

FEATHERWEIGHT CUSTOMIZING KIT - P3929

SCULPTING INFORMATION

WHERE TO START

Sculpting Clay needs to be conditioned before you begin.

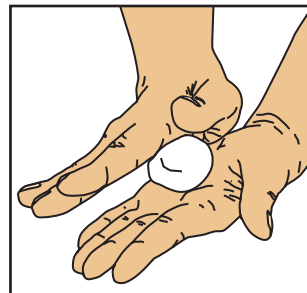
To Condition: Take only the amount of clay you need (unused clay should remain in closed package or sealable plastic bag). Roll clay into a ball shape, then into a rope shape and back into a ball shape.

SCULPTING TIPS!


- Use PineCar Super Glue or Formula Glue® to attach sculpted figures and details.
- Sculpting Clay is air-dry modeling clay. No baking is required.
- Easy to cut, soft or dried.
- While sculpting, store unused Clay in a sealable plastic bag.
- Plan ahead. Pick a design. Then, think about the best way to make and assemble your creation. You may paint your car before attaching sculpted figures or you may paint everything at the same time. It will depend on your design.
- If what you are sculpting is not turning out as you would like, roll clay back into a ball and start again. We do it all the time!
- To ensure what you are sculpting is proportionally correct, measure Clay in balls.

Example:

- two equal size balls for arms
- two equal size balls for legs
- one for a head
- two equal size balls for eyes
- and so on...
- If sculpted designs are too soft to work with, let dry for a while between construction steps.
- Smooth away creases in Sculpting Clay with wet fingers.
- After two sculpted pieces have been glued together, wet tip of Sculpting Tool in water and smooth over connecting points. This will create a seamless look.
- Dried Clay will be firm, but soft enough to sand.
- Sculpting Clay is sandable after 12 hours of dry time.
- As Clay dries, it may shrink and pull away from car. It can be easily reattached with glue.
- Dried Clay is paintable.



 **WARNING:** Sharp objects. Choking Hazard! Small parts. Not intended for children under 3 yrs. Adult supervision required.

 **MODELING AND CARE INFORMATION:** This kit suggests the use of materials that may stain or cause damage. Take care to cover project area and clothing appropriately. Clean up spills immediately with warm, soapy water.

 **CAUTION:** Cutting tools recommended. Use with care.

Conforms to Health Requirements of ASTM D4236

GENERAL RACER INSTRUCTIONS

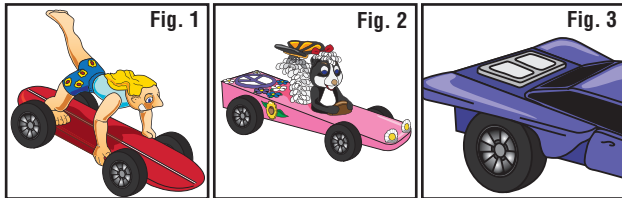
The General Instructions should be used as a guideline only. Specific assembly steps will depend on your sculpted design.

Design Car and Sculpted Figures

Draw ideas on paper and keep for your reference.

Ideas!

- Design a car shape and sculpted figure that compliment each other (Fig. 1).
- Add sculpted details to a sleek pre-cut or wedge design (Fig. 2).
- Sculpt cool, unique body details (Fig. 3).

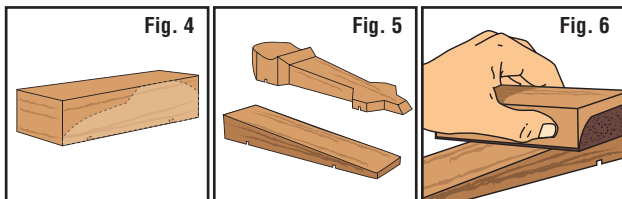


Car Body (Fig. 4 and 5)

Cut car body as desired, or use a pre-cut or wedge design.

Sand Car Body (Fig. 6)

Sand car to remove rough areas and smooth wood. Wipe car to remove dust.



Sculpt Figures or Body Details (Fig. 7)

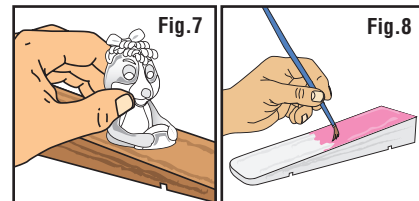
While sculpting, make sure to test fit sculpted figures and details on car.

NOTE: Test fit fenders with wheels attached to car. Sculpted figures and details must not interfere with movement of wheels.

Seal and Paint Car Body (Fig. 8)

Apply a sanding sealer (per package instructions) to car surface to seal wood. Then, paint car as desired with included Paints.

NOTE: It may be easier to paint car after attaching sculpted figures. Try PineCar Sanding Sealer and Wax (P3960).



Wheels and Axles (Fig. 9)

Check wheel alignment and be sure axles set flush with bottom of car.

