

Mont Marte

Create a cat sculpture in polymer clay



I **can** create

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Materials List

MMSP6401 Mont Marte Make n Bake Polymer Clay 400g - Beige
MMSP0003 Mont Marte Mini Modelling Tools Boxwood 10pc
CMRD0020 Mont Marte Canvas Round 20cm
MMSP0022 Mont Marte Plaster of Paris 1kg
MACR0004 Mont Marte Hobby Knife Set SK5 Blades 13pc

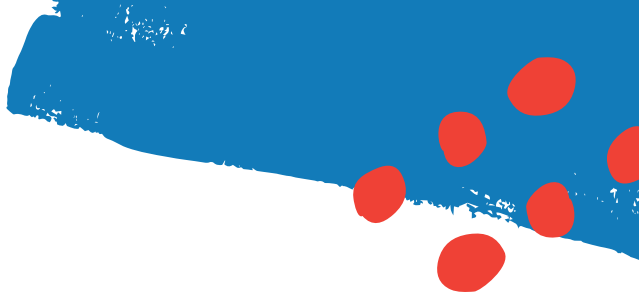
Also Required:

Three 70mm screws
Tie wire
Wire coat hanger
Tape
Aluminium foil

From Your Studio:

Pliers
Phillips head screwdriver
Pencil
Pin tool
Small round brush
Medium filbert brush

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1. Preparing the base

Start by preparing some plaster to fill the back of the canvas. Pour 300mls of water into a bowl and add plaster slowly, mixing until the mixture is the thickness of pancake batter.

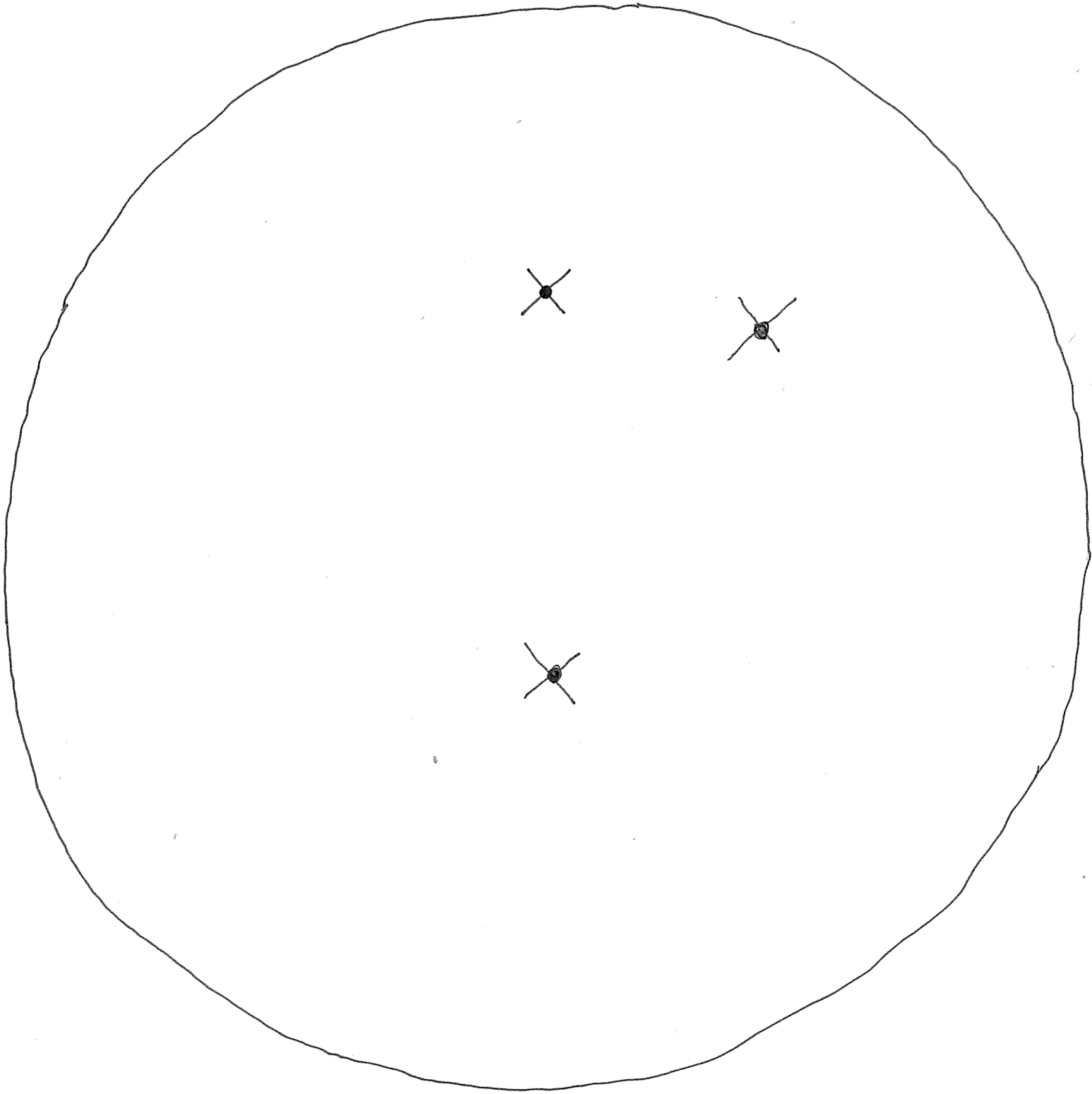
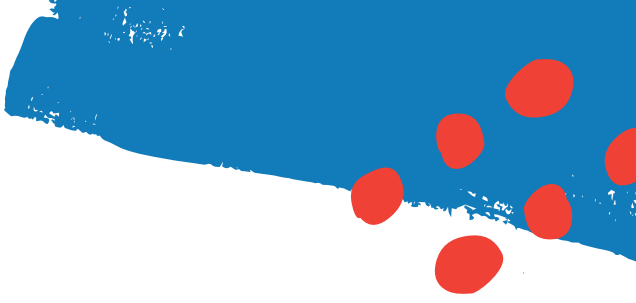
Pour it into the middle of the canvas and then let it self level and dry.

