

Creating the core of the head and winding the clay

Start with your head.

Originally it is created from drafting,

Hetered atashi can't always make the head exactly as it was drawn (no useless)

I draw my head first, decide the size, and then write the draft (sweat)



Prepare a Styrofoam ball as shown in the photo.

Sharpen slightly smaller than planned head size.

At this time, if you cut the face and head line with some awareness,

It's easy to work on when you add clay later.



It would be very handy to have a special cutter (above image) to cut Styrofoam

(Especially recommended for those who feel cold in that kishiki sound)

After roughly shaving off with a cutter,

Cut the corners with a rough paper file to make it smooth.

When the wick is ready, prepare the clay.



This time we will use the fund for shaping the face and hands.

To make it easy to understand the sweet part of the molding,

I mixed a small amount of black Minetta (a kind of stone powder clay) and tried to make it gray.



I'm new to using colored clay, so I don't know what will happen later.

I'm worried especially when painting (bitter smile)

Well, by saying an **experiment** ...

Put a suitable amount of clay between the wraps and use a rolling pin to stretch it to a thickness of about 5mm.

Wrap the core with clay and cut off at the front half of the face (**make it hemispheric**)

This makes it easier to work with the eyeballs.

Completely dry with the core attached.



Completely dried and the clay removed from the core.

Face modeling

Now that the base of the face is completed, we will finally add clay.



First, roughly write the midline with a pencil,



At first, while looking only at the front, outline the face.

I think that it will be fine because I will add it later.

Once you are satisfied with it to some extent, dry it.



Draw a line perpendicular to the midline around 1/2 of the base.

Fill the clay below this line with the intention of creating a face.

Next, put the nose line along the midline,



The forehead, the height of the nose, the chin, etc. are laid while looking from the side.

Dry again.

While shaping lips and noses

Seen from all angles, the missing parts will be piled up.

In this area, it is recommended to arrange while looking at portraits.

It would be even better if you had a portrait of the image you want to create (laughs)



It is still in a very rough state, but it is completely dried here because I want to put an eyeball first.

I think the bite between the funds is not so good compared to Lador etc.

Atashi uses a bond solution (?) Made by dissolving a woodworking bond with water.

If you apply it where you want it, it will improve the bite considerably

Glass eye embedding, face modeling 2

Well, the date is written on the page, but it is the date that it was last updated

It's not a day's work! (Lol)

Think of it as a work from the previous update, don't do it.



Attach to put your eyes.

Draft a rough eye shape with a pencil.

A balance line drawn when drawing an illustration is also effective.



I just started carving my eyes.

First, cut out from the table with a design knife, and when it has a certain shape,

From the back, use a chisel (it may be easier to use a round sword) and sharpen it so that the eye can be fitted.

You can put in the right eye,

It's very possible that stubborn shit will hurt the grass eye

With a tentative eye, shape the rim and surroundings of the eyes.



I used a round white fund instead of a hypothetical one,

It became a very scary figure (like a zombie-bitter smile)



While shaping the eyes, we will shape the face while looking at the balance.

The face is the life of the doll (laughs)

Let's mess around until you are satisfied.

If you think, "Is it like this? Is it okay?"

Strangely, you can see Ara (laughs)



For the time being, I was satisfied with the shape, so I attached a glass eye.

But I think it will be corrected again (laughs)

Drafting, head & body creation

Death (sweat) that I couldn't update at all

At last I could afford-vv



The half face (laughs) is complete, so let's start drafting.

First, prepare paper that is larger than the size you want to make. Is it easier to use square grid paper until you get used to it?

Tsuka Atashi is impossible to draw on plain paper (bitter smile),

I use it by attaching the grid paper purchased by Daiso.



Put your head on paper and mark it. You have now measured the size of your head.

From there, mark the head and body you want to create.

For example, if you want to create six heads with a head that is 8 cm in size, then $8 \times 6 = 48$ cm.

If you decide your height in such a way, please write down your head, body, hands, and feet.

Should I write in this area with reference to portraits?

Somehow, it is still a weak field ... (laughs)






And I will omit the drawing I wrote (Oh!)

