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<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f309.image</image>

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<head>Molding a <al>rat</al></head>

<ab>The hairs of its whiskers would be difficult to come out of the cast, you can therefore shave them with fire, like <del><fr>d</fr></del> the <pn>tyrant of <pl>Syracuse</pl></pn>,<comment>c\_152r\_01</comment> &amp; after you can replace them with <del><fr>d’arg</fr></del> <m>silver</m> nature-like ones. The tail is beautiful molded because it is made of scaly circles, nearly like the one of a <al>lizard</al>, &amp; in order that the hair does not hinder good molding, burn it in the fire of a <tl>little candle</tl>. The rest of the body should be smeared with <m><pa>wheat</pa> oil</m>, which will keep the hair rigid &amp; couched, so that the sand will not raise it by getting entangled in it, to prevent coming out neatly. The <m><pa>wheat</pa> oil</m> being dry, which will be quick, you will be able to pass a <tl>very thin comb</tl> to divide it, in order that it appears in the cast. On a <al>small mouse</al>, you can even put some <m>common oil</m> to lower the hair. And before molding these animals (except <al>snakes</al> &amp; <al>lizards</al>), let them <del>rest</del> remain dead <tmp>one or two <ms>days</ms></tmp>, to have them more handleable. For they stay rigid after their death, &amp; cannot be well fitted to their true shape until they are a little softened. However, if you mold it quickly after it is dead, or give it its shape before it stiffens, you will do well. <del><fr>Au</fr></del> And because the eyes die, <del>you there some</del> if you do not mold it promptly, you will be able to substitute, in the eyes, the <m>halves of well-rounded <pa>peas</pa></m>, stripped of their skin &amp; shell. Some make the <al>rat</al> <corr>shed</corr>, others smear it with <m><pa>olive</pa> oil</m>, which is amiable, for <m><pa>wheat</pa> oil</m> is thick &amp; has too much body. This is why one scarcely uses it, only to give some feature to a <al>fly</al> foot or under a wing to keep them rigid. Others couch the <corr>hair</corr> with an <m>egg yolk</m>, which is quickly dry &amp; amiable. Shape it, before <m>oiling</m> it, on the <tl><m>clay</m> slab</tl>, and raise its head with an <tl><m>iron</m> point</tl> &amp; secure also the feet with points &amp; the tail. Rub it with <m>eau-de-vie</m>, once dry from the <m>oil</m>. Then cast your sand, next uncover it like other animals, &amp; make the second cast. One ought not to open the <tl>mold</tl> until it is reheated &amp; the <al>rat</al> burned.</ab>

<ab><margin>left-middle</margin><figure>+</figure>

The <al>rat</al>, because it is thick, comes out better being hollow, if it is a <al>big rat</al>. A <al>mouse</al> molds better, because it has shorter hair. It is not possible to mold well an animal that has <m>biggish bones</m>, like a <al>bird</al> or <al>rat</al>, without opening the <tl>mold</tl> to clean it well, for <m>bones</m> do not calcine at all.</ab>

<ab><margin>left-middle</margin>All feathers &amp; all hair is awkward to mold in accordance with its nature.</ab>

<ab><margin>left-middle</margin><m>Butter</m> for smearing hairy animals is better <del><fr>e</fr></del> than <m><pa>wheat</pa> oil</m>, because it is more amiable.</ab>

<ab><margin>left-middle</margin>If the <al>rat</al> is big, it is good to remove its entrails, or having molded it, to dry it in the <tl>oven</tl>, because the large amount of moisture that it has comes to boil in the <tl>mold</tl>, &amp; spoils it &amp; makes lumps.</ab>

<ab><margin>left-middle</margin>Do not put your <tl>mold</tl> <env>in the cold</env> until it has slowly cooled dry. Otherwise it imbibes the humidity, which makes it break.</ab></div>