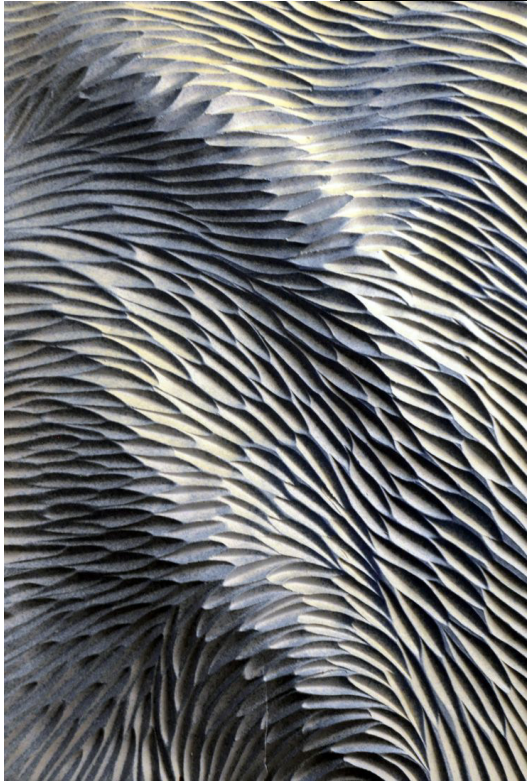


# FINISHING A SCULPTURE

**In this class we do not call the final sculpting stage “smoothing” because not all sculptures need to be smooth!  
A sculpture might be smooth in some areas and rough in others. Maybe the surface is scaly, wrinkled or pebbly.  
So we use the term “finishing” for the final step in complete your sculpture. Below are some samples of surface qualities.**



The final stage of finish detailing is what separates creature sculpting from regular sculpting. Creature sculptures are intended as guides for film makers and video games designers.



**Textures are made by poking tools into the surface and/or adding bits of clay.**