

cjwalas says **Ok, Log Boy, ring the bell!**

Rick Raively says **Ding DING DING - BUZZZZ**

cjwalas says **Class is O-fishully in session!**

Rick Raively says **anybody got a #2 pencil?**

cjwalas says **I was heartened to see that many of you actually did the homework! Thank you! A !**

BnEgyscale says Hi everyone! I was late trying to get my homework posted. It took forever tonight. I did the armatures last Wednesday but forgot about posting them until just before class when I was looking at everyone else's and realized mine was not posted.

Rick Raively says **where are we starting tonight Teach?**

cjwalas says **ARMATURES!**

cjwalas says **At the QM, I had a pair of fantastic students. Ben and Alex**

cjwalas says **Ben did his armatures very well and I finished them off for him...**

cjwalas says **Alex did his armatures, but I DIDN'T finish his off.**

cjwalas says **I was struck by how difficult it was to get an even first coat on the? armatures.**

Rick Raively says **Q: How do you go from a straight neck to forming the head?**

cjwalas says **They weren't as evenly twisted as Ben's and mine.**

cjwalas says **Not sure I understand, Rick?**

cjwalas says **The importance of doing the armature right really hit me, especially after seeing Y's homework.. 😊**

Rick Raively says **in Y's picture the armature that you did looks like a foil head not just a neck stick**

cjwalas says **Ah, that. When I do an armature and the head/neck gets too long, I either fold over the foil to create a mass for the head, or I just scrunch it down; depending on how dense the foil is.**

cjwalas says **We need to try and keep the armature even. This allows the next step to be better controlled.**

cjwalas says **I thought it was Diamondhead?**

cjwalas says **Let's look at everyone's homework. Who's first?**

Rick Raively says **Y is first**

john corradini says **You can start with me**

BnEgyscale says I've been leaving the neck long until the body is finished as a way to handle the unbaked figure without smashing something. Any problem with that?

cjwalas says **Let's go one by one and answer the questions as we go. Here's Y's; http://mylargescale.com/forum/topic.asp?TOPIC_ID=31184**

cjwalas says **I think it's pretty apparent that Y's armatures are not as tightly or even wound as mine. Can you see that?**

Rick Raively says **Yeah but what's that blob on the right hand side?**

cjwalas says **This is much more important than you may think. It's much more difficult to define joints on an uneven armature.**

Ms. pcentral says **Yes, I see that, but it's tighter than I've made them before**

john corradini says **Every time I try and wind mine that tight I wind a leg or arm off**

cjwalas says **OK! OK! The blob on the side was a figure that Y had started. I ACCIDENTALLY knocked it on the ground and crushed it flat with my shoe.**

Ms. pcentral says **not what I heard, You murderer 🤩🤩**

cjwalas says **I was fiddling as I made an armature the other day. If you notice an uneven bulge forming as you twist, unwind it a little and pull outward gently as you twist.**

john corradini says ACCIDENTLLY?????

Ms. pcentral says **he threw it on the floor and smashed it flat** 😞

cjwalas says **I found that gently pulling as you twist helps keep the limbs more even.**

cjwalas says **Fine! I can't stand Y's competition! I done it and I'm glad what I done!** 😊

Ms. pcentral says **ha haha haha the truth is told** 😊

Rick Raively says **Cool, I did have some unsightly bulges forming**

cjwalas says **Notice the difference as well between the straighter limbs on mine and the more irregular ones on Y's.**

MarkLewis says ***I'll bet Da Vinci never pulled gently while twisting limbs.***

Rick Raively says **I guess yours had more milk for strong bones**

Ms. pcentral says **So I need to pull on the leg as I twist it?**

cjwalas says **Y's armatures are fine and not any real problem, but the more even and balanced the armature you start with, the easier it is to maintain proper PROPORTIONS.**

BnEgyscale says **How much space is between your fingers when you twist and arm? Are they almost together, half an arm length, 1/4 of an arm length or what?**

jlcop just entered Figure Class

cjwalas says **Y, maybe. I think you need to refine the twisting a little more. Pulling is worth a try, but only if you're aiming for a more balanced and straighter armature.**