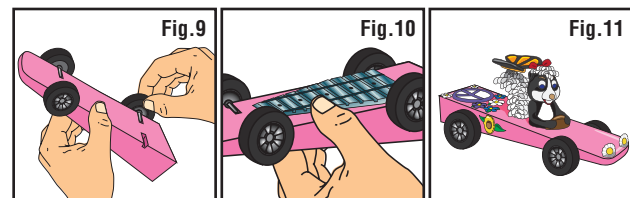
Weigh Car and Attach Weight (Fig. 10)

Weigh car and sculpted figures before attaching weight. Add or deduct weight as per official race rules. We recommend making your car the maximum weight allowed.

NOTE: Sculpting Clay will lose some of its weight after it has dried.

Sculpted Figures (Fig. 11)

Paint sculpted figures and glue to car.



STEP-BY-STEP INSTRUCTIONS FOR TWO OF OUR CREATIONS!

SCULPT FENDERS AND BODY DETAILS

Start with a PineCar wood **Wedge** (P360). Sand with #80 and #120 grit sandpaper. Wipe car to remove dust. Attach wheels and weight, then sculpt details. Read through construction steps before beginning.

Front Fenders (Fig. 1)

- Lay a flattened piece of Sculpting Clay along top front of car. Using the Sculpting Tool, form fenders over front wheels.
- Wet fingers to smooth out wrinkles.
- Fenders should not interfere with movement of wheels.

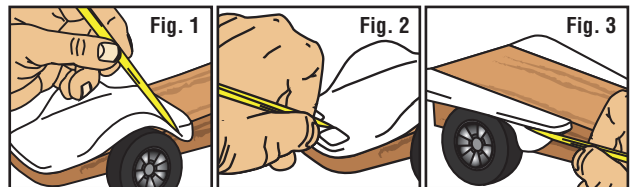
Headlights (Fig. 2)

- Use the Sculpting Tool to create headlights.
- When satisfied with shape and design of front fenders, carefully lift Sculpting Clay and attach with glue.

Rear Fenders (Fig. 3)

- Sculpt rear fenders. Shape and test fit until happy with design.
- Fenders should not interfere with movement of wheels.
- Set aside to dry. When dry, attach with glue.

TIP! Sculpting Clay is sandable after 12 hours drying time. Sand fenders to even-up shape and size.

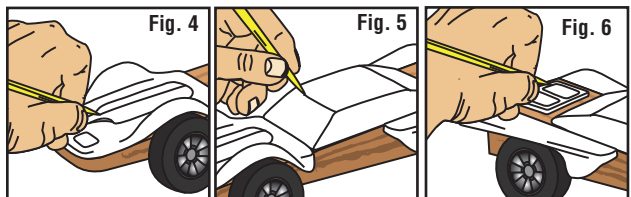


Hood Scoop (Fig. 4)

- Use a small piece of Sculpting Clay to form and shape hood scoop. Attach with glue.

Car Top (Fig. 5)

- Use larger piece of Sculpting Clay to form and shape car top. Attach with glue.
- Draw windshield, windows and rear louvers with the Sculpting Tool.



Trunk Detail (Fig. 6)

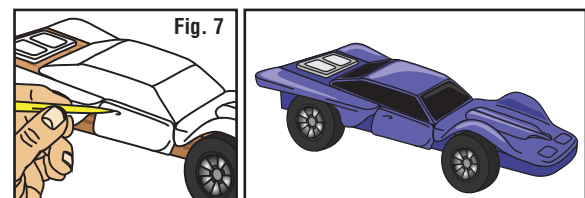
- Form and shape rear trunk. Attach with glue.

Side Panels and Door (Fig. 7)

- Form and shape side door panels. Create door, door handle, etc. with Sculpting Tool. Attach with glue.

Finishing Touches (Fig. 8)

- Let car dry overnight.
- Apply a sanding sealer to seal car.
- Paint as desired.



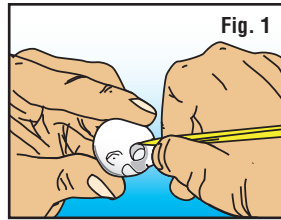
SURFER DUDE ON A SURFBOARD RACER

Start with a PineCar wood **Wedge** (P360), **Block** (P361) or BSA block. Using **Racer Shaping Tools** (P3930), form into surfboard shape. Sand and paint as desired. Attach wheels and weight, and then sculpt the surfer.

Read through construction steps before beginning.

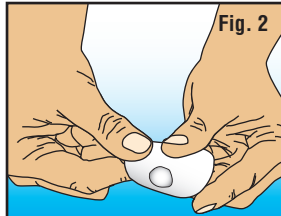
Head (Fig. 1)

- Roll Sculpting Clay into a ball.
- Shape into an oval "head" shape.
- Form eyes and mouth with Sculpting Tool.
- Using smaller pieces of Clay, form and attach nose and ears.



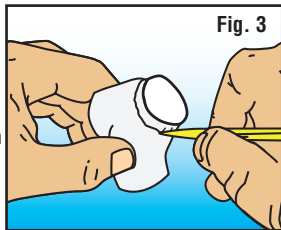
Torso / Tank Shirt (Fig. 2)

- Form Clay into "torso/tank shirt" shape.
- Using the Sculpting Tool, form a space for arms.
- Glue head to torso.
- Let dry.



