



## Modelling, Carving & Casting Mix

*SCULPT-IT models similarly to clay but sets hard in 30 minutes without shrinkage. SCULPT-IT can also be used easily for casting. Mix easily and quickly with water for immediate use, adheres to most clean surfaces and may be oven dried at 100°C. When dry, SCULPT-IT may be sawn, carved, sanded or nailed. For decorating any type of paint may be used including Educational Colours Folk Art, Liquitemp etc.*

### MODELLING DIRECTIONS

1. For large pieces prepare a basic form of armature, smaller pieces may not need one. Since SCULPT-IT will adhere to almost any surface, simple and readily available materials – newspaper, coat hangers, wood, cardboard, balloons and styrene are all suitable.
2. Take 2 parts SCULPT –IT to 1 part water by volume in a bowl, mix thoroughly.
3. Fingers or tools can be used to shape and smooth areas beginning to set.
4. As mixture sets additional SCULPT-IT may be added to the surface. SCULPT-IT will adhere to wet or dry areas.
5. Allow to dry out (this may be accelerated by oven drying at 100° C for several hours).

### CASTING DIRECTIONS

**For use in rubber, latex, plastic and “sized” plaster molds.**

1. Add equal parts by volume SCULPT-IT to water in a bowl. Stir thoroughly to ensure all powder ‘pockets’ have been dissolved.
2. Partially fill mold, making sure all detail cavities are filled. Tap firmly or vibrate. Fill mold completely and tap firmly again to remove air bubbles. A wet knife can be used to smooth the exposed SCULPT-IT as it sets.
3. When SCULPT-IT is firm enough (approx. 45 minutes), gently remove object from mold **ND ALLOW TO DRY.** Any defects can be smoothed or filled at this stage.
4. Wash mold with soapy water.
5. Curing time is several days (this may be accelerated by oven drying at 100° C for several hours).

**WARNING:** DO NOT ATTEMPT ENCLOSED CASTING OF BODY PARTS. (ie – hand & fingers etc) THIS PRODUCT GIVES OFF HEAT WHEN MIXED WITH WATER FOR SETTING, WHICH MAY RESULT IN SERIOUS SKIN BURNS.