... Because it's too stiff to be shown to people (sweat)

So I have you take care of it, then prepare the clay (escape)

The clay in the photo is a 1: 1 mixture of wood clay and lador. It shrinks as it dries, but I use it because its lightness and stiffness are so great that it exceeds its shortcomings.

I think this area is my preference, so I think it's a good idea to try out various materials to find one that fits

	<p>you.</p>
	<p>I will extend the clay.</p> <p>Put more clay than required on the wrap, cut into a suitable length, and put the wrap on it again. It's a so-called "sandwich state" (laughs)</p> <p>Then use the stick to put the clay on the noodles. Considering the strength of the doll, I think there is at least 5mm of clay thickness.</p>
	<p>Let's start with a half-hearted head.</p> <p>Cover the back half of the core of the head made first with the stretched clay to remove excess parts and dry.</p> <p>When completely dried, the clay shrinks and it is difficult to remove from the core, but if you can remove it well, you are lucky, it is better to use it next time Don't cry even if the core breaks ... (tears)</p>
	<p>After drying, the head part is attached to the face part using woodwork bond and clay, and then dried once. Once it is completely fixed, fill the gaps and gaps that are insufficient in size with clay to make a gentle line. When it's almost finished, dry again.</p> <p>By the way, the picture is still in the middle, so the shape of the head is quite strange ... (bitter smile)</p>



The body also puts hands.
The photo is the core of the body.
Based on the drafting, it was cut
from Styrofoam one size smaller.



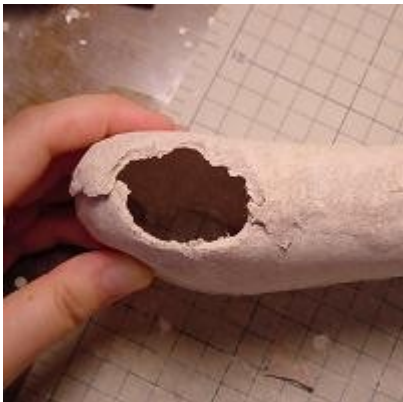
Wrap the clay around the core of the
body.

In that case, it is easier to work later
if the holes in the neck, arms and hip
joints are roughly opened.
I think that it is better to make the
dividing line after drying with a
spatula etc. while the clay is soft.

**... it's really hard when it's
dry ...** (experienced people talk-
bitter smile)

By the way, the pictures are
completely dry.

It's shrunk (laughs)



After removing the core in the same
way as the head, the parts are glued
together with a woodworking bond
and clay to fill the gap.

**This work is, in a way, plastic
molding (laughs)**

Ear modeling

It's a little bit under construction

I want to complete it by next month (hope)



Let's finish the height of the head.

After finishing the occipital region, after drying, roughly shape it with coarse sponge paper. If the surface is bumpy, let's make it smooth at this time.

And finally (?) It's ear modeling. First of all, draft with a pencil as shown in the picture.



Serve the clay along the draft line.

I'm shaving and fine modeling, so I'm putting a little thicker clay. It is easier to work when carving ears.

It may not be suitable for people who form ears with a climax, but ...



Making ears is complicated

Such a fine cousin forms a photo with one hand.

By the way, the model is with you (laughs)



After writing the complex shape of the ear with a pencil and then sharpening it. Because it is a fine work, the chisel is also the thinnest guy.

From here on, we're going to make a **"heap & shaving"** .
Endless "Platter & shaving"
(bitter smile)



After the ears have been roughly shaped, the line from the ears to the chin is prepared. I think this line is an important point in creating a face.

Not only the face but also the skeleton has many important points.
Clavicle, ankle, scapula, etc. (ets ...)



Since there was a paragraph in the shape of the ear, I roughly hung a rough sponge paper.

Not only for the ears but also for the feet and hands, it is harder to fail if you create one by one. Simultaneous progression of both is difficult to balance, both are not equally as good, can not be cut off, and it takes some time (experienced people talk-bitter smile)
Until then, if it is called Hetero ...
(bitter smile)



The modeling of both ears is finally completed.
How many days did it take? Don't rush ...