Once dry, flip it over and we are ready to begin. Using the provided template, mark the screw positions and then insert the screws. Angle the screws at the appropriate angles.



Always use latex gloves when working with plaster.

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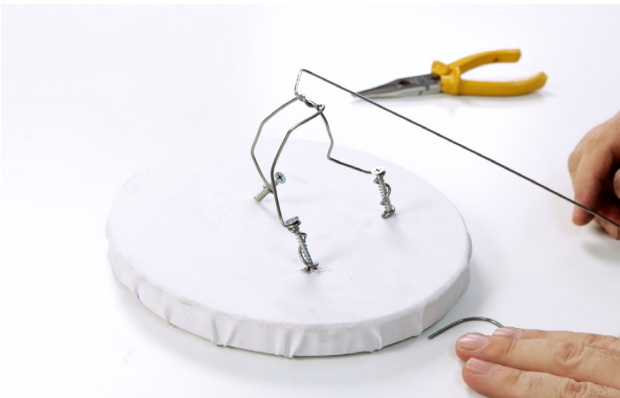
2. Creating the armature

To create the armature, twist the coat hanger onto the screws applied to the base. You will need to do this twice, one for each front leg. Apply the two arms of the wire first, then bring together in the middle of the chest area and twist together. Finally, bend the wire down to the rear single screw. Keep the curved shape of the spine in mind and shape it accordingly.

Using a separate piece of wire, create the scratching leg by shaping the wire up and towards the spine, but add the appropriate bend and shape the leg needs.

This wire bends quite easily but you will need the pliers to snip the excess.

Roll the aluminium foil into a ball and pack out the armature. Use the clear tape to attach the ball inside the wire. Clear tape is great for this as polymer clay will bond with it.



Keep adjusting your armature until you are happy with it - this is the skeleton of the model. Refer to the accompanying video for a more detailed look at the armature.

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3. Creating the body

Start by packing clay onto the front arms and make it oversized, so we can carve it back. Ensure there is no air between the armature and the clay.

Begin applying clay to the underbelly of the cat, and then apply to the rest of the body.

Once you have the body packed on, you can start carving, shaping and smoothing.



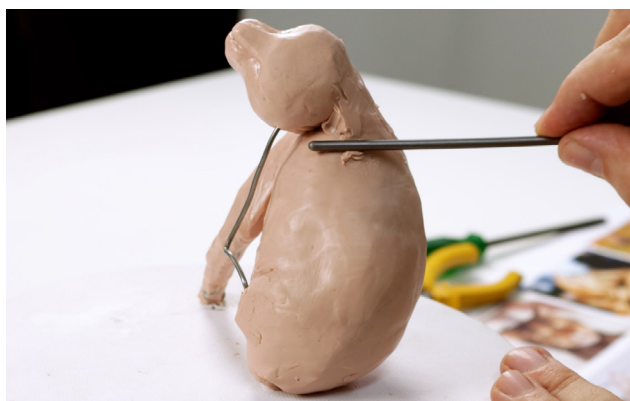


4. Sculpting the head

Roll a ball of clay to the size of the head and roughly shape the cats features.

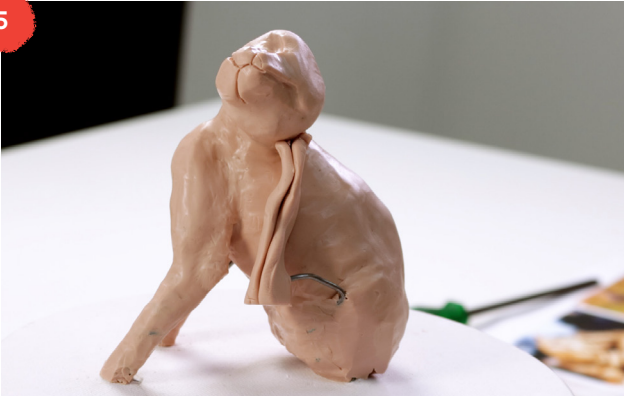
Attach the head to the sculpture.

