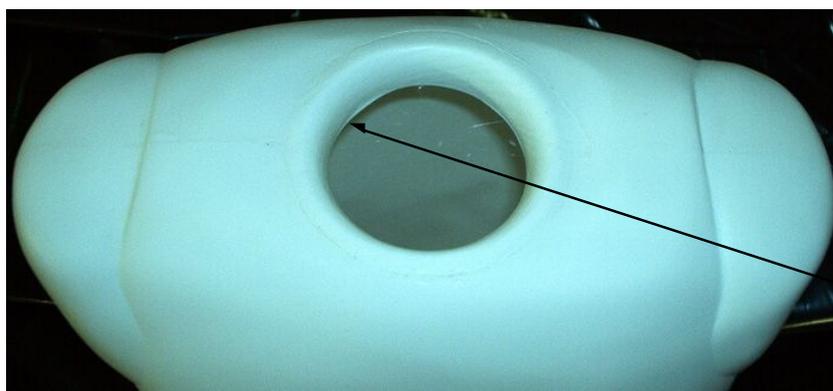


Pro Vent Figure Cast Bodies

Copyright © 2003 Michael Brose

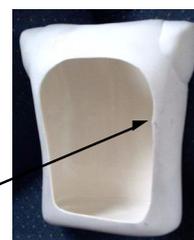
Cast bodies mostly just need some sanding around the neck hole area and the opening in the back of the body. They are typically only rough cut here at Puppets and Props after they've come out of the mold. The neck opening needs to be sanded with sand paper or you can use a Dremel Moto Tool with the drum sander bit carefully where indicated below. The main thing is to get rid of sharp edges.



Sand away material at his inside edge, all the way around.

Back opening of body most just needs some light sanding to take away the sharp edge. Use about 100 grit sandpaper to round the inside and outside edge in the opening in the back. Follow up with some fine sandpaper to make it nice and smooth.

(a larger opening the in the back can be done with the Dremel or with a sabre-saw)



Sand here

Outside seam line (a small thin line that runs around the sides, top and bottom) can be first sanded with medium sandpaper and then follow with fine sandpaper.

