

Covent garden (Secondary Research)



Covent Garden is an enormous piazza or open territory in London, between the West End and the City of London. It is north of The Strand and east of Trafalgar Square. When it was a tremendous organic product, vegetable and blossom advertise with numerous bars, theaters, cafés, whores and houses of ill-repute.



Covent Garden

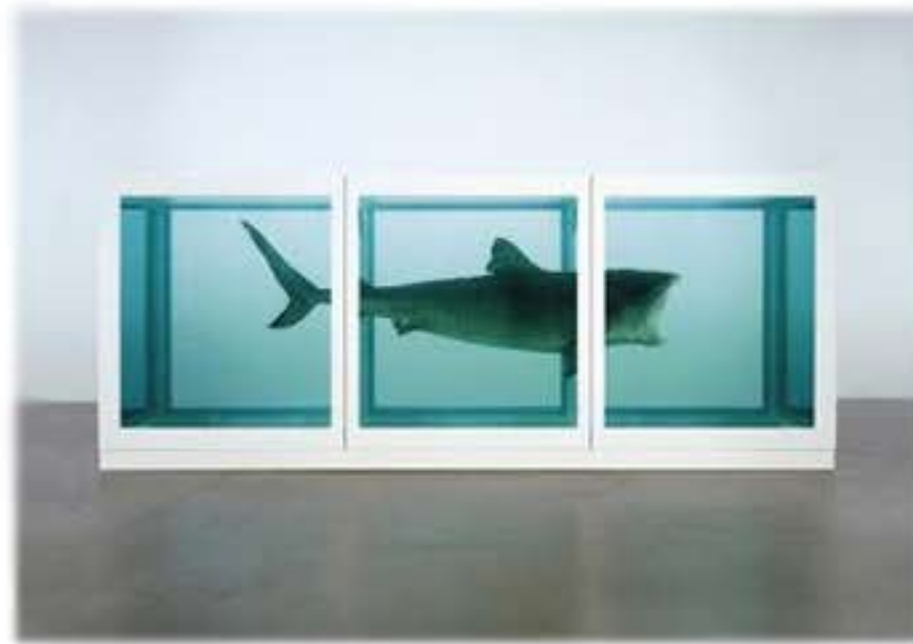
I visited covent garden due to it being a common spot for differnet sculptures. Here is where i checked where any one of my designs would fit in and so i could picture what it is going to like in my head.



Damien Hirst



Damien Steven Hirst is an English artist, entrepreneur, and art collector. He is one of the British Artists who blew up inside of the art scene in the UK during the 1990s. He was previously the richest artist/sculptor in the united kingdom.



Diamond skull design by Damien Hirst

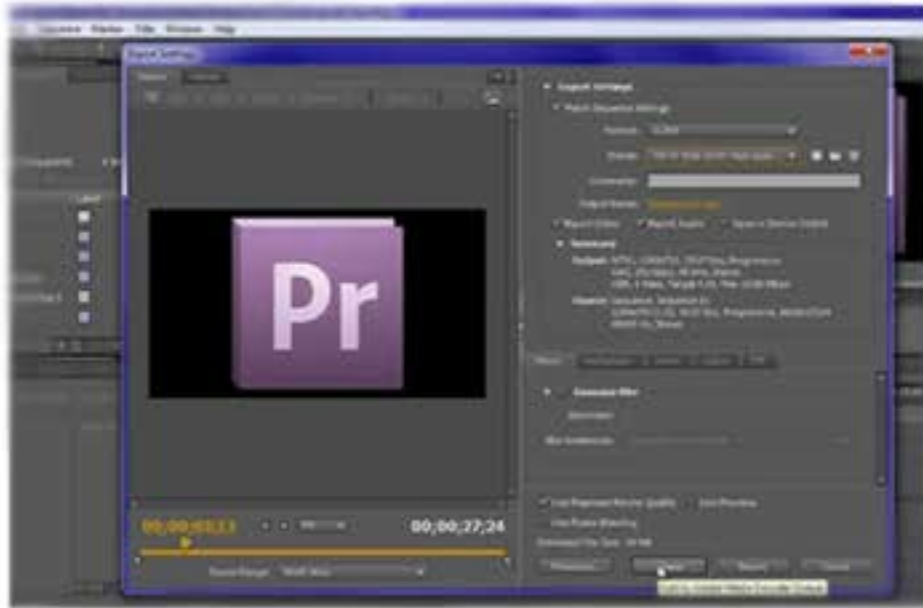


Damien makes both sculptures as well as paintings. However, he is more known for his sculpting ideas than his paintings. His designs are treated like a coin flip (50/50) of them either being a master piece or dreadful like his paintings.



Difrent tools used in Digital Arts

Adobe Premiere pro



This here is an example of the program called adobe premiere pro. This program allows you to render videos objects and different design to a very high resolution/ (4k)



Adobe® Creative Cloud™

Adobe creative cloud assists digital arts designers massive ammounts when it comes to design. There is many different programs with differnt features such as rendering which gives you work a realistic look. There is also photoshop which I am currently using to make brain storms of ideas and use mood boards within it to help with some of your ideas

Drawing Tablet

Drawing tablets are one of the most common things that a designer has. The reason for this is that they are really convinient as you can take with you any place so that if you see something that can influence your design in the outdoors you can add to it. It also is very high quality which gives it the same affect as having pencil and paper which is in general a lot less convinient to go around with



Digital media

There are many different forms of media. In which one of those is digital media. Digital media/art is a practise that an artist takes which involves any form of digital technology. For example, social media assists this type of art as it is publicised on apps such as snapchat, instagram, facebook and twitter.