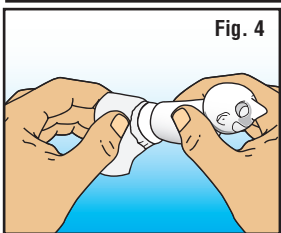
Swim Trunks (Fig. 3)

- Form Clay into "swim trunks".
- Shape waist band and area for legs.
- Create details with Sculpting Tool.



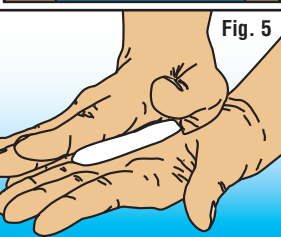
Attach Trunks to Torso (Fig. 4)

- Glue swim trunks to torso.
- Let dry.



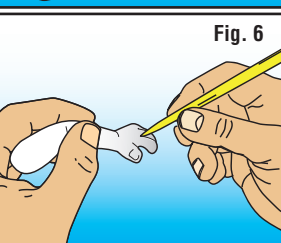
Arms (Fig. 5 and 6)

- Roll two equal size balls of Clay for arms.
- Create arms one at a time. Keep unused Clay in plastic bag.
- Roll into elongated shape.
- Shape Clay into "arm" shape: bend for elbow, narrow at wrist, flat for hand, fingernails, etc.
- Repeat, creating a mirror image of first arm.



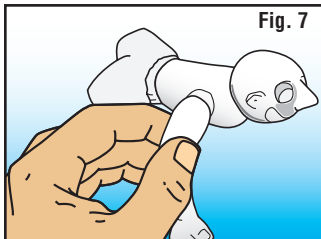
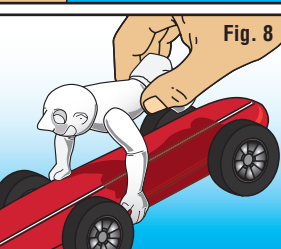
Attach Arms (Fig. 7 and 8)

- Glue arms to torso.
- Test fit on surfboard for proper shape of arms and hands.
- Remove and make desired adjustments.
- Let dry.



Create Support Leg (Fig. 9 and 10)

- Roll two equal size balls of Clay for legs. These will be slightly larger than what was used for arms.
- Create legs one at a time. Keep unused Clay in plastic bag.
- Roll into elongated shape.
- Shape Clay into "leg" shape: bend for knee, narrow at ankle, form foot, toenails, etc.
- Using Sculpting Tool to create details: toes, toenails, wrinkles on skin, etc.

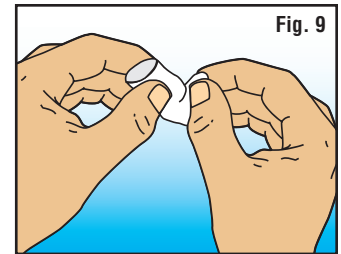


Attach Leg (Fig. 11)

- Attach leg to swim trunks.

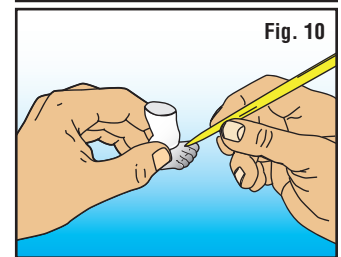
Test Fit Surfer on Surfboard (Fig. 12)

- Test fit on surfboard for proper position of legs and feet.
- Make desired adjustments.
- Let dry overnight.



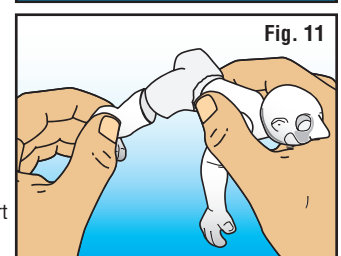
Hair (Fig. 13)

- Flatten a small piece of Clay, approximately 1/16" thick.
- Using Sculpting Tool, draw lines in Clay to resemble hair strands.
- Shape hair into desired style.



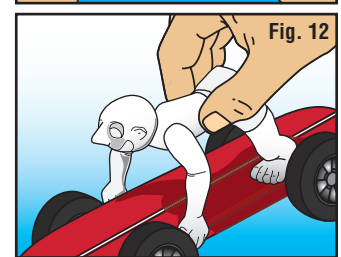
Attach Hair (Fig. 14 and 15)

- Attach hair to head.
- Use Sculpting Tool for final "style" adjustments.



Second Leg (Fig. 16)

- Sculpt second leg.
- Attach leg to swim trunks.
- Make any needed adjustments.



Finishing Touches (Fig. 17 and 18)

- Glue surfer dude to his surfboard.
- Let dry overnight.
- Apply a sanding sealer to sculpted figure.
- Paint as desired.

TIP! We used a scrap piece of wood to support our sculpture while drying.

