

COMING  
March 19, 2011

# JOYCE CLOUTMAN

## Little Flower Girl Bud Vase



This workshop promises to be a whole lot of fun as Joyce shows us how she made this precious little girl on the right. We will learn the many ways to make a sweet face smile and how to attach the arms and head to the main body of the flower vase. On her web-site Maureen Carlson, a notably famous polymer clay sculptor said of Joyce's work: "I was quite smitten when I saw her (girl on the left), and marveled at both her twinkle and the many details..." "It is evident to me when I look at this piece that Joyce LOVES her subject matter and her creations. There is a joy and a respect that shows through the work and comes through to me as creative energy. I react to this energy almost as if the piece were a living thing, which, perhaps, as an extension of Joyce, it is."

Joyce has been playing with polymer clay about 20 years trying out every aspect of this medium. In 2006 she made her first whimsical little mixed medium elf and found she had a knack for sculpting. In her Flickr site, Whimsy Lane [www.flickr.com/photos/whimsy\\_layne/](http://www.flickr.com/photos/whimsy_layne/) you will see more pictures of her special elves and fairies. She said that she still tries out different projects with polymer clay but always go back to sculpting. We're glad for that!



**Workshop fee: \$85 member/\$95 non-member**

**Dates: Saturday, March 19, 2011**

**Time: 9:30 am – 5:00 pm**  
**(set-up at 9:00 am)**

**Place: Artists' Showplace, 15615 Coit Rd. at Arapho, Dallas 75248**

PASTA MACHINES ARE ALLOWED.  
DON'T FORGET YOUR CAMERA.

To register, call or e-mail Babette Cox, [babette@babettecox.com](mailto:babette@babettecox.com), or 214-695-5119

Make your check out to NTPCG and send to:

Babette Cox, 5816 Gardendale Dr., Dallas, TX 75228.

OK to mail \$50 deposit NOW to reserve your space.

**Remaining balance is due by March 1. No refunds after 3/01/11**

**However you CAN arrange someone to take your spot and pay you.**



NORTH TEXAS  
POLYMER CLAY GUILD