

# Rudolph Lopez Demo/Class Descriptions

www.RudolphLopez.com

## Square to round Bowls, Vases and Hollow Forms

I will explain and demonstrate the process I use to create a bowl or vase, which is square on top and tapers to round at the bottom. Starting with a square or rectangular blank that has been prepared on a bandsaw to taper the sides, the remaining exterior corners will be turned leaving the four tapered sides previously cut on the band saw, then the interior of the bowl or vase will be turned into the square top. I will show a variety of ways blanks can be cut on the band saw which will start you thinking about how many different design possibilities there are for these square to round projects. I will demonstrate the process I use to set-up and draw the layout of a design on the blank and how it is cut on the band saw then oriented on the lathe to be turned. The basics of bevel-supported cuts along with two of the most important fundamentals of turning - sharp tools and good tool control will be emphasized. Attendees will learn how and why this along with lathe speed affects how efficiently and cleanly interrupted edges can be turned safely. Techniques for sanding and/or embellishing the different surfaces of the forms will also be discussed. This demonstration will provide attendees with a several new creative ideas and open up many new design possibilities.

**Skill level / Experience:** Beginner with good basic knowledge of the lathe & tool use, turns currently.

**Wood required;** Semi-dry or dry wood. For vases- **End Grain** lengths approx. 3"x 3" about 6" long. For bowls- **Side Grain** 6" x 6" square approx. 4" thick.

**Band Saw required for cutting sides of blanks**

**Tools & supplies;** Face Shield recommended, **Safety Glasses required**, Chuck for 1"X 8 mini-lathe or lathe that will be used, 1/2" or 5/8" side ground Bowl gouge, 1/2" to 3/4" Round nose scraper, Parting tool, some type of hollowing tool for the Vase or Hollowform. I will have some extra tools for students to use

