

Sculpture

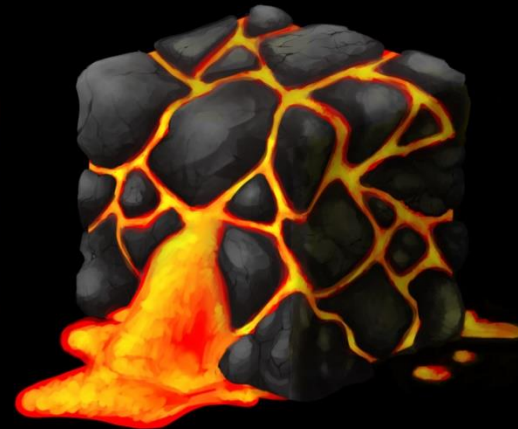
Mastering the Basics

What is Sculpture?

- To make or represent a form by carving, casting, or other shaping techniques.
- 3-D design
- What makes for Strong 3-D Design?
 - Being mindful of...
 - Materials: how they are used, assembled, the effect they are creating literally and figuratively
 - Craftsmanship: how it's assembled
 - Aesthetics: what visual message you are trying to create
 - Intent: the ideas that drive all design choices

Fundamental Techniques

1. Subtraction
2. Addition
3. Manipulation
4. Duplication



Subtraction

When you take material away

Materials that are primarily manipulated using subtraction:

- Wood
- Foam
- Stone

Other materials that can use subtraction

- Clay
- Plastic
- Paper





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Addition

Adding material, building it up

Materials that are primarily manipulated using Addition:

- Felting
- Fiber arts
- Latex
- Sewing

Other materials that can use Addition

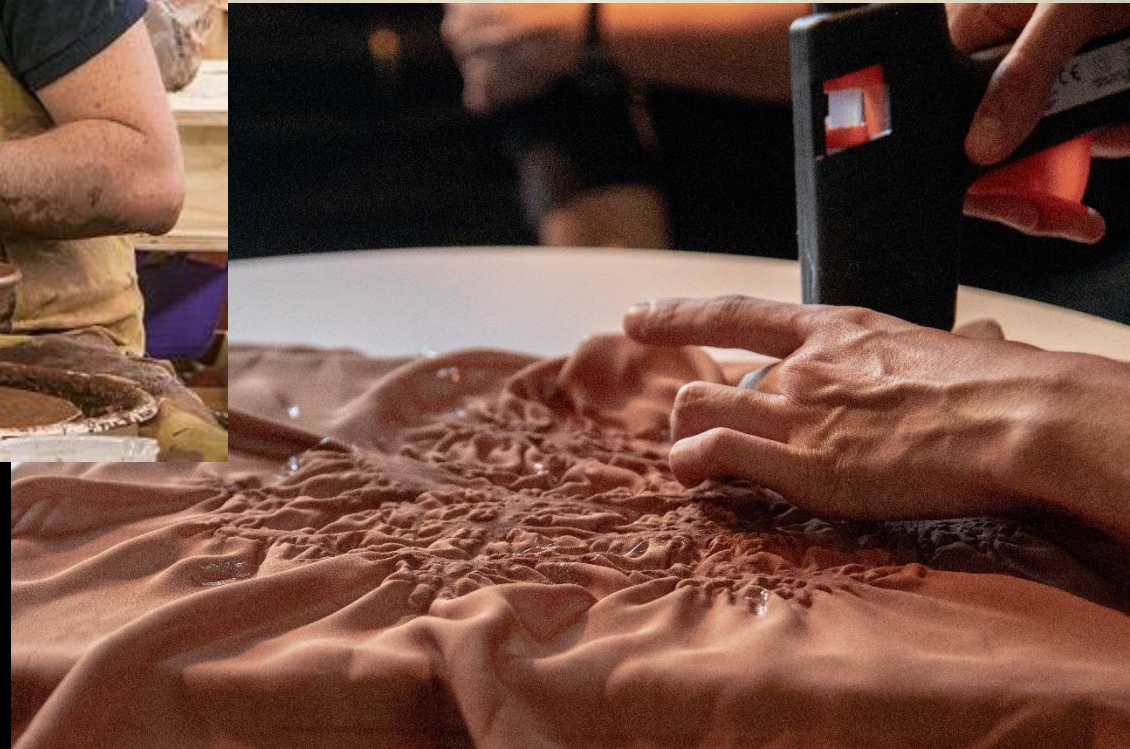
- Clay
- Natural materials
- Paper
- Metals

