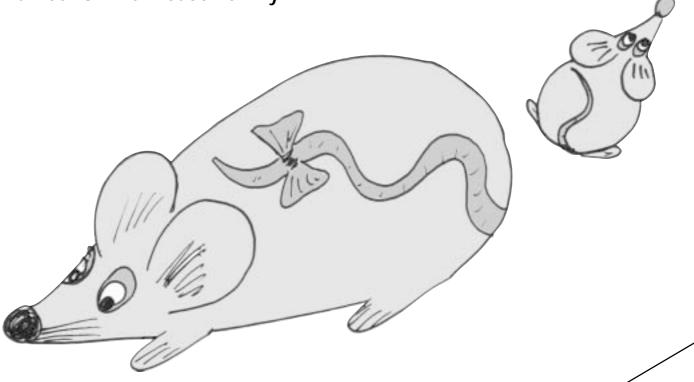


pottery - tips

Number 3: The Mouse Family



You need:

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

And ... clay!

Mice have some amazing qualities: their presence causes people to move (on chairs, tables, etc.). Don't those people know that mice can only laugh about those obstacles?

You can certainly laugh about our mouse family. Mice can be so cute – but only when they are made out of clay.

Good luck!



Jaline Radon

Sabine Harlan, Professional Potter Nabertherm



The kiln to success: Nabertherm-Kiln **top 60**



MORE THAN HEAT 30-3000 °C

Open the bag of clay and cut off a piece of clay with the cutting wire. Don't forget to close the bag, because the clay will dry up.



Form two small balls and squeeze them a little. Dip those discs into water and fix it to the lower end of the body. Now your mouse has ears.



For the feet model 4 balls, squeeze them flat, then dip all balls into water, press them tight on the bottom of the body and spread it.



At last our little mouse needs her eyes. First you have to dent two holes for eye sockets. Now form two small balls and fix them carefully in the eye sockets. Use the tool or pencil to make two small holes into the eyes.



9 Check if you have spread everything and let the mouse dry. It should dry not less than **14 days** before firing.



Pirst model a drop and press it flat on one side (bottom). This will be the body of the mouse.



Model a small ball; dip it also into water and press it tight on the tip of the body, and the nose is done.



Now form the tail. Roll a thin, long sausage. Dip it into water and place it on the body, spread it very well. It is **important** to place the complete tail on the body because small pieces that stick out might break.



Your mouse is almost ready. If the mouse is bigger than 7 cm, use the **wire loop** to hollow it out. Thick pieces of clay could break very fast.



Model more mice in different sizes and you will get your own mouse family!!!

