

# PROGRESSION

APPLIQUE WITH PYROGRAPHY

CARVING WITH PYROGRAPHY

RELIEF CARVING WITH PYROGRAPHY

PYROGRAPHY

## APPLIQUE WITH PYROGRAPHY



# CARVING WITH PYROGRAPHY



# RELIEF CARVING WITH PYROGRAPHY



# PYROGRAPHY



# PYROGRAPHY



# RELIEF CARVING WITH PYROGRAPHY AND PYROGRAPHY



# TURNINGS

WOOD

VESSEL SHAPE

NATURAL FEATURES



# WOOD

SUBTLE GRAIN, COLOR VARIATION (Avoid Burls, etc.)

HARD

LIGHTER COLOR

MINIMAL TEXTURE (Oak, Ash, etc. not best)

NATURAL FEATURES THAT CAN BE USED AS PART OF  
THE DESIGN (Voids, Inclusions, Natural Edges)

# VESSEL SHAPE

## PLEASING AND ATTRACTIVE

A BADLY SHAPED VESSEL CANNOT BE DECORATED AND MADE ATTRACTIVE  
THE SHAPE CATCHES THE EYE AND THE DECORATION ENHANCES AND SURPRISES

## APPROPRIATE FOR USE

VESSEL SHAPE SHOULD CONSIDER NORMAL VIEWING POSITION

FORMAL OR MORE FREE FORM SHAPE

APPROPRIATE USE OF NEGATIVE SPACE

TRY TO FIND THE GOTCHA FACTOR OR ELEMENT

## QUALITY OF SHAPE AND FORM

SMOOTH CURVES

FOLLOW RULES (GOLDEN MEAN, ETC.)

# VESSEL SHAPE



# DECORATION DESIGN

SOURCES FOR DESIGN IDEAS

CREATING THE DESIGN

TRANSFERRING THE DESIGN TO THE VESSEL

# SOURCES FOR DESIGN IDEAS

## **PUBLICATIONS ON PYROGRAPHY AND DESIGNS**

DOVER, TREELINE, AMAZON ( Authors: Norma Gregory, Steven Poole, Sue Walters)

## **AMERICAN ART POTTERY**

“AMERICAN ART POTTERY” -Charles H. Morse Museum of American Art

## **NATURE PHOTOS**

MAINTAIN PHOTO FILES OF TREE LEAVES, GRAPE VINES, IVY, FLOWERS, ETC.

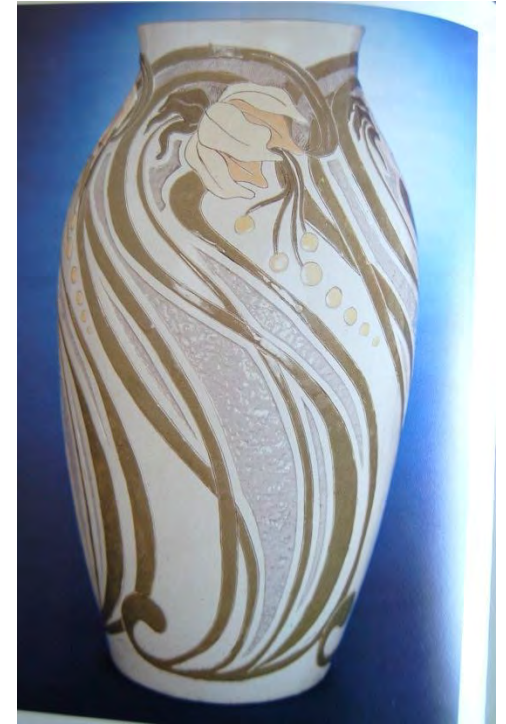
## **COMPUTER PROCESSING OF NATURE PHOTOS**