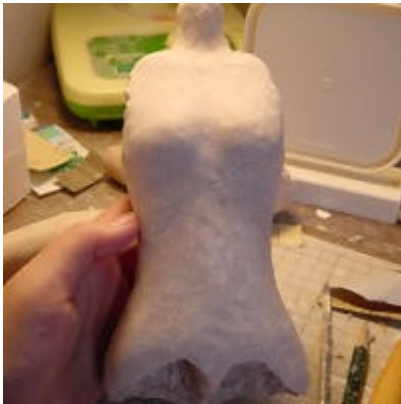
The body is also wobbly.

I just started making my neck.
Can I write a little more in the next
episode? (Can you do it?-Bitter
smile)

Modeling the body

G. FIG. The production pitch suddenly rose from the beginning of W, Death (sweat that cannot be updated)

The photos are stored ...

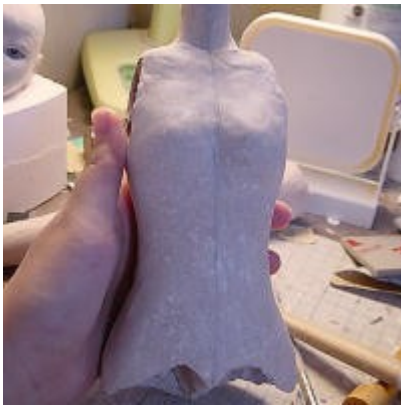


The body that wrote a little bit last time.
After filling the gap by attaching the front and back parts, the clavicle and milk are piled up.

Please take a look.

Is the median staggered? (Bitter smile)

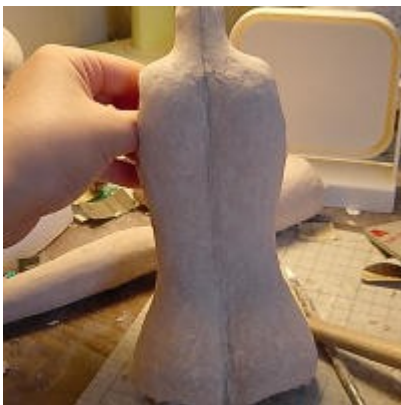
It's the moment when such a discovery is dent (crying)



Let's be good as soon as we found it (positively)

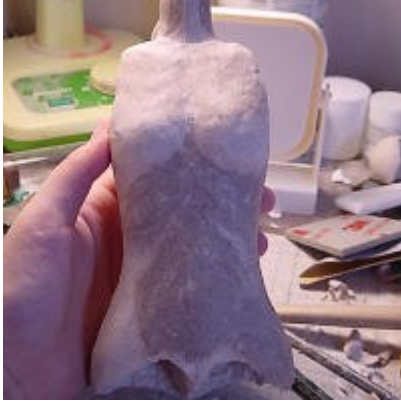
Unnecessarily sharpening or filling is inefficient, so first draw the original midline with a pencil, where this position is correct.

But it's really distorted ...



Draw a line on the back.

Be careful not to contradict the front line ...



First of all, I scrape it off when it is too much.
And the place where the prime is not enough is covered with clay.

... Doll making is a repetition of simple tasks...

Don't forget to look at the parts from different angles when working.
It is also effective to look in a mirror.

The photo shows ribs and abdomen after midline correction.

I think the collarbone, ribs, stomach, and scapula are important points of sex appeal (bitter smile)



Prime of collarbone.
As with any work, it's better to have a draft.



It's a bit exciting to be a part of the real life, so I'm keeping it to the bare minimum as "sex appeal".

... Well, do you like your physical expression as well.



A view from the side after the work up to this point.

It's still shaved, so the surface is rough (laughs)

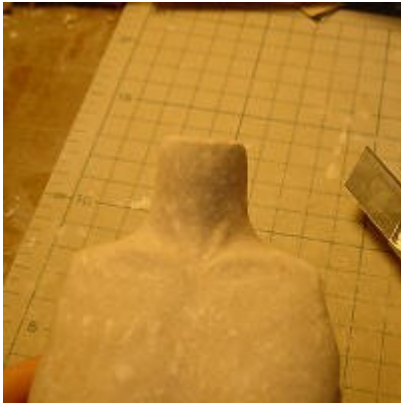
After the rough correction and assembling, apply a rough piece of sponge paper to smooth the surface. If it is too rattled, do not forcibly cut it off, but gently lay the clay thinly and let it dry before sprinkling with sponge paper.