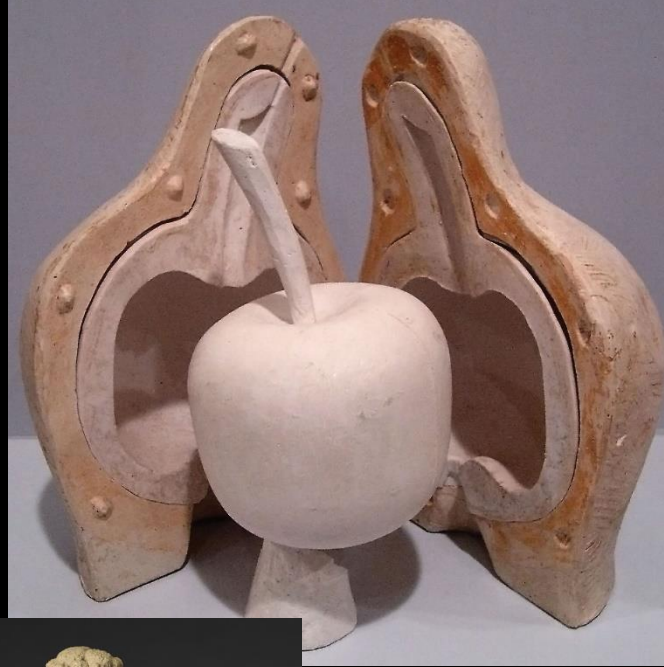
Manipulation

Modeling malleable materials; you're not adding or taking away but rather changing what's already there.

Materials that are primarily manipulated using Molding/Manipulation

- Clay (palmer/plastic, plastiline /oil-based, ceramic clay- water + minerals)
- Soft Metals
- Paper
- Worbla (thermo-plastic)
- Food: Butter, fondant, gum paste, cheese, etc.





Duplication

Duplicating objects usually using a molds, casting methods, or templates.

The intent is to be able to make duplicates of the same object for various effects and reasons

- Manufacturing (creating the same thing multiple times)
- Artistic Intent
 - Create the idea of Repetition
 - To create a base structures to assemble in different ways
 - Richard Notkin uses the same base pieces to create a series of pieces.



Materials that are primarily manipulated using duplication

- Clay (slip casting)
- Plastic
- Paper (when it's at pulp stage)
- Latex (3-D make-up appliances)
- Metal (oldest form of casting)
- Cement

Examples of Duplication

How are these installations similar? How are they different? How does the visual message change between them?
(use visual information in the images to back up your reasoning)



