

"Dragons"

You are recommended to read all the instructions, and to complete the practice exercise, before starting on either picture.

**Introduction**

Welcome to the marquetry kit "Dragons" from QJS Marquetry. These designs are relatively simple to cut, but ideally need careful use of shading for best effect

The pack includes enough veneer to make both designs. (Please note that the colours may differ slightly from those shown in the pictures.) It is not necessary to follow the colour scheme we have used – after all, these are mythical creatures!

Some of your veneers have been shaded by dipping the edge in hot sand. Select the areas you use so that you achieve differentiation between scales, etc.

Getting Started

In addition to the kit you will need a surface to work on (a craft cutting mat is ideal but a kitchen board or some strong cardboard will do), masking tape (or clear tape) and some PVA wood glue.

Ideally, before starting this design you should have followed our "Introduction to Marquetry by the Window Method" and made the "leaf" test piece satisfactorily.
(Instructions available at <http://qjsmarquetry.co.uk/downloads/instructions-window-method.pdf>)

Both dragons are of similar difficulty, so start with whichever you fancy!

The Dragon's Head -----

Tape the design sheet onto the background piece so that the dragon is positioned where you want it to be. We suggest the background veneer with the grain running parallel to the short side of the rectangle is more suited to this picture.

Where to Start? - The general "rule" in marquetry is to start with items that are "behind" other parts and work "forwards". We chose to start with the crest at the back of the neck and to cut the sections in individually using the heat-shaded areas to show curvature and, for now, ignoring the spines. We extended the pieces slightly into the head area.



Scales - the scales look challenging, but are quite simple and we tackled those next. Start at the bottom of the neck and complete the scales row by row. Cutting each scale slightly oversize at the top, and simplifying the shape, makes these straightforward. See the top row of scales in the picture for the way we simplified the shape and used the heat-shading. We mixed up the colours a bit to create a graduated effect.



Then we tackled the larger scales at the front of the neck, but this time we started at the top and worked down, as this allowed more control over the placement of the shading.

Hint - When cutting detail, protect the work and avoid losing small pieces by taping with masking tape (remember that important parts of the background may be vulnerable and need taping as well). You can tape on the front or the back and both have advantages. Taping on the back allows you to see exactly where you are cutting on the front. However, after inserting the piece you need to tape the front, then remove the tape from the back before gluing up. Taping the insert piece on the front can help you to see your marking through.



We cut the crest spines in next - but you can leave those until later - or even omit them entirely if you prefer. They are a bit fiddly to cut by the window method. We just cut tapering slivers and fitted them by trial and error.

The Head - This is the key part, as it is what gives your dragon its character - so it's good to come to that last when you are well practised! We cut in the lower jaw, then teeth and tusks, followed by the upper jaw/snout. Even on these pieces we tried to use the heat shading to add contours. There is an ear in the drawing - we chose to omit it!



The Eye - This is a little tricky. We first cut a lozenge-shaped piece of green veneer into some black. Then we traced the outer edge of the iris onto a piece of white veneer. With the window cut out, it was easier to position the black/green assembly underneath and cut in the circular iris. Once that had been glued and allowed to dry we cut in a tiny rectangular highlight of white - you can omit this if you like. We could then cut the opening and insert the whole eye in one go. Experiment with the eye assembly behind the window and note the way the expression of your dragon can change. When you are happy, tape the eye in place and cut it in. (Working this way means the pieces are less likely to break up and it is easier to position the small elements correctly)



Complete any last pieces like snout, horns, etc. and your dragon is finished!

Sea Dragon -----



Tape the design sheet onto the background piece so that the dragon is positioned where you want it to be. We suggest the background veneer with the grain running parallel to the long side of the rectangle is more suited to this picture.

Where to Start? - The general "rule" in marquetry is to start with items that are "behind" other parts and work "forwards". We chose to start with the elements of the crests along the "humps" and to cut the sections in individually using the heat-shaded areas to show curvature and, for now, ignoring the spines. We extended the pieces slightly into the body areas and only cut the body "humps" in once all the crest segments were in place.



The Neck - We first cut in the light green section. The narrow, darker, line up the neck looks difficult, but the trick is to cut in a wider piece - extending into the area of the front scales. When the front scales are added later the line is thinned down to its final shape.

Scales - next we tackled the scales at the front of the neck, starting at the top and working down, as this allows more control over the placement of the shading.

You may choose to cut in the crest spines now - but we left them until later so we could decide whether or not to have them.

The Head - This is the key part, as it is what gives your dragon its character - so it's good to come to that last when you are well practised! We cut in the lower jaw, then mouth and tusk, followed by the upper jaw/snout. Even on these pieces we tried to use the heat shading to add contours.

The Eye – This is a little tricky. We first traced the shape of the black pupil onto some green veneer and cut in a black circle. Then we traced the outer edge of the iris onto a piece of white veneer. With the window cut out, it was easier to position the black/green assembly underneath and cut in the circular iris. We could then cut the opening and insert the whole eye in one go. Experiment with the eye assembly behind the window and note the way the expression of your dragon can change (see the photos). When you are happy, tape the eye in place and cut it in. (Working this way means the pieces are less likely to break up and it is easier to position the small elements correctly).



Finally cut in the grey "sea", the crest spines if you want them, and any other last pieces and your dragon is finished!

Finishing Off

You may be happy with your completed picture "as it is", but you may prefer to stick it to a baseboard and then sand and polish the wood to bring out the colours. Instructions and ideas for this can be found on our website at:

<http://qjsmarquetry.co.uk/downloads/instructions-finishing.pdf>

Also check out our optional Baseboard, Backing and Edging veneer pack.

<http://qjsmarquetry.co.uk/craft-tools.php>

For more help and information about marquetry please contact:

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