

# Egyptian Style Figurines



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## Shawabti

The civilization of ancient Egypt began over 5,000 years ago. The Egyptians believed that if the right steps were taken, the dead could survive in another world. They thought it was necessary to preserve the dead's corpse from decay and to supply the deceased with all its needs in the next life. The departed was given a home known as a tomb and provided with food, clothing, furniture and servants in the form of statues. Every person, even the pharaoh would be asked to work for the God Osiris in the afterlife. So the dead did not have to do work, they were supplied with tiny figures called *Shawabti*. The word means "one who answers". These statues would magically respond when the God of the dead Osiris called on them.

*Portraits* were a common subject of ancient Egyptian art. A portrait is a picture of a person. These portrait figurines were made of clay and painted with a blue-green Egyptian faience. This finish contains copper pigments to create a bright blue-green luster. Shawabtis were also painted a gold luster.



### National Core Art Standards

**Responding:** Understanding and evaluating how the arts convey meaning.

- Students will perceive and analyze artistic work.

# Materials



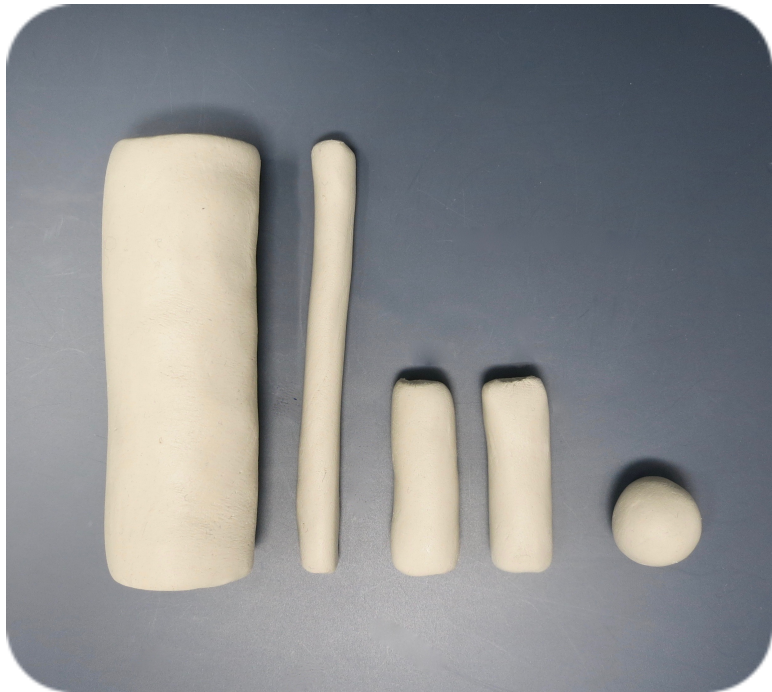
- Activa' White Plus Clay
- Activ-Tools: Clay Tool Set
- Activ-Tools Designer Texture Sheets
- Water Bowl
- Black, Gold and Blue-Green Acrylic Paint
- Brushes
- Wood Base
- Glue



## Preparing The Clay

Roll:

- 1 large cylinder
- 1 thin cylinder
- 2 small cylinders
- 1 small sphere





## Step 1

### Body

Round the top of the cylinder and squeeze the bottom of the cylinder in between your fingers.



## Step 2

### Feet

Flatten the bottom of the cylinder to form the feet.

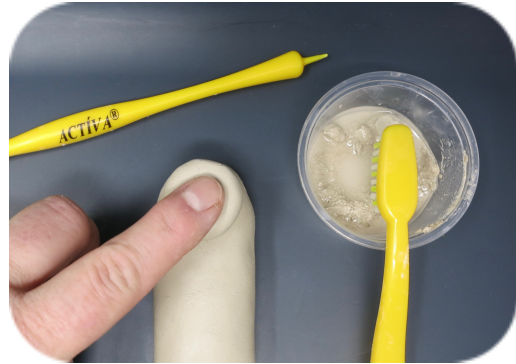




## Step 3

### Head

Lightly flatten the small sphere. Then score and slip the clay circle onto the top of the body to create the head.



Attach the thin cylinder around the head.



## Step 4

### Arms

Score and slip the two small cylinders onto the side of the body to create the arms. Gently pinch the ends of the cylinders to form the figure's hands.



## Step 5

### Headdress

Create a headdress for the figurine.





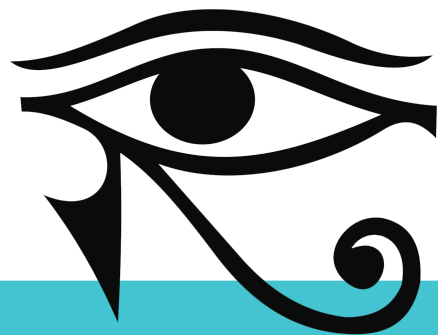
## Step 6

### Face

Create eyes, nose and a mouth by drawing or adding on the features.



Hair and / or a beard may be added as well.



## Step 7

### Clothing Design

Create a design for the body by making impressions into the clay using the Activ-Tools Designer Texture Sheets, rubber stamps, different shaped pasta or other found objects.

Use a variety of lines, shapes, textures and patterns in the design.



### Hieroglyphics

Egyptian writing known as Hieroglyphics may be added as well to the clothing design.

# Hieroglyphics Reference Sheet



**A**



**B**



**C**



**D**



**E**



**F**



**G**



**H**



**I**



**J**



**K**



**L**



**M**



**N**



**O**



**P**



**Q**



**R**



**S**



**T**



**U**



**V**



**W**



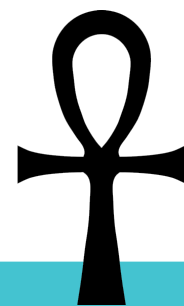
**X**



**Y**



**Z**





## Step 8

### Balance

Stand the figure upright. Flatten the bottom by gently tapping onto the top of a table.



## Step 9

### Dry

Allow the clay to air dry for 24 hours.

## Step 10

### Paint

Use metallic gold or blue-green acrylic paint to color the figurine.



## Step 11

### Base

Use a small black wood square for a sculpture base. Attach the clay figure by glueing it securely to the base.

