"In a relaxed studio atmosphere, I teach the visual techniques and physical controls that are essential for the structured knowledge demanded in the creation of great figure sculpture."

The Portrait Sculpture Clay Modeling Course begins with a lecture on, and then the creation of a generic skull. Bony landmarks are fully observed and recreated and the geometric relationships between them highlighted. This technical class has been a great service to many portrait painters as well as sculptors. It enhances the knowledge of the placement of information necessary for the creation of any good portrait, as well as teaching methods used "to see" more clearly. The generic skull is then turned into the skull of the model, and then clay modeling techniques are taught to create the portrait. For those students wishing to be prepared for this class beforehand we highly recommend purchasing Martine Vaugel's video,"Sculpting the

Portrait in Clay".

The Vaugel Sculpture Method is based on a profound method of seeing and sculpting using geometric relationships and stable data. "I continuously expand outward to create a basic abstraction that is then
changed to be the specifics of any model."

Most additive sculptors work in the round, moving from view to view continuously. Other sculptors using a carving method, eliminate rather than add material. My method is an additive method, but I work in a square, creating four complete two-dimensional outlines (front, back,

and both sides),   before
fleshing out the figure.

The Reclining Figure Clay Modeling Class teaches Martine's method of breaking down the floor plan of the model into four equal parts qnd plotting the reclining figure onto it, as well as proportioning out the heights of the models high points within the graph created is taught in this class.

The Seated Figure Clay Modeling Class teaches Martine's method of breaking down the figure's proportions and then working from a geometric point system, is taught to students on the seated figure, or crouching figure.