

Handout for 2016 demo application

Carving and texturing on small to medium hollow vessels

By: Dennis Paullus

Starting with green wood blank turn vessel shape in side grain orientation . While you are at it turn several. After a few months the vessel is dry and ready for carving.

I have a carving station set up with a down draft table and all my carving tools ready in one place.



I lay out carving by hand for a more organic look. Starting with vertical and horizontal lines and then drawing in spiral lines from there. Draw in the final tears pattern and you are ready to carve.



Carving my vessels is all about patterns and textures. I will be using my favorite tears pattern and my favorite stippling texture in this handout. Before I start carving I need to know the wall thickness of my vessel. I always leave enough thickness so that I will have deep carving for lots of shadow lines.



I use very few shapes of carbide rotary carvers. This safe end cylinder shape works very well for all convex shapes. Start by carving a v groove at the layout lines from both sides of all the layout lines until the entire piece is roughed out.



Refining the shapes further by more smoothing with rasp, files and sand paper to complete the carving process so that texturing can begin.



The next step is to refine carvings and to start smoothing surfaces by switching to finer grit carving burr.



The stippling texture I'm using on this piece is very simple and it creates a texture that is very tactile and visually pleasing. I like pod shapes and I like for the pieces to feel good in your hand and this texture works well for that. I use two different sizes of round carving burrs to create alternating bands of textures.



The texturing is complete so clean the fuzz from the carving with #4 steel wool and sign your work. I use a small wood burning tip.



To finish the piece a couple of coats of Krylon Matte finish is all I use. It is easy to apply and gives a nice natural look to the piece.

Using this type of burr you need to be deliberate in making the texture so that they are random and at times over lap each other. It is not a fast texture to create but i think it works well and I like it.