Stefan Sagmeister



In seoul korea. This is an outdoor sculputre made in the worlds main digital media city



Breno Bitencourt 3D visual artists



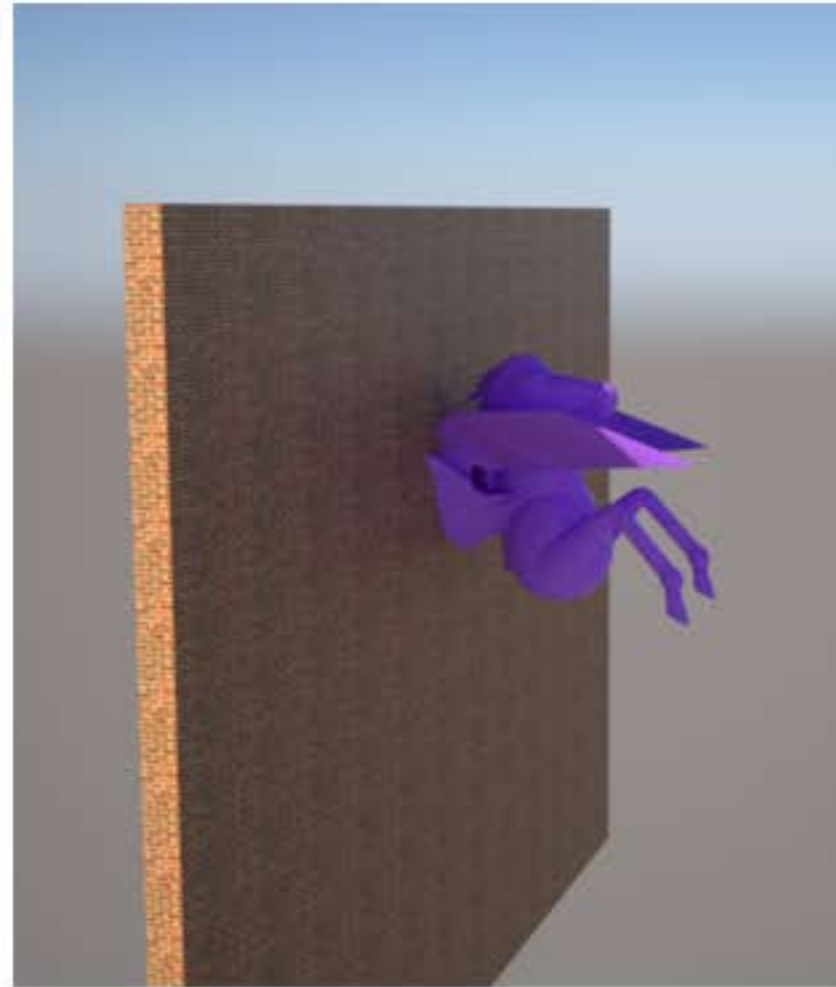
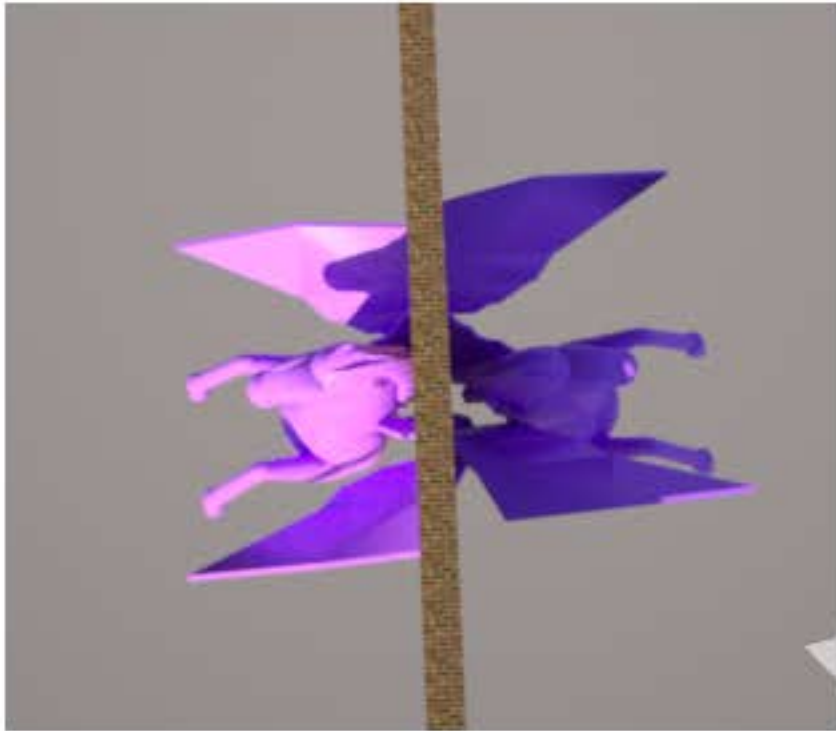
3D art and design is heavily shaping the way pre plan on how sculptures are made. Before the way sculptures were made was manually by hand but now with 3D printing and online programs such as google sketchup combined with indigo render it allows people to see what there design will look like. Not only that but also alows you to see reflections and



