



# Turning Chatter



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## Newsletter of the Blue Mountains Woodturners Inc.

*Mission Statement: "Promote woodturning as a creating skill for all ages"*

Edition 250

August 2021

### Sketching

Answer honestly - "Do you really know what the end result will look like before you mount a piece of timber on the lathe, or do you wait until it is finished to see if it is any good or not?"

Basically the difference between the two options is simple. Either you are in charge or the wood is the boss. **Design is about being in control!**

An essential part of design is being able to visualise what something will look like before it is finished. It is far easier and cheaper to make changes and adjustments to an object before starting than getting half way through and deciding you don't like it and starting again with a new piece of wood, or worse still having to live with a finished piece that just looks wrong.

Sketching is the process of trying to express on paper an image that represents an idea. Like doodling, it is quick, it is inaccurate and not structured, but it does attempt to capture the essence of an object or idea. It is the first attempt at representing a form.

An object is recognised by its shape and volume. It exists in space. It has mass and depth and height.

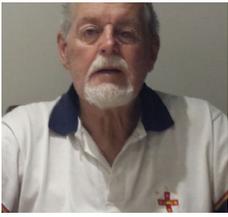
One of the most fundamental elements in sketching is perspective. This gives the object the appearance of volume or body in space.

Our eyes perceive a number of differences, they see if something is vertical or horizontal, and more importantly they convey to the brain if something is closer or further away. This is what is called perspective.

Up and down are obvious concepts, but closer or further away are a bit more difficult, and many of the supposed great artists had difficulty with the concept, even the great Leonardo Da Vinci couldn't master it. Michelangelo on the other hand recognised that the closer an object is the larger it appears, and the further away the smaller it becomes, so an object receding into the distance becomes tapered and smaller the further away it gets.

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## Presidents Report – August 2021



We are into another Covid-19 outbreak and lockdown and as such the BWT Club is closed for the foreseeable future.

The activities of the club will remain on hold until we get the all clear from the authorities. Being locked down is a pain in the proverbial ... but we have to, due all that is necessary to beat the virus. I hope you have been spending time in your workshops doing things that you haven't had the time to do in the past.

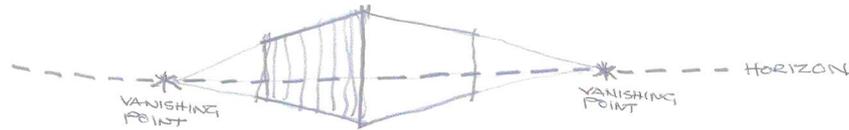
Barry and Lue are doing fine and I hope they stay well after their recent bout of poor health. I have phoned some members and all are doing well.

Send me photos of your creations and I will put them into Turning Chatter for others to see.

There is not a great deal happening at present so I will sign off and wish you all the very best of health.

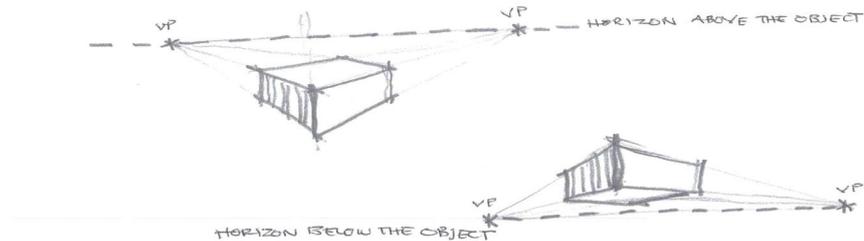
Stay safe and enjoy your turning.





A simple device developed for sketching is the vanishing point. If you draw a horizontal line (horizon) on a piece of paper, and mark two points, one near each end of the line, these can be used as vanishing points. As the name implies receding objects will taper or vanish towards these points.

My intention is not to try to teach you how to set up a perspective drawing in the way professional artists prepare accurate, realistic views of proposed buildings and developments, but rather to present the basic principle of perspective in sketching.

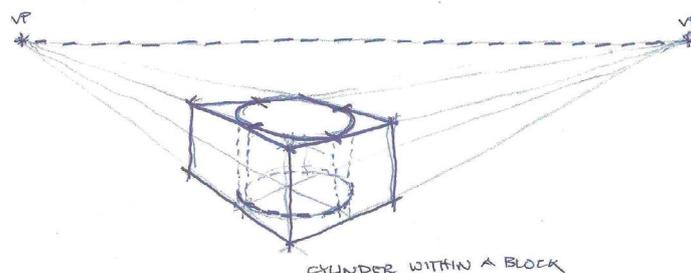


Experimentation will let you discover how adjusting the positions of the vanishing points, and the height of the "horizon line" will affect whether you are looking up or down on a thing or if you are closer to one side than the other. Simple sketching will help you visualise what your next design will look like.

I have seen many turned objects that have been created with incredible skill and finesse way beyond my ability, but some just don't make it because no thought was given to how it actually looks in reality. Some times extreme care is taken to develop curves and shapes and finishes that are lost in perspective. Other times the proportions are simply wrong or ugly when viewed in the solid, even though they may well have been designed to the "Golden Mean" or whatever.