PHOTOSHOP DRAWING FILTERS, TOPAZ SIMPLIFY

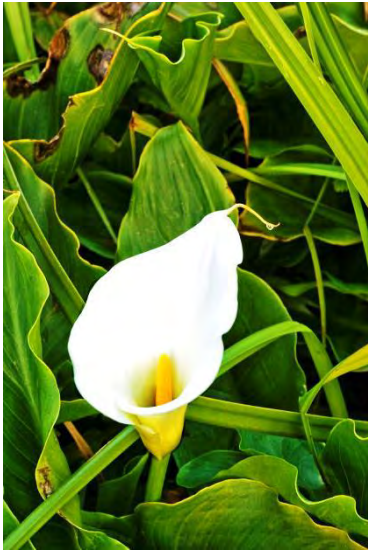
## **YOUR OWN DESIGN FILES**

SKETCH BOOK, MAINTAIN FILES OF YOUR DESIGN ORIGINALS PLUS PHOTOCOPIES

# ART POTTERY PHOTOS



# NATURE PHOTOS



# COMPUTER GENERATED DESIGN ELEMENTS





# COMPUTER GENERATED DESIGN ELEMENTS



# COMPUTER GENERATED DESIGN ELEMENTS



# CREATING THE DESIGN

## **DECORATION SHOULD ENHANCE THE PIECE**

HIGHLY FIGURED AND COLORED WOOD CAN NORMALLY STAND ON ITS OWN

PLAIN WOOD TURNED INTO A GREAT SHAPE CAN BE ENHANCED

INCORPORATE NEGATIVE SPACE FROM INCLUSIONS AND VOIDS INTO THE DESIGN

## **SKETCH DESIGN ON TRACING PAPER**

TRACE PRINCIPAL ELEMENTS FROM REFERENCES (SEE SOURCES ABOVE)

FILL IN BY SKETCHING BRANCES, TENDRELS AND OTHER BACKGROUND ELEMENTS

DETERMINE HOW YOU WANT TO REPEAT THE DESIGN ELEMENTS ON THE PIECE

PROPORTION THE SKETCH RELATIVE TO HOW IT WILL FIT ON THE VESSEL

DESIGN SHOULD FLOW WITH THE SHAPE AND FEATURES OF THE WOOD

# EXAMPLE SKETCHES



# EXAMPLE SKETCHES



# EXAMPLE SKETCH



# CUT OUTS FOR CREATING DESIGN



# TRANSFERRING THE DESIGN

## TRACING SKETCH

USE GRAPHITE PAPER INSTEAD OF REGULAR CARBON PAPER

WHITE GRAPHITE PAPER LINES DON'T SEEM TO BE AS HARD TO REMOVE AS BLACK

TAPE SKETCH ON BOWL ( 2 PLACES) TO KEEP IT FROM MOVING

VESSEL IS CURVED SO WILL NEED TO "SCRUCH" PARTS OF DESIGN TO CONFORM

FILL IN ANY MISSING PARTS WITH PENCIL (WHITE PENCIL WORKS ON WALNUT)

## CREATE DESIGN DIRECTLY ON WOOD USING CUT OUTS

CUT OUT LEAVES, GRAPE CLUSTERS, ETC. FROM PHOTOCOPIES OF DESIGNS

TRACE AROUND CUT OUT ELEMENTS ON VESSEL INCLUDING OVERLAPS

FILL IN BY SKETCHING BRANCES, TENDRELS AND OTHER BACKGROUND ELEMENTS

WORKS VERY WELL FOR IVY BASED DESIGN ON PIECE WITH VOIDS AND INCLUSIONS



# DESIGN SKETCHED ON



# PYROGRAPHY TOOLS

## FAN TO CLEAR SMOKE FROM WORK AREA

(SUCK SMOKE INTO THE FAN WHENEVER POSSIBLE)

## WOOD BURNER

BURNMASTER (WOODCARVERS SUPPLY)

RAZERTIP ( TREELINE)

DETAIL MASTER

## REPLACABLE TIP PENS

## PERMANENT TIP PENS

DETAIL MASTER 6A (SCRIBE PEN)\*

DETAIL MASTER 2C (CURVED LINES)

