



Module 5 - Section 7 - Dad and Finishing Touches

Objective: Create a male figure with a funky hair style.

In completing each section the user will be able to:

- Produce a standing model with open legs
- Add edible shine to the model's shoes
- Create a single strand full hair look
- Resolve any display issues
- Create a proportional model to scale

Assessment criteria:

1. Create a standing model with open legs
2. Produce an edible shine to modelling pieces
3. Create a single strand full hair look
4. Resolve display issues
5. Ensure model proportions are maintained throughout

You will Need:

TOOLS

- Ruler
- Wire cutters
- Sharp vegetable knife
- No6 paint brush
- No0 paint brushes
- Blush brush

Modelling tools

- Ball tool
- Bone tool
- Dresden tool

INGREDIENTS

- 4" round iced cake

Modelling paste

- 60g dark blue
- 70g yellow
- 35g skin tone
- 40g black

Petal dust

- Rose

- White

Other

- Snowflake edible lustre
- EdAble art sparkle (non edible)
- Confectioners Glaze
- Glaze paint cleaner
- 2 x bamboo skewers
- Edible glue

Method:

- Roll a sausage shape from 44g of blue paste to 22cm
- Double over to form the legs and flatten in the centre to form the waist
- Make the shoes from 6g of black paste
- Secure each leg to the cake using a bamboo skewer
- Create a cone shape from 36g of yellow paste to form the body, then add to the model
- Roll out 12g of yellow paste to form the arms/sleeves
- Add the skin tone hands and mark the thumbs and fingers
- Join the arms to the body creating a seamless join
- Create the head from 20g of skin tone paste, making the jaw thicker and the top smaller
- Add the eyes, ears, nose, eyebrows, smile, and a couple of dimples
- Paint the inside of the mouth with a rose dust
- Blush the cheeks
- Roll out a thin black sausage shape then cut out small pieces, which are moulded and stretched to form individual hair strands
- Attach the hair from the sideburns, then back, then the front of the head
- Place onto the display and make any necessary adjustments

Supporting Notes:

As we come to the end of the lessons in this module, it is clear the amount of work and time needed for each individual model. When a customer is in front of you, it is so easy to underestimate the time needed and for the customer to appreciate the time required, to create sugar models. Especially if you are running a business, you must consider that time is money, so be sure to calculate and charge accordingly.

It is time to complete the family by adding Dad. He will be standing, but, unlike Grandpa whose legs were together, Dad's legs will be apart. Roll out approximately 44g of blue paste to a sausage shape then double over to form both legs. Ensure that the proportions and the thickness of the legs are consistent with the other models in the display, so you might need to adjust and trim a little. Paul chooses to make Dad's legs 11cm. Where the legs have been doubled over, flatten the paste then shape to allow the body to be stuck on later. Insert a bamboo skewer to each leg, making sure that the skewer keeps to the centre as it is threaded through.

Make the shoes from 6g of black paste, by rolling into a cone shape, then flattening down to make the desired shape of shoes. Add the shoes, then secure onto the cake. Once in place, select which of the bamboo skewers is the straightest, then snip away the other at the top of the leg. Confectioners glaze can be added to the shoes, to give them an edible extra shine.

The body is made by rolling a 36g cone of yellow paste. Ensure that the proportions work together, then start to shape the body. Check the body size against the bamboo skewer and ensure that there is enough left to secure the head, then snip off the excess. Place the body on the legs and add a little crossed stitch detail to give the jumper a pattern. Stitch detail can now also be added to the jeans.

Roll out a sausage shape (approximately 12g) of the yellow paste to make the arms/sleeves. Again, check size and proportions against the model and adjust if necessary. Create an indent at the end of the arms with the cone tool, then add the hands as shown in previous lessons, by making the v-shape for the thumb and mark three lines to show the fingers. Add the arms to the model and mould the joins to show a seamless fit.

Make the head using approximately 20g of skin tone paste. Create a flattened oval shape, with a bigger jaw than the top of the head. Mark the nose in the centre of the head, then use that as a guide to mark the eye sockets. Add two small black balls for the eyes and a skin tone ball for the nose. Add a couple of aging marks around the eyes and a big hearty smile with a couple of dimples at either side of the mouth. Finish the facial features by adding the ears and eyebrows, then paint the white eye shimmer dots and add a little rose colour to the mouth. As with all the models, finish by brushing on some rose dust to give a slight rosy cheeks finish. Add the head to the model, then get ready to add the hair.

Roll out a sausage shape of black paste then cut into small pieces. Shape each piece by rolling into a cone shape with thin pointed ends, which will make up the individual strands. Start by positioning the sideburns, then the hair at the back, before finishing at the front. Check the accompanying video for guidance.

It is time now to sit back and admire your grand display. As any cake decorator should do with a finished cake, it is always good to walk away then come back at least 5 minutes later and look at the display with fresh eyes. Things can more easily be objectively assessed after a short break and fresh eyes.

Paul decided to add the white eye shimmer dots to the animals and grandma and grandpa, then he added a little glaze to the animals noses. This adds a lovely shine to the animals and makes them look very healthy. Paul then adds some sparkle with the snowflake edible lustre and for any parts that need some bling, there's the non-edible sparkle.