Hand-building				
Project	Construction/Design	Studio Time	Glaze	
Coil Vessel	*If you think it isn't	*Find partners that	*Use test tiles	
	strong go with your	use the same size	time permitting	
	instinct.	coil as you.	*Dipping glaze on	
	*Construct with coils first,	*Extrude more clay	giant heavy pot is	
	then but designs on	than you think you	difficult	
	outside.	should during full	*Don't expect it to	
	*Don't close the top if you	studio days.	turn it how the	
	want to glaze the inside and	*Takes a long time	chart saws it will.	
	have holes on the sides.	expect outside time.	*Pay attention to	
	*Take a step back to look at	*make sure to wrap	coats that the jars	
	your pot from a distance	project really well	and charts tell	
	once in a while.	between work time	you.	
	*Make slab base is level.	(weekends!)	*Make sure you	
	*Don't let the bottom get to	*Pay attention to	get in all the	
	wetlet it dry out to	when the kiln is	cracks	
	leatherhard before getting	being fired and let	especially if you	
	to tall	your work dry	want it water	
	*Go with the flow don't	really slow.	tight.	
	stay married to your plan.	*Store your damp	*Glaze the inside	
	*Use a toothbrush to score.	coil pot in damp	first.	
	*Use supports for outside of	storage.	*Take extra time	
	coil pot.	*1st coils take the	on the spirals	
	*Don't go out too far too	longest	*Don't be sloppy	
	fast.	*Come in during	*Take time	
	*Don't put wet clay on dry	advisory	selecting a glaze	
	clay	*Use your class time	*Spend time on all	
	*Don't make the coils to	wisely.	grooves	
	small.	*Be aware extruder	*Write down	
	*Smooth after ever coil.	is very busy during	glazes you use so	
	*Gets more fragile as it gets	class time.	you don't forget.	
	taller.			
	*Slip and score between			
	each coils.			
Hard Slab	*let it dry a little before you			
Project:	put textures in			
Air Plant	*Don't let it dry to fast			
	*Make sure slabs dry flat to			
	leatherhard before			
	assembling.			
Hard Slab				
Project:				
Clock				

Throwing				
Project	Centering	Cylinders & Bowls & Vases	Studio Time	
Quality				
Quantity				