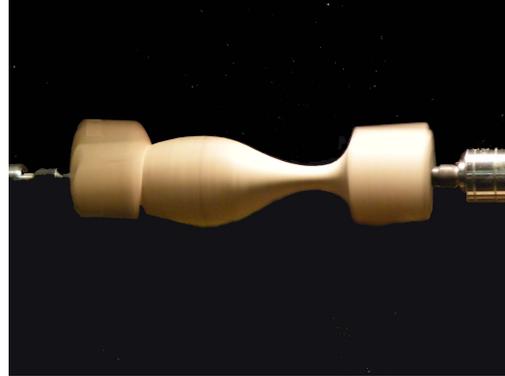


Turned Figure- Mark Sfirri

1. Mark the lines and centers on the blank as shown in the drawing.
2. Mount the top of head at the headstock.
3. Mount on the 1 - 1 centers to turn the front of the figure first. It should look like a wine glass
4. Cut shape shown in Photo 1 using the detail or bowl gouge, cutting down 1/2" at headstock end and a tight cove at the tailstock end.
5. Lightly turn the highest point until you touch front surface. This is the point for the bellybutton. Mark this point with a pencil. On back side of the turning.
6. Turn a smooth bead flowing into a cove.
7. Photo 2 shows the relative position of this profile compared to the next profile to turn on 2 centers.
8. Remount on 2 - 2 centers.
9. Use the roughing gouge to remove excess wood on corners of block.
10. Use the spindle gouge to shape the shoulders.
11. Cut slightly in below the derriere to form a line
12. Shape the derriere to be the high point (5/8" below the flat plane on the end of the block).
13. Shape this curve as shown in Photo 2
14. Use the center point on the base and center 3 on the head end to turn the side of the head and the shoulder.
15. Repeat this step using center 4 on the head.
16. Use the center point on the base and center 5 on the forward top of the head to turn the top of the head.
17. With the lathe off, but still mounted on the lathe, tweak the shape using "non-creative carving".
18. Carve and sand off the waste stub. See Photos 3 and 4 below

Photo 1 First Profile



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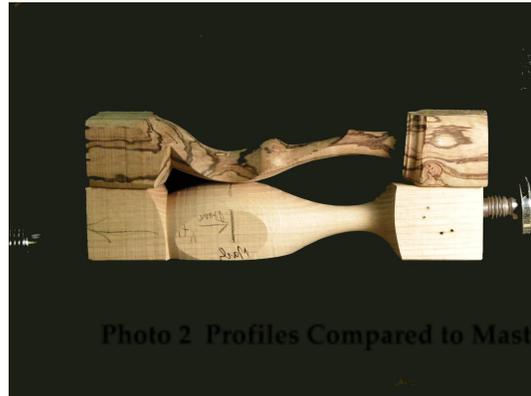


Photo 2 Profiles Compared to Master



Photo 3 Front



Photo 4 Side