

Rebecca DeGroot – Walking Mushrooms 042521

Compressed wood can be used to flex the stems.

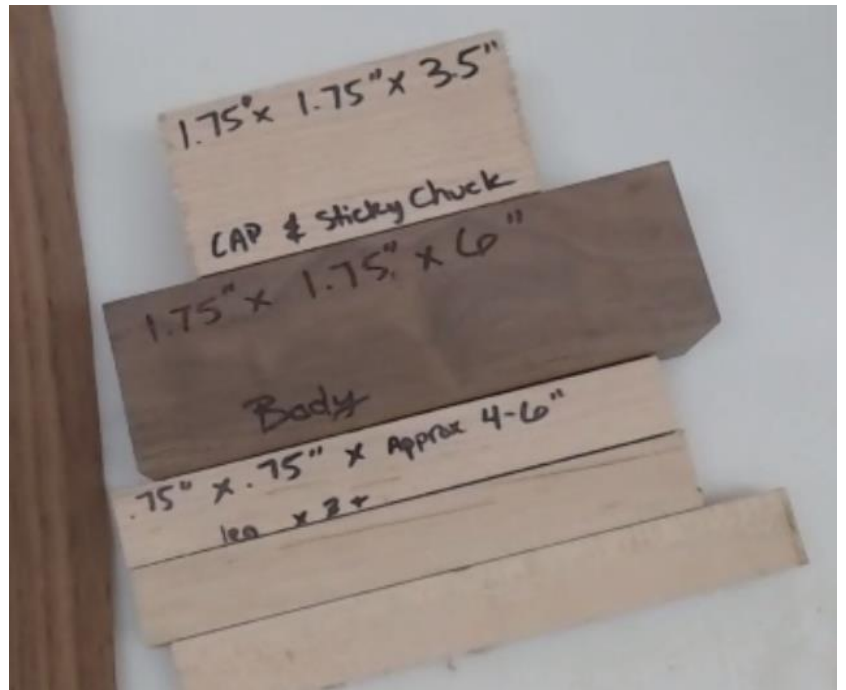


Carved necks and countersunk legs give depth.

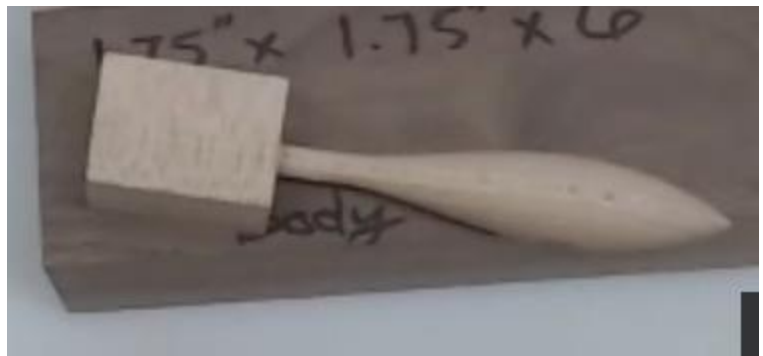
Carving around the leg/body intersection – “hips” project the leg intersection.



Blank size for the walking mushroom:



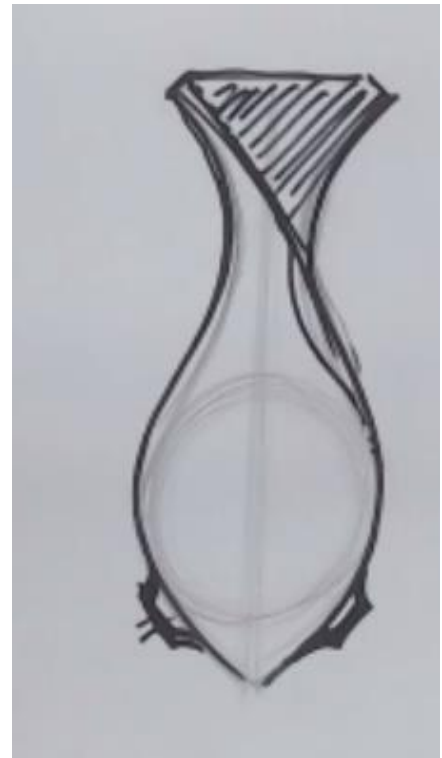
Typical leg



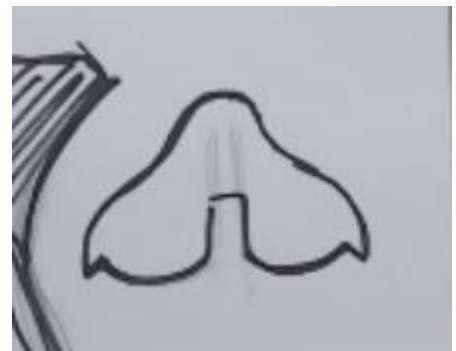
Contrasting veneer used to strengthen leg joints:



Plan ahead to leave material so it can be carved. Leave a band for the protrusion where the legs attach – hips.



For the cap: Turn a V groove to separate textured area (gills) from the rest of the mushroom.



Mount cap blank in chuck and rough it to a cylinder; true up the face of the blank. Make a small indent for the neck hole. Then drill in about 1/2" deep with a 1/4" drill bit.

