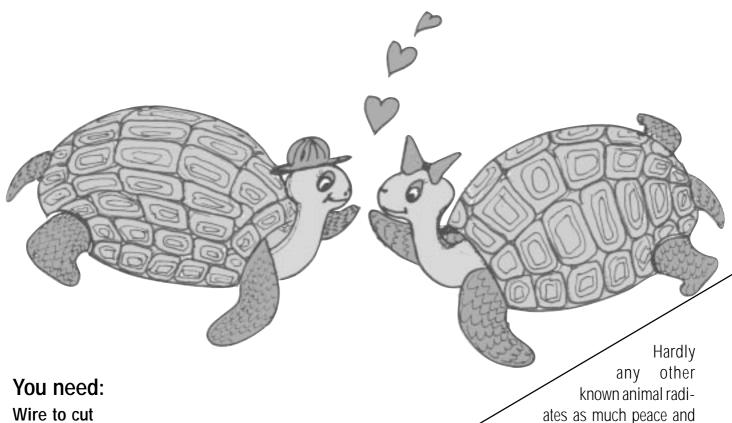


pottery - tips

Number 4: Turtle Couple



Wire to cut Wooden modeling tool or pencil Pottery cutting needle or toothpick Wire loop modeling tools

It animates us to slow down a bit, which is not always easy in this fast-moving time.

composure as the turtle.

And ... clay!

Just follow the example of our turtle couple. They stopped time and enjoy their life.

Now try your luck and read this instruction very slowly, as the turtle would do it...



Jaline Kalin

Sabine Harlan, Professional Potter Nabertherm



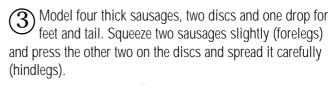
The kiln to success: Nabertherm-Kiln top 60



For bigger objects (more than 10 cm) we would recommend the use of dead clay. The modeled objects are less likely to break this way. Open the bag of clay and cut off a small piece of clay with the cutting wire. Don't forget to close the bag, because the clay will dry up. Add water to some clay and mix it: that is going to be the "glue" for all doughs. It's called slip. If you have only a small piece of clay it is sufficient to dip it into water.



 $_{
m \Lambda}$ Form a ball and divide it in half. The ball is going to become the shell and determines the size of the turtle. Press one big dent in the front and three small dents in the back. Head, feet and tail will be put in those spots later on.



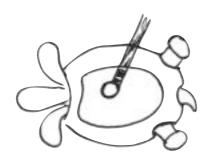




One thick sausage and one ball will be head and neck. Once you have put them together don't forget to spread them!



To avoid that our turtle cracks when firing, use the wire loop to hollow it out.

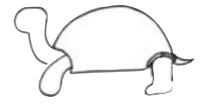


If you want, form a small hat (a small ball fixed on a disc) for the male turtle or a bow for the female turtle.





Now spread slip on all connecting parts of legs, tail and neck. Press them into the right place



\ Now only the eyes are missing. Dent two holes for eyes and nostrils, form two small balls, dip them into water and fix them carefully in the eye sockets. Use the tool or **pencil** to make two small holes into the eyes.



At last carve the structure in the shell with the

