

COURSE TITLE	SCULPTING A PORTRAIT IN CLAY
COURSE CODE	SC2503053
TUTOR	LAURA POSTLE
START DATE	30/03/2026
DAY & TIME	MONDAY, TUESDAY, WEDNESDAY & THURSDAY; 10:00AM-4:30PM
LEVEL	ALL LEVELS
LOCATION	BANKSIDE CAMPUS

DAILY BREAKDOWN

Date	Topics/ Skills covered	
30 March 2026	Sculpting a portrait begins with the careful placement of the tragus notches (cartilage at ear holes), ensuring the gesture of the model is captured correctly, while keeping the underlying support post embedded within the sculpt. A successful portrait depends on careful attention to the profile, taking a few key measurements will help to create a nuanced silhouette and establish accurate facial heights and proportions.	
31 March 2026	Once a few key measurements have been used to establish an accurate profile along the face's centerline, we can begin visually mapping out depths—such as the eye sockets, the back of the nostrils, and the corners of the mouth. These key depths will then enable us to begin building the widths from the front. Cheekbones and eye sockets will be defined, and the sculpture will start to take shape.	
1 April 2026	Once the portrait's heights, widths, and depths are accurately established from all key front-on perspectives, we can begin examining it from a three-quarter view, refining the fullness of the face, including the cheeks, eyesocket corners and the forehead. From this point modelling features really starts to bring the sculpture to life.	
2 April 2026	Modeling light and shadow is essential in portrait sculpture. Capturing highlights on the forehead and shaping shadows across the cheeks and features helps define the differences between flesh, cartilage, and bone. We will explore both over-modeling and under-modeling, discussing how each approach can create intrigue and focal points while softening other areas. These techniques will allow us to capture the model's key characteristics and enhance likeness in the final sculpture.	