About where the sponge paper has been applied.

The hip joint has a balance with the foot part, so we have not yet put it on.

Neck joint formation



Since the balance between the head and body has been roughly adjusted, the neck joint will be created.

The two main types of neck joints are "the head and neck parts are integrated" and "the body and neck parts are integrated". Here is the latter one.

First, adjust the length of the neck and shape the part where the ball will be attached. After adjusting the neck length, cut the cut flat. Please cut the cut to make it easier to attach the ball.



It's a ball (laughs)

As a guide for the size of the ball to be attached, choose a ball that is slightly larger in diameter than the neck cut. That will increase the working range of the joint.

Over time, I'll make a basic sphere creation (self-style) page.



Make a hole in the part that fits the neck.

Large enough not to exceed the neck diameter. And go as deep as possible.

The tension rubber will pass through this hole.



Once the ball is ready, apply a generous amount of wood bond and attach it to your neck.

Be careful not to shift the position and dry it completely.



Once dry, fill the seam with clay.

At this time, be careful not to get too thick and your neck gets thicker. Once it's thick and dry, cover it with a piece of paper to make it smooth.

I'm going to put the clay in several parts without trying to put it cleanly at once ... (slowly)



Once the neck is molded, make a receiving part for the head.

Carve a hole to be the receiving part. The size is bigger than the spherical part (It is natural-bitter smile)

Not only do you carve large, but also work while keeping the balance in mind, such as the median and the line from the chin to the neck when looking at the doll from the side.



Pour plenty of water (© mixed with woodworking bond) around the edge of the carved hole and pour the clay around.

It is good to have too much clay.



Align your head and neck.
At this time, **don't forget to put the wrap between ...**

The protruding clay is roughly removed and dried.



After drying, cut off the excess with a cutter and hang it with paper.

If you don't care about the strength of the tray as it is, apply water to the other side and reinforce it with clay. This is completed.



It's strange because the expression suddenly comes out when the neck moves freely (laughs)

The picture was taken with hand support (I haven't passed through rubber yet-bitter smile)

Foot modeling



Finally (?) I'm going to work on my feet.

First, let's prepare something that will be the core.

The main method is to cut out Styrofoam based on the design drawing, but this time, I obtained a thin Styrofoam rod and used it.

Hopefully it will save you time ...

By the way, the place to find it is a fishing tackle shop.

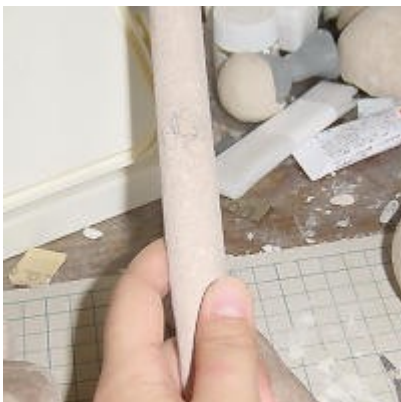
Apply a Styrobar to the blueprint and mark the required length.

You can cut it separately, but if you do not cut it, the protruding part becomes a handle and it was easy to work.



Spread the clay thinly, wrap a styrobar and let it dry completely.

I think that you do not have to worry too much about the thickness of the clay at this time.



When dry, mark the knees.

With this mark as a starting point, the thighs, calves, shins, etc. will flourish with reference to nude photographs and collections of poses of the human body ...

I think it's difficult to suddenly take shape (bitter smile)

So Mia style tips.



First, lay the clay, paying attention only to the line of the feet seen from the front.

At this time, ignore the appearance from other angles.

When it's full, it's completely dry.



Next, let's put the clay in just the line as seen from the side.

Once you're almost done, dry it again.



Finally, while adjusting the whole line, details will be added.

With this method, you can work relatively easily.



When you're satisfied with the servings, wrap the paper and smooth the surface.

