

Angel Tutorial

By Dayna Muscoby



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This Tutorial was written for Beads of Courage Canada, and the angels were designed for children. If you are using the tutorial, please consider making a couple angels to donate.

They can be sent to:

Beads of Courage
PO Box 71142
Silver Springs RPO
Calgary, Alberta
T3B 5K2

Supply List:

- Rod of Clear
- Rod and stringer of Skin color - ivory, CIM butter pecan, CIM Ginger, any brown tone
- a Twistie for Hair, color can be just about anything
- Rod and stringer in your choice of dress color
- Rod of white
- Rod of yellow



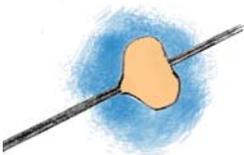
I like to start with the face for a very simple reason - if I mess it up I can start over without having invested too much time.

If your feeling confident go ahead and start with the body, shaping it would be easier without the head in the way.

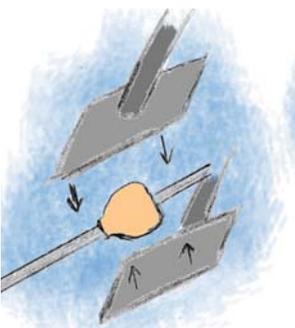
Start by making a small bead of clear



Heat the bead and tilt the madrel downwards. This shapes the head so that there is a good hole dimple on the top, and a sharp 'tail' on the base. It is much easier to join the body to the head when the bead has this shape.

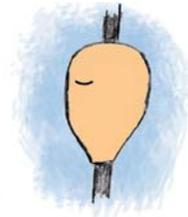


Incase the head in a flesh color. I've used mainly ivory for this, but you could use anything you like. If you use ivory you have to be very careful not to over heat the bead after the black is applied - you don't want it to spread. Other good colors to use are CIM's Butter Pecan or Ginger

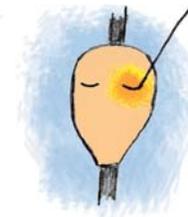


Top View

Lightly squeeze the bead to flatten the sides



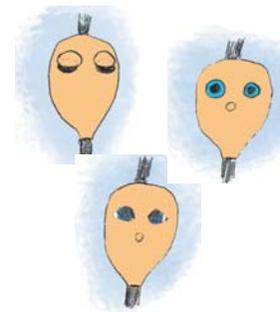
To make the eyes I spot heat the face until the glass is hot and glowing. Remove it from the flame (but don't go to far, an inch or two to the side is enough), and draw on one eyelid. The heat from the glass is enough to melt the thin stringer. Ideally, the eyelid will be a slightly curved line, 2-3 mm long. (less than a quarter inch)



Now spot heat and repeat for the second eye, you shouldn't have to heat as long this time as the eyes are fairly close together and the bead will still be hot from the first heating.



Gently heat the whole bead far out in the flame to ensure it doesn't crack. Then add a raised dot of the flesh color for the nose. From now on the head shouldn't be heated hot enough to flow, or you will lose the nose. (If this happens just add another dot)

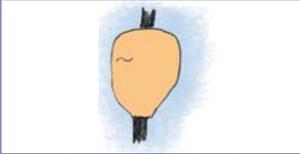


Other options for eyes

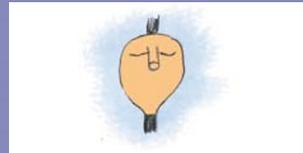
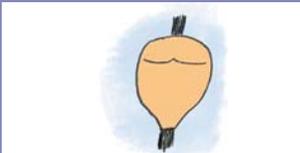
1. Use a tool to impress the eyelid
2. Just use dots - experiment with different layers and looks
3. Make an eye murrini - I haven't done this, I think it would look great though

Potential Problems and Fixes

These are all based on my mistakes and the fixes have been well tested...



