

### 3. Main Figures:

The first step was making the main figure's torso. It has given me the scale from which to model the other parts from. It made by shaping one solid piece of clay by pinching bits and carving away others. I am adding a bit of detailing at this point, i.e. the extended tummy and the lapels.



Next I made the head and body of the baby. I've made them separately so that when handling the figure I wouldn't accidentally smudge the facial features. Unfortunately, I have a few times placed the head on the body and forgotten that it wasn't attached. It has rolled off at least twice and has its features that way.

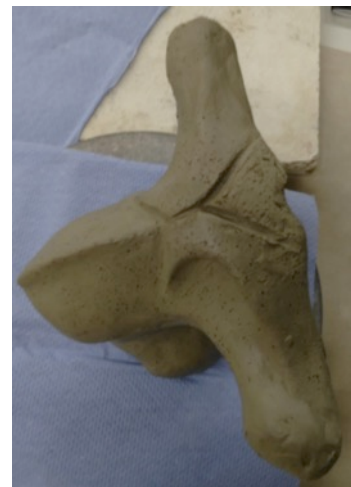
The ball is made of two joined pinch pots. Its size is important as it will give me the height that the man is sitting off the ground and is crucial for making the legs.

I next went on to refine the shape of the torso, trying to sort out its back was particularly difficult. I don't want it look to feminine but at the same time I want the pelvic area to extend to the sides so that the legs will attach to them. This is often found in many African figures. The arms also need a lot of more work done.





I now wanted to add some angles that replicate at bit the carved nature found in the original African figures.



My next step was to assemble the child with its head on and the ball on some sort of platform. Having the whole assemblage fixed on some sort of pedestal will not only resemble the original African sculptures but also give it more stability and reduce its fragility.



Not really so sure about the face of the child. Is it looking to 'Sambo-like' caricature. It is not meant to. I added the cap to make its appearance more childlike.

I'm now trying to change the rounded curves of the child to more angular ones, more reminiscent of carvings. I think it is important to change the shape of its bottom. In quite a few African figures the shape of their bottoms is very prominent but not very realistic. This will help prevent this from looking too naturalistic and 'twee'.



Next I need to shape the legs of the main figure. I've set the torso on the banding wheel, which is about the same height of the ball it will sit on. The torso is currently too heavy to be placed on the ball. Also it could easily roll off and get damaged.



I will set these roughly shaped legs to one side to firm up before shaping them further.





While that is happening I will hollow out the existing parts to make them lighter and hopefully reduce the risk of cracking. I had to cut the torso in half. I decided the it at the point where it potentially will have a belt around its midriff. In order to hollow the arms I had to open them up either end and close them again.



Once the two half have been put together I can add the legs which are more detailed now. I still want to add more, especially to the feet and socks. Currently this figure reminds me too much of Disney's Pinocchio. Let's hope I can remedy that.

I have made a circular disk to sit the figures on. I think, I may have to add some feet to it to give it some lift. I need to add some definition to the baby's feet and hands.



Last thing before the weekend interrupts my working on this is to roughly form the arms and head for them to firm up a bit. It is a bit of challenge to get all pieces to the approximate same dryness to assemble them with minimal risk from cracking due to different clay shrinkage rates. Hopefully it will work.