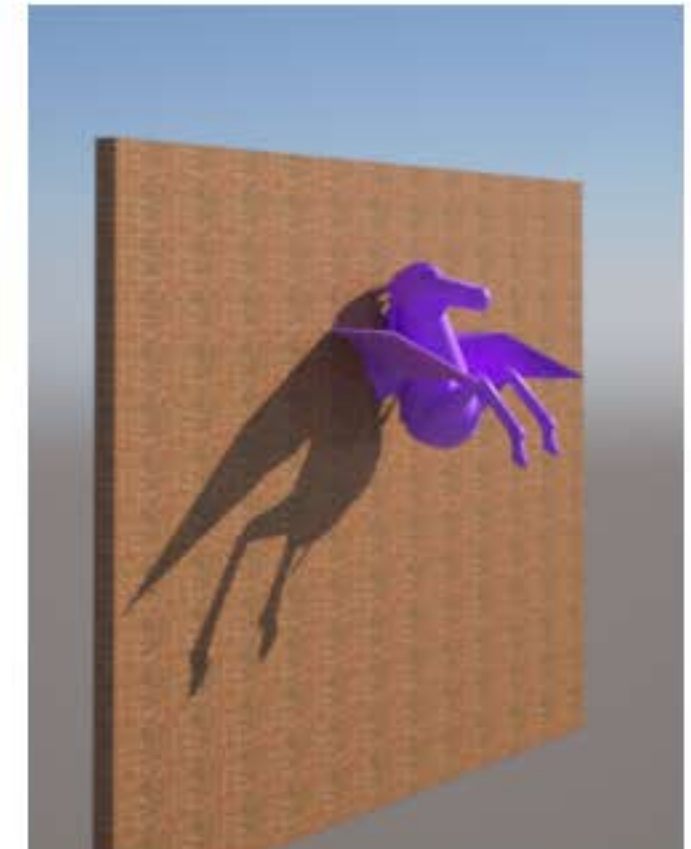
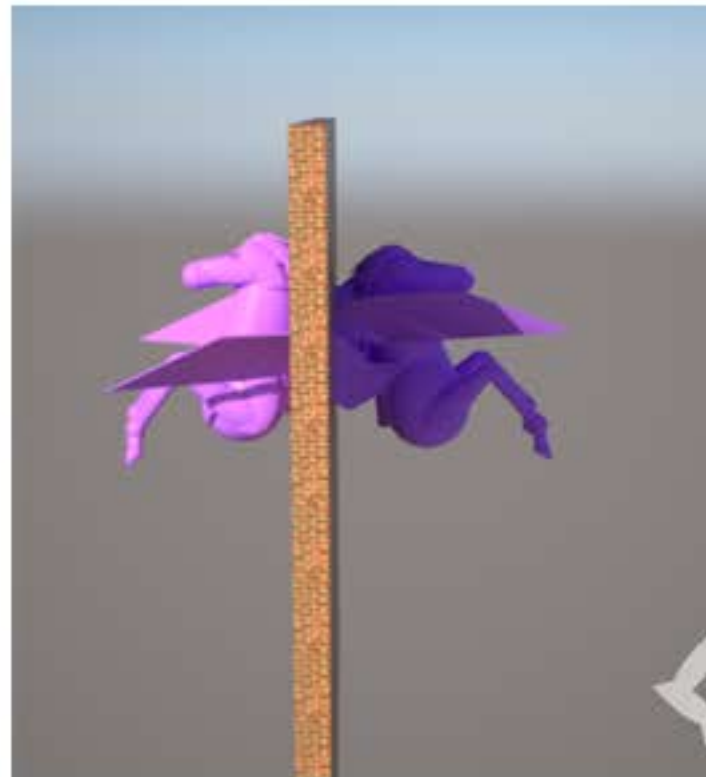
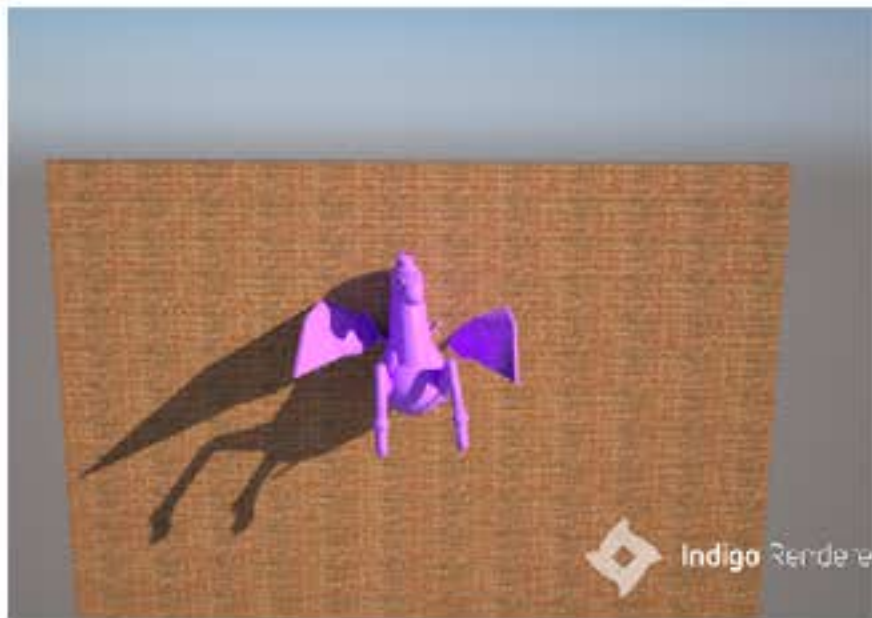
Evaluation

