

Fin



Final Outcome



DISMANTLED

fallen
↑
shattered
↑
Knock-down Demolish
↑
cracked
↑
anatomize
↑
Dissect
↑
Broken Destroy Deconstruct
↑
Parts → exterior → interior

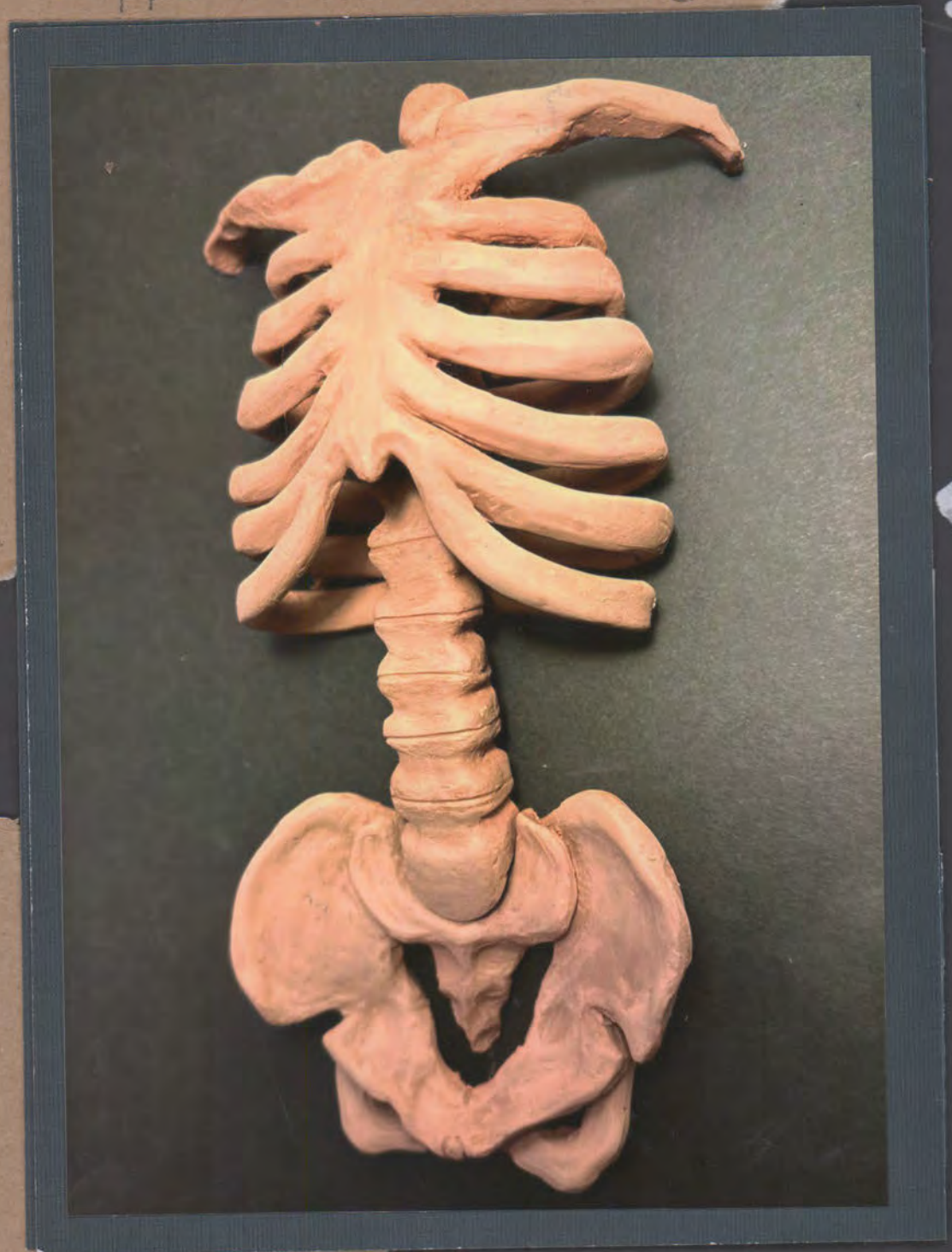
Disassemble gears ← machines Structures
↓
Remove Contraption Buildings statues
↓
pieces movement architecture walls
↓
figures
↓
symetry Bricks
↓
texture
↓
rough



