

## **Vocabulary**

**ADDITIVE:** sculptural form produced by combining or building up material from a core or armature; modeling in clay and welding steel are additive processes

**ARMITURE:** a framework around which the sculpture is built

**BONE DRY:** condition of unfired clay that has no absorbed moisture

**CASTING:** a process of forming a clay object by pouring clay slip into a hollow plaster mold

**FIRING:** heating of clay or glaze to a specific temperature

**FOOT:** the base of a ceramic piece

**LEATHER HARD:** the stage between plastic and bone dry when clay has dried, but may still be carved or joined to other pieces

**POTTER'S WHEEL:** a machine used in the shaping of round ceramic wares; the wheel may also be used during the process of trimming excess body from dried wares and for applying incised decoration or rings of color.

**ROUGHING OUT:** create something in its approximate; it is the basic form not in the finished state

**SCORE:** taking a scoring tool (has a needle like tip) and scratching the surface of the clay using a hatching technique

**SLIP:** a fluid suspension of clay in water used in joining clay pieces, for casting, and for surface decoration

**SUBTRACTIVE:** sculpture formed by cutting away excessive material form a form (block) leaving the finished form

**THROWING:** the process of shaping plastic clay on the potter's wheel

**UNDERCUT:** a recess or awkward angle in the surface or form of a three-dimensional object that would prevent easy removal of a cast from a mold

**WEDGING:** a process of improving the workability of clay by reforming the mixture to make it homogeneous and even in texture while eliminating air bubbles

**NOTE: REVIEW NOTES FOR TEST 1 & TEST 2**