With my sculpture project I drew back mainly from my secondary research. This is because with my primary there wasn't many things to do with mythical creatures and that is what my task was based on. I checked many different areas in which sculptures are put in such as different parks and different theme parks. I was able to see that Warner Bros Land in which Harry Potter Land is had many different types of mythical sculptures and I was able to use this to help improve my ideas. I didn't make any hand-made models for this project as it was completely digital. However, this does mean that I used Google SketchUp for most of my designing and also used Indigo Render to allow myself to know what the design was going to look like as Indigo Render gives it realistic textures as well as realistic lighting. 2 out of 3 of my designs were done to scale however one of them was very difficult to do due to the curves on the Cerberus face made it hard for it to be even on all sides. Most successful parts of my design are that it's completely different to any previous sculptures of the Cerberus due to the dark theme yet the glowing teeth which allow it to be visible in the dark. If there were anything that I would do to change my design is to use a different texture due to it being very flat and not as menacing as the Cerberus was believed to be. I found the brief very easy to follow and also found that I worked well when I was alone. However, I did take a very long break from the work that made me behind and have to put a higher work load into the last few weeks.

Indigo Render (Mirrored Pegasus)



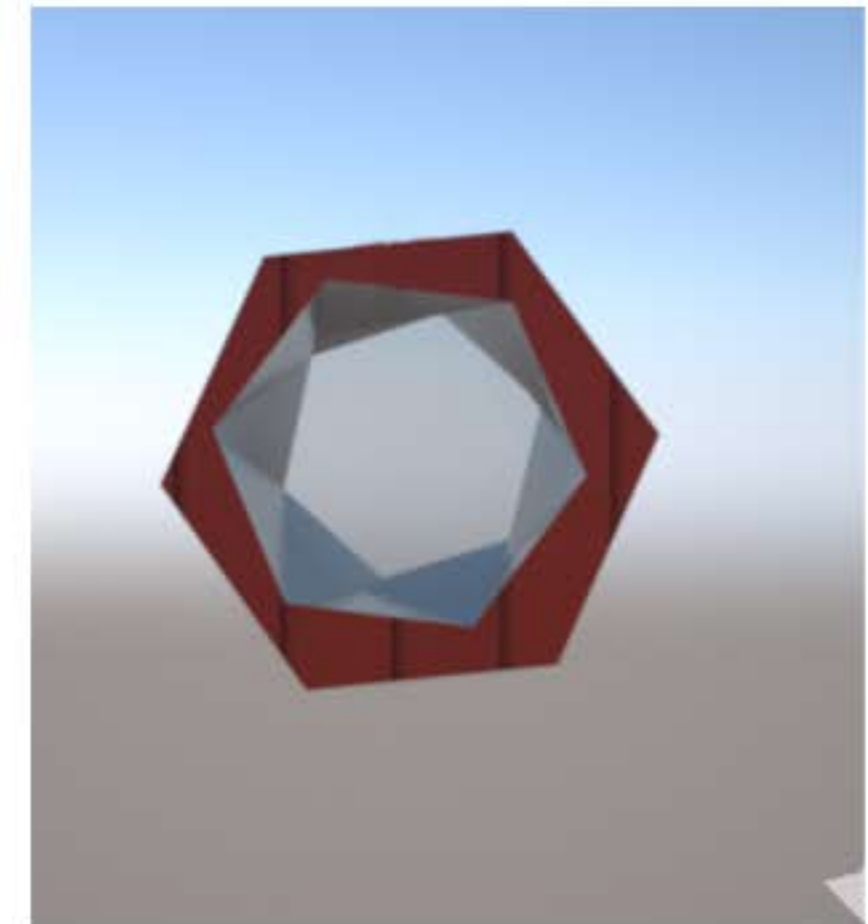
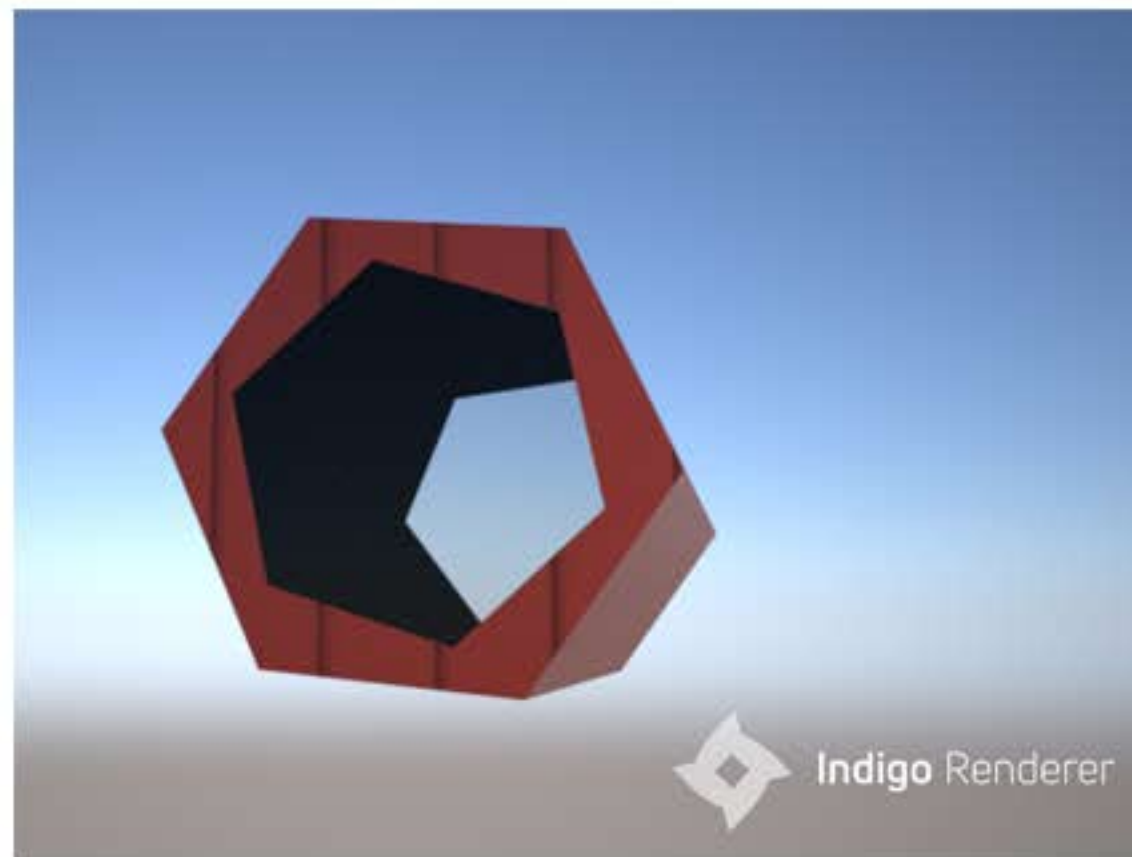
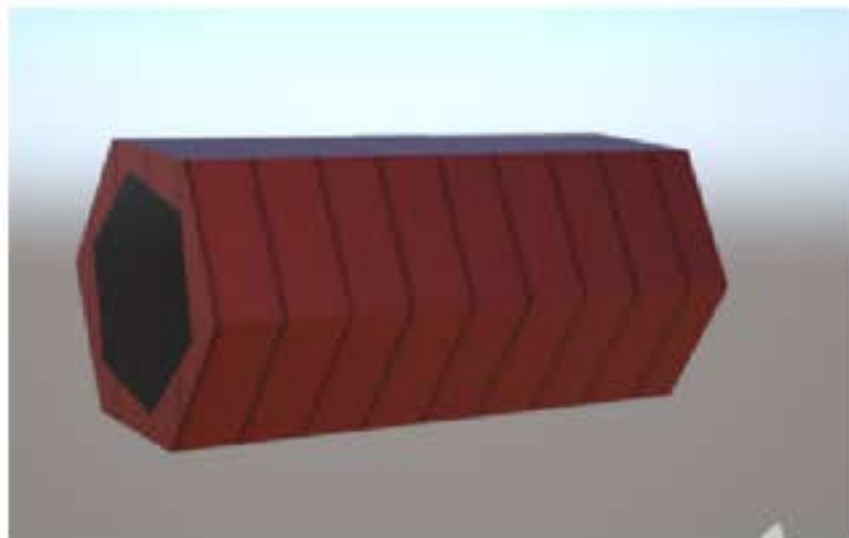
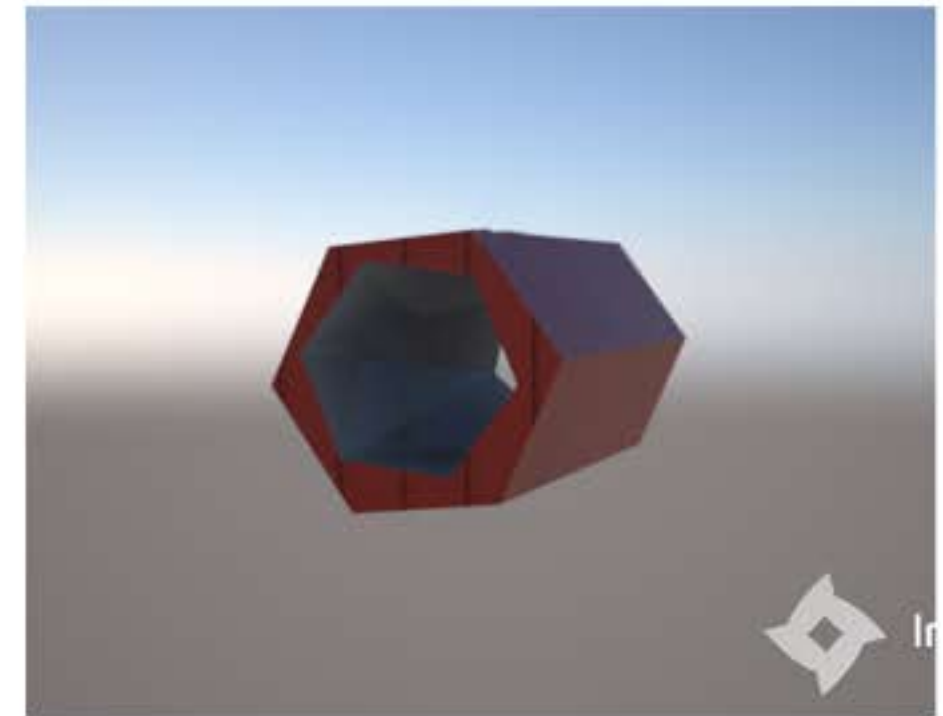
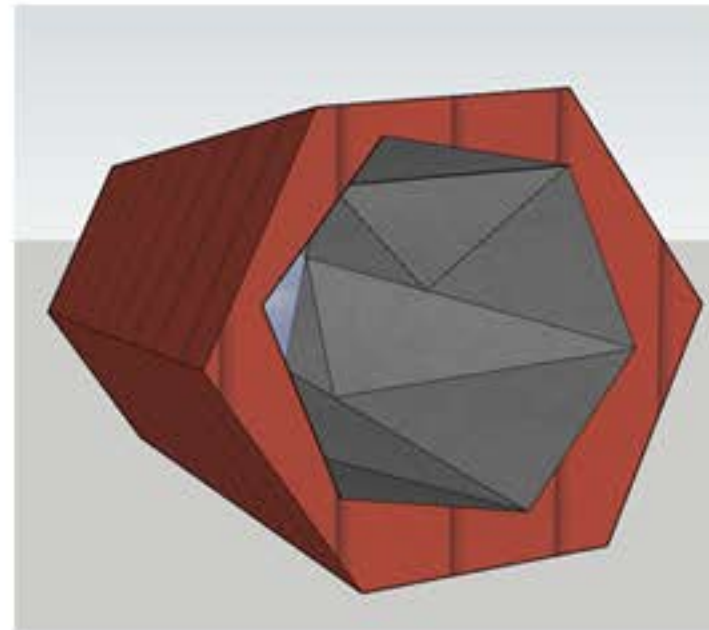
This render of the mirrored pegasus turned out great. This allowed me to notice that there will need to be natural light as well as artifical light on both sides so that one doesnt get caught in the shade. Also it allowed me to see how amazing it is going to look with how it was rendered .