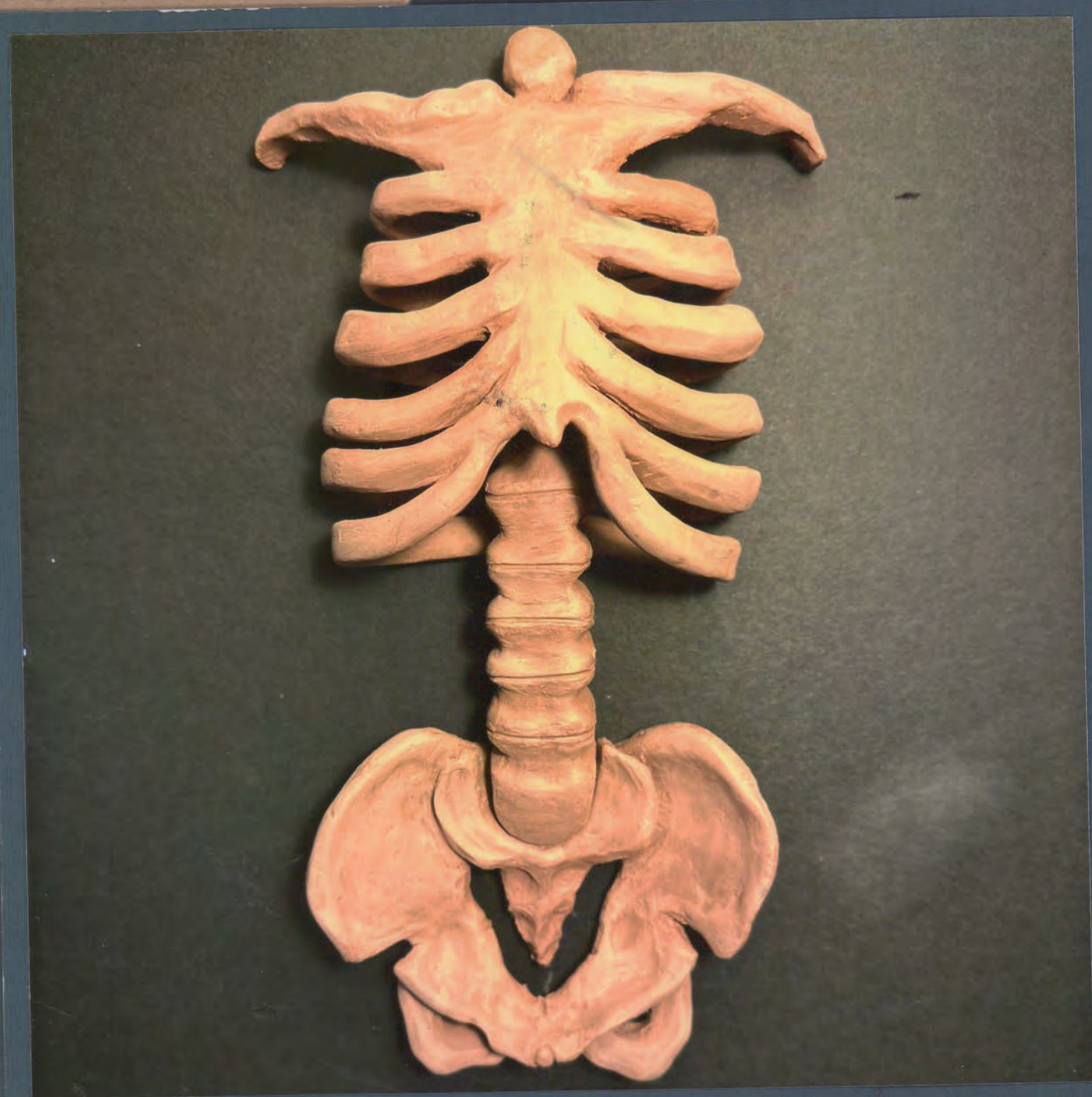
DISMANTLING THE HUMAN ANATOMY

MY REALIZATION:
Both organic and
inorganic structures
can be taken apart.

I wanted to focus on bones when studying the