

Research Week

Eve

3D Art Design Proposal

Research Problem Statement:

The problem was to create a world and a character that was original to me but also had a biblical theme. When creating this world, I wanted it to have one kingdom that ruled the rest and for it to be an earthly world that was set way before modern day technology. I was set within to create a woman that was strong and powerful but that was also broken and in need. My main character, and the woman I based my sculpture off of, is named Eve. Eve is a woman that was rescued by the King when she was young and, in the end, has a story very similar to the “prodigal son”.

Communication objective

My sculpture “Eve” is meant to portray strength and beauty, but just like most people she has been broken on the inside even though it is not noticeable at first glance. Eve had already fallen into the depths of darkness and been saved by the King by the time I sculpted her.

Visual solution

The visual solution was to create and form Eve. She is meant to look strong and fierce as she is a great swordsman.

How it was produced

To create “Eve” I started by using a wooden base, thick wire, and nails to make an armature. After I knew that it was sturdy, I wrapped the entire sculpture in Reynolds wrap to make up most of her body which I then wrapped in thin wire to ensure that the sculpture wouldn’t fall off of the Reynolds wrap. Finally, I was able to add the sculpting clay, creating her body and face first then her clothes, hair and sword.