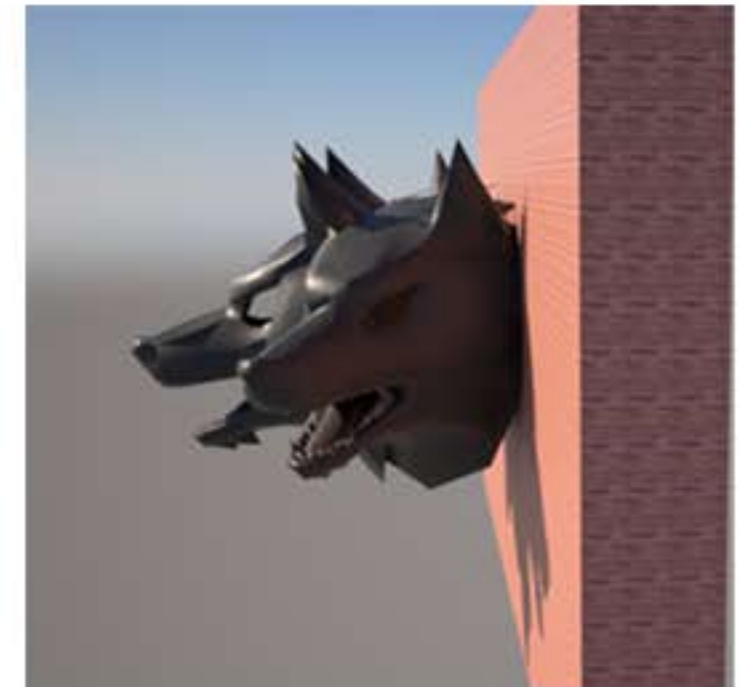
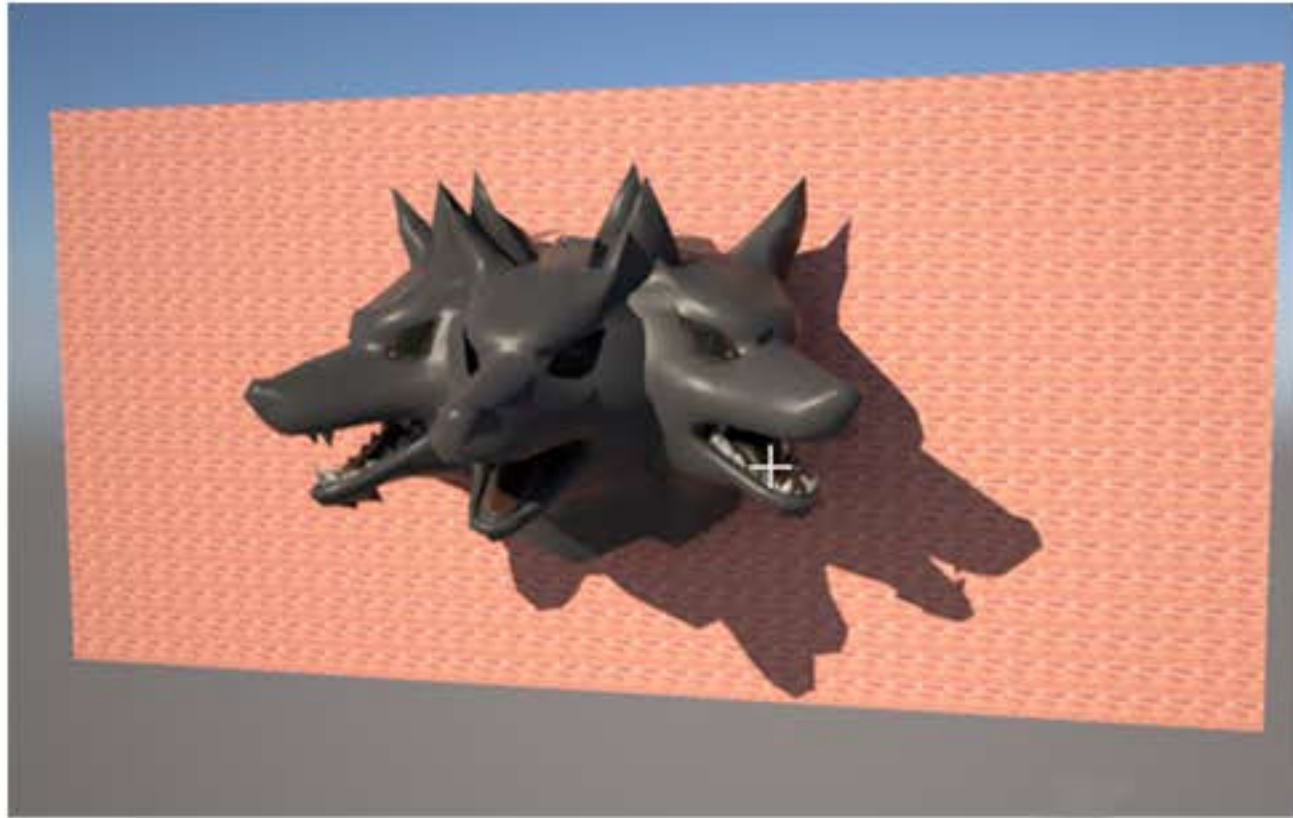
Indigo Render (Two-Faced tunnel)