Add clay around the head, between the body and smooth it in so it forms a neck.



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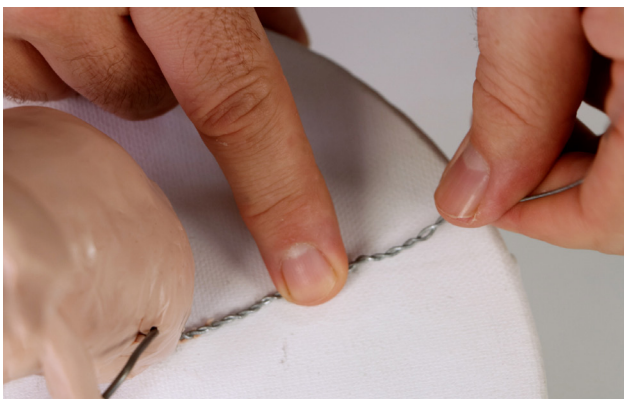


5. Adding the legs

Add clay around the armature wire for the leg scratching the cat. Remember to pack on more than you need so you can carve it back.

Carve the excess clay back and shape the leg with a hobby knife.

Create an armature for the tail by twisting tie wire around the rear screw. Cut it to size with the cutting part of the pliers.



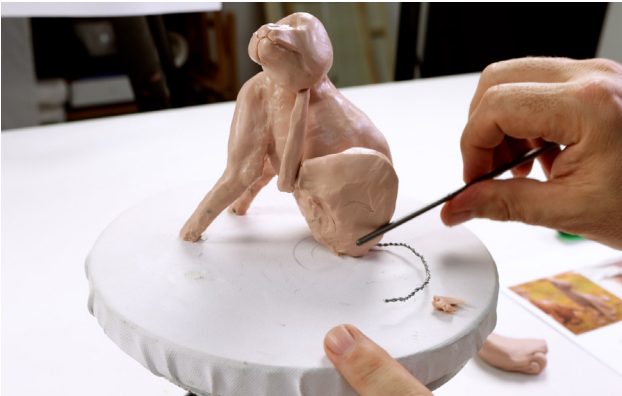
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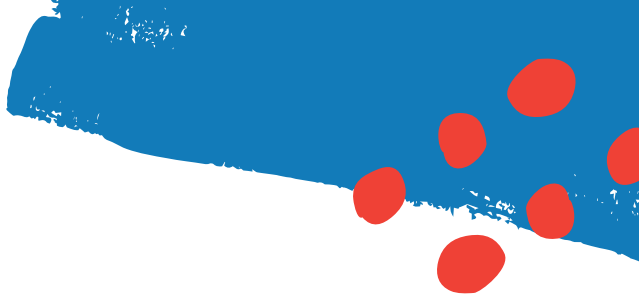
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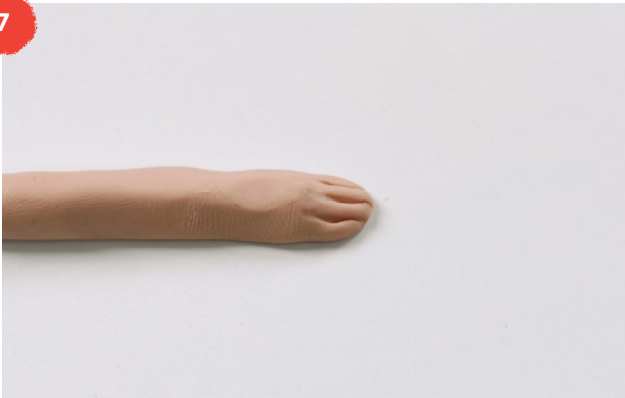
6. Adding the tibia and femur

Remove clay from the body where the leg lies and apply a large piece of clay for the tibia and femur. Use a hobby knife to carve the leg into shape. Fill the joint where the leg meets the body. Smooth this off.





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7. Adding the toes

Roll out clay for other leg. Create toe shapes by using the hobby knife and the pin tool to shape the individual toes.

Fit leg under the cats body. Smooth it to the underside of the sculpture.

Fit toes to the scratching foot and smooth.



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8. Adding the tail and more toes

Roll out a tube of clay for tail. Create a groove along the tube.

Fit the tail to body and press the wire tail armature into tube of clay. Roll clay over the top of the wire.

Shape the tail by carving excess clay away with hobby knife.

Add front feet onto base. Smooth onto legs. Create toes by using the hobby knife to slice the foot apart, and then the pin tool to soften the edges.



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8. Adding the final details and ears

Refine the face by adding the nose and cutting slits for the eyes. Refer to the reference images at the end of this PDF to sculpt the face.

Create two equal sized triangular shapes for the ears and apply them to the head. Blend them in using the end of a paint brush handle.



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