If your eyes are shaped wrong – gently heat the bead and then use a tool with a curved tip, or the corner of your dental pick to push it into shape. This will create a divit where the eyelid will be, so fill it in with a small dot of flesh color and gently heat and pat it until it merges with the face



If your eyes run together – run a flesh colored stringer between them to form a nose, you can leave it raised on the bottom, tap it with a marver on the forehed to merge it into the face. Add you nose dot to the bottom of this stringer

If your eyes are way to far apart – pick your favorite one and add a new eye to the 'outside' of it (whichever side has the largest gap between the first two eyes) the extra eye can later be hidden by hair

If your eye looks like a dot – you have the option of just going with it and having an angel with open eyes

If all else fails, dunk it and start again (that is why I started with the tricky part after all)



Build a cylinder of glass to the length you would like the body to be. Be careful of the join between the head and the body, you need to make sure that there is a good amount of glass connecting the two parts. Add glass – if you add it in layers that start further away from the head each time it will naturally form a cylinder.



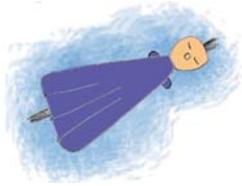
Heat it until its moveable and the gently marver it on an angle, with the edge of the marver in the neck of the Angel. I build the cylinder in clear and then encase it in the dress color. (you don't have to do that though)



Now is the fun part – decorate the dress, anyway you want – twisties, dots, stringers, flowers, raked designs



Heat the cylinder and use a knife to press lines randomly around it – forming the folds of the dress



Add shoulders, raised dots on each side of the face slightly below the head (leave some room for a neck)
If they aren't large enough add a second set on top of the first.
Heat these so that the dots merge well with the body (careful they don't go flat though)



Draw the arms one at a time, with raised stringer from the shoulder to the waist.
If you want your angle to be holding something you can add it now



Add a raised dot in your flesh color where the two arms meet for the hands

Adding Hair

This is a good area to be really creative in, (who's to say Angels don't have blue hair?) Here are some options that I've used, but you can experiment and do whatever suits you best. Starting with a twisty is a good idea, it makes the hair look more detailed right from the start. Also remember that the back of the head will be covered by the halo, so you don't need to put hair there.



1. You can leave the Angel bald - I think kids undergoing chemo may like them this way. It's nice to add ears in this case. Just add a raised dot to each side of the angels face, just below the eyelevel. Use a pointed tool to poke in one side of the dot and leave the other side raised.



2. For long hair it is easier to first mark out where the wings will be - I put a white dot at the top of each wing) Then just draw long lines with your twisty from the head hole and down each side of the face. Going around the wings makes them easier to apply later



3. For short hair I use the twisty to make dots. Lots of dots!

Finishing Touches



There are many ways you could make wings, I use this method because they will be stronger and close to the body, therefore safer for kids.

The first step is to draw two raised lines with white stringers where you want the wings to be

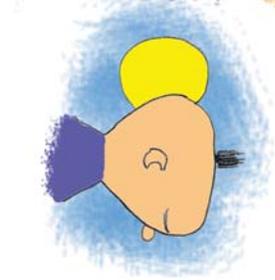


Next add two more raised lines on top of the first, making each a little shorter than the first.

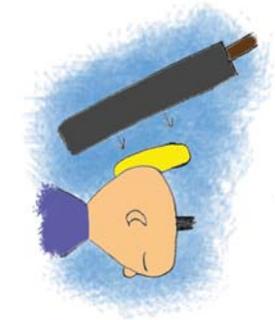
I prefer these to not be melted in too much, having them 'step' up looks a little more wing like to me (but that is a personal preference)



If you do happen to get the wings a little too hot and the lines melt into one another just add some raised dots to make them look more feathery.



For the halo add a large dot of yellow to the back of the angels head



Hold your marver at an angle (similar to the angle between the head and the neck) and flatten the dot. Ideally you want the bottom of the halo to be flush with the head and the top to be flat and raised over the head

A note about heating the Angel while you work

I have found that when working on sculptural projects it helps to think about what areas can take a lot of heat and which areas to avoid. In this case the Angel's skirt can be heated quite a lot before any damage would be done. Even if the skirt got too hot and started to flow the angel would still look like an Angel and no harm would be done. Also the skirt is the thickest part of the angel and therefore requires more time in the flame to maintain its heat base. In contrast, once the nose and hands are applied you do not want to directly heat them past an orange glow or you will run the risk of having them melt back into the Angel.

With this in mind the best way to hold the Angel in between steps is high in the flame with the skirt angled to be closer to the torch and the head kept in line with the flame, but shielded from direct heat by the body. (always keep turning it too of course) That way the skirt will soak up heat to stop the Angel from cracking, and all the rest of the Angel will also be heated but in a gentler less direct way.