Here i used indigo renderer to make my sculpture design to look really reaslitic and also allowed me to see what it would look like in person due to the sunlight reflections etc...



Indigo Renderer (Cerberus)



This is the rendered version of my cerberus sculpture. This sculpture is supposed to be made to be quite similar to the one from the harry potter movies. This version is put onto a brick background wall to show where that it would be placed on a wall and allow me to see the shadows

Jeff Koons

'Jeff Koons' work is often referred to as pop art thanks to his use of industrial methods and his focus on everyday, popular objects. Jeff Koons has always maintained the point that there are no hidden meanings in his work.



Halfway through the Whitney Museum's Jeff Koons review, there is a "The arrangement, divulged in 1988 at three exhibitions simultaneously (Sonabend in New York, Donald Young in Chicago, and Max Hetzler in Cologne), made Koons the neo-Pop god that he is today. It comprises of a group of man-sized kitsch sculptures.





Mood Board



Mythical Creatures

Pegasus



Pegasus, in Greek mythology, a winged horse that sprang from the blood of the Gorgon Medusa as she was beheaded by the hero Perseus. The winged horse became a constellation and the servant of Zeus. The main colours of the pegasus were known to be blue as blue is the colour that represents freedom (the wings) and cleanliness due to gods.

Cerberus



Cerberus was a three headed dog that in greek mythology was believed to be the guard of the entry towards hades (the underworld). One head of the dog represents the past, one the present, and the third is the future.

Basilisk

In European bestiaries and legends, a basilisk is a legendary reptile reputed to be a serpent king, who can cause death with a single glance.



A centaur was a creature from Greek mythology which was half-man and half-horse. The head, arms and torso were human and joined at the waist to the body and legs of a horse. These creatures represented barbarism and unbridled chaos and were frequently represented in Greek architectural sculpture and pottery decoration.

Centaur



Location For sculpture

The wizarding world of Harry Potter

Cerberus from the Harry Potter movie



The wizarding world of Harry Potter is located in Los Angeles and is a very large venue in which many different sculptures of mythical creatures can be put inside of it.