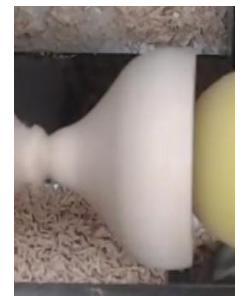


Make V cut near the edge and turn a smooth curve (donut) to the inside. Sand the V cut. Sanding the donut shape is not important since it will be woodburnt.



Cone center or rubber chucky can be used to stabilize blank while the outside of the cap is shaped.

Turn a bead, cove, bead to shape the outside; sand; and part it off.



A “sticky chuck” (like a loose jam chuck with double sided tape) is turned to match the shape of the bottom of the cap.

Turn a tenon to fit into the hole and make a recess for the “donut” shape of the cap. Getting good contact with the rim of the cap is important. Use a couple pieces of double sided tape to secure the and provide a way to finish the bead on the end; sand.



cap

Body – True up the blank. Make a “soft” pointed area on the bottom. Plan ahead for leaving a ring for the bumps around the legs. Envision the curve from the area below the hips to above the hips and make them flow together. Be aware of hip placement as it defines how much leg length you will need. Hips higher up on the body will require a longer leg.

Support the tail end with a rubber chucky or hollow shape to conform to end of body.



Referring to the shape you need to get the curved stem on the mushroom turn away the material. Remove the waste material at the top. You can undercut since it will be remove later when carving. The top of the body will be at the V material shown below.



Establish where the legs will go and drill. Try to go perpendicular to the piece. If the hole ends up too close to one of the edges, you can turn away some to recenter. Hole can go deep; ¼" diameter to fit the legs.



Legs: True up the blank. Shape the toes to be more aggressive – sharper; with smooth curves since they will be cut apart. Details do NOT line up when the leg is cut at an angle!



Turn tip to diameter to match the drilled hole in the body.

A sharpened open end wrench can be used as a tool to turn the final diameter of the top of the leg. Sand while you have tail stock support.



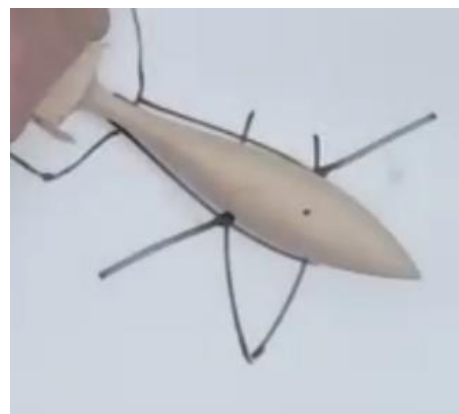
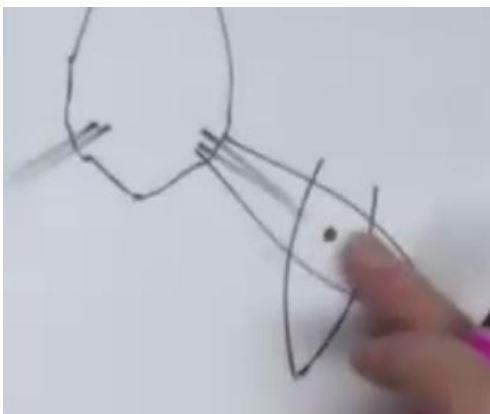
Trace your mushroom body on a piece on paper.



Mark where to pivot the leg with a dot and put the dot on the paper.



Decide on the angle you want the toe and sketch it on the plan. Match up inside and outside points; that defines the cut angle on the leg.



Mounting leg back on the lathe use pull saw to make the cut ( or bandsaw). Sand interface if needed.

West System 2 part epoxy is a little flexible.

Spline can be cut and glued in now or later. Later is easier.



After the glue has set, cut slot for veneer. (Craft foam can be used on your vise to soften the grip.)



Mark line about 2/3 down and on center and cut slot for the veneer.



If the veneer wobbles, carve arc in the veneer so both ends are flush and no gaps. Draw on the shape and cover it with glue. Force some glue into the crack and wipe away excess glue. Trim or break or sand off the excess veneer. Be aware of grain direction so you do not chip out the veneer.



Carving:

Whisper burr, fine, med, and course Sabretooth burrs. (If you order Sabretooth burrs use discount code: YMT at checkout.)



Whisper burr is used to smooth inside edge of hip/leg intersection.



Sketch line for boundary of hips.





Mark area to remove around the neck. Carving with burr in reverse throws the dust away, also ability to pivot and push burr.



Start with a square form then shape. Then cut off the corners for 8 sides; then cut those to get 16 faces. Then do final shaping.



Sand the area between the hips. Refine shape.



Woodburning – higher heat to get a deep burn. Skew tip.

Splitting the surface about 7 times – first quarter, then split into 8, then into 16,.... Start at the outer edge and pulling toward the center. Pulling from the edge straight to the center keeps you from spiraling.



Then go back to the outer edge and finish the burn at the outside edge and inside the hole. Any discoloring of the outside can easily be removed.

Cap diameter size needs to be about the max diameter of the body or larger for good proportions.



Leg shapes are unlimited.



Walking mushroom.



Straws make handy holding fixtures for applying finish. Deft lacquer satin is sprayed as a finish and the straw stuck in a bucket of rice to hold item until dry.

