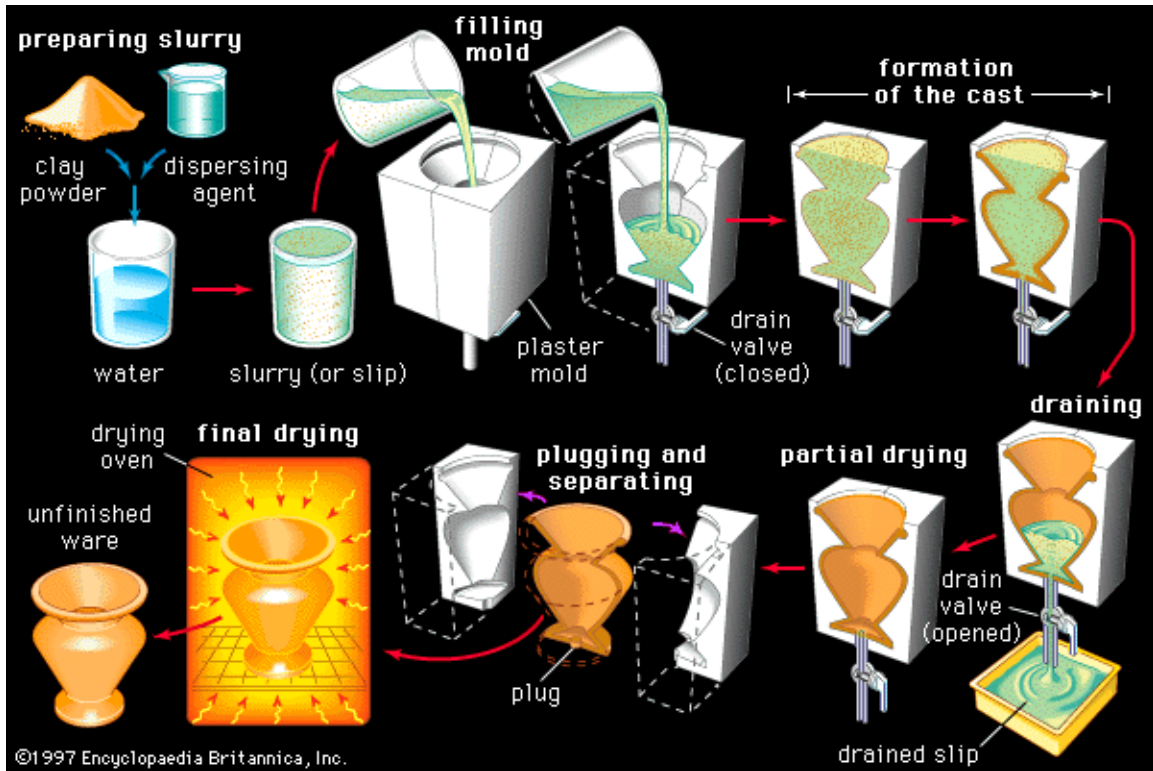


I found three major types of mold making.

1. Slip Casting
2. Plaster Casting
3. Injection molding

Slip Casting



Slip casting is when you have a mold of the object that you want to create, and you pour a very thin clay material (slip) into the mold. You leave it there long enough to coat the mold, then pour out the excess. As the inside of the mold dries, you get a shell of the object you're molding. When fired, it becomes the final molded object.

Plaster Casting

I found two methods of plaster casting.

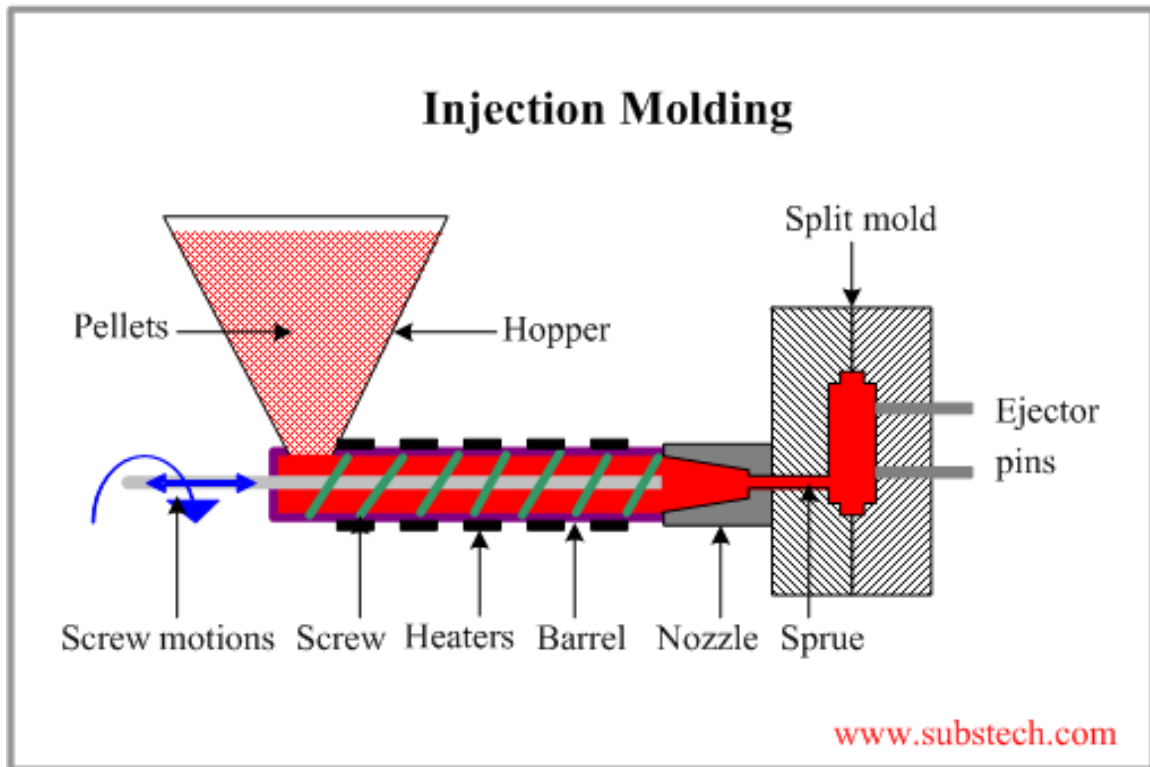


The first kind of plaster casting involves wrapping the object you want to mold in moistened plaster strips. They form an exact negative of the object you want to cast.

The second kind involved dipping the model into a plaster mixture, allowing the plaster to harden, then using that negative as the mold.

The advantage to the plaster strip method is that it can be done in pieces and later attached together. This would be particularly advantageous for anything less dexterous than a hand. If you dip mold your hand, as shown above, you can simply bend your fingers in order to remove your hand from the plaster, and thus avoid distorting your mold. If you were casting an object that was originally hard plastic, however, when you tried to remove the object, (depending on the complexity of the model) it would distort, if not completely destroy, the mold.

Injection molding



Injection molding is where you have a cast with an entry spout, and you pour the material into the cast (much like with slip casting) only you leave all the material in the mold to cool/dry/harden, and then you have a solid mold of your object.