

Intro Ceramics

Character Sculpture



Sculptures by [Calvin Ma](#)

Assignment Requirements

Your character must be your own!

Your character **cannot** be from a show, movie, book, etc.

Your sculpture should be at least 5 inches in its longest dimension.











[Sunkoo Yuh](#)

Student Examples









My first sketch:



Do you think this would make a successful clay sculpture?

Why or why not?

- Legs will not support the weight of the sculpture.
- Fingers will likely break.
- Arms and legs do not connect to other parts of the body for reinforcement.





In my second sketch, I thought more about how my sculpture will support itself.

Make most of your character with one piece of clay.







As you can see, I still need to add my character's arms.

If you are sculpting two or more elements that you want to look similar, sculpt them at the same time.





Work from **GENERAL** to **SPECIFIC**.

Don't worry about details yet. Focus on the general form of your character.

Make sure your sculpture can support its own weight.

Whenever possible, make sure limbs and extending parts are connected.



These characters are NOT meant to be realistic, although you can go that direction if you would like!

Think more along the lines of cartoonish, animated characters.



When you begin sculpting, concentrate only on the basic gesture of your character. Think about **posture, movement, proportions, and support.**

Throughout the next couple weeks, we will learn how to add detail to your character as well as the “Hollow-Out” technique.



