



Demo 1 : Roped bowl

Key points :

- Bowl design
- "Rope" texture
- Production methods

Techniques :

- Which tool and sharpening for a good surface and to control the form
- Criticize a bowl (curve, shape, balance, proportion, use...)
- Add the "rope" texture by keeping the shape
- Add the "rope" texture to contrast with clean wood surface
- How to finish the base on a wood chuck



Demo 2 : Raindrop box

Key points :

- Box making, design and proportion
- Fine scratch texture with iron brush
- Ring inlay
- Raindrop shape

Techniques :

- Back hollowing end grain technique
- How to inlay a ring to create a contrast
- Which tool and sharpening for a good surface and to control the form
- One simple way to create elegant texture with iron brush





Demo 3 : The slicing angle, how to achieve a good cut with the tool



Rope the bevel that's good, slicing on wood it's better! With the skew, the spindle gouge, the scraper or the bedan, let's try the slicing angle for a good surface without sanding and nice shavings. It also enable us to turn thinner by reducing the pressure on wood.

We will see the different applications for traditional spindle work.

Key points :

- Difference between bad scraping, cutting by roping the bevel and a good cut with the slicing angle
- Why giving an inclination to the bevel give a better cut, less pressure on the wood and less vibrations
- How to reduce sanding with standard tools (spindle gouge, skew chisel, bedan, bowl gouge and scraper)

Techniques :

- demonstration of a good cut with a hand planer and chisel
- how to turn a thin handle spatula with the skew chisel from a small planed board
- why using long edge sharpening and how to sharpen it (spindle gouge and bowl gouge)
- how to get a nice surface on the outside of a bowl (spindle gouge, bowl gouge)
- how to get the slicing angle to improve the cut with the scraper
- turning a small traditional leg with the bedan and the spindle gouge (how to get a complete shape, continuity, connect the bead with the cove, be confident with our eye...)

Demo 4 : Pebble box

The idea should come from a very common activity near the river where I live.

To demonstrate this multi-storey box, I will use different techniques : eccentric chuck, small hollowing featuring a tiny opening, carving and texturing.



Demo 5 : "Ronde"

This is a piece coming from far away.

I will explain and demonstrate the different steps. But before I would like to illustrate the progress of this creation. So, starting from drawings, try and mistakes, I will present a short slide show. Of course, we will mostly speak about curve and I will talk about this story.



Demo 6 : "Through the window"

During the demonstration, I will explain how to turn a tube with a thin wall using green wood. Fig tree is my favourite for this because of its spectacular distortion during the drying process but it can also work with many woods. A bit of carving is necessary, of course.



Demo 7 : "Textured vase with square opening"

I will try to explain how to turn a nice curve with a small hollowing. A bit of drawing is necessary to position the square opening. Then carving with simple sharpen tools. I will also explain how to create this interlace texture.

