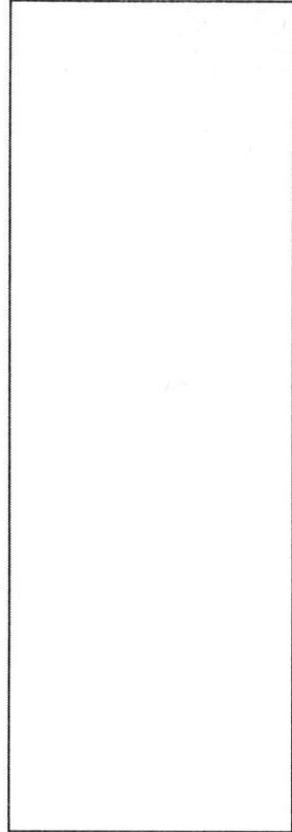
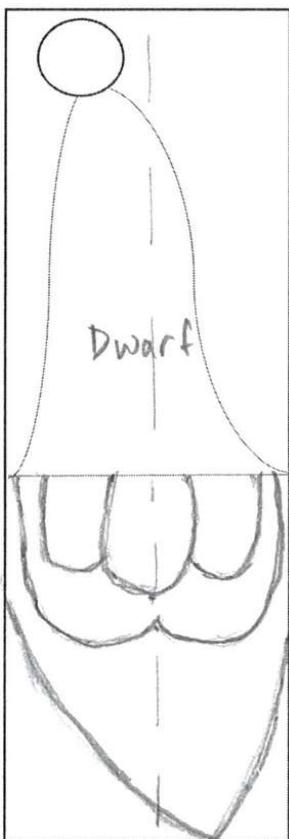
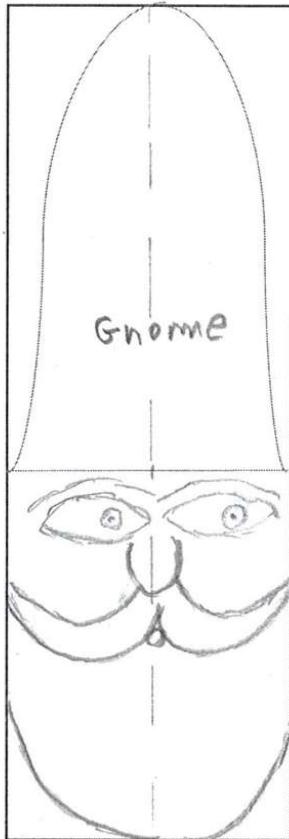
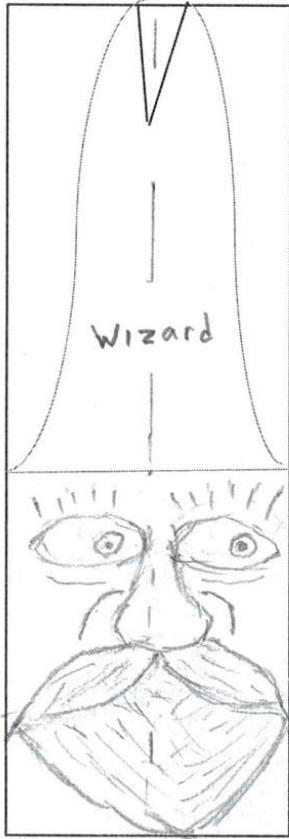


Carving a Gnome (or Dwarf, Wizard, Old Dude)

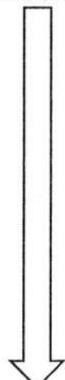
Supplies: knife, strop, carving glove, thumb guard, basswood 1 1/2" square X 5" tall, pencil, V-tool.
Strop your tools for sharpness.

1. Decide on your design. Here are some ideas:

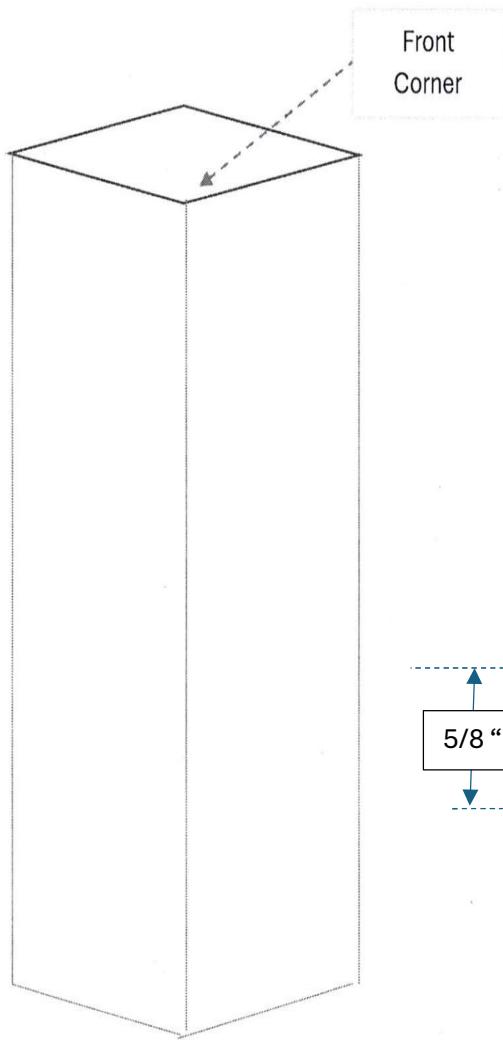


This will make a somewhat flat face.

