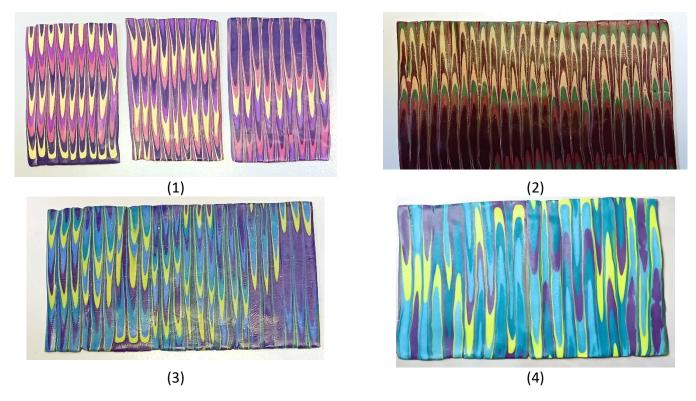
Square Extruder Veneer Tutorial



A more traditional extruder retro-cane veneer includes stacking colored circles in the tube and using a square bit to create long rectangle snakes. The extruded snakes are then stacked together in a square or rectangle and then cut across for a veneer of little bubbles of color. For this extruder veneer those extruded rectangle snakes are split lengthwise into 3 strips and those strips are laid side-by-side for a unique chevron style veneer. There are 4 ways to create these chevron veneers:

Tools/Materials:

- Extruder
- ¼" square extruder bit
- Super sharp blade

- Pasta machine and normal clay tools
- 2 6"x6" pieces of parchment paper
- 1 oz. each minimum 4 colors polymer clay

Instructions:



- 1) Condition clay thoroughly.
- 2) Use circle cutter to create piles of each color of clay.



Variety #1: 3 identical 2-3" stacks of clay discs (no pattern to the colors of the discs)



• Create 3 identical stacks of discs with no particular color pattern. Stacks should be 2-3" long.



- Insert 1 stack into the extruder at a time.
- Cut off both ends of the extruded snake.
- Cut snake into 3-4 strips making sure they are at least 1" shorter than your cutting blade.
- Repeat for the other 2 snakes.



- Secure one of the strips onto a cutting surface making sure it's totally straight
- Carefully cut the strip lengthwise into 3 equal slices.
- Line up the 3 slices from each of the strips.
- Put one piece of parchment paper on top of a set of 3 slices and use the other piece to smooth the 3 strips together.



• Put the 3 joined strips together and using the 2 pieces of parchment paper, join the strips into 1 smooth veneer.

Variety #2: 3 identical 2-3" stacks of clay discs with a definite pattern to the colors – extrude 1 stack at a time



- Cut the circle discs as before.
- Arrange the circle discs in a definite pattern for the 3 identical stacks of clay.



- Cut off the ends of the extruded snake.
- Cut the snake into equal pieces making sure they are 1" shorter than the length of the cutting blade.
- Repeat for the other 2 snakes.



- Secure one of the strips onto a cutting surface making sure it's totally straight
- Carefully cut the strip lengthwise into 3 equal slices.
- Line up the 3 slices from each of the strips.
- Put one piece of parchment paper on top of a set of 3 slices and use the other piece to smooth the 3 strips together.
- Put the 3 joined strips together and using the 2 pieces of parchment paper, join the strips into 1 smooth veneer.
- Some experimentation with the length of the original stacks will be needed to get the pattern to match up.

<u>Variety #3:</u> Totally random order of clay discs in the tube (fill the tube)

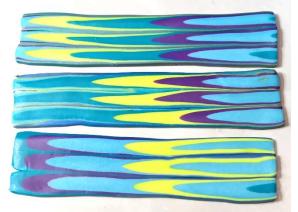


- With this variety you can stack the colored discs any which way.
- Then fill the tube and extrude no need to extrude each stack separately.



Cut off the ends of the extruded snake.

- Cut the snake into equal pieces making sure they are 1" shorter than the length of the cutting blade.
- Repeat for the other snakes.



- Secure one of the strips onto a cutting surface making sure it's totally straight
- Carefully cut the strip lengthwise into 3 equal slices.
- Line up the 3 slices from each of the strips.
- Put one piece of parchment paper on top of a set of 3 slices and use the other piece to smooth the 3 strips together.
- Put the 3 joined strips together and using the 2 pieces of parchment paper, join the strips into 1 smooth veneer.
- There is no rhyme or reason to these strips so just organize as seems best.

Variety #4: Denise's Zigzag style



- Choose any of the above varieties of stacks of clay, but instead of lining up the strips going the same direction, reverse every other strip.
- Finish veneer as above.

Further varieties of this extruder veneer can be accomplished with changing the thickness of the clay discs, creating different color schemes, and a combination of the two. This tutorial has specified a ¼" square extruder disc, but larger square discs can also be used for a thicker veneer. Your imagination is the limit!