

What is under the flesh in many ways determines what we see. A creature portrait is largely determined by the skull underneath the flesh.

Ogre

1. Begin with covering the armature with a thin layer (1/4 inch) of clay
2. Once the armature is covered, begin sculpting the ogre.
3. The creature is "Bilaterally Symmetrical" (one side is the mirror of the other) therefore your best method is to sculpt both sides at the same time. Don't let one side get far ahead of the other.

