



Module 5 - Section 3 - Grandparents

Objective: Create a model grandma and grandpa.

In completing each section the user will be able to:

- Create a sitting model
- Create a standing model
- Create bespoke clothing for the models
- Work out proportioning of body parts
- Positioning models on a display

Assessment criteria:

1. Clearly manage customer's expectations
2. Demonstrate how to create a model in the sitting position
3. Demonstrate how to create simple facial features
4. Demonstrate how to create simple hair effect
5. Demonstrate how to create a standing model

You will Need:

TOOLS

- Sharp vegetable knife
- Ruler
- Wire cutters
- Tweezers
- Circle cutters
- Small rolling pin
- Ruler
- Paint brushes No2 & No3
- Wire cutter

Modelling tools

- Dresden tool
- Stitch tool
- Ball tool
- Bone tool
- Shell tool
- Cell stick

INGREDIENTS

- 4" round iced cake
- 4" round (temporary) polystyrene dummy
- White vegetable fat (Trex/Crisco)

- Bamboo stick

Modelling paste - Grandma

- 100g skin tone
- 100g pink
- 30g grey
- 40g white
- 5g blue
- 5g black

Modelling paste - Grandpa

- 120g grey
- 100g blue
- 50g skin tone
- 30g black
- 10g white

Petal dust

- Rose
- White

Other

- Bamboo skewers
- Edible glue

Method: Grandma:

- Roll out 66g of skin tone paste in to a sausage shape
- Taper out at the ends, then cut 2x 11.5cm legs from the paste
- Check the size is to scale, then add to the cake
- Shape 4g of pink paste, to form grandma's slippers
- Shape 38g of pink paste, to form the skirt (13cm at the bottom, 8cm at the top)
- Add a pleat and stitch detail to the skirt
- Attach the skirt to grandma's legs
- Form 55g of pink paste into a cone for grandma's body
- Ensure the legs and body are cut at an angle so that one fits neatly into the other
- Add the body to the cake, securing with a bamboo skewer
- Add stitch detail to the body to make it look more like a blouse
- Roll out, then shape, a white piece of paste to form grandma's cardigan
- Attach the cardigan to the body, adding stitch detail
- Roll out a piece of skin tone paste to form the arms
- Check the sizes against the model
- Insert a hole into the ends of each arm for the hands to go
- Shape 1.5g of skin tone paste to form the hands, then attach to the arms
- Roll 24g of skin tone paste into an oval shape, to form grandma's head
- Shape further by making the head a little more pointed than the bottom
- Check the size against the model to ensure that it is proportional
- Mark indents for the eyes, which should be halfway down the head
- Add the smile with the back of the knife, then open the mouth up a little
- Add the eyes using flattened balls of paste
- Add aging lines and eyelids
- Add the nose using a small skin tone ball of paste
- Add the ear by flattening a ball of paste, then indenting with the end of a rolling pin
- Add the inner ear by shaping the paste using the ball tool
- Make a hole in the neck, where the bamboo skewer will fit
- Add the head to the model
- Mix 20g of white and 1.8g of black paste for grandma's hair
- Roll into a sausage shape, then cut into little pieces

- Roll the pieces into cone shapes, then flatten and texture with the shell tool
- Add grandma's hair piece by piece, positioning and repositioning until the desired look is achieved
- Finish by adding rosy cheeks

Method: Grandpa:

- Roll out 104g of grey paste, then shape into a fat cone for grandpa's trousers (approximately 8cm)
- Shape so that the waist is thinner and the paste widens out towards the ends of the trousers (one piece of paste will form both legs)
- Check that the legs are in proportion to grandma's model (they will be positioned together)
- Create a line down the centre to separate the legs
- Shape 15g of black paste to form the shoes
- Mark the shoes with a line to show the separation, then add to the legs
- Check proportions again and trim if necessary
- Add the legs to a temporary dummy cake, securing in place with a bamboo skewer
- Shape 66g of blue paste into a fat cone shape to form the body
- Check the proportions again, before adding the body to the bamboo skewer
- Add detail with a line down the centre of the body, button indents and stitch detail
- Shape the head from 40g of skin tone paste (thinner at the top, with a thicker jaw line)
- Check proportions against the body and grandma
- Add the eyes, repeating the process used for grandma
- Shape the nose from a small piece of skin tone paste
- Add two small indents to the nose, creating the nostrils
- Add some aging lines using the back of the knife
- Cut out, shape, then add glasses from the black paste
- Create bushy eyebrows, using the same method as used for grandma's hair
- Add a grey textured moustache
- Create grandpa's mouth
- Add the head to the body
- Mix white and grey paste 50/50 to make grandpa's hair
- Pull pieces of the mixed grey paste, then roll them into cone shapes, before flattening at one end
- Add texture to the pieces, before adding to grandpa's head
- It is now time to add grandpa to the cake
- Make sure that there's a hole in the cake for the bamboo skewer to fit into
- If at all worried about the move, the head can be removed at this stage
- Place grandpa next to grandma on the cake, securing with the bamboo skewer
- Make the arms by rolling 54g of blue paste
- Check proportions, especially given that the right arm will be on grandma's shoulder
- Make then add the hands using the same method as was done for grandma
- Hide the join where the hands were added, by adding cuffs to the sleeves
- Finish the jumper with stitch detail
- Finish by positioning grandpa's right arm around grandma