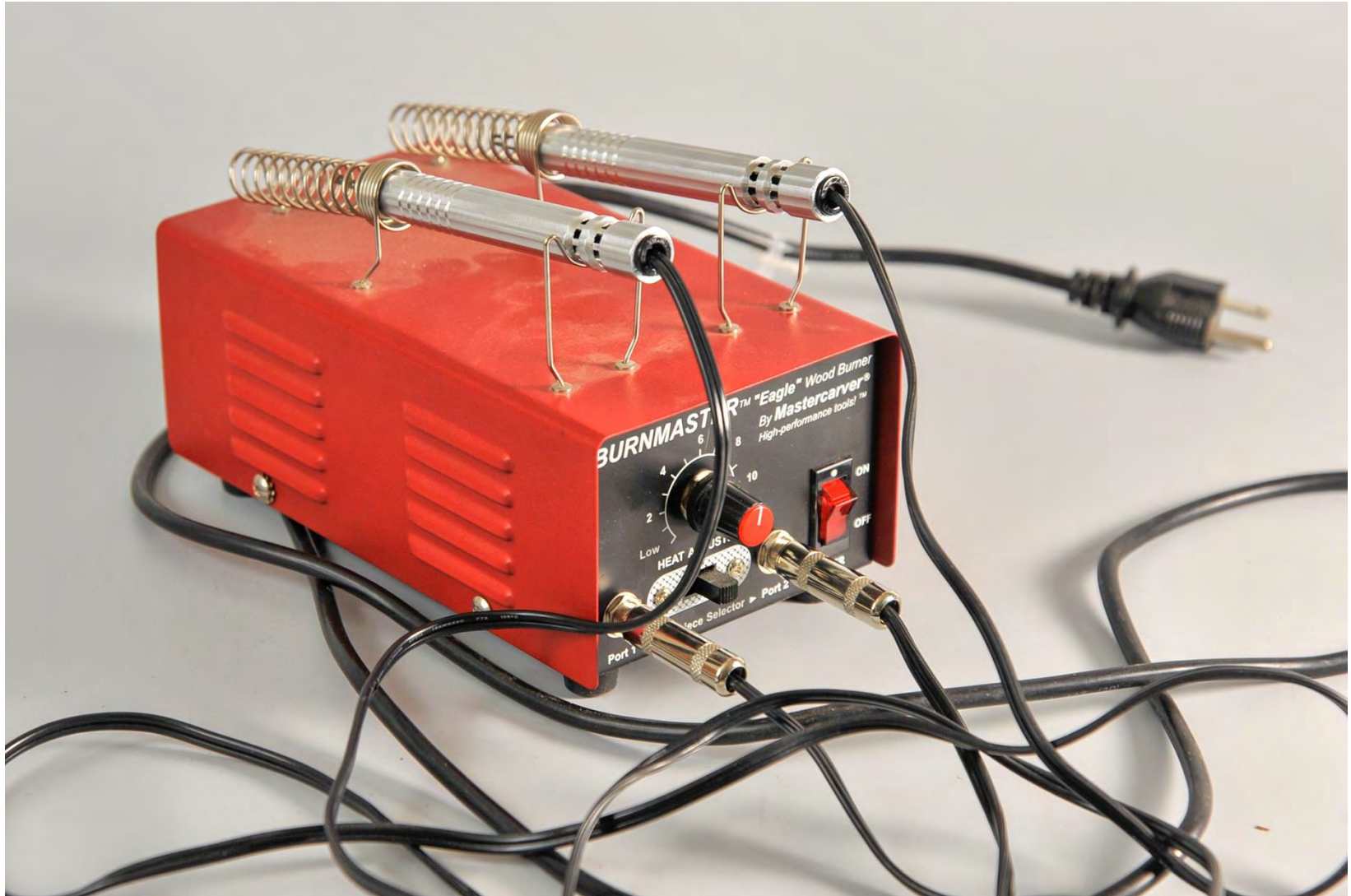
DETAIL MASTER 10A (CURVED LINES)

