

**Clay** is the raw material used in ceramics. It is a very versatile material that can be transformed into a wide variety of shapes. When heated to high temperatures in a kiln, it hardens and permanently sets in shape. This makes it ideal for creating functional everyday items such as pots and vases as well as imaginative sculptural pieces.



## Artist – Guy Van Leemput

Ceramicist and mathematician Guy Van Leemput forms textured bowls by using porcelain to draft interlocking lines, abnormally shaped circles, and other designs on the surface of balloons.



## Artist – Tara Donovan

Tara Donovan creates sculpture, drawings, prints, and large-scale installations that transforms everyday objects into the extraordinary. She works with materials such as Scotch tape, toothpicks, drinking straws, and Styrofoam cups, to create forms resembling biological masses.

# Decoration Techniques

**Sgraffito** - The act of cutting and carving a pot surface to leave behind an incised image or design on the pot.

**Calado** - Pierced decoration refers to holes cut into jars and plates as a decoration.

**Impressing** - Also termed 'stamping' or 'embossing', impressing is simply the use of an object or tool pushed into the surface of a pot to leave a relief design in the clay.

**Faceting** - The process of cutting away strips of a pot's surface with coiled wire tools and can be carried out either when the clay has dried leather-hard or when it is still wet.

**Slip & score** - To score a pot or piece of clay means to scratch hatch marks on it as part of joining clay pieces together.

## Stages of clay

**Wet clay** - At this stage clay is still soft. This makes wet clay ideal for sculpting and adding pattern or texture to its surface.

**Leather-hard clay** - Leather-hard clay is clay that has dried for a few hours. It should feel slightly cool to the touch.

**Greenware** - Greenware is the name for clay that has dried and is ready to be fired in a kiln. Usually clay should air-dry for about a week before being fired.