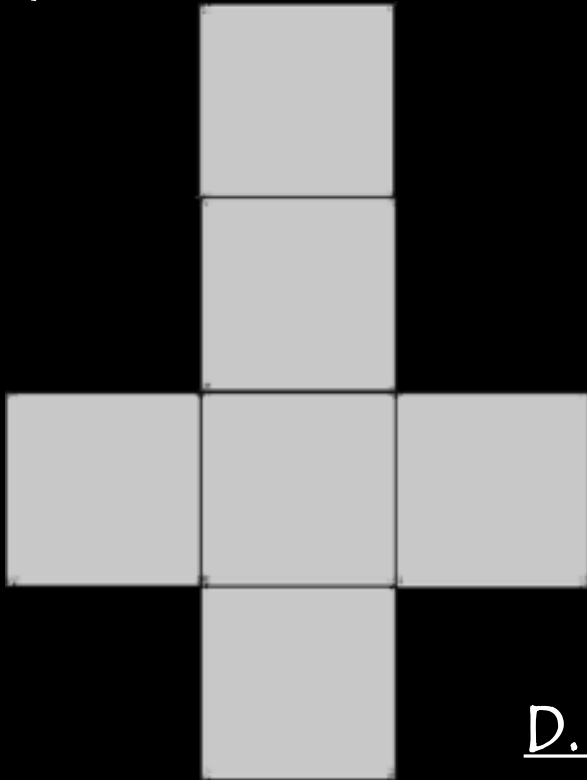
Framework for Creating a Sculpture

Understanding how to create a form

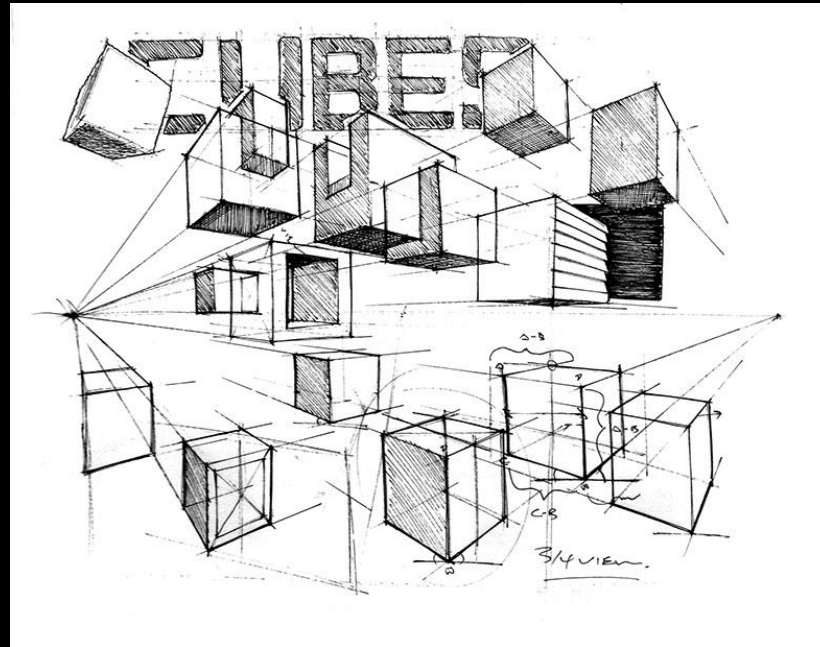
A. Form – B. Volume – C. Mass – D. Point of View
fit into 3-D Design

There are 4 things to consider when creating a form...

A. Form: the combination of shapes assembled to create an object. There are some other 7 other shortcut descriptions for 3-D forms (they're next)