This time, the core was removed last, **but it pulled out easily just by pulling.**

Thanks to it, **there is no distortion after drying and I think that I was able to work smoothly.**

The downside is that you **use a lot of clay?**

In the future, I would like to consider various improvements.

The photo shows the work done on both feet.

Formation of the hip joint I



This time the hip joint is formed. Isn't this an important part of creating a doll?

I think that whether you create this place or not will lead to good independence and good balance of appearance.

Prepare two spheres of the required diameter determined from the drafting.

Please adjust it carefully using calipers etc. so that it becomes the same size.

In the photo, the size of the basic sphere was small, so I added clay.



Drill a larger hole on the adhesive side as you did for the neck joint.



For the foot part, arrange the part to put the ball in a plane so that it is perpendicular to the line of the foot. Put a mark and cut it with a small saw to make it beautiful.

Attach the ball, so please go as shown in the picture.



Mark the front line of your foot.

Point when attaching a ball.
The ball is attached with a slight protrusion in the direction in which the joint bends. That way, the working range will be wider than if you just put the ball straight.

The part where the ball protrudes is cut in the shape of U around the line.



Attach the ball with a woodworking bond.

If it is mounted too much, the operating range will be wider, but it will be harder to look around because it will make the impression worse.

This time it looks like this (it seems to be always trial and error ...)



Once the bond has dried, fill the gap with clay.



Figure prepared with paper after complete drying.



Both feet, once completed.
Do you need a little more tweaking?

It seems that there are few failures when finishing one by one.

Hip joint formation 2



It is the second part of the hip joint
w
Create the receiving part of the body.

First, draw the midline.
Use a ruler or the like to draw accurate ones.

Then draft how to form the part that will hold the sphere.



When the draft is over, let's cut the ball down to fit the ball anyway ~

In order to dig such a large hollow, a chisel (large sword) is effective ww
It might be a bit spicy with just a design knife ...

Please be careful not to get hurt.



When the shaving is finished, pour a lot of clay on the edge.
The more you have, the more stable your work will be.

Let's apply a lot of water-soluble bond to the place where clay is piled up.



With a wrap in between, Mum! w
Dry when the position is determined.

Attention at this time!

Wood clay shrinks considerably.
So I think it's better to dry with the
joints together, or rub it dry again.

Since it is an important point, please
do not spare time ...



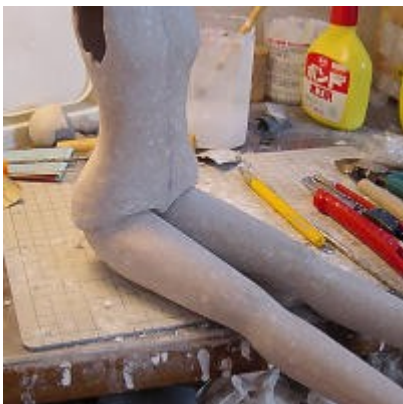
After drying, form the receiving part
neatly.

**Carefully because it is a sexy
point (laugh)**



Where both receiving parts are
made.

**If you think something is wrong
at this point, don't hesitate to fix
it.**



**You may want at least 90 degrees
for the hip range to be decorated.**

In that case, various poses can be
attached.



After the hip is formed, it is a good idea to leave it for a few days.

You may see strange places.

Also, seeing from a distance is effective.

If you have worked on this part too slowly, you won't be bothered.

Toe modeling



It is the molding of the toe.

First, let's draw a draft.

I will decide the size with reference to the body and head made earlier.

... Please pass through the poor pictures in the photo (bitter smile)



The drafting was used as it was as the pattern.

Stretch the clay to a suitable thickness and match the pattern. It is easier to work with fingers later, so now I have no fingers (laughs)



During the modeling of the sole of the foot

Make a ground plane with the ground.



Once the ground is neat, shape your fingers.

Copper wire was used for the core for reinforcement.

Drill a hole with a thin pin vise, insert a copper wire and stop with a bond.



Inserting the rolled clay into the copper wire while keeping in mind the shape of the finger.



During the formation of the instep

This area is shaped while looking at my feet (laughs)



The figure of the table where the modeling of the whole was completed, including the part of the finger.



This is the back figure.