Ms. pcentral says **It can't hurt....**

cjwalas says **Good ?, Bob. It depends on how thick the foil is, but normally I'd say only 3/4".**

cjwalas says **Scot, are interested in making figures?**

cjwalas says **Who's next?**

trainmaster1989 says **yes very**

trainmaster1989 says **I read through the first chapter and am going to the armature section**

cjwalas says **Great. Feel free to email me or post any questions you have, Scot.**

BnEgyscale says **I'm raising my hand.** 😊

trainmaster1989 says **ok thanks**

cjwalas says **OK, let's all take a look at Bob's;**

http://mylargescale.com/forum/topic.asp?TOPIC_ID=31190

cjwalas says **Bob, these are all good armatures, but the two closest to center look to be the most even.**

cjwalas says **The thing you should keep in mind is that while we need to define the hips by separating the tops of the legs, we don't want the foil to get too close to the outer surface of the legs.**

cjwalas says **As long as we keep in mind the human form while we work, these armature concerns are not that critical.**

Rick Raively says **Looks good Bob**

Ms. pcentral says **good job Bob**

cjwalas says **But, if we're distracted doing other things or just not that familiar with the human form as a structure, we tend to follow the lines and limits of the armature.**

cjwalas says **So it's a good idea to straighten and even up each of the armatures before we add clay.**

BnEgyscale says Please expound on that a little more about the foil not being too close to the surface. I assume you mean the poly clay.

cjwalas says **Good job, Bob. Next?**

Rick Raively says [John C is next](#)

cjwalas says **Yes, Bob. If we want some wiggle room to fit the figure or repose the figure, the armature works best if it is in the center of the mass of the clay and not off center.**

cjwalas says **Here's John's:**

http://mylargescale.com/forum/topic.asp?TOPIC_ID=31188

cjwalas says **John's are nicely balanced and relatively even armatures.**

BnEgyscale says Thanks Chris, now I am following your comment.

cjwalas says **Bu they don't look as tight as they might be, John.**

cjwalas says **Also, even though the position will change, it's always a good idea to define the shoulders clearly. This tends to be a problem area for a lot of us.**

john corradini says I know that I still have a problem when try to get them tight

Rick Raively says [yes it is](#) 😞

cjwalas says **Let's take a look at that on Sat. morning, John.**

cjwalas says **The shoulders define a lot of the proportions of the upper body, neck and head so it's really worth spending the time to "set" it in your mind when you start a figure.**

john corradini says OK with me I will bring them with me

cjwalas says **The other thing I see, John, is that the base of the neck needs to be thinner. Even if you have to use a pair of needle-nose pliers, it's important to get that neck thinner.**

Rick Raively says [I have to hide my guys - the wife's cat seems to like to eat them](#)

cjwalas says **Actually, Rick. I've noticed that animals do like the density of polyclays and vinyl's in general.**

cjwalas says **who's next?**

Rick Raively says [me??](#)

trainmaster1989 says to define the hips and shoulders on an armature do you just crumple them less tightly?

cjwalas says **Hmm, do I pick someone?**

john corradini says Do Rick

Ms. pcentral says **Yes! RICK RICK** 😊

cjwalas says **OK, Rick. Scot, the shoulders need to be defined by sharply bending the armature to define the top of the arm. This joint will also define the width of the shoulders.**

trainmaster1989 says ok thanks

cjwalas says **The hips need to be defined by separating the legs so that they are not immediately next to each other, but have a defined width as well.**

cjwalas says **Log Boy's; http://mylargescale.com/forum/topic.asp?TOPIC_ID=31084**

Rick Raively says Folks, while Chris is laughing at my AL-crew - I need to make announcement

Rick Raively says I want to add to the Fig webpage - the idea is to have everyone submit pictures of your favorite figure - give me a short description and if you want your name next to it. A showcase of figures from the students if you will

cjwalas says **Anyone want to venture an opinion?**

MarkLewis says *inverted pelvises*

cjwalas says **Only if you're thinking of these as real skeletons, Mark.**

BnEgscaler says I like the build up of the chest area. How do you accomplish that?