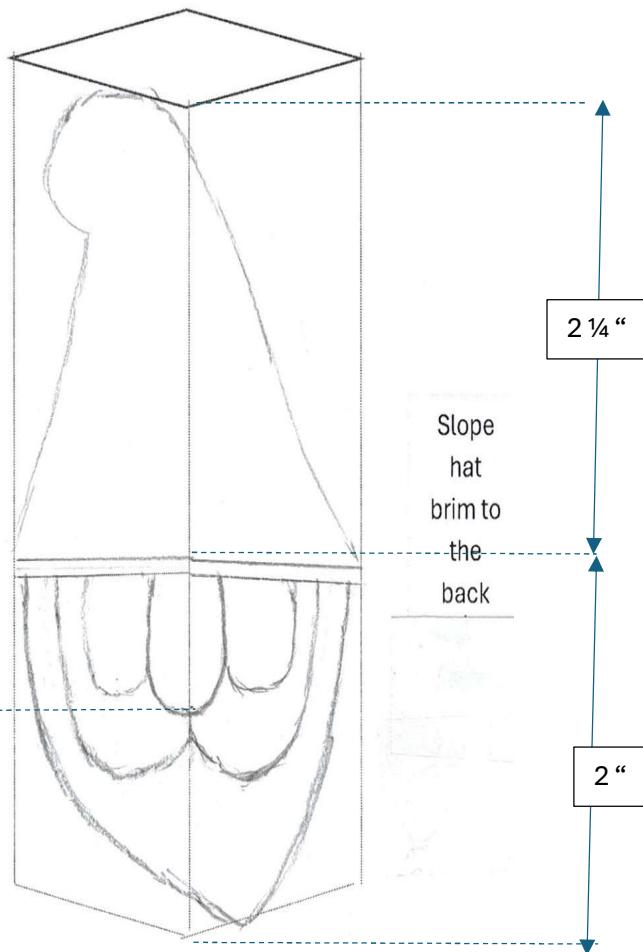
-OR-



For a more realistic face, draw your design here:



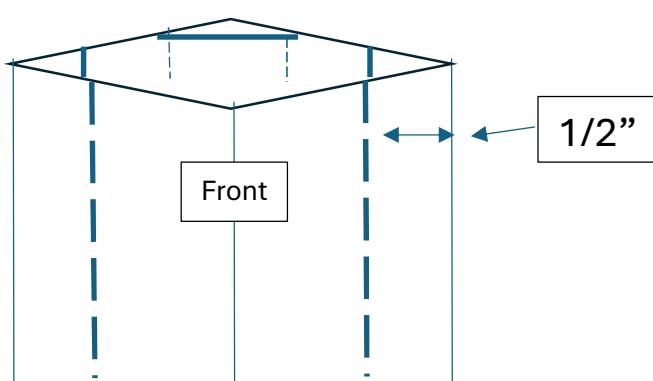
Or use this design:



Why: The nose is the most prominent feature on the face. If you start with the nose on the front corner, it can stick out from the other facial features and be more realistic (less flat face).

Carve – Round the Side Corners and Back Corner (Not the front corner):

- Mark the front corner (where the nose will be.)
- Leave the front corner alone.
- Mark the other corners at 1/2" from the corner and draw a rough line from top to bottom.
- Repeat this with the back corner (back of the head).
- Carve away these three corners (NOT THE FRONT CONER) to **ROUND THE CORNERS to the 1/2" mark.**



See the left picture below for rounding of the three corners.



Transfer the design to the wood:

- Use a pencil to draw your design on the front two flat sections of the wood, CENTERED ON THE FRONT CORNER. Slope the hat brim down slightly as it goes to the back.

Carve the hat from the front straight to the back (in 2 dimensions). Left picture below.



Mark the Hat from the side (see right picture above).

Carve the Hat from the marked side straight to the opposite side (see left picture below).



Carve the hat:

- Round the corners of the hat (see right picture above).
- Remove wood around the brim of the hat (see picture below).

Carve the Face:

- Make V cuts with your knife or V-tool along the pencil marks.
- Be careful to remove a minimum of wood from the nose, to keep its prominence.
- Round the cheeks, moustache & beard. Lightly round the nose, but allow the nose to stick out.
- Use the V-tool to add detail to the beard and moustache. Our visual perception likes curves more than straight lines, so give the v-tool details some curves.



Paint:

- First, apply a diluted light gray paint to the moustache, beard and the grooves of the face. This will create a “shadow” effect.
- Next, apply off-white to the beard and moustache, using only a scanty amount of paint on the brush, at an oblique angle, 90 degrees to the beard and moustache grooves that were made using the v-tool. You don’t want to fill in the grooves, but leave the gray paint in the grooves as shadows.
- Paint the hat with your choice of color (e.g., red for a gnome).
- Paint the clothes and back with a different color.
- Paint the cheeks and nose with a flesh color. Try the paint first on paper to make sure that it truly looks flesh color.
- Lightly apply very dilute red color to the tip of the nose and bottom of the cheeks (for a “blush”).

Montgomery County Carvers

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