DETAIL MASTER 10B (HEAVY OUTLINING)\*

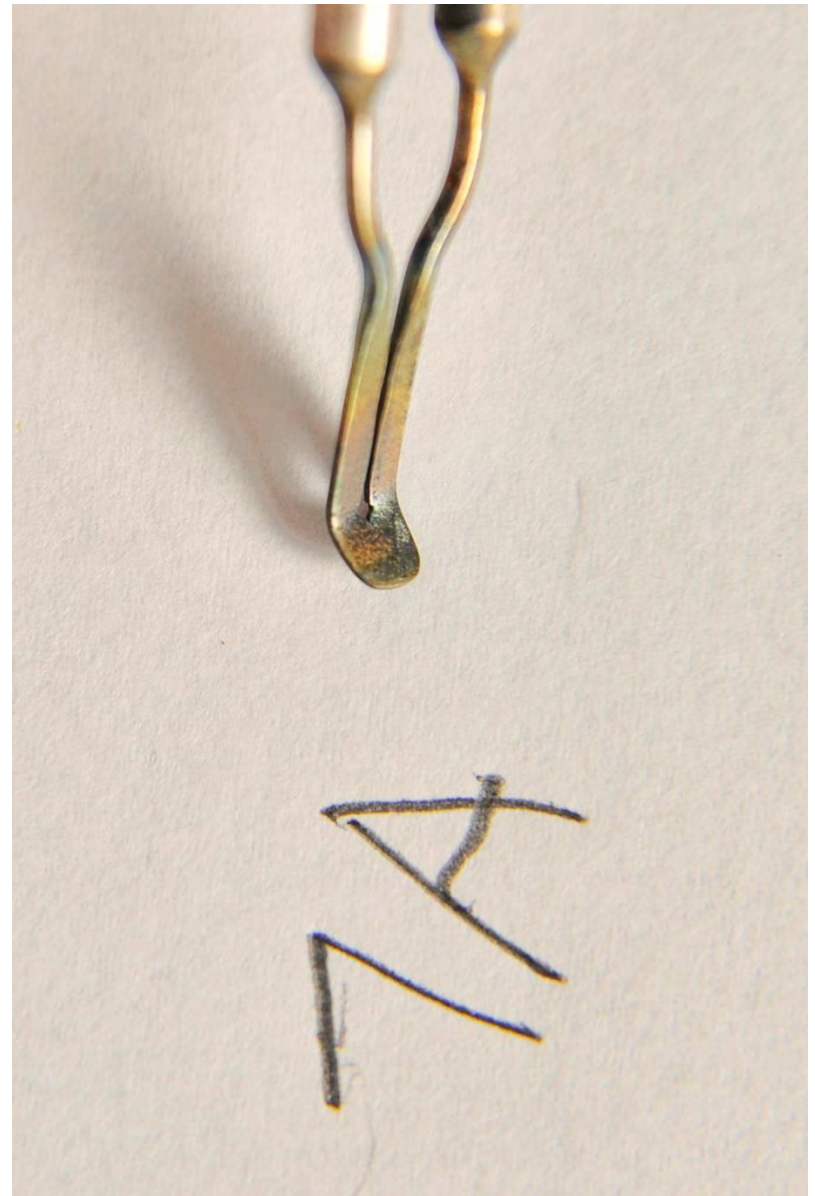
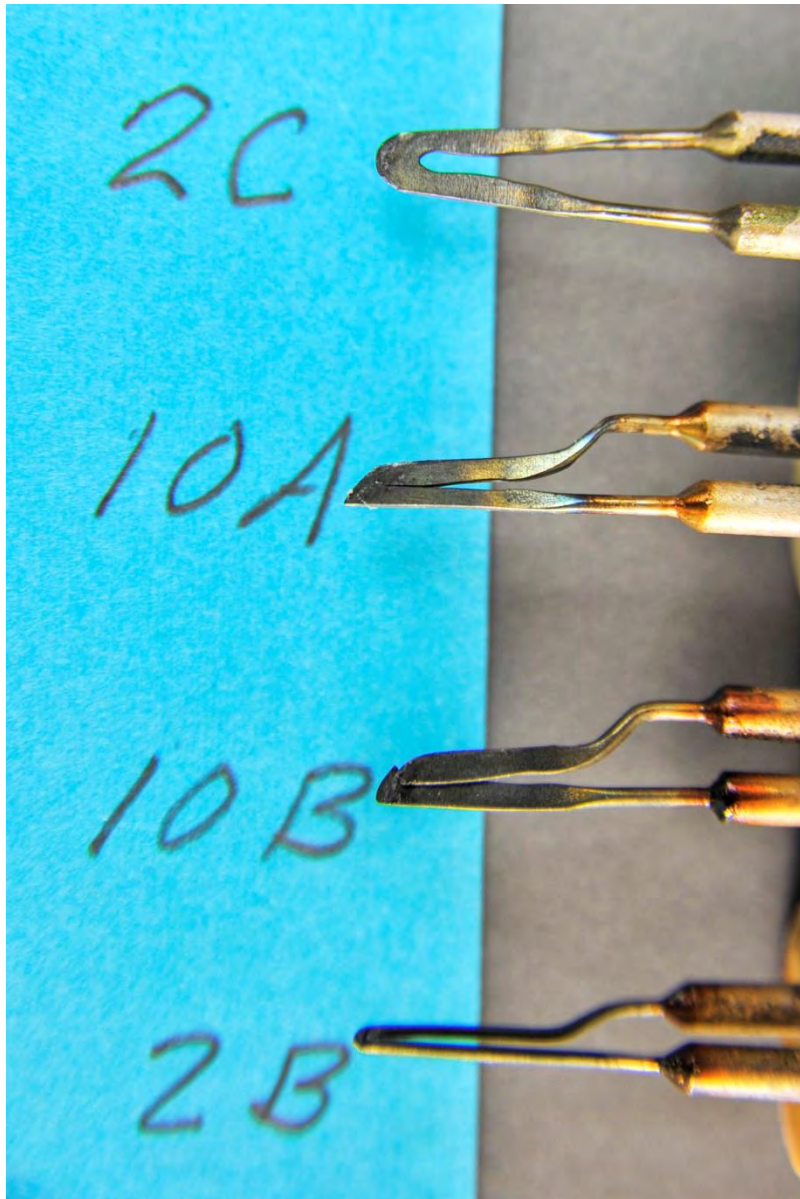
DETAIL MASTER 7A (SHADING)\*

