## Proportional Caliper Use Guide

Congratulations on acquiring your new calipers! we sincerely hope it will become your BFF.

These calipers are made of high grade stainless steel and are designed to give you many years of trustable service.

There are 10 alignment holes which are preset for the most standard proportional configurations and ratios. They are:

Proportional calipers are most commonly used when working from a live model and 'scaling down' to a smaller than life sculpture but the reverse is also true. They can also be used to 'scale up'.

In order to help you quickly determine your desired scale, some of the holes are premarked.



To change scales, simply unscrew the knob and move the stud to the desired set of matching holes and retighten the stud and knob.

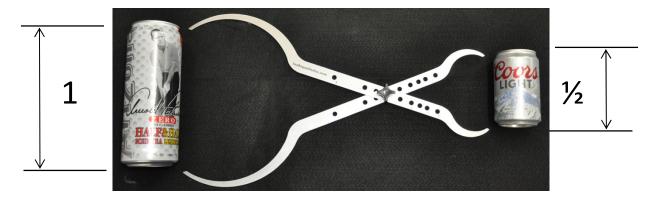
NOTE: Be sure to replace the washers in their same position. On close examination, you can see that the washer under the 4 prong knob is slightly cup shaped. The "rim" of the cup should be againt the knob and the "bottom" of the cup should be toward the caliper body.

You will notice that the more you use the calipers the smoother and firmer they will become. The tightening and adjusting process helps seat the washers and screw.

## NEVER oil or lubricate your calipers!

Over

Your new calipers can be used in two configurations. The standard method is for outside measurements. Typically the large curve end measures your life size model and the small curve end gives you the proportional measurement to the scale you have set.



The secondary method is for taking inside measurements or for height measurements such as in situations where your model is sitting on a flat surface.



When working with live models, you will find that taking your initial measurements from hard points such as the ends of bones just below the skin surface, eg: one end of the clavicle to the other, the top of the humerus to the elbow, the inner top of the tibia to the inner ankle, etc., will help quickly establish a solid foundation for your sculpture. Then the more fluid and flexible body parts of muscle and soft tissues will not throw you off as your sculpture progresses.

One final note: If you have any suggestions for how to make these calipers better or if there other tools you wish someone would make, let us know! Thank you! yon@yonregan.com

