## 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.
___ 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. $\qquad$ 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 $-1 / 2^{\prime \prime}$ to 1 " square/round is a useful size range for your work.


The design you carve on your stamp will be reversed on whatever you stamp it on. If you want your mark to look exactly 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

stamp

impression 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.

