

# Sculpting Cheatsheet

## Tools

- Clay
- Sculpting tools (e.g. wire loop tools, shapers, brushes)
- Armature (for supporting larger sculptures)

## Techniques

- Start with a basic armature or wireframe
- Build up the sculpture gradually, adding details as you go
- Use reference images to guide your work
- Experiment with different textures and finishes (e.g. smooth, rough, glossy, matte)

## Terminology

- Armature: A support structure for a sculpture, often made of wire or other materials
- Clay: A malleable material used for sculpting
- Kiln: A high-temperature oven used for firing clay sculptures
- Sculpt: To shape and mold a material, such as clay, into a three-dimensional form
- Texture: The surface quality of a sculpture, often used to convey detail or realism

## Tips and Tricks

- Work in a well-ventilated area to avoid inhaling dust or fumes from clay or other sculpting materials
- Take breaks and stretch to avoid fatigue or repetitive strain injuries
- Experiment with different tools and materials to find what works best for you
- Don't be afraid to make mistakes or try new techniques
- Practice regularly to improve your skills and techniques

## Resources

- [Sculpture Techniques](#)
- [Sculpture Community](#)
- [Polymer Clay Daily](#) (for polymer clay sculpting)
- [Sculpture House](#) (for sculpting supplies)