Molding of nail part.

At first, it is draft with pencil.



Shaving off parts that will become nails ...



Newly made with clay.

In fact, there is room for improvement because it is troublesome twice (bitter smile)



After modeling, cover the surface with paper.

Like this, both feet completed vv

Knee joint formation



When you have finished modeling your legs, make your joints.

First, draw the line to be cut.
If you cut in this way, you will not be able to see the joint surface later, so draw several lines perpendicular to the cutting line.
This is the mark.



**Spoon with a leather saw ...
(explosion)**



Then, from below the knee.

To put a ball on this side, first cut the cut diagonally in the direction in which the joint bends.
After cutting off, go through the inside so that the ball can be easily inserted.



Make a hole in the sphere.
Adjust the depth and angle of the cut
by putting a ball on the cut of the
below-knee part.

Then glue it with a bond.

Once the bond has dried, fill the gaps
with clay and shape it.



I will work on the above-knee parts.

Cut the lower part of the knee in the
same way.

I will go deeper as I make the
receiving part of the ball.

Adjust so that the ball fits in the
receiving part by applying the parts
below the knee.

Then check the knee bending angle.

**If you want an angle, try adding a
little more angle to the cut.**



Wrap the clay around the receiving
part, sandwich the wrap, and press
the ball part with a munch to shape
and dry.

**If it is completely dried as it is,
the clay may shrink and the
sphere may not fit.**



After drying, check the movement of
the joints and scrape any
obstructions.

After confirming the movement, put
the clay on the line and arrange it.



Once you have the parts for both feet, look at the balance with the body.

When putting in joints, the line is quite broken ... (sweat)
I'm still lacking in training (bitter smile)

Ankle joint formation



Ankle joint.

First, cut the part to attach the ball in parallel.
Is it about ankle?



Attach the sphere.

This time I used a hemispherical one, but I think you can use a sphere.



Once the spheres are attached, make the line with clay.

If you are conscious of the ankle, the shape is more beautiful (natural or bitter smile)



Make the ankle receiving part.

Cut in consideration of the working range of the ankle.
Don't forget to draft at first ...



After cutting the cut, go through the inside so that the ball fits.

Before forming with clay, it is better to check the working range as shown in the picture.



Form the receiving part with clay.
After drying, prepare with paper.

This area is basically the same as other joint processing.



If you have the right balance, you can stand without rubber (laughs)

By the way, the knee joint has not yet entered ... (sweat)

Arm modeling part 1



Make the last part, arms.

First, wrap the clay around the core and dry it to make the foundation. The work around here is almost the same for the foot parts.

By the way, we use chopsticks for the core (explosion)



Mark the elbows ...



Fill clay with your arms in mind.



I usually put my shoulder joints after the serving.

Drill a hole in the ball and cut out the mounting parts for the arm parts.

This time, after finishing the joints, I decided to do surface treatment.

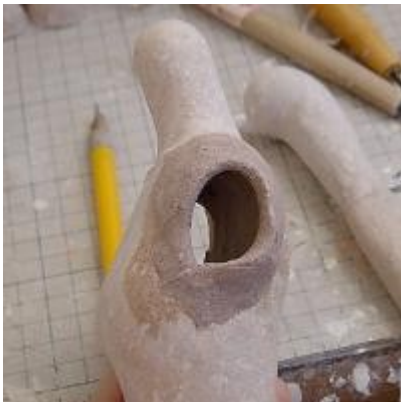


Fix the ball to the arm part with a bond.



After drying and surface treatment.

What should be careful about making the shoulder joint is the mounting angle of the ball.



Adjust the balance and operating range by hitting the body part with a large underarm arm part.

I think it is the next most difficult point after the hip joint, so please give your hand until you are satisfied.

After adjustment, wrap the clay and press the ball to create the receiving part.



After drying, the parts are formed.

Preparation of temporary assembly



At last the parts are ready vv
It is finally a temporary assembly.
Make the necessary preparations for
the temporary assembly.

First, let the metal rod that hooks the
S-type hook through the head part,
and make a hole for it.
The opening position is almost above
the ear.