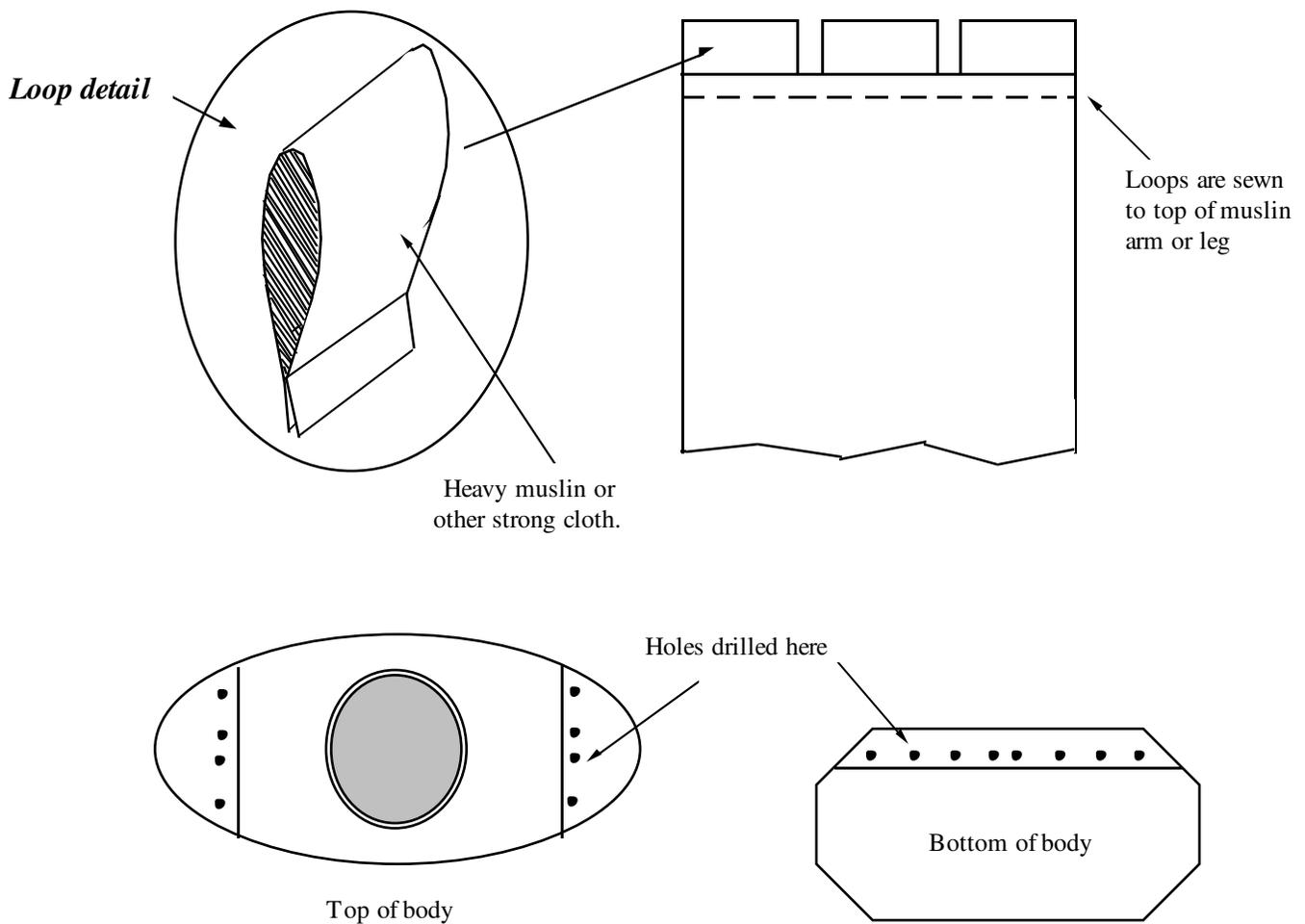


Seam line

Felt, leather or fleece (fabric store item) can be used to line the neck opening. Cut a circle or oval at least 1 inch larger than the neck opening. Roughen the area on the casting around the neck opening where the felt, leather or fleece will end up. Glue the material in place with a flexible craft glue like Aileen's Craft (Tacky) Glue. After the

glue has dried, cut an 'X' in the fabric (felt, leather or fleece), just enough for the control stick to go through easily.

Attaching the arms and legs: purchase some heavy muslin or other heavy duty cloth, whichever is easier to find. Sew a few loops of cloth to the ends of the muslin arms and legs. *See illustrations below.* The loops are for running 1/8" nylon cord (most hardware stores carry it) through for attachment to the body. A slightly smaller diameter nylon cord can work fine too. Corresponding holes need to be drilled in the body where the arms and legs will attach. The number of holes and spacing depends on the number of loops and spacing on the arms and legs. I generally do 2 loops on the arms and 3 loops on the legs. The cord is run through the loops and the holes in the body, tightened as much as possible and tied off on the inside of the body (you



can run the cord through the same hole twice if needed). You can use 5 minute epoxy, carpenter's glue or nail polish on the knots on the cord on the inside of the body to keep them secure and from coming undone. There are several ways arms and legs can be attached. This is just one way. **You can also staple the arms and legs to the**

Important! Cleaning, Painting, & Copyright Information.

General Painting Instructions: The outside of the body can be painted if you wish, but really does not need it, if you just want to leave it as is. Should you decide to paint the body, the only thing that is necessary is to do some light sanding of the body prior to painting (100 or 150 grit is good). The sanding (or etching) will help the paint adhere to the casting, so it is a very important step. Be sure not to miss any areas that will be painted. Also, sand the seam (called flash, where the mold line is) which goes around the top, sides and bottom of the body. There's also a little ridge up near the neck area that can be sanded smooth if you wish (not real important, as this gets covered with leather, felt or fleece). Wipe of the dust created from sanding, and then go over it again with a dampened rag. Let the casting fully dry before painting. You may or may not want to seal the body's paint job with clear, matte, acrylic sealer. That helps protect it from dirt and grime. Unsealed acrylic paint can get dirty easily. Again, not necessary, but just something you can do if you wish. It would be best to let the acrylic paint dry for about a week before applying sealer.

Patching (if needed) can possibly be done with several different kinds of patching compounds (wood dough, Spackle, two part epoxy putty like Apoxie Sculpt). It would be best to do a small test to verify that whatever you decide to use will bond adequately to the casting material. It is best if the patching material is not a harder material than the castings. That can make it difficult to sand and 'feather in' the patching material after it dries. Let patching material fully set up before sanding and painting.

Copyright Information - Please Read!

The body casting is an original sculpted piece by Michael Brose (owner of Puppets and Props) and has full copyright protection. It is unlawful to reproduce these items (i.e., make molds from the copyrighted casting and then make your own casting from same) for your own use, or to resell to others either unfinished, finished or part of a completed figure. If you have any questions related to copyright issues, please contact:

**Puppets and Props
P.O. Box 151
Benson, AZ 85602**