Supporting Notes:

As with any models, you can really give them character by playing around with the facial features, positioning of the head and the all-important eyes. In this lesson we are making grandma and grandpa. You may be asked to create a person in sugar from a photo. Just be careful, as with all real life models, to ensure that the customer's expectations are properly managed. Lifelike models can be done by the finest artists, but it will take hours or even days to get a lifelike resemblance. When making a commercially viable sugar model, be very clear on what will be delivered. Paul would often say that he will be able to get the resemblance down to clothing colours, rough hairstyles and some other cartoon style

characteristics. However, he would always ensure that the customer was clear that it would be a caricature rather than lifelike style of model.

Before getting started, ensure that the positioning is clear for grandma and grandpa. The positioning will determine the sizes required. Paul has positioned grandma and grandpa on a 4" round iced cake as part of a display. It is also important to plan each model out before getting started, to ensure that the body parts and pieces all get placed on in the correct order.

Grandma

Start by making grandma's legs, rolling out approximately 66g of skin tone modelling paste (paste) into a thick sausage shape of approximately 24cm. With each leg, roll down with more weight on one hand than the other to create a tapered effect. Position the legs on the cake, ensuring that the size is to scale. Paul chooses to use 11.5cm legs, which are cut at an angle, to ensure that they will fit neatly to the body. Using approximately 4g of pink paste, roll into two small sausages, slightly oval shapes, then attach to the end of the legs to form grandma's slippers.

Make the skirt, by rolling out 38g of pink paste then cut out the skirt shape 13cm at the bottom, 8cm at the top. Add pleat and stitch detail, then attach the skirt to grandma's legs with some sugar glue, ensuring that the join is at the back. Positioning is hugely important, so spend some time when attaching the piece to the cake, taking account that grandpa will soon be joining her.

The body is made by creating a cone shape with 55g of pink paste. Check that the base of the body fits the top of the skirt and that the body piece is in proportion to the legs. Cut the body at an angle, so that it neatly fits the cut made at the top of the skirt/legs. Secure in place with sugar glue and a bamboo skewer. Then add some stitch detail vertically on the front of the blouse and now it's time to add grandma's cardigan. Roll out a piece of white paste for the cardigan. Measure the size required by taking a small slice of the rolled paste and measure around the body. Use these measurements as the template for the size required. Cut the paste to fit (Paul used 10.5 x 6cm) then put into position before attaching to the grandma's body, before adding some stitch detail to finish.

To make the arms, start with 30g of white paste and roll down into a sausage shape to approximately 27cm. Paul then cuts it down to 17cm, then in half again for each arm. Roll down, shaping the arms to a tapered end. Check the sizes are in proportion to the body, then cut ensuring that both arms are the same size. Using the pointed end of a paint brush, create sockets at the thicker end of the arms for the hands to stick to, then add a little sugar glue.

With 1.5g of skin tone paste, cut in half, then roll each piece into a ball, then a cone shape. Insert the pointed end of the cone into the socket at the end of the arm, then flatten down the other end to create the hand shape. Add the thumbs by cutting out a small triangle at each end, making sure that the thumbs are at the inside of the hand. Smooth away any rough edges after the cut using the back of the knife. Finish the hands by making small marks with the knife to show the fingers and push down using a ball tool, to create the nails. Add the arms to the body by trimming the top at an angle to fit neatly to the body, then secure in position with a little sugar glue.

