Ten Stamps Project

Over the course of the semester in your spare moments, create ten or more stamps. Some should be press-in shapes, some should be rollers or wheels (roulette stamps), a couple might be for texturing surfaces, and some might be tries at a maker's mark (also known as a chopmark or chop). Clay is the handiest to work with in this studio, but plaster, linoleum and wood are also available to stampoholics.

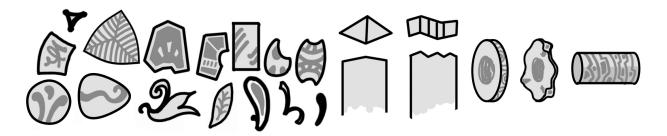
Purpose: To make your own individualized tools that you can use to decorate your work with. To become more knowledgeable about using shape, negative space, texture, line, and pattern.

Goals:

- 1. ____ Grooves and ridges are wide/deep/high enough to leave a good imprint not thin ragged scratches. DO NOT USE A PIN TOOL TO MAKE LINES WITH.
- 2. ____ Edges are neat and purposeful.
- 3. ____ Shape of stamp relates to any interior design no big-blob-with-a-small-design-in-the-middle.
- 4. ____ No cliché symbols. No lettering except on maker's mark.
- 5. ____ Stamps are your own, not made using others' stamps.

Tips:

- The **shape** of the stamp should accent any carved-in design. If a carved design is the main subject, it should **fill** the stamp, not be lost in the middle.
- Think what the space around or between multiple stamp marks will look like. Notches and indents in the shape can create interesting negative spaces around the stamp.
- KEEP STAMPS SMALL 1/2" to 1" square/round is a useful size range for your work.



The design you carve on your stamp will be <u>reversed</u> on whatever you stamp it on. If you want your mark to look <u>exactly</u> the same as you make it, first carve/make your mark on a slab of clay and bisque fire it (or use plaster, linoleum, etcetera). Then press a bit of soft clay into the fired mark and pull it out so that it has a clean impression of your design in reverse. Trim away any excess clay and use this as your stamp (after it's fired). You may need to add a little clay to the back to act as a handle.

Flye

stamp

impression