If the position is too low, the hook
will interfere with the joint, and if it
is too high, it will be difficult to hook
the hook (laughs)



After drilling holes on both sides,
pass the metal bar through.

Choose a durable metal rod as it will
be the starting point for operation.
Is stainless steel recommended
(because it does not rust)
This time, I use a copper wire with a
wire diameter of 2mm, but I'm a little
worried about the strength ...

Cut the metal rod into a good length,
stop it with a bond, and fill it with
clay.



S type hook.
This time I made my own work using
pliers (laughs)



Drill a hole for the rubber to pass through the joint.
Draft while considering the operating range.

The photo shows the hip joint (I am a poor draft ...)



I will make a hole as draft.
Use cutters, chisels, pin vices, etc.

It's quite patient work, so be careful not to get injured.

If you have a luter, it is safest and work efficiency is good ... (I want it ~)



Then put Heaton on your hands and feet.

First, make a hole deeper.
At this time, reduce the direction of operation.



It is a commercially available Heaton.

The photo on the right is the one at the time of purchase.

If you leave it as it is, it will be difficult to pass the rubber, so it is better to cut it a little as shown on the left.

File the cut part with a little file.



Embed Heaton.

It is a material for embedding, but I have tried various things until now.

⊙ Instantaneous wear: Although it is strong immediately after wearing it, it has become brittle over time and can no longer withstand the pulling force of rubber.

⊙ The same clay as the doll ... I can't stand the pulling force at all.

⊙ Bond for woodworking ... This also lost heaton over time.

⊙ Epoxy putty for woodworking ... This is the strongest at the moment.

Temporary assembly



Now that we are ready, let's make a temporary assembly.

First, I made a simple picture of how to pass the rubber of the ball jointed doll.

Click on the image to enlarge it.

In simple words, the rubber in the pink line is

It is connected with "Head → Torso → Right foot → Torso → Head → Torso → Left foot → Torso → Head" .

The blue line rubber is

"Torso → right hand → torso → left hand → torso" .



You need two rubber rings.

Doll rubber has various thicknesses, so choose one according to the size of the doll.



First, hook rubber on the heaton of one foot (here, from the right foot) and pass it through the foot parts.



After passing the rubber through the right leg parts, pass it through the hip joint.
Then put rubber through the left foot part on the other side and hook it on Heaton.



Finally, insert a rubber band from the neck joint, hook the rubber and pull it up.

Then attach S-can and hook it to the metal bar of the head part to complete.



Check the movement and balance throughout the tentative assembly.

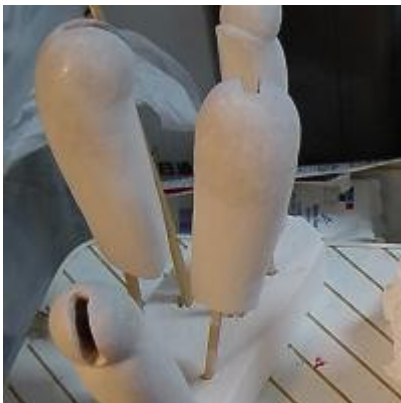
When this is done, it is already a finishing work, so please play with it until you are satisfied.

surface treatment



After finishing the final check with the temporary assembly, we will prepare the groundwork for painting. It's important work for a beautiful finish, so let's work on it. Here, I write the method that the manager has used.

First, prepare a mixture of a woodworking bond and half a cross clay to close the fine scratches.



Once you've mixed the bond and the cross-clay, apply it without worrying about handwriting. Once applied, dry. Repeat this two or three times to dry thoroughly and scrape the handwriting with a wet cotton wring.

Please note that if you rub too hard, all of the paint will come off.



After filling, make the groundwork.

The picture is a modeling paste from Liquitex. Here I use real marble, so I prefer to use it (because there is a sense of luxury-lol)



I think it is a little hard as it is, so I mixed it with a little water to make it a soft cream.



Just as in the case of eye-catching work, apply thick paint without worrying about handwriting.



After drying, rub with wet cotton.

Note that if you apply the modeling paste and leave it for too long, you will not be able to remove the handwriting even if you rub it with wet cotton.

As a rule of thumb, will drying take about half a day?