human anatomy because that is what buildings and humans have in common. Metaphorically, the foundation/structure of a building is referred to as its bones. Bones in humans serve a similar purpose as buildings, to provide support and structure.



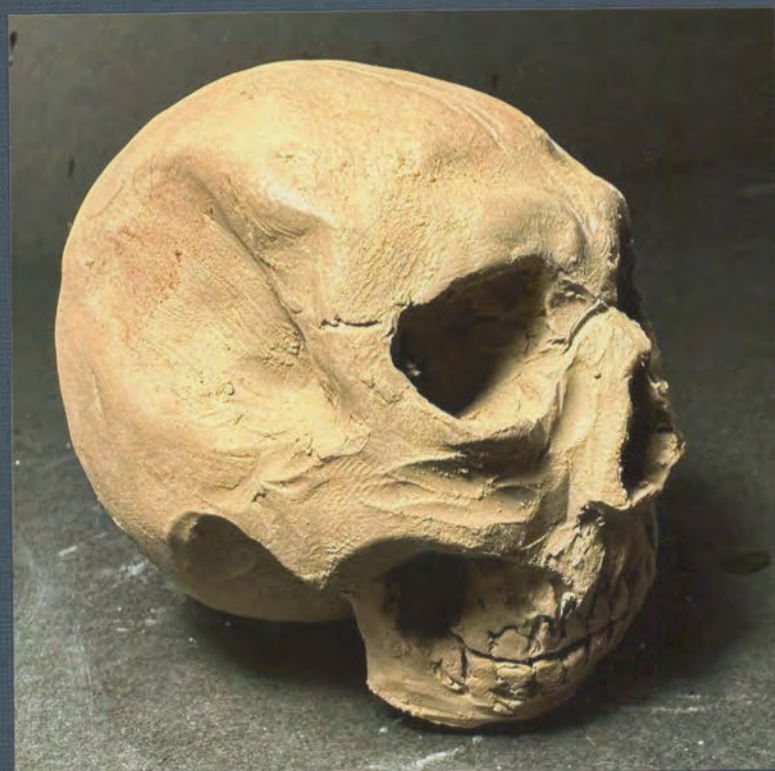
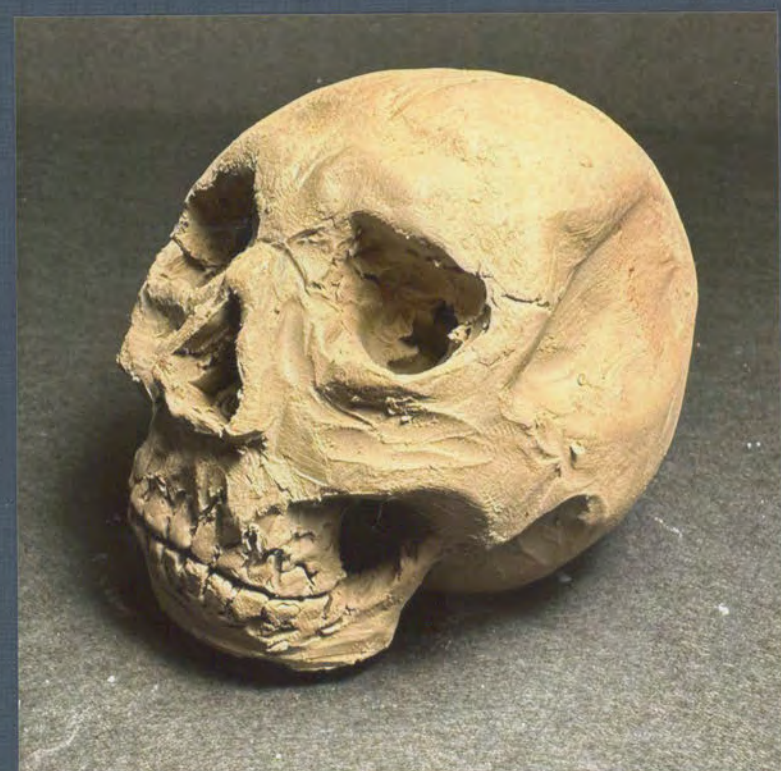
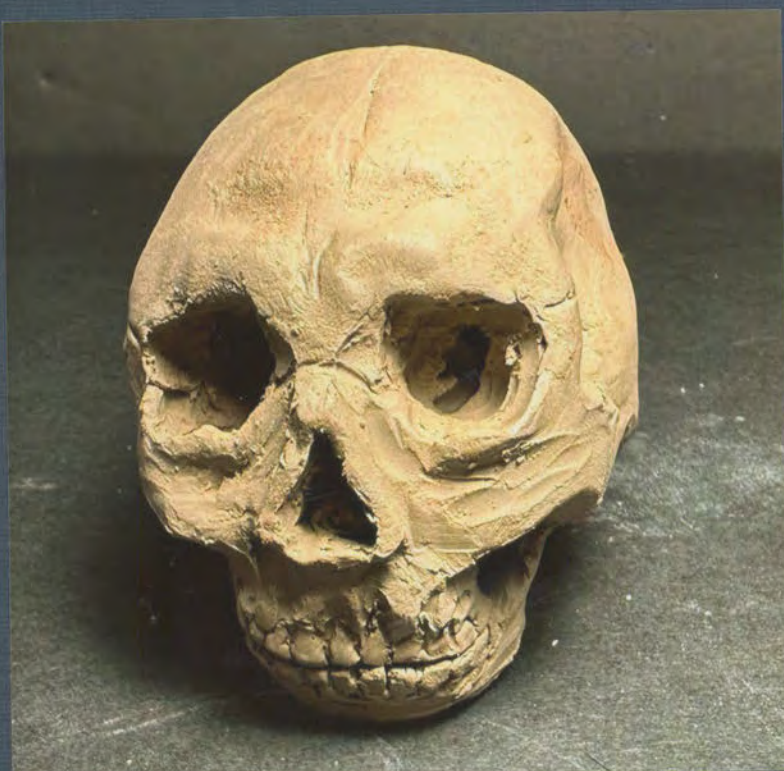
↑
LOAD
↓