john corradini says They don't look to bad to me I have seen worse

jlcop says *definitely the work of a disturbed mind* 😊

Torby says **I think Rick's get wide in the chest around the shoulders.**

cjwalas says **What Rick has done is defined the hip joints.**

cjwalas says **Rick's armatures are actually very good. They are not the same as I do, but they address the two common problems of defining the hips and shoulders.**

jlcop says *they look wound up tight*

cjwalas says **What Rick Hasn't done is to define the shoulder joint. The width of the shoulders are defined nicely by the mass of foil, but the shoulder joint needs to be shown with a sharp bend.**

cjwalas says **Rick's armatures give a little bit of a head start on the forms of the body and may be a better way for some of you to go.**

Rick Raively says **how?**

cjwalas says **The second armature from the left is a woman, judging by her proportions.**

cjwalas says **By defining the mass proportions of the torso, Rick. My armatures define the relationship of the joints, but I don't usually define the mass of the shoulders or hips.**

Rick Raively says **anyone left?**

Rick Raively says **Will everyone send me photos for the webpage?**

cjwalas says **What Rick hasn't done is to straighten the limbs and define the joints. I try to do that with my armatures just before I add clay or pose them.**

cjwalas says **JL!!!**

http://mylargescale.com/forum/topic.asp?TOPIC_ID=29653&whichpage=2

Torby says **Somehow, I always want the elbow right where the armature refuses to bend so it winds up a MM or two high or low** 😞

BnEgscaler says Rick, how do we send you pictures if you can't get e-mail?

cjwalas says **You'll notice that my armature at the top lacks the shoulder and hip definition of most of JL's.**

Rick Raively says **I get email all of the time - my email server just doesn't like Y** 😊

cjwalas says **Also notice how even JL's limbs are!**

cjwalas says **I don't define the shoulders and hips in my armatures because I've developed a better awareness of them while I sculpt, but adding the mass in the shoulders and hips may be a big help to some of you so I want you to try a figure using an armature like that.**

cjwalas says **And Please send Rick photos of your best figures. We're trying to build up the figure class resources and your work can be inspirational for others.**

Ms. pcentral says **Do I have a best figure?**

cjwalas says **OK, any armature questions?**

jlcop says **OK** 🤔 *photo for Logboy*

cjwalas says **How about favorite? The pink Lady? The lumberjacks? The engineer? All great, Y.**

Rick Raively says **I'll post in the forum also - does anyone need my address?**

trainmaster1989 says none from this direction

BnEgscare says Yes, How do you get the build up of the chest and hips? I get the same diameter throughout the stick figure when I twist it.

cjwalas says **Scot, I look forward to seeing your figure making efforts! Post photos if you can and don't forget to ask questions.**

Ms. pcentral says **The engineer I can't get a pic of right now, he is away on a trip**

trainmaster1989 says I'll post what I have

Rick Raively says **yup, that engineer is getting training from ER** 😊

Rick Raively says **what's next Teach?**

cjwalas says **Fantastic, Guys. I'm going to be starting FCC4 soon. Anything you want to see covered on women and children?**

Rick Raively says **which reminds me, Teach was suppose to send me pictures to update the Main Page**

cjwalas says **I want each one of you to take what you see as your best armature and put the first coat of clay on. Don't bake it, just get as even a thin coat of clay as you can for next week.**

cjwalas says **Doh! I have to get my email sorted out Rick.**

Rick Raively says **ok, but after the clay is on where do we store it for about a week?**

Ms. pcentral says **I need help with hair**

cjwalas says **See you all next week, class!**

cjwalas says **Freezer, Rick, in a baggie.**

Rick Raively says **I thought it was fringes Y???** 😊😊😊

john corradini says **Will do teach**

cjwalas says **OK, Y. I'll cover hair.**

jlcop says **OK**

Rick Raively says **Night Chris, Thanks again**

BnEgscare says Proportions for women and faces for children are problems I think of right off the bat.

cjwalas says **Time to go, See you next time!**

cjwalas says **That's what FCC4 is all about, Bob.**

Ms. pcentral says **No, I can do fringe!!!!** 😊 **but hair I still need help with**

Ms. pcentral says **later Chris! Thanks** 😊