\* CAN USE FOR ALL BURNING TASKS JUST A LITTLE HARDER TO DO

# PYROGRAPHY EQUIPMENT BURNER



# PYROGRAPHY EQUIPMENT PENS



# PYROGRAPHY TECHNIQUES

PRESERVE PATTERN AS YOU WORK

## MAIN STEPS

1. BURN OUTLINE OF MAIN FEATURES FIRST (10A, 10B)
2. BURN MAIN BRANCHES AND STEMS (10A, 10B)
3. BURN VEINS ON LEAVES (2C, 10A)
4. ADD SMALL DETAILS SUCH AS TENDRILS (2C, 10A)
5. WASH WITH ALCOHOL
6. COMPLETE SHADING (7A)
7. WASH WITH ALCOHOL
8. TOUCH UP DESIGN (10A)
9. BURN IN BACKGROUND (6A)

# PYROGRAPHY METHODOLOGY

GO FOR IT ON YOUR ORIGINAL

ONCE BURNED IT IS ESSENTIALLY PERMANENT

SHADING CAN BE A LITTLE TENUOUS

**CREATE REFERENCE BURNINGS (SAMPLERS)**

REFERENCE SAMPLES CAN BE USED OVER AND OVER

YOU GET A CHANCE TO LEARN WHAT WORKS BEST FOR YOU

YOU CAN SEE HOW PYROGRAPHY WORKS ON DIFFERENT WOODS

# SAFETY FIRST

PENS ARE HOT AND HEAT UP ALMOST INSTANTLY-  
ALWAYS SET PENS IN HOLDER ON BURNER WHEN NOT  
BEING USED

SMOKE IS NOT GOOD FOR YOU-USE A FAN TO SUCK IT  
AWAYFROM YOUR WORK AREA OR BLOW IT AWAY

DO NOT LEAVE HOT PENS UNATTENDED-TURN OFF  
BURNER AND UNPLUG WHEN YOU WILL NOT BE USING  
IT FOR A WHILE.

# SAMPLERS





# OUTLINE MAIN FEATURES, BRANCHES AND STEMS



# BURNING VEINS ON LEAVES AND TENDRILS



# SHADING LEAVES, BRANCES, STEMS AND TENDRILS



# ADDING BACKGROUND AND FINAL ALCOHOL WIPE