CLAY EXPERIMENT

To dismantle means to take apart a machine or structure. Since I had started my investigation on dismantling buildings I wanted to see what other machines or structures I could dismantle. The human body has been compared to a machine. It is a natural/organic machine, made up of several parts, much like how a building is made up of several integral parts which all serve a purpose.

↑
OPEN
↓

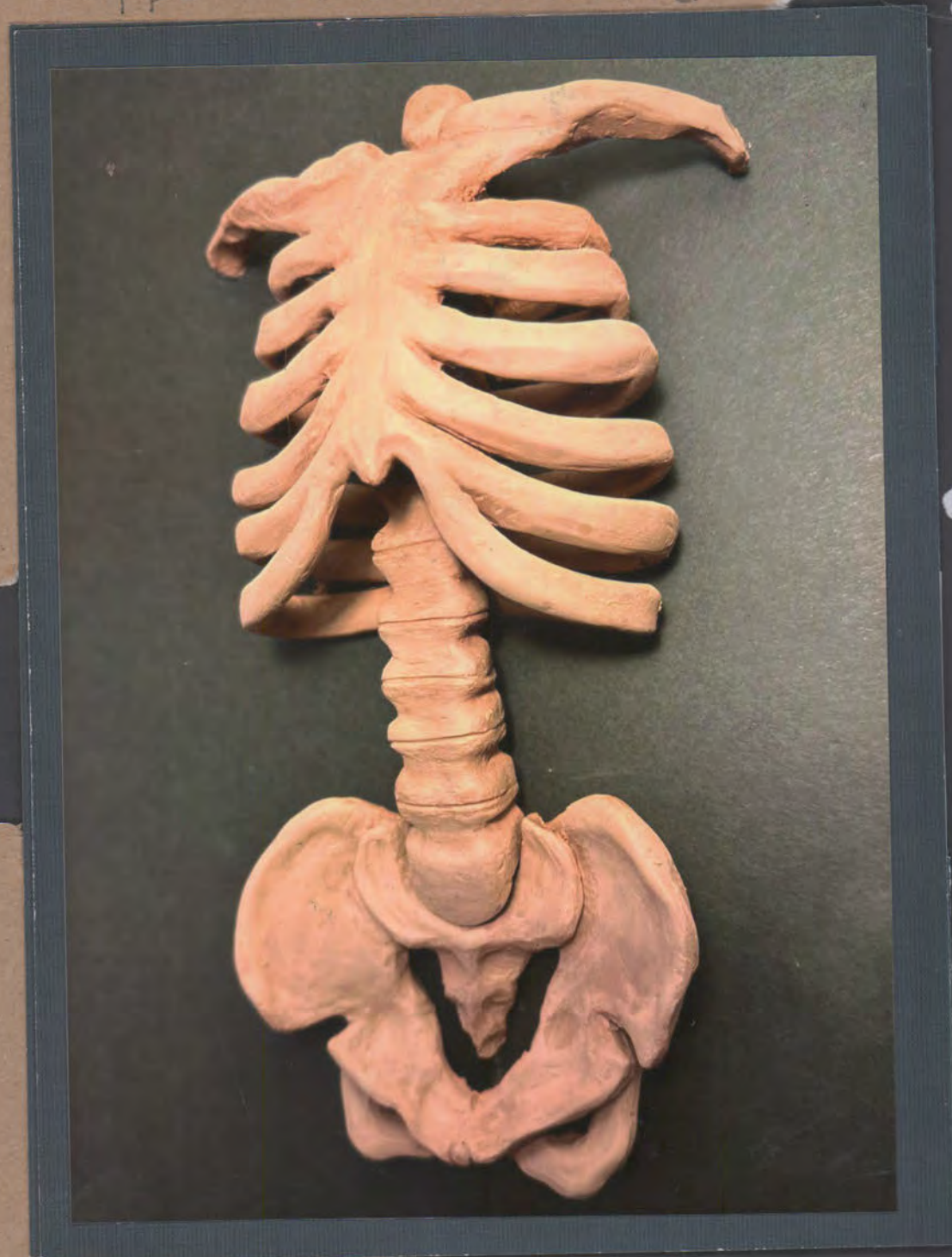


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I chose to make each part seperable so it would be easier to mold, since naturally bones come in seperate parts to form a skeletal system. The seperate parts also allows me to better study each section and how it is shaped, formed, and spaced out.



↑
OPEN
↓

CLAY EXPERIMENT



-I felt that the cons of the stone-wave clay out weighed the pros. So for my final I plan on using californian red clay since it was stronger and better for details.

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↑
OPEN
↓

Reference
Image



For this piece I tested a different kind of clay. I used stone ware clay.

Pros:

- I enjoyed the color.
- Easy to mold.
- Didn't dry out as fast.

