

# Happy Hedgehog



**Establish the eyes.** Use a detail knife to make a parting cut along the outline of the eyes. Without using too much pressure, carve into the cut



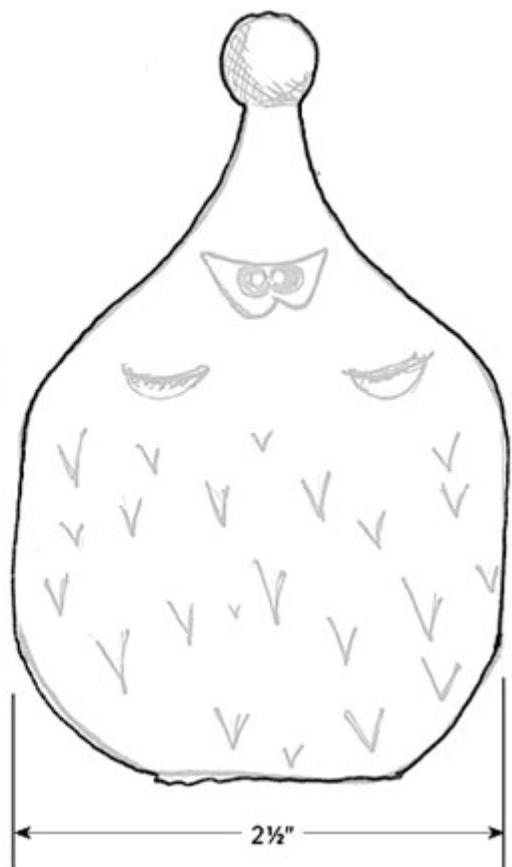
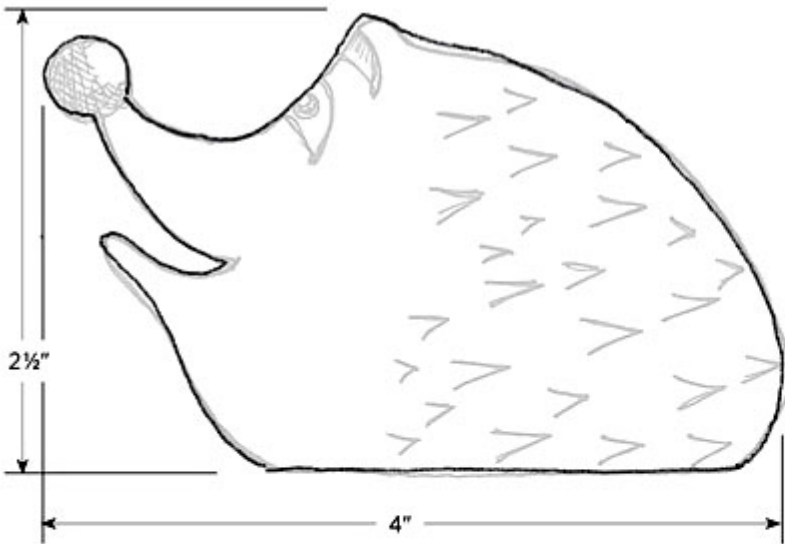
**Create the spikes.** Use a  $\frac{5}{16}$ " (8mm) 60° V-tool to press straight into the hedgehog's back so that the point of the V is facing his bottom. Back the tool out and come back in just under the first cut at a slight angle until the two cuts meet. If the little piece of wood in between the cuts doesn't pop out, don't force it with the V-tool. Run the tip of the detail knife along the

cuts to release it. Stagger these cuts all over the hedgehog's back, leaving space between them.



**Diversify the texture.** Using a  $\frac{1}{4}$ " (6mm) 90° V-tool—and the same process you used in Step 7—add smaller spikes between the larger ones to create variety and dimension.





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