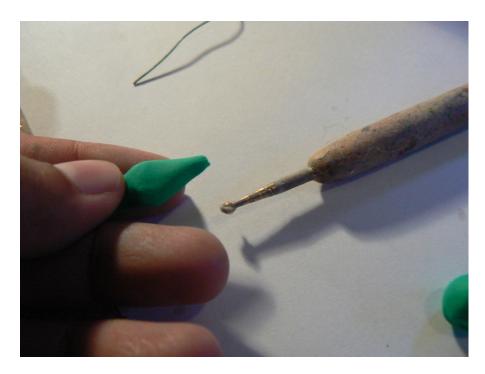
TWIST THE BALL INTO A SORT OF CONE SHAPE.



TWIST THE BASE OF THE EAR BACK AND FORTH



YOU SHOULD GET SOMETHING LIKE THIS.



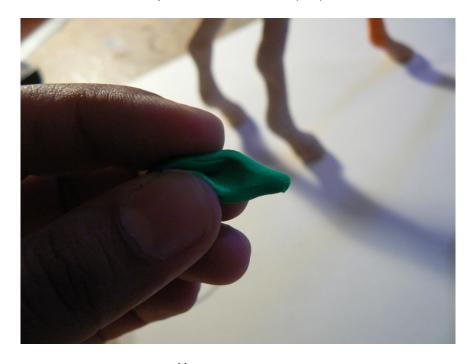
USE THE LARGE STYLUS AND CUT A HOLE INTO THE EAR



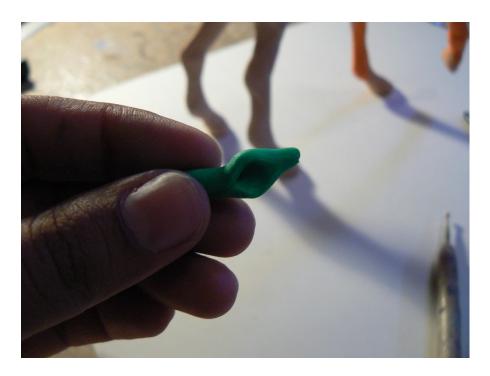
LIKE THIS.



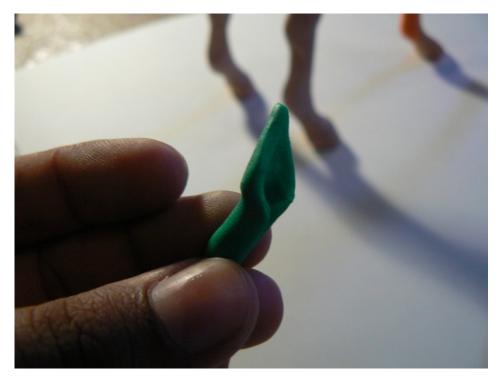
SMOOTH THE EAR OUT, AND SQUISH IT FLAT (ISH) WITH YOUR FINGERS.



THIS IS THE MOST IMPORTANT PART. USE YOUR FINGERS AND PINCH THE BOTTOM OF THE EAR TOGETHER. THIS GIVES IT THE DEFINITIVE EAR SHAPE!



TWIST THE BOTTOM OF THE EAR INTO A LONG ROD TYPE SHAPE.



LIKE THIS.



CHECK TO MAKE SURE IT'S THE RIGHT SIZE BEFORE MAKING THE OTHER EAR.



TRY TO BEND THE TIPS OF THE EARS TOWARDS EACH OTHER SO THAT THEY MATCH. DON'T WORRY IF YOUR EARS ARE IRREGULAR OR ODD SHAPED, JUST MUSH THEM UP AND TRY AGAIN. IT TAKES PRACTICE TO MAKE THEM RIGHT, AND OFTEN TAKES ME 3 OR 4 GOES TO MAKE THE FIRST ONE. THE SECOND IS ALWAYS HARDER, SINCE YOU HAVE TO MAKE IT LOOK THE SAME. DON'T GIVE UP!



HERE'S WHERE THE IMPORTANCE OF THE RODS COMES IN. I DON'T ATTACH ANY PART OF THE EAR TO THE SCULPT, JUST THE LONG RODS.



EVEN THOUGH THEY POINT FORWARDS, I LIKE MY EARS TO POINT SLIGHTLY SIDEWAYS TOO.



SMOOTH THE BASES OF THE EARS ON CAREFULLY. USE OIL IF YOU HAVE TO. I ALSO USE THE LARGE STYLUS AND STAB IT INTO THE EAR, TO WIDEN IT AND TO GROUND THE EAR TO THE SCULPT.



