

2023 GMWC Club Project Elephant – Blocking in Part 2

Top of the Head:

At the February CarveIn, we continued blocking in the basic parts of the Elephant, and started to define a bit more the parts as they were blocked in. We start by laying out the space between the ears to define the top of the head and then began to rough in the location of the ears. There should be a “shoulder” where the back transitions into the head.



Chin:

Next turn over the head, and layout again the bottom edges of the ears to determine the location of the chin. Carve between the lines to define the location of this area of the head.



Refining the body legs and tail:

At this point, the main parts of the body have been roughed in. There is still lots of wood that can now be removed to better establish the shape of the body and begin to blend the parts together. Looking at the reference photos, you will notice a definite backbone, which can be defined with a 'V' tool, and then shaped to the body. The tail can be carved to stand off the legs or in contact. Once again a “v”

tool is useful to begin to shape the tail location from where you blocked it in. The legs can also have lots of wood to begin to remove so they are separated from each other. Refer to the photos again so the top of the legs blend into the body. We are just refining the body parts, leaving enough wood for final carving to finished shape and size.



The body, back of neck and legs are now more or less in place. At the March CarveIn we will began to shape the front of head and ears and decide on the shape of the trunk.