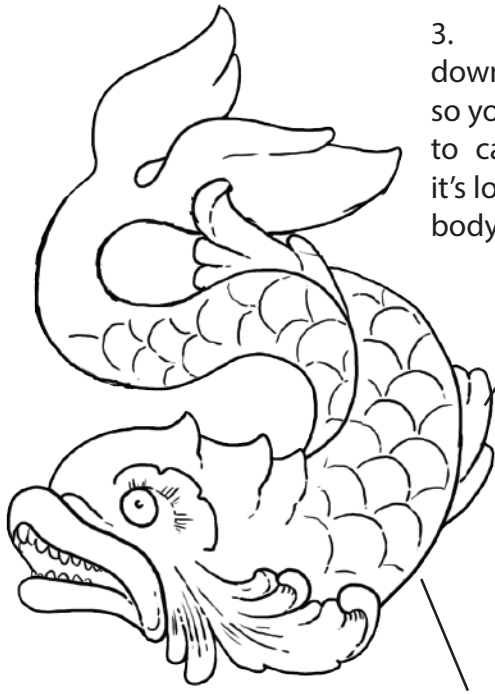


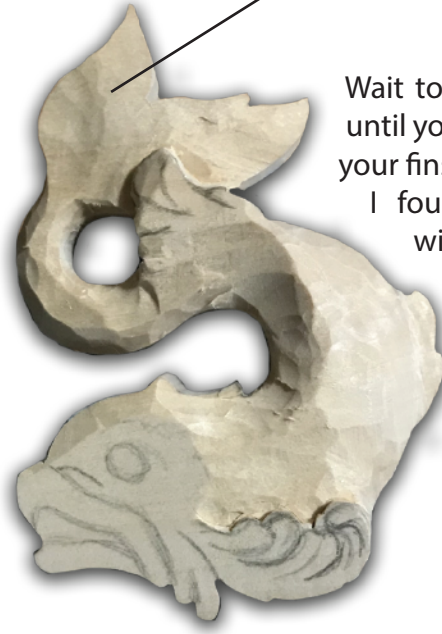
## Roman-style Dolphin / Fish

Pattern by Becky Barnes



3. Shave this belly-fin down to about 1/8" thick, so you have enough meat to carve dimension, but it's lower than most of the body.

4. Lower the tail section down, to roughly half the thickness of the blank, 3/8-1/2". Round the edges of the tail, minus the fin.



Wait to carve the scales in until you have all the rest of your fins and shaping done. I found myself fiddling with juuuust the right curves in the body twist, going back and editing a few chips here and there.

1. Lower the edges of the dolphin, where the body would round, leaving the twisting-spine tall. You can always shave it down later, but it's tough to add wood back again if it's too short.

2. Leave the head, pectoral-fin, and dorsal fin tall.

5. Rotate the blank 45 degrees, so the corner of the head is facing you. Treat this like a corner-carving, to make the head look like it's looking out at you, rather than to the side.

6. Round out the lips, drop the inside of the mouth, round the top of the head, and start pushing the wood around the eyes in to give a nice bulbous appearance.

\*\* Alternatively, you can have the face point to the side, rather than the corner, for a complete side-profile.



7. I would suggest sanding the body before adding scales, for a nice, smooth effect. I drew very rounded scales on the first image, but you could do small ones, diamond ones, even bigger ones - whatever!



8. Same goes for the fin - I drew very fancy fins, but they can be as simple or complex as you like.