B. Volume: how much space the form/object occupies and/or can contain inside it.



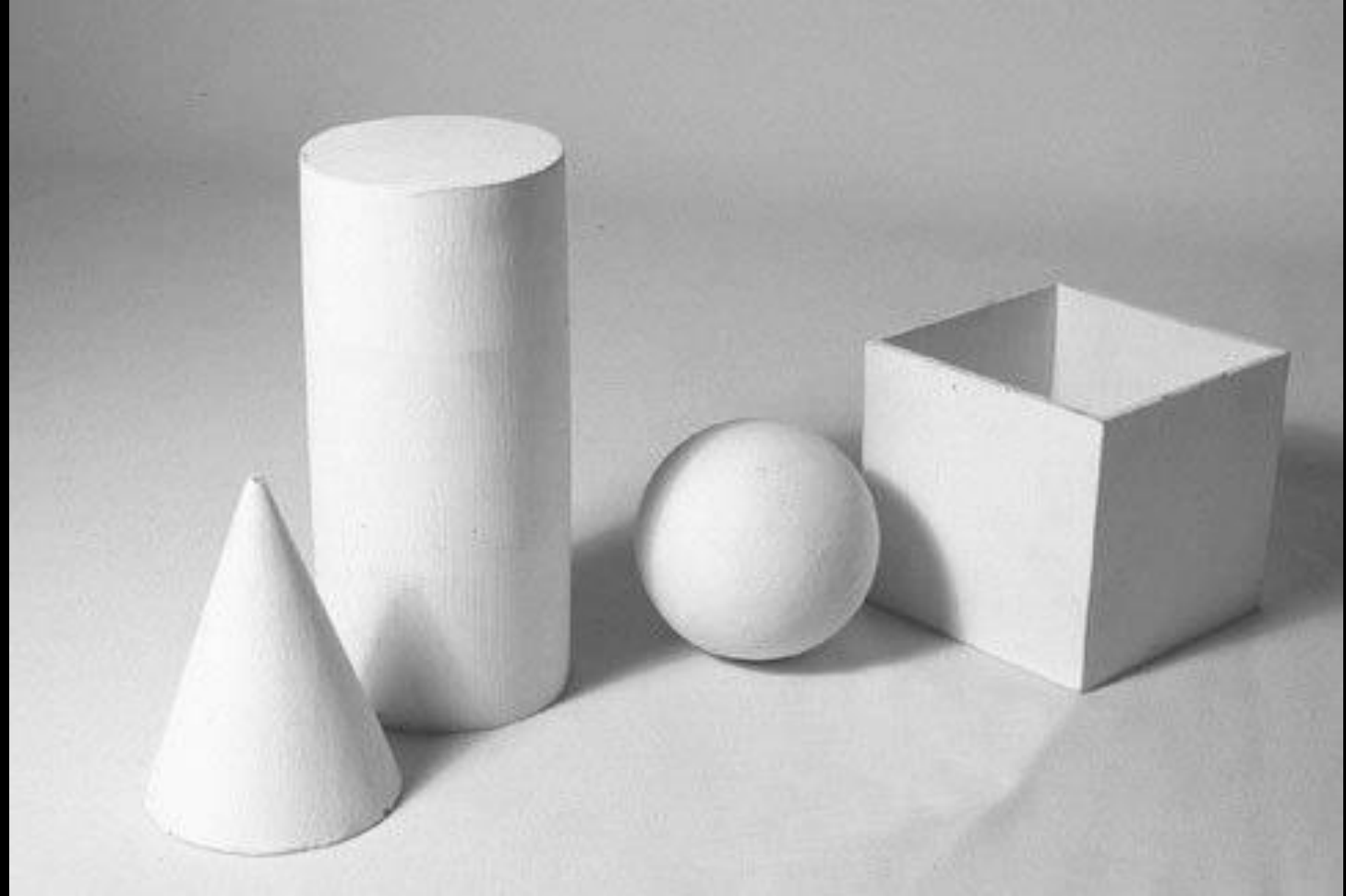
C. Mass: how heavy the object/form is or looks like it should weigh.



D. Point of View: we'll talk about that more later

A. Form

- A 3-dimensional object; Something that had length, width, and height
- A combination of shapes assembled to create an object. There are some other 7 other shortcut descriptions for 3-D forms (they're next)
- More specific ways to describe them...
 1. Geometric: mathematics
 2. Organic: referencing nature; Free-form
 3. Non-objective: non-representational
 4. Realistic: copy reality
 5. Abstract: simplify reality
 6. Architectural: referencing architecture
 7. Curvilinear: emphasizes curvy forms



