

Handy hints for making models

Try to make sure that the person's head is not too heavy - use a ping pong ball* inside (or scrunch up a small piece of paper and wrap with masking tape).

*If you don't want your head to be too round, gently squeeze dents into either side of the ball.



Flatten a piece of skin-coloured plasticine in your hands (this warms it up and makes it more flexible). This thin layer can then be wrapped around the ping pong ball to form the basic shape. Add a triangular lump of plasticine and mould into a nose shape.



Use thin rolls of plasticine to build up the eyebrows, chin and top lip.

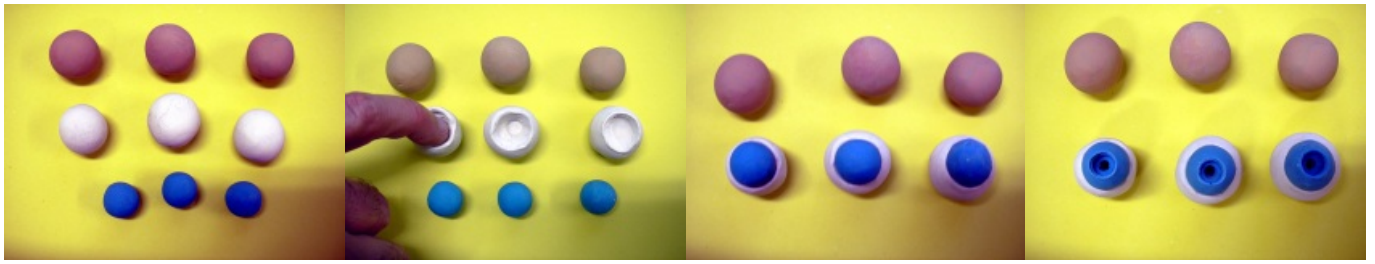


For eye sockets, poke a round modelling tool (or round pen / pencil) below eyebrows.

Roll two pieces of white plasticine into balls and drop them into the eye sockets. Poke these with modelling tool / pencil and drop two smaller balls of coloured plasticine into the holes for irises.

For pupils, you can make two holes in irises (the shadow makes it look darker) or drop two even smaller balls of black plasticine into the holes.

Eyes

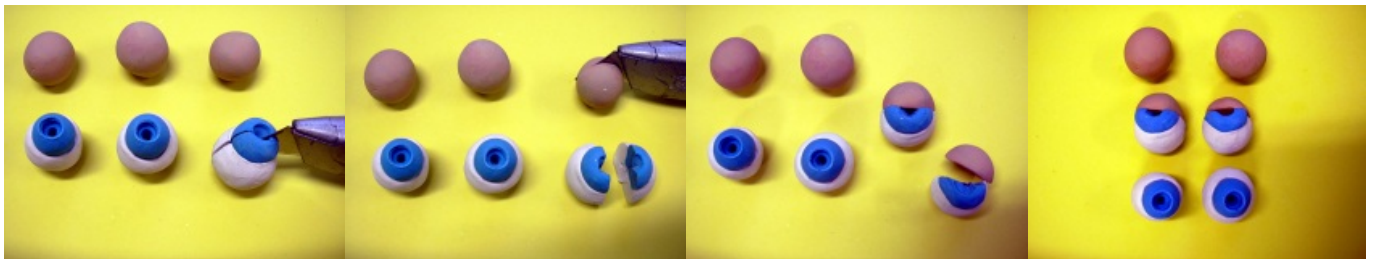


If you want the character to blink, you will need at least three sets of eyes:

Eyes wide open: I've just told you!

Eyes half open: make one extra eye as above and one same sized ball of eyelid colour... cut them in half and join each skin half to eye half.

Eyes shut: easy... just make two balls of skin colour!



If these are coated with varnish or PVA, it will stop them sticking too much to eye socket. You may also want to put a short piece of wire in the back of the eyes and holes in middle of eye socket (to make it easier to attach and change eyes). Having them on wires also makes it easier for the eyes to roll or look from side to side

Filming the blinking eyes will take a bit of experimenting, but try filming each eye for five frames (sequence: open half open shut half open open) then repeat a few times.

This means the eyes take about a second to blink.

Mouth

The mouth can be made of two rolls of lip-coloured plasticine, joined at both ends. To make the mouth move, you will need at least three different mouth shapes if talking, this goes up to five or more.



To work out the various mouth shapes, try looking in a mirror and saying the vowels

A... E... I... O... U...

Maybe draw a rough sketch of the shape of your mouth for each letter and work on these in plasticine. If each sketch is the same size, you can build up the mouths on top of your drawings... Think about whether to include your tongue or teeth!



Body

Make sure your figures aren't 'top heavy' - having a light head and large feet helps with their balance (15cm is a good height). It helps if the size is no longer than from your thumb to index finger in length.

Make the head, body, arms, legs / wings separately - then join them together using short pieces of pipe cleaner (to make it easier to move bits)