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Supplementary Teaching Materials
(Junior Secondary)

Introduce clay, tools and ceramic techniques

Clay – contains water and bubbles



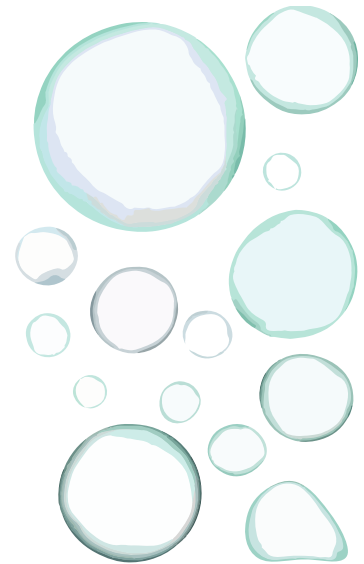
Water

VS

Bubbles

- Good for clay
- Water moisturises the clay and makes it easier to shape.

- Bad for clay
- If there are air bubbles in the clay, it may crack when firing.



Kneading clay – soften the clay and get rid of air bubbles



1. Knead the clay to make it soft.

Kneading clay



2. Slice the clay with a fishing wire.

Kneading clay



3. Put the slices together. Knead the clay until it is evenly mixed.

Tools / Materials



knife

wooden board

wooden modelling tools

potter's needle

turntable

wire sculpting tools

wire cutter

clay

slip

water

cloths

plastic wraps

Art-making process

Making the figurine – head, upper and lower body, arms



1. Pinch the clay to create the upper and lower body of the figurine.



2. Add clay to shape the body.



Making the figurine



3. Make the chubby body of the figurine in detail.



4. Create a pair of arms with clay of equal size.

Joining clay – score and slip



5. Joints between the arms and the body have to be scored before attaching the arms to the body.



6. Apply slip on the joints.

Joining clay



7. Attach the arms to the body.

Joining clay



8. Cover the joints with a thin coil of clay and smooth it.

Adding details – fingers, facial features, hair



9. Make the fingers with scissors.



10. Make a nose by pinching a tiny piece of clay.



11. Score the edges with a sharp pin.



12. Score the edges on the other side. Apply slip on the joints and attach the nose to the face.

Adding details



13. Make two small holes on the nose.



14. Pinch two tiny pieces of clay to make the ears. Score the edges to be attached.



15. Add earholes with a modelling tool.

Adding details



16. Attach the ears to the face. Check if they look the same.



17. Insert the needle the ears to fine-tune the ears.



18. Make the eyes and the mouth with the needle.

Adding details



19. Make the hair with a comb-shaped modelling tool.

Hollowing – to prevent breaking in the kiln



20. Halve the clay with a fishing wire after making the body.

Hollowing



21. Carve a circle with a needle about 1 cm beyond the edge.



22. Hollow-out the clay inside the circle with a wire sculpting tool.



23. Same on the other half.

Re-assembling – connect the upper and lower part



24. Attach the upper body to the lower body after smoothing the walls inside the two parts.



25. Score the joint with a needle.



26. Score the edges to be connected.

Re-assembling



27. Apply slip on the edges to be connected.

Re-assembling



28. Connect the upper part of the body to the lower part.

Re-assembling



29. Smooth the joint area and roll out a thin coil of clay.

Re-assembling

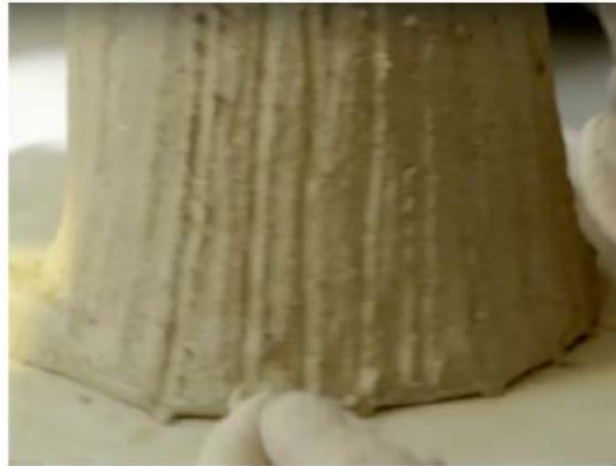


30. Fill up the gap and strengthen the joint with a thin coil of clay .



31. Smooth the joint area.

Fine-tune – making textures



32. Fine-tune the figurine carefully with modelling tools.

Biscuit firing and glazing – harden the clay and colour the figurine

- 1 Biscuit-fire the figurine in a kiln at 900 – 1000 degree Celsius.
- 2 Apply glaze after biscuit-firing.
- 3 Glaze-fire the figurine in a kiln at 1200 to 1300 degrees Celsius.



33. Underglaze can be applied on the surface.



34. Figurine after glaze-fired.