NOW I USE A BRUSH WITH OIL TO MAKE LITTLE DENTS ABOVE EACH EYE.



NEXT I DRAW IN A VEIN UNDER EACH EYE WITH THE SMALL STYLUS.





I HAVE DRAWN IN A Y SHAPE FOR THE VEIN, AS WELL AS AN EYELID UNDER THE EYE.



DO THIS TO BOTH SIDES THEN SMOOTH IT OUT WITH THE OIL AND BRUSH.



Now I am going to refine the LEGS.



I AM USING SUPER SCULPEY HERE. AS I MENTIONED, IF THE ENTIRE LEG IS SUPERFLEX, THE SCULPT WILL NOT STAND. JUST A BIT OF THE LEG NEEDS TO BE FLEXIBLE TO PREVENT BREAKAGE.



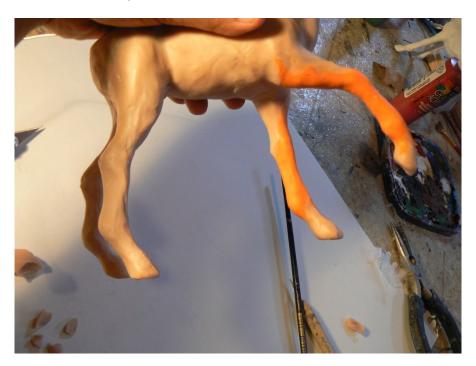
MORE GENERAL REFINING.



NOW I NEED TO SHAPE THE HOOVES. THEY ARE TOO BIG, SO I CUT THEM WITH THE EXACTO. I ALSO PRESS THEM TO THE GROUND TO MAKE SURE THEY ARE FLAT.



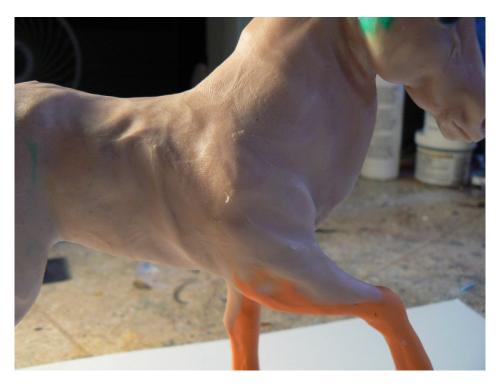
I SMOOTH THEM OUT, AND MAKE SURE TO LOOK AT THEM FROM ALL ANGLES.



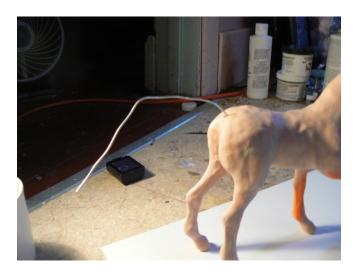
NOW THE LEGS LOOK HALF DECENT.



Now I work on the front of the horse. I am working backwards, leaving the stomach to last, since that's what I hold onto most.



 $\mbox{\sc I}$ Don't look at refs much, but $\mbox{\sc I}$ have a general idea of the muscles here, so $\mbox{\sc I}$ squish them in with my fingers.



OH MY, LOOK AT THAT TAIL.



EVEN THOUGH IT WILL BE POSEABLE, I MAKE IT A NICE SHAPE ANYWAYS.



THIS TIME, I HAVE TO USE WHITE SUPERFLEX, SINCE I AM NOT PAINTING THE TAIL (I DON'T WANT THE PAINT TO CRACK WHEN POSED). I MAKE A LONG SNAKE AND CUT IT DOWN THE MIDDLE.

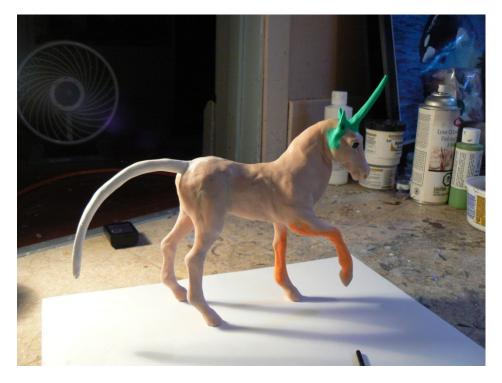




STICK IT ON THERE AND SMOOTH IT OUT. MAKE SURE THE CLAY IS THIN IF YOU WANT IT TO BE POSEABLE.



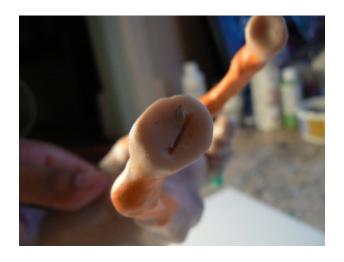
Ѕмоотн ☺



SHE'S GETTING THERE.