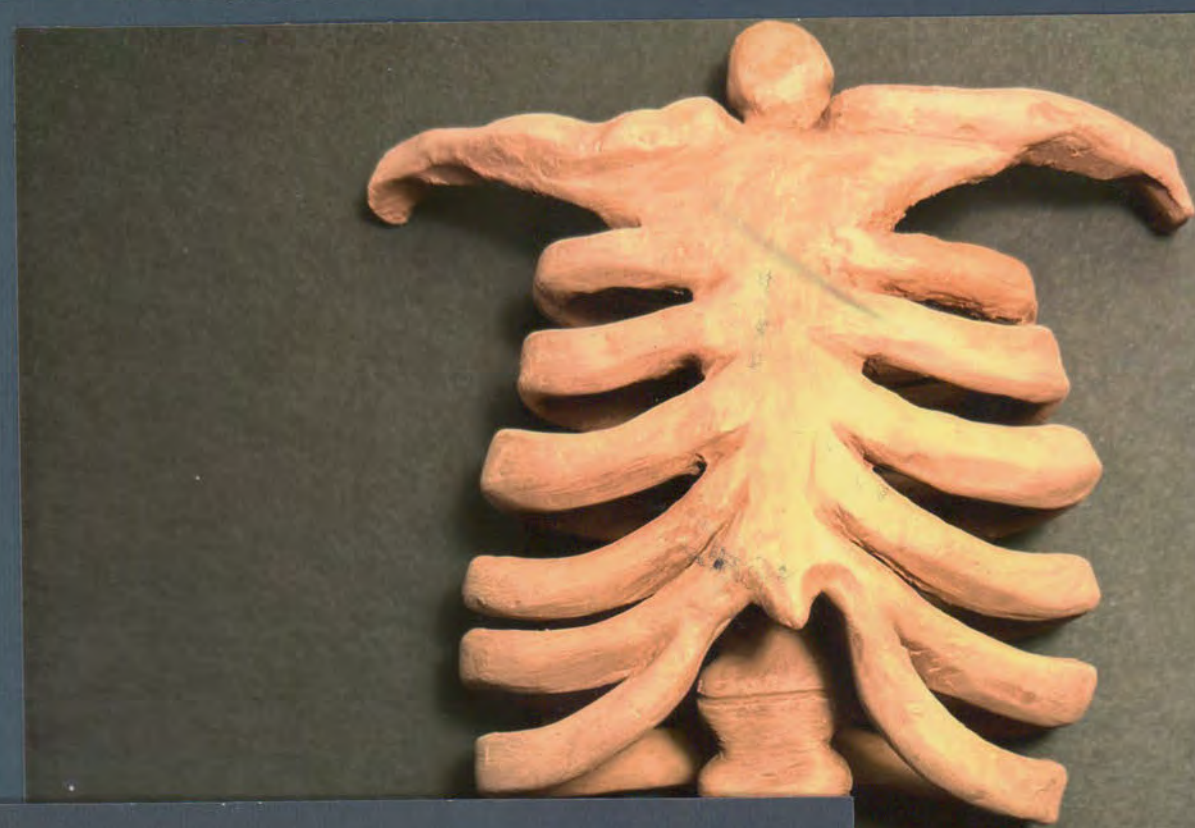
Cons:

- Harder to maintain its shape.
- Too soft/weak
- Was not as structurally sound.

