

A simple to make
Deer Character to
use with your
STEAM Automata
projects.

Follow the instructions to
make this delightful character then
add cams, levers or gears to bring
your Deer to life!



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Deer Character

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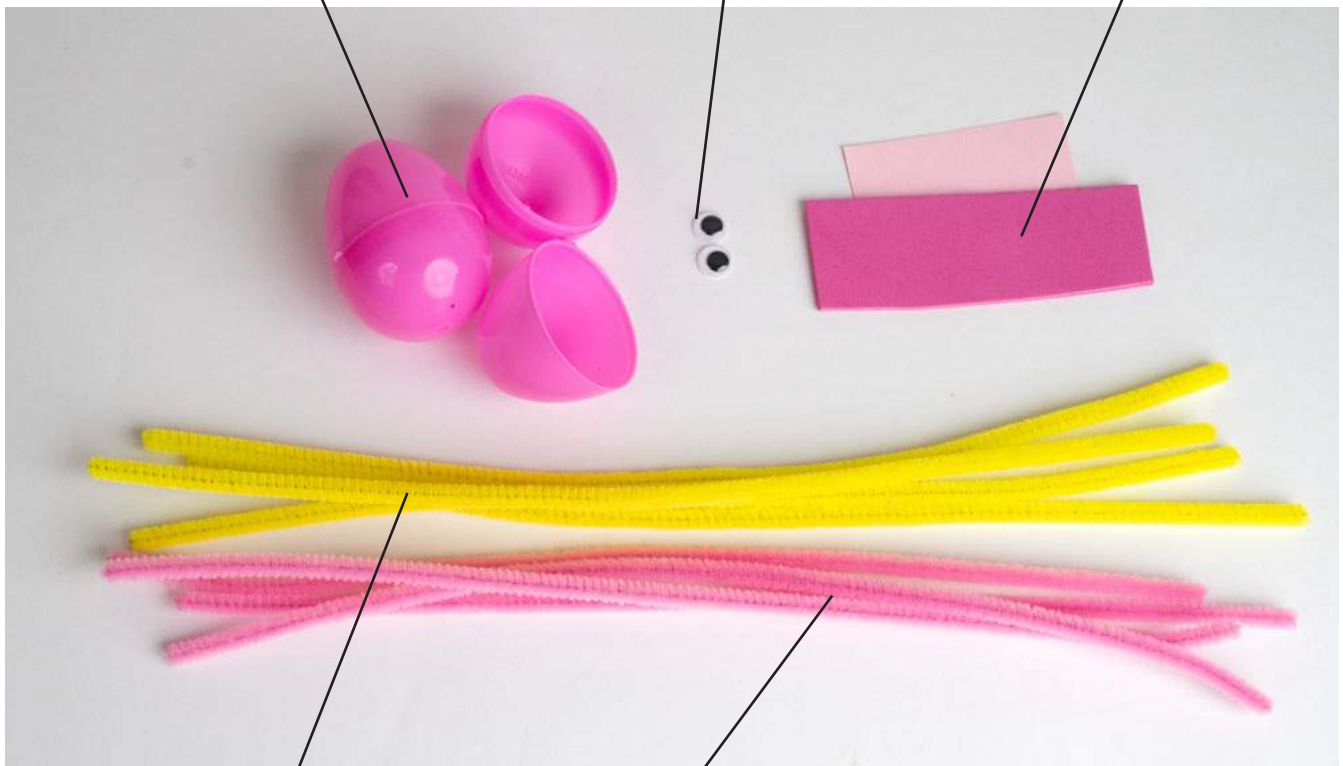
You will need:

As well as some normal maker tools you will need the following:

Two plastic gift eggs.

Goggly eyes

Coloured card or EVA foam
for ears. Same colour as
the eggs + lighter colour
for the inner ear



Four antler colour
pipe cleaners

Four pipe cleaners for
the legs, same colour
as the eggs.

... and a Cool melt hot glue gun

Deer Character

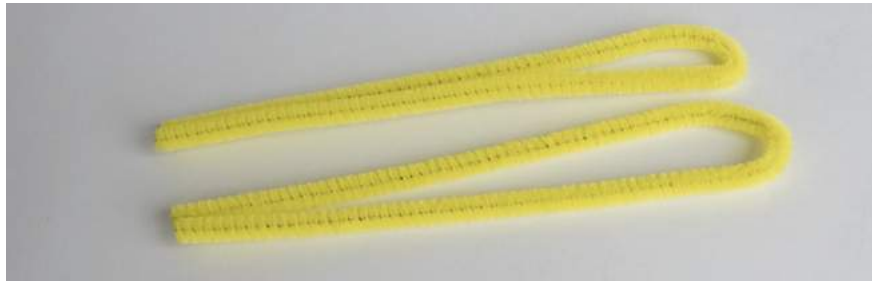


Mark out the two eggs as shown. The left hand egg is the body with four holes for the legs, the right hand egg is the head, the marks are for two holes for the antlers.

Use an awl or other sharp tool to make holes in the marked points. Take care!



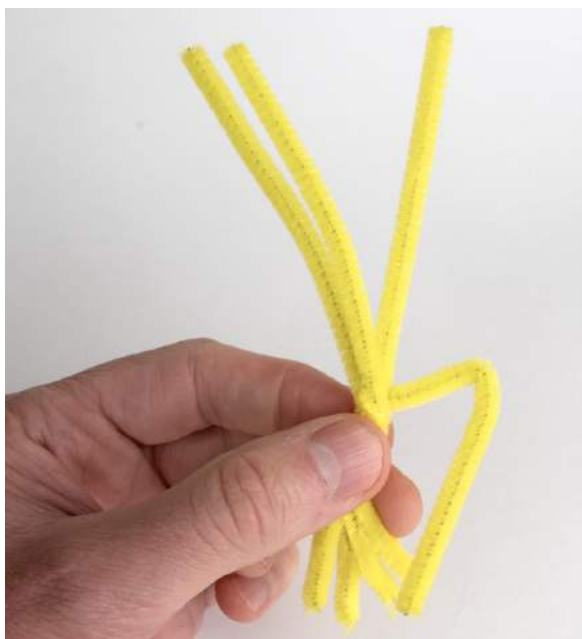
Deer Character



To make one antler, fold two pipe cleaners in half and cut them to make four equal length pieces.

Twist together a 15mm section 15mm from one end.





Bend out one of the branches. Fold it over and twist it together, Snip of the excess.

Twist together the remaining three sections.

Twist together the final two strands, fold over the end of the three antler parts and trim of any excess, shape the antler into shape.





Thread the antlers through the holes in the head. Spread out the pipe cleaner ends and, if necessary, secure with hot glue.

Close the head and line up the antlers.



Deer Character



Make a pair of ears from EVA foam with card inners

Glue the ears to the head with hot glue.



Deer Character



Cut out a nose from coloured card and glue it into place.

Fit a pair of googly eyes.

Deer Character



For each leg. Cut a pipe cleaner in half.

Fold the two parts in half and twist them together.

Make four.





Thread the legs into the body. Hot glue into place of necessary,

Finish off the Deer by hot gluing the head into place.



Deer Character



The finished Deer Character.

You could also use a pipe cleaner for the neck to make the head poseable.



Check out the other STEAM projects on www.robives.com to find a suitable mechanism to bring the Deer to life. Add a cam to make it bob up and down, a crank to make it leap or perhaps a twister mechanism to make her hop about. Try making a flexible hinge at the neck and make her head nod.

Deer Character