

# Tushrooms

Pattern by Becky Barnes



Tushrooms, like mushrooms and people, come in all shapes and sizes. Decide what general shape you want to portray - a dainty Cremini, a portly Porcini, a tall Death cap, the trumpeting Oyster or Chanterelle?

Once you have your cap-type figured out, give it some expression. Will it be looking up at something taller? Tilting its cap inquisitively? Sketch the cap and body position on your block of wood, with the "head" narrow, and the "hips" wider. It's up to you how tall or short your "body" and "legs" are.

Shape either the cap first, or the body - I've done both first, and it doesn't really make that much of a difference.

Round your edges, but make sure to leave a swell for the belly and bum. Draw a Y shape for the belly / legs, and then incise a V into it to visually split the legs. You don't have to go deep! You're giving the illusion of legs, not separating them.

When working with the bum (these are Tushrooms, after all) draw a + shape where the horizontal bar is the bottom of the bum, and the vertical line is the split of the legs, and the cheeks.

Your bum sticks out - it's supposed to - so shave away a little of the top portion of the legs to give that illusion. Like the front, incise a V into the legs and cheeks. You can trim / round the edges for a softer look.

Draw in the vvvvv pattern on the neck - this is the "ring" or "skirt". Stop cut along the lines, and take out a shallow tapered chip from below so the upper portion is just a little wider.

Paint as you wish. With the narrow feet, you may want to glue your Tushroom to a base - a wooden nickel covered with miniature railroad terrain looks cute!

