

## Making a reconstruction head

1. First make the shape of the head. Heads aren't round like balls; they have flat faces and long oblong heads behind.



2. One way to make features on the face is to use modelling tools to move the clay or FiMo around. This is a brow ridge being made.



3. You can use a little water on your finger to smooth out the marks made by the modelling tools.



4. Look closely at the shape of the nose you want to make. Another way to make features on the face is to add a little bit of clay to the face. Stick it on by wetting the area you want to stick it to.



5. Eye sockets can be filled with little balls of clay or FiMo and then squished a little.



6. You can add some more clay if, like this species, your head needs a prominent mouth. You can also take away bits of clay if you want to make the face thinner or get rid of a chin.



7. Fine features like lips and a mouth can be made with modelling tools, cutting lines into the clay or FiMo.



8. Hair could be made by cutting lines with modelling tools, or by making long thin sausages of clay or FiMo and laying them on the head.

