

Fig.1

Front view showing basic initial carving with next stage shown dotted. Note that the shoulders should slope.

Early stages of carving pilots showing simplified 2 dimensional carving technique  
Goggles may be stuck on at a later stage to simplify initial carving  
Note life jacket in Fig.2

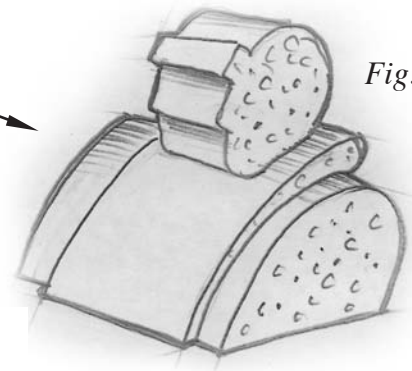


Fig.2

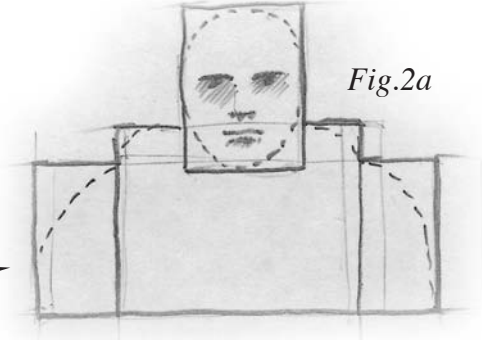


Fig.2a

Top view shows position of head relative to torso. Straps and wrinkles in the flying overalls can be sanded in during the final stages

I've found the best paint to use is artists oil paints as you can mix and blend them together on the figure before they dry to obtain great skin tones, thinned enamel paints are also good.



Fig.4

Sketch showing proportions of human head: note that the nose actually appears quite small, many carved pilots gain huge Honkers! The eyes and ears are on about the same level. Shadows can be painted in under the mouth and nose and in the eye sockets. Avoid using white paint for eyeballs, instead just indicate the eyeball and top edge of eye with darker paint.

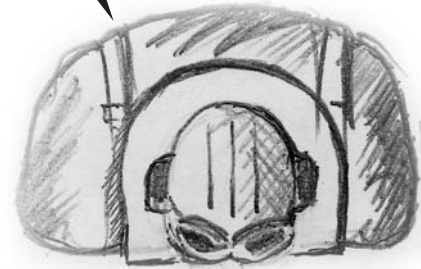


Fig.3

Goggles and earphones can be stuck on after pilot has been fine sanded. Paper flying helmet side and strap is an easy way to add realism

Side view of pilot, can be traced or photocopied to desired size and used full length or just head and shoulders. He's about 1/12th scale on this page (1 inch to the foot) The angle of the head or arms can be changed once you are happy with the shape.