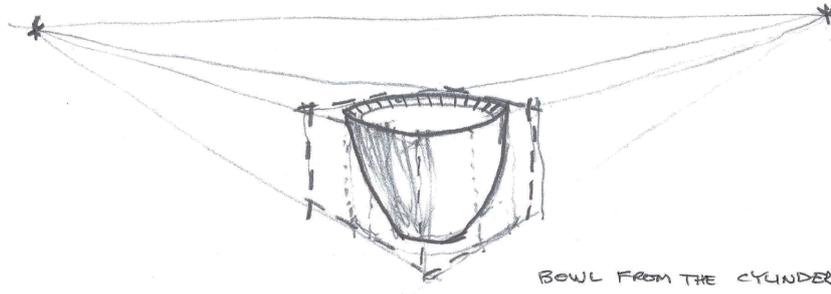
## Good design is about the appearance of the finished object, not just its dimensions.

Like all new skills, practice is essential, but I am sure that very quickly you will become amazed how well you can draw real objects you thought you couldn't. Experiment with different shapes, and looking at them from different angles.



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The more you practise the more realistic your sketches will become. You will may decide that the dimensions you initially set out don't produce acceptable proportions, and may require adjustments. It is far better to scrap piece of paper than \$40 worth of timber. Remember that an accurate drawing of exact dimensions on a flat piece of paper will not look the same when the object is viewed in perspective.



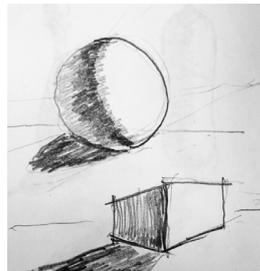
A tip, circles (such as bowls) can be enclosed in squares or rectangles which are easier to draw in perspective. Turn the squares into boxes and simply estimate the points on the box edges where the curve touches.

If anyone is interested in talking about sketching and having a go, once the club is open again on Thursdays, I am happy to provide some advice  
Mike

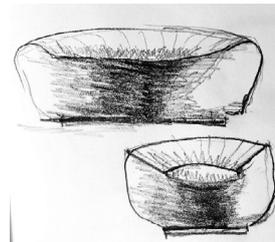
## Sketching Uses



Add shade to look solid



Judge proportions



Play with different shapes



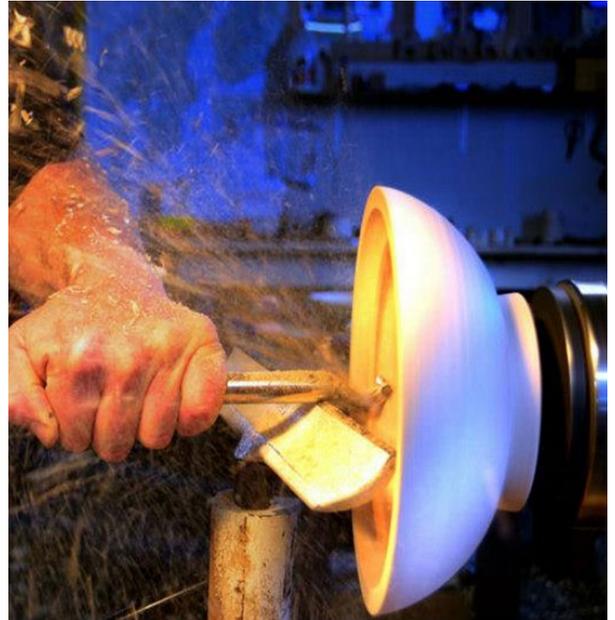
Explore bowl edge details

A sketch need not take more than 10 to 20 seconds to complete.

## Committee

**President** - Bill Wooldridge  
**Vice President** - John Mulquin  
**Secretary** - John Turner  
**Treasurer** - Jan Pennell  
**Membership Secretary** - Vacant  
**Publicity Officer** - John Mulquin  
**Committee Members**  
Clive Lyle, Phillip Brien, Barry Robinson

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**Librarians** - John Mulquin, Jan Pennell  
**Workshop Manager** - Clive Lyle, Alan Game  
**Editor Turning Chatter** - Glenn Barker  
**Webmaster** - Andy Georgiou  
**Facebook Coordinator** - Vacant  
**Safety Officer** - Jan Pennell  
**Welfare Officer**- role to be attended by the  
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**First Aid Officers** - Tony Trainer, Jan Pennell  
**Entry Admission Officer** - Des Tuck (when  
available)  
**Club Sales Officer** - Barry Robinson  
**Catering Officer** - Barry Robinson  
**BMWC Site Manager** - John Mulquin  
**Show & Tell Coordinator** - John Cossey



## Woodturning Lessons

Allan Game on 4739 1028  
or  
[ernienuwman@hotmail.com](mailto:ernienuwman@hotmail.com)  
Mobile: 0416961063.

***Covid-19 restrictions  
Please contact Ernie  
and Alan for available  
times and dates of  
Lessons***

Editor - Glenn Barker

Email: [turningchatter@gmail.com](mailto:turningchatter@gmail.com)

web address:

<https://www.bluemtnswoodturners.org.au/>

All Correspondence to:

PO Box 223 Springwood NSW 2777

***Please supply any Turning Chatter content by midnight Friday 1 week before the  
1st Saturday of the next month***

## Club Calendar

Day	Date	Event	Time
Thursday	05/08/21	Open day - \$2	9.30am Onwards
Saturday	08/08/21	Meeting	10am Onwards
Thursday	12/08/21	Open day - \$2	9.30am Onwards
Thursday	19/08/21	Open day - \$2	9.30am Onwards
Thursday	26/08/21	Open day - \$2	9.30am Onwards

***NOTE: All club days and meetings cancelled during Covid-19 lockdown  
restrictions in Sydney's Greater West***

The next toy making day will be held on the 19th August