The base is like putting a thin skin on the doll.

Painting



Finally we reached the final stage of painting ~~~ (laughs)

First, attach handles to all parts.
Try using chopsticks, bamboo skewers, or clips.

If you do not fix it firmly, it may move during painting or it may fall at the worst.



The main thing used for painting here is spray and airbrush, so I created a simple painting booth like this.

I'll explain how to make it soon.



First, paint a color close to the skin color as the undercolor.

Here, Ivory of water-based acrylic paint was used.

As a result of various tests, the coating film is quite strong and I love it.



Mask the glass eye before spraying.

No matter how much glass is colored, it will be very difficult to remove it (laughs)



Spray so that the tint is uniform.

If you spray too much at a stretch, the paint will drip and the surface will be disturbed, so I think it's a good idea to paint several times.



When the undercolor dries, make the color for the gradation.

The photograph uses water-based acrylic paint for plastic model. White, vermilion, brown and yellow are mixed.



Airbrush and compressor.

It is expensive, but it is very useful if you have one.



Blow the blended color deeper into shadows and redness.

Is it all about experience and perception? (Laughs)



When the gradation color is dry, spray white.

In a nutshell, is the color of the meat painted as a gradient color, with a white overskin?

If the color to be overlaid is a flesh color, it will be an animation-like expression.

Please try various things.

(By the way, the pink color was so tight that I blew clear yellow and clear orange later.)

Doll eye

The doll eye can be a commercially available one, but I will try to make my own.

This is just one example, so it would be interesting to explore various ways.



Create the pupil.



- **Glass hemisphere** (top right of photo)
(This was made by a glass company)
- **Color foil origami** (left photo)
(\$ 100 at Daiso-lol)
- **Screen tone** (bottom right of photo)



First, put the screen tone pattern on the foil origami

Place a hemispherical glass on it and adjust the pupil size.

It seems that it is better to always adjust the size because it is enlarged by the lens effect.



A transparent epoxy adhesive sold at home centers and other places.



Apply adhesive to the back of the hemispherical glass.

At this time, make sure that no adhesive is attached to the front side ...

Then squeeze it into foil origami.

Please press it with the feeling of deflating.

The adhesive protrudes, but don't worry for the time being ...

After adjusting the pupil to be centered, leave it for more than half a day until it is completely cured.

After curing, cut out the pupil with scissors.



Create the white eye.

I usually use resin clay, **but since the yellowing after drying is severe, I used a fund this time.**

I make a hemisphere with the fund, but I think it is difficult to roll it by hand,

It is useful to make a plaster mold as shown in the photo.



The fund's hemisphere pierces the eyes after drying,

Push a small amount of fund into the hole, then push the pupil parts.

Adjust the height of the pupil, fill the gaps with the fund and smooth it.

Once dry.

If the white eye part is rough, sand it with sandpaper.

At this time, be careful not to damage the glass.



Finally, apply the glaze and finish.

This time I used enamel clear,

Maybe the varnish is more durable.

Formation of hip joint (when ball is attached to body side)



Well, it's been a long time since I updated (sweat)
By the way, this time I made the hip joint by another method.
The method introduced last time was to attach a ball to the foot, but this time I tried attaching the ball directly to the body.
I feel that this method is easier to put out the body line.
Recommended when making erotic dolls (explosion)

First, prepare the roughly formed body and leg parts, and the ball to be inserted into the hip joint.



Make a hole in the ball.
Is the hole safe?

Please be careful not to get injured.



Then, attach the holed side to the hip joint of the body.
First, fasten with a clay and wood bond.

The image is blurry ... (bitter laugh)



Adjust the protrusion of the sphere before the clay and bond dry.

While checking against drafting.
While matching the foot parts.
While worrying about the median.
In order not to lose balance ...



Once you are satisfied with the position, first dry it completely for fixing.

Then form the clay around the sphere.
If you keep it clean at this stage, it will be easier later.



Where both balls are attached.

Working on one side at a time may be less likely to fail.



Ass side www

I'm sorry that it hasn't been shaped like a peach yet (bitter smile)

In the end, it looks like this!

↓ ↓ ↓