NOW I AM GOING TO CARVE OUT HER FEET. YES, EVEN THE ONES THAT SHE'S STANDING ON.



GAUGE A LINE WITH THE SMALL STYLUS.



AND ANOTHER ONE. YES, WIRE POKING OUT CAN BE A PROBLEM HERE.



USE THE LARGER STYLUS TO MAKE A DENT AT THE END OF THE FROG.



USE YOUR FINGERS TO PINCH OUT THE HOOF WALL.



YAY FOR PRETTY FEET!



MAKE A NECK DENT, AND SHOULDER MUSCLES, LIKE THIS.



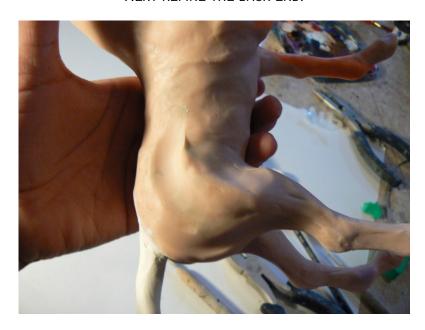
CUT A SLIT FOR THE MUSCLE HERE.



USE OIL TO SMOOTH IT OUT.



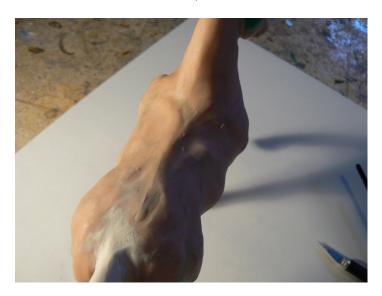
NEXT REFINE THE BACK END.



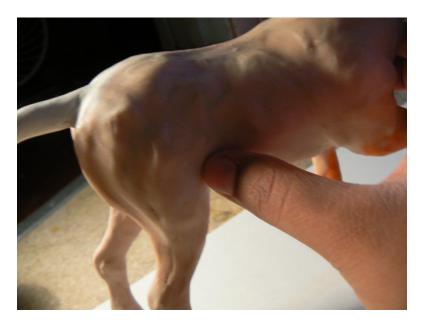
NOW FOR THE BELLY, WHICH IS THE FINAL PART.



SHE NEEDS MORE FATNESS, SO ADD A SLAB OF CLAY.



REFINE THE BACK, WITH A SLIGHT SPINE SHOWING.



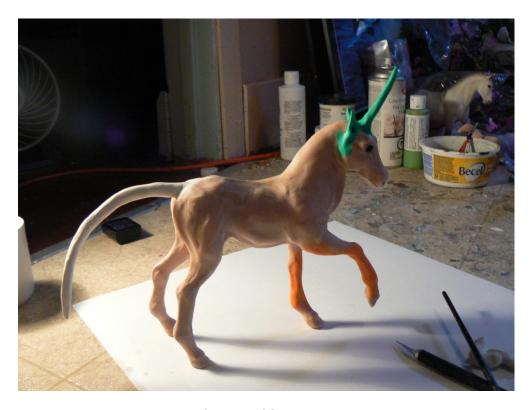
FOR THIS MUSCLE, I ALWAYS EXAGGERATE IT. I HAVE NO IDEA WHY. PINCH INTO THE CORNER OF THE HORSE'S LEG.



THAT'S A BIT MUCH, SO SMOOTH IT BACK OUT.



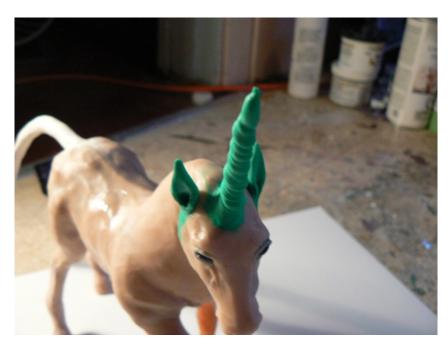
THIS IS BETTER.



AFTER DOING THAT TO BOTH SIDES, YOU'RE DONE! I LET MY SCULPTS SIT FOR A BIT AND COOL DOWN BEFORE I BAKE THEM, BECAUSE I HAVE TO WALK DOWNSTAIRS TO PUT THEM IN THE OVEN AND I TEND TO MUSH THEM WITH MY FINGERS ON THE WAY.



Oops, the horn. I make my horns simply by twisting the clay around the wire.



Now she's ready to bake!