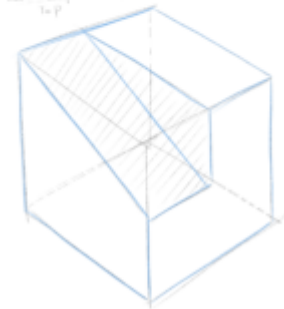
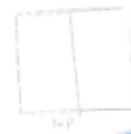
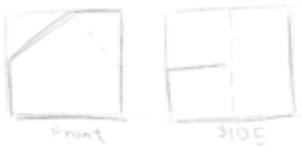
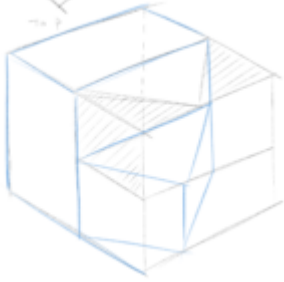
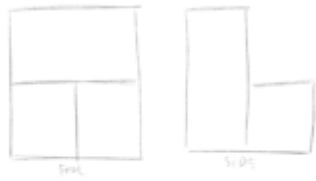
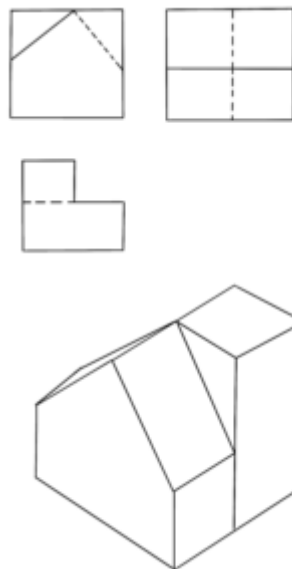
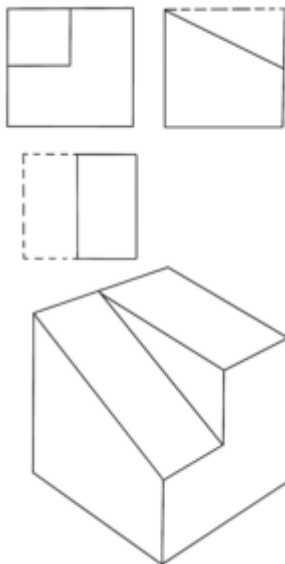
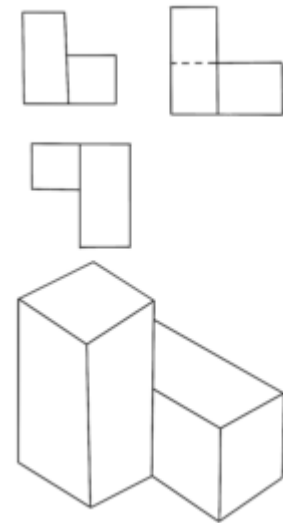
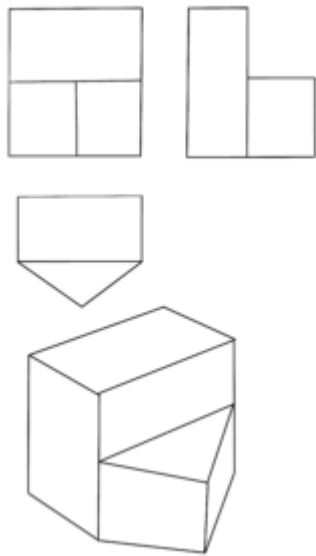


Plasticine Shapes—week10





Plasticine is a material like clay to me, it is wet, long time to dry and easy to form. I firstly formed it to a cuboids shape and cut out the edges on each surface in order to make it looks sharper. I used different colour in each shapes to distinguish them from one another. The next step is cutting out the useless part and made the form looks like the sketching in the previous page. After the modeling, I leave the object to dry and took photo of them from different angles and perspective.