Specific Types of Forms 1/3

Geometric
Forms found in math



Realistic
Copy reality



Specific Types of Forms 2/3

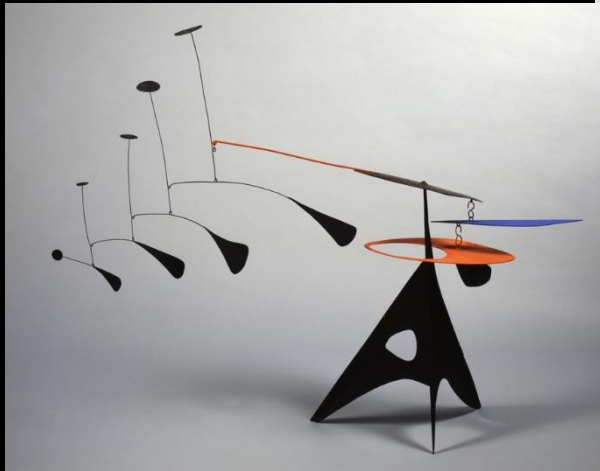
Organic

Mimic Forms found
in nature



Non-objective

Not intended to
represent anything other
than the EOA



Types of Forms

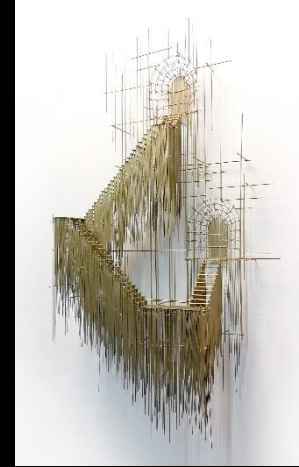
Abstract

intended to represent or look like something



Architectural

intended to represent or look like stuff found in architecture



Curvilinear

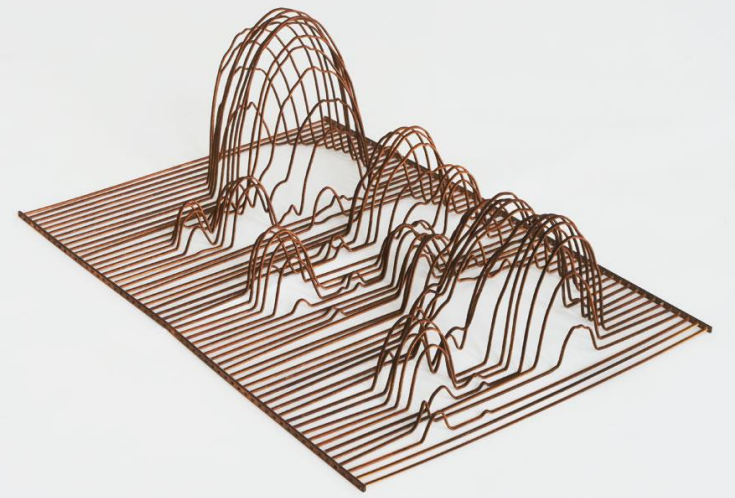
Emphasizes curvy, flowing forms



B. Volume

In sculpture volume is all about focusing on the space an object occupies, can contain inside it, and/or area around it.

How can emphasizing volume in sculpture add to a visual message? Take away? Change it?



C. Mass

Describes how heavy something is or appears to be.

<https://mymodernmet.com/ron-mueck-mass-skull-sculptures/>

All of these images are from the same installation. How does the idea of "mass" change with the addition of more visual information?



Point of View: In the Round

The Nike of Samothrace
aka The Winged Victory

A free standing object that is meant to or can be viewed from all sides.

Sculpture in the Round: a type of sculpture in which the figures are presented in complete three-D form and are not attached to a flat background (unlike relief).

- The principal types of sculpture in the round are statues, busts, and sculptural groups.



Point of View: Relief

- Relief is a **sculptural** technique where the sculpted material remain attached to a solid background, usually of the same material.
- The term **relief** is from the Latin verb relevo, to raise.
- To create a **sculpture** in relief is to give the impression that the sculpted material has been raised above the background plane.
- Types of Relief sculpture: panels, frieze, intaglio, etc.



Manipulating the Viewer

adding Illusion and Juxtaposition

Before looking up information about these two pieces answer the following questions:

1. Which object appears to be more massive (ie- have more mass; appears heavier)? The horse or the white blocks?
2. Which object has more volume?
3. What do you think the visual message is supposed to be?

Now look up the information about these two pieces

How did your answers to the questions change?

How does understanding what the materials are change your interpretation of each piece?



"Powder" by Deborah Butterfield
<https://www.youtube.com/watch?v=LIGtgfvQrWE> (general artist statement)

<http://www.artnet.com/artists/deborah-butterfield/powder-a-xcgaN9gC8UzVoFVwdeuwQA2> (info about this specific piece)

A part of Ron Mueck's installation "Mass"
<https://mymodernmet.com/ron-mueck-mass-skull-sculptures/> (read article, click on links for more specific information about ideas behind this work, and watch video)

