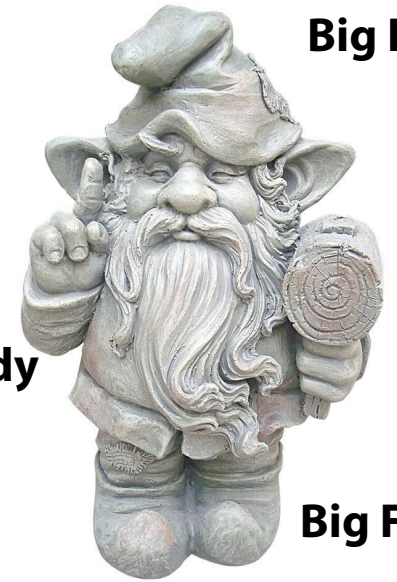


Gnome (20 points per)

A **gnome** is a diminutive spirit in Renaissance magic and alchemy, first introduced by Paracelsus in the 16th century.

- It's useful to use a piece of wood as an armature for stabilizing the sculpt.
- Proportions are vital. Divide the anatomy into 3 equal parts; head, body and legs.
- They have stout, thick arm and legs, and big noses
- Include all facial features used in previous projects..
- All have facial hair.
- All wear clothing and hats.
- All hold some sort of tool or weapon.



Big Head

Small Body

Big Feet

