

LEARN - MAKE - SCULPT - ANIMATE with Bertie!

Make your own air dried clay and sculpt an animal. Learn observation skills and basic clay modelling techniques. We'll step you through how to make Bertie the Dachshund! You can apply the same techniques to make your own pet or favourite animal.

LEARN!



The sculptor Karl Duldig first studied sculpture in Europe and further developed his skills and passion for sculpting when he lived in Singapore and later in Melbourne. Karl made major sculptures using different materials such as stone, clay, wood and bronze and also modelled small pieces for his family. Here are two playful glazed clay animals made by Karl who loved horses and dogs.

MAKE!



Make air dry clay using ingredients you probably already have in your cupboard. You will need to ask a grown-up for help with this task!

Follow the recipe on our website here: duldig.org.au/whats-on-now/childrens-programs/

SCULPT!

STEP 1

Look at your own pet or a picture of an animal. Notice the shapes that make up its body including the thickness and length of each shape.



Long body!

Short legs!

STEP 2

Using your clay begin to shape the body.



STEP 3

Add the legs, head and tail. Keep checking to make sure the sizes of each part look right in relation to the size of the body.



STEP 4

Make the ears side by side so they are the same size. Attach to the head pointing upwards and then let them flop down.



STEP 6

Allow your animal to dry. Once dry you can paint it with acrylic paints. If you want to try an animation, you will need to do this before it dries.



ANIMATE!

Have some fun making your animal move using technology to make a simple stop motion animation. It's great fun and you will love the results!

You will need to download an app on an iPad or similar device - you can use any free video making app (such as InShot) or a Stop Motion animation app (such as Stop Motion Studio).

INSTRUCTIONS

STEP 1

Make a background and foreground using things you have around your home, or draw a background on a piece of paper or card. Be as creative as you like!

STEP 2

Decide what action you would like your animal to do - we made Bertie roll over, and eat some chocolate!

STEP 3

Prop your camera in front of your scene so that it is secure and remains still. Place your animal in front of the camera and take a photo.

STEP 4

Bend the plasticine to move the animal a tiny bit and take another photo. Repeat this process as many times as you need to complete the action you planned.

STEP 5

Join the photos into a video using your app. If you are using a Stop Motion app, you can take the photos directly in the app.



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Watch our short animations with Bertie on our website - duldig.org.au/whats-on-now/childrensprogramms/



ABOUT US

Duldig Studio is a registered house museum and is the former home, sculpture garden and artists' studio of sculptor Karl Duldig (1902-1986) and his wife, artist and inventor, Slawa Horowitz-Duldig (c1901-1975).

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