Grandma's head is made using approximately 24g of flesh coloured paste. Roll into an oval shape, making it slightly more pointed at the top and wider at the bottom. Making sure that everything is in proportion, mark where the nose and eyes will go. The eyes should be approximately halfway from top to bottom of the head. Add a smile by initially marking with a knife then start to open up the mouth a little. Add the nose with a tiny ball of flesh coloured paste, then start to shape the head, making the cheekbones more prominent.

Eyes are then added by rolling two small balls and fitting into the eye sockets. Mix some blue and white paste to get pale blue, roll into two tiny balls, check proportioning, then place and position before securing in place before adding the black pupils. Finish the eyes by adding the eyelids from two flesh coloured rolled, tapered, sausage shapes. Add some aging lines around the eyes and cheeks.

To add the head to the body, make a hole in the head with a bamboo skewer where the head will join the body. This allows the head to be easily placed onto the bamboo skewer securing the body to the cake. Once the head is in place, cut out the ear shapes then add to the head, ensuring that they are in proportion. Add the inner ear lobe indent using a ball tool.

Time to add grandma's hair. Mix 20g of white and 1.8g of black paste to form a 'salt and pepper' grey colour. Split the grey into two equal size pieces. Roll one piece into a sausage then cut into seven similar sized pieces. Roll each piece into a ball, then a cone. Using a PME shell tool, flatten each piece, then with the marked end create the hair strand effect. Position each piece in place to create the hair and finish with a little round bun. Check the video for guidance if required. Finish off by softening the skin tone and adding rosy cheeks.

Grandpa

Start by considering what position grandpa will be placed onto the cake. In Paul's display, grandpa will be next to grandma, but it will be easier to make the model away from the cake, but always being mindful as to final positioning and proportions against grandma.

Grandpa's trousers should be 8-9cm to keep everything in proportion, but always go back and check the proportions.

Using the grey paste, roll out and shape a fat cone for the trousers (approximately 104g). Shape the paste so that the waist is smaller with the legs widening in the middle then coming back in again. Grandpa is going to have one piece of paste for both legs, which will add to the stability giving a solid base. Using the modelling tool, create a line down the centre to show the trouser legs. To create the shoes, soften up 15g of black paste, roll into a sausage then flatten to the size to fit the bottom of the trousers. As the shoes will add extra height to the trouser piece, it should be trimmed to keep within the 8cm. Add the shoe piece to the trousers, then mark down the middle to show two separate shoes. Secure the piece to the polystyrene dummy cake with a bamboo skewer, then add some stitch detail to give the trouser a more tailored look.

The upper body is made by moulding 66g of blue paste into a fat cone shape. Check the size and proportions then continue to shape the piece. Make a defined bottom edge, then insert a bamboo skewer to make the hole, before adding the body to the model. Add a line down the centre, then add some extra stitch details and button indents. Add a little piece of flesh colour at the top of the body for grandpa's neck. Using a small piece of rolled blue paste, create a small collar, which can be added with some stitch detail.

Shape the head from 40g of flesh coloured paste, again checking that the size is in proportion to the rest of the body. Mould the shape to have a fatter jaw area and thinner towards the top of the head. Add indents for the eyes and nose, then add the eyes using the same process as used for grandma. Create the glasses using cut out black paste, then mould and shape to fit. Add the nose using the flesh paste, adding a couple of small indents for the nostrils. Give grandpa some aging lines with the back of a knife, then add the legs of the glasses, finishing where the ears are to be added. Add the ears to shape and fit, then use the ball tool to create the ear indents. Create the eyebrows using the same technique as used for grandma's hair. Add a grey moustache, then the mouth, ensuring everything remains in proportion.

Add the head to the body, then mix some white and grey paste 50/50. Pull pieces of paste and roll into a cone shape, then flatten at one end, then add texture. Cut and position the pieces of hair to suit. Refer to the video for guidance when placing the hair.

Before moving grandpa, make sure that there is a hole in the cake for the bamboo skewer to fit. You might find it easier to remove the head before moving. Be careful when positioning grandpa to ensure that he is properly secured and positioned to complement grandma.

Grandpa now needs his arms. Roll out approximately 54g of the blue paste to a sausage. Measure the size of arms against the body (Paul makes the arms 8cm), taking into consideration the resting position of his right arm on grandma. Insert the cone tool to the ends of the arms in preparation for adding the hands. Add cuffs to the ends of the arms of the jumper, then finish with stitch detail. Create the hands in the same way as grandma's then insert into the holes in the jumper sleeves. Glue the arms to the body and move into position around grandma.