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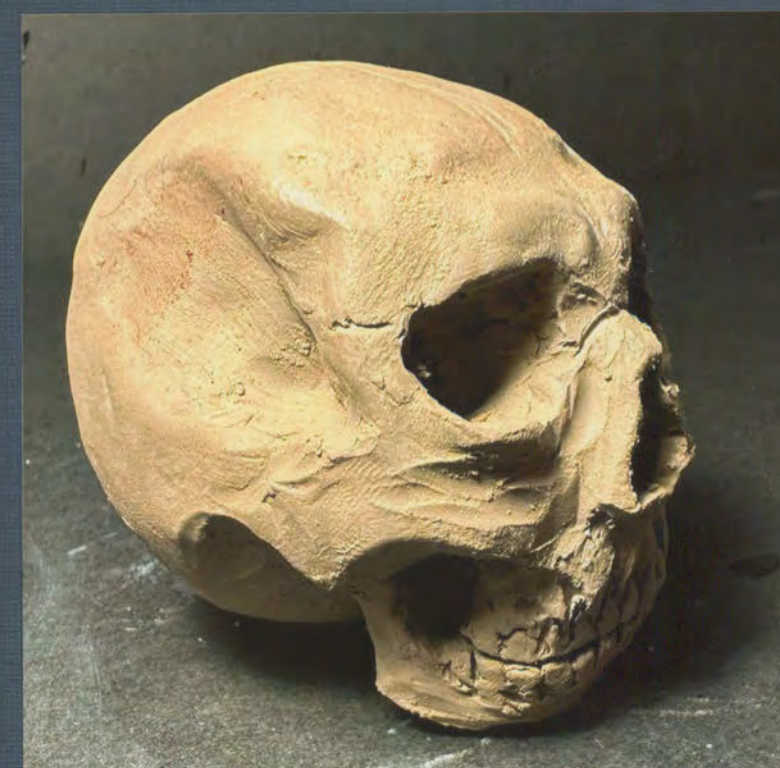
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When sculpting the bones I used reference images like this one. But what I found to be most helpful was a 3D model that I was able to observe from all angles. I used the skeleton model from my school while I was molding my piece.



MENT



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OPEN →

FINAL PLAN



← Artist
- Taiji Taomote

- Creating a sculpture that dismantles two complex structures: the human body and man made buildings.

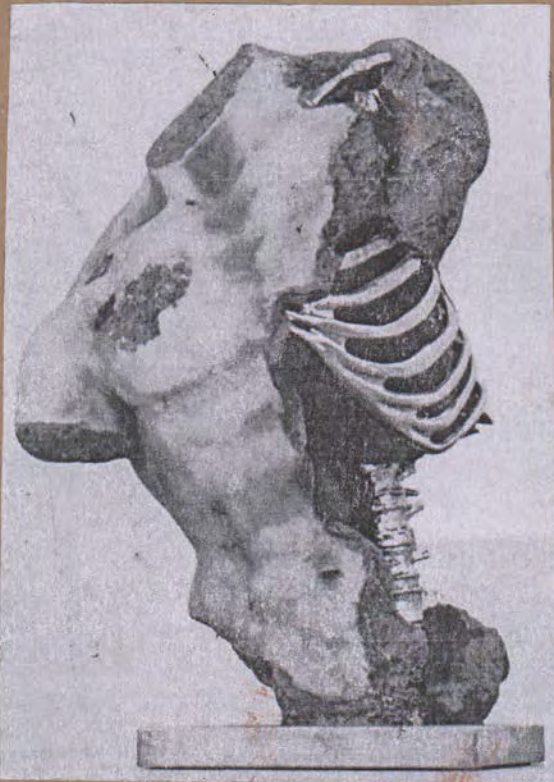
← Sculpture by: Daniel Popper



- showing a contrast of the inorganic building material and organic material.

← Bricks, walls, cement, cracks.

← Skin, Facial Features, bones.



← Interpretation of the Gaddi Torso by: David Sculpture Design.

I was also inspired by greek and Catholic statues which are used in their architecture in churches or temples.

→ Sculpture of Venus By: Daniel Arsham



The skin of the woman is the walls of the structure and the holes reveal the inside foundation, the bones.

- The inspiration images I have chosen all share similar features like cracks, holes, missing / ~~to~~ seperated parts.

Soft, feminine, human features →

INSPIRATION

SKETCHES



Cracks all around →

exposed Rib bones →



First Draft →



← Statue of Mary from an abandoned church in a forest in Costa Rica: Photographed on reddit.com.

