

Name: \_\_\_\_\_ Hour: \_\_\_\_\_ Date: \_\_\_\_\_

## CERAMICS VOCABULARY

### I. CLAY BODIES/ TYPES OF CLAY:

- A. White Earthenware
- B. White Stoneware
- C. Terracotta
- D. Porcelain
- E. Red Earthenware

*What type of clay do we use in our art class?*

**LOW-FIRE WHITE EARTHENWARE**

### II. CONSISTENCIES/ STAGES: (In order of wettest to driest)

- A. **Plastic**- (plasticity, can be modeled like play-dough)
  - Extremely fresh or soft clay.
  - **Doesn't need to be scored & slipped to join pieces.**
  - Has the ability to be modeled or shaped without cracking.
- B. **Leather hard**- (same flexibility as a slice of cheese)
  - Much of the moisture has evaporated and shrinking has just ended, but the clay is not totally dry.
  - **Best stage for carving and burnishing** ("polishing clay").
  - **Must use scoring & slipping during this stage at attach or join pieces.**
- C. **Bone-dry**- (resembles the texture and color of a bone)
  - Clay objects have lost all moisture; they are 98% moisture free.
  - **Pale gray in color**, appears chalky.
  - **Cannot attach or join clay during this stage.**

### III. CATEGORIES/ FIRING:

- A. **Greenware**-
  - **Unfired pottery** or sculpture, dry clay objects.
  - Appears green in color, due to wetness.
- B. **Bisque ware**-
  - **Clay that has been fired one time**; unglazed clay.
  - **Often appears pink in color (when using white earthenware or stoneware).**
  - Bisque firing- the process of firing ware at a low temperature.
- C. **Glaze ware**-
  - **Clay objects that have been painted with glaze and then fired.**

### IV. HAND BUILDING METHODS:

- A. **Pinching**- (pinch pot) an **ancient** hand building method of **forming clay by pushing out the walls** to create a vessel.
- B. **Coiling (coil pot)** - an **ancient** hand building method of forming pottery by **building up walls with ropelike rolls of clay** and then smoothing over the joints.
- C. **Slab (slab construction)** - a **large flat piece of clay formed by rolling**, a technique used in hand building, in which forms are created by joining flat pieces of clay. The pieces are thinned with a rolling pin or slab roller.

## V. OTHER FORMING METHODS:

- A. **Wheel Thrown**- Clay vessels or objects created on a potter's wheel, by the centrifugal force of the wheel spinning and the force of the hands pushing and pulling on clay.

## VI. TECHNIQUES & SURFACES:

A. **Slip**- (Works like glue)

- Clay in a liquid suspension; used for adhering pieces.
- Used in making ceramic objects by casting.
- Used to create decoration by painting or slip-trailing.

B. **Scoring**- (Roughing or scratching clay)

- Technique used for attaching two pieces of clay together.
- Surfaces are scratched with a tool, then slip is added between the two, then they are joined firmly together.

C. **Slip and Score**-

## VII. GLAZE:

A. **Glaze**- (A thin coating of glass on the surface of pottery)

- A liquid composed of glass particles, which is applied to ceramic ware.
- During the firing process the ware is fired to a temperature at which the glaze ingredients will melt together to form a glassy surface.
- Glaze can be applied by brushing, pouring, or spraying ware.

B. **Dry footing**- removing all of the glaze from the bottom of a ceramic ware before firing.

C. **Types of glaze**-

1. Gloss/Satin- glazes with a shiny or glossy surface.
2. Matte- glaze with a dull or rough surface.
3. Stains- A diluted coloring oxide like cobalt or copper used to produce a color, similar to watercolors.
4. Velvet under glaze- pure color glaze, has a matte finish.

## VIII. FIRING:

A. **Kiln**- the oven like structure clay objects are fired in.

- Low-fire-
- High-fire-

B. **Maturing point (maturity)**- Amount of "heat work" needed to correctly mature clay or glazes. The temperature or time at which a clay body develops the desirable characteristics of maximum non-porosity and hardness; or the point at which the glaze ingredients enter into a complete fusion.

C. **Thermal shock**- the stress to which ceramic material is subjected, when sudden changes occur in the heat during firing or cooling. Can cause cracks, fractures, or breaks.

## Vessel Diagram-

mouth

lip

Body

Foot

