

## **The Five-Minute Wizard (Which actually takes longer but is worth it)**

### **Video: Doug Outside at:**

<https://www.youtube.com/watch?v=Allr95-ZICc>

### **Original Article:**

Tom Hindes, Woodcarving Illustrated, Issue 2008, #43: Quick and Easy Wizard

Can be adapted to carve wizard, Santa, hillbilly, wood spirit, etc. Starting blank is 1 x 1 x 5 inches, square or split along the diagonal. Can do full head with back on the full square. I cut off the back corner with a wide chisel or a drawknife, leaving a bit extra on the diagonal to raise the carving off the background.

(0:00 - 1:40) Different figures that can be made with this technique.

(1:40) Jig to make diagonal cuts for split square on bandsaw

(3:00 - 4:00) Example of figures — Santa, hillbilly, etc.

(4:00) Safety.

(4:45) Mark the center of the hat brim bottom about  $1\frac{3}{4}$  or 2 inches from top. Scribe lines straight across two front faces from here. Connect the center mark to a point on the opposite edge of each face, about  $\frac{1}{4}$ " lower, giving two lines that slant down to the side from the center mark.

(5:25) Cut straight in along the brim line and relieve about  $\frac{1}{8}$ " underneath. Trim side edges under sides. Note: Don't extend the slope too far below the brow line — this will be done later when nose is shaped.

(6:50) Mark bottom of nose about  $\frac{3}{4}$ " from center of brim line. Make a stop cut here, and remove wood underneath. Amount of removal determines depth of nose.

(7:35) About  $\frac{1}{8}$ " or slightly more below the hat brim center, mark two brow lines from the nose bridge that slant slightly more downward than the brim. (Doug says  $\frac{1}{8}$ ", but video indicates it may be a bit more.)

Note: To change the figure's expression, the slant of these brow lines may be adjusted. The lines may also be arched, individually or together.

(7:55) On both sides of the center, draw a line from the outside edge of the bottom of the nose to just wide of the brow center. These lines define the width of the nose.

(8:20) Make deep cuts straight in along the brow lines. Also cut along nose sides.

Note: Crucial. Do not angle the nose cuts in, which would undercut the nose. With the face facing straight up, cut straight down. Note: Make deep cuts the first time, to minimize further cuts that may leave marks on the nose. (Doug makes this point at about 10:50.)

(8:50) Use a slicing cut to remove the chip in the angle between the brow cut and the nose side cut. This makes the nose proud of the cheek. Clean up this area.

(9:50) Angle the bottom of the nose slightly up on each side. Cuts go straight in. Clean up under the nose.

(10:10) Relieve sharp nose bridge and forehead center. Optional: Leave a small notch at brow. Round the nose.

(11:30) Shape the hat. Hat styles are shown. Make bold, planar cuts to leave character. Remove the sharp points at the hat bottom on each side.

(12:55) If desired, set in a hat brim about  $\frac{1}{4}$ " wide. Mark the top of the brim, then make a stop cut. Slope the top of the hat away from the brim. Remove sharp, square edges.

(14:05) Relieve the center edge below the nose further. Draw outside mustache lines. Score the lines deeply. Then cut back above and below the line to separate the mustache.

(16:10) Remove a triangular chip where the nose, mustache, and cheek meet by making stop cuts along the top of the mustache and the edge of the nose. Then slice into the angle from the cheek, to define the cheek bottom near the nose.

Note: This chip-removal technique is very useful at three-surface intersections to add three-dimensionality and shadow detail.

(17:00) Draw inner edges of mustache. Extend lines to connect to outer edges at ends, or fade into beard background. Make stop cuts in notch where lines join in center. Remove material in notch with a slicing cut. Continue to remove material under mustache.

Note: Don't make stop cuts straight in, to avoid undercutting mustache.

(18:10) Shape sides of beard. Trim sharp edges at each side below the face. Notch edges above mustache. (Area above will be hair).

(18:40) Define beard. May angle to side, etc. Make bold cuts; remove wood to leave flat planes.

(19:50) Carved vs. painted eyes. Eyes are carved by scoring and broadening arcs below the eyeball. Different ideas for hair.

Optional: Use a small v-tool to shape hair. Can add mouth, teeth, ears, mustache and beard texture.