## CERAMIC VOCABULARY

The three basic methods of hand building are- PINCH, COIL and SLAB.

The approach that requires the potter's wheel is called 'THROWING'.

THROW or THROWING – Using the potters wheel to make forms by hand from plastic clay.

ARMATURE- a support framework for the clay to help it hold its shape until it begins to harden.

BISQUE- pottery that has been fired but not glazed. This usually is a low firing to give the clay strength for glazing.

CERAMICS- All objects made of fired clay, including earthenware, porcelain, stoneware, and terra cotta.

EARTHENWARE- pottery fired at a low temperature (about 700 degrees centigrade or less), which remains porous until glazed. This is the most common form of ceramic ware, found in all ages.

PORCELAIN- the highest grade of ceramic ware. The original hard paste method was developed in China during the 17<sup>th</sup> century A.D. It contains clay, feldspar and flint and must be fired at very high temperatures. True porcelain ranges in color from white to gray, has a translucent appearance and produces a clear tone when struck.

STONEWARE- Pottery fired at a high enough temperature to vitrify the clay so that it is close-grained, almost non-porous and as a result, extremely durable. A glaze may be added to decorate the surface but it is not essential.

TERRA COTTA- The Italian words 'terra cotta' literally mean 'baked earth' and the term could be applied to any unglazed clay object, which has had an initial firing. However its use tends to be restricted to the clays, which range in color from red to black, the most common being reddish-brown. Terra cotta has been used as the material for countless objects since the Neolithic age, particularly simple pots, figurines, architectural decoration and roofing tiles.

COIL- Rope-like roll of clay used in hand building.

CONE- mixture of clay and glaze with a predetermined melting point.

FIRE- to heat clay in a kiln until it becomes hard.

GLAZE- a thin coating of glass making materials that melt when fired.