Harry Potter



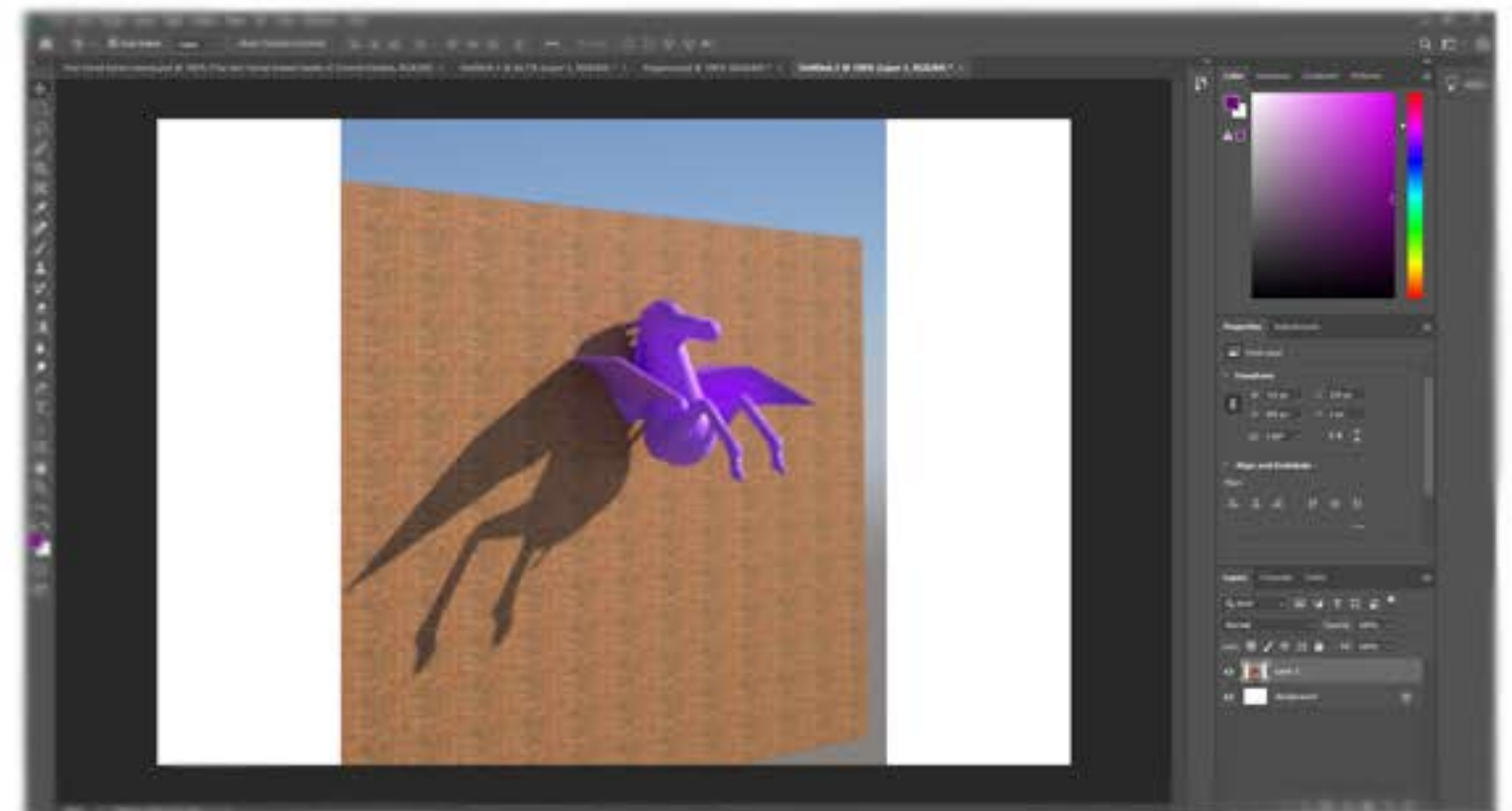
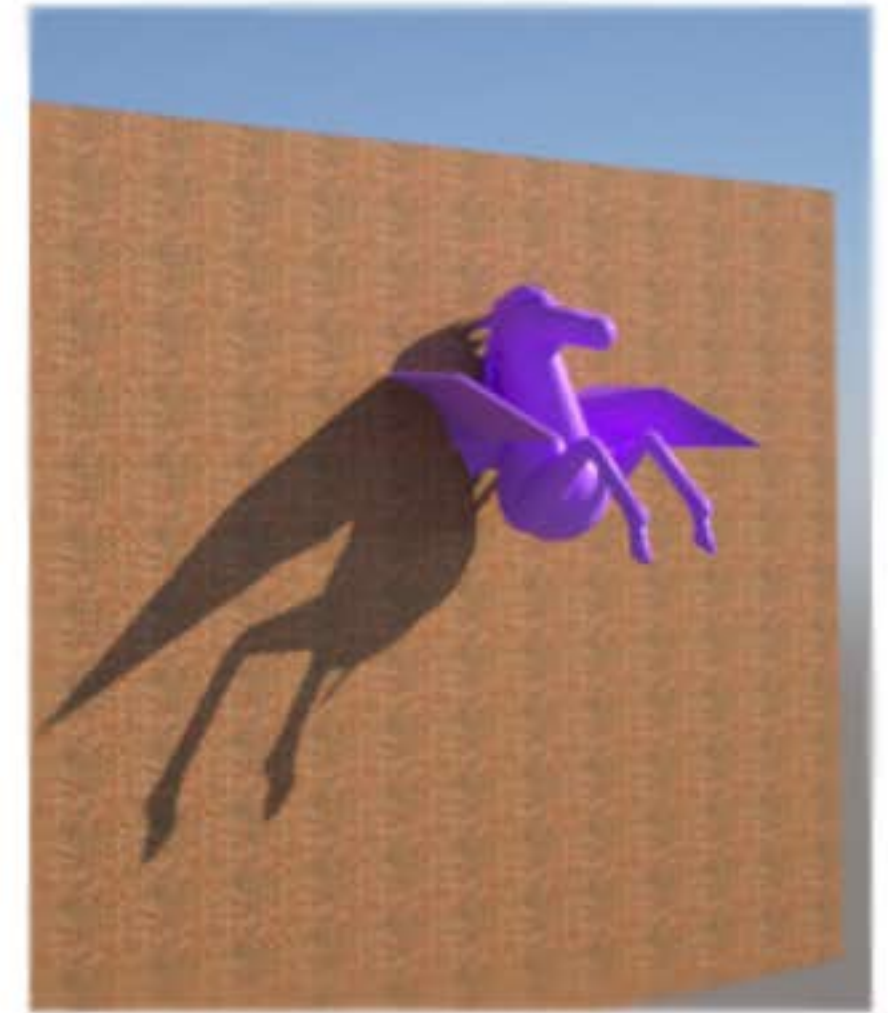
Here is a statue of the dragon from the goblet of fire movie that was made and put on a building. There are many different mythical creatures in the Harry Potter franchise such as ; werewolf, pixie, basilisk, mountain trolls goblins, giants, centaurs, house elves and as seen in this image dragons.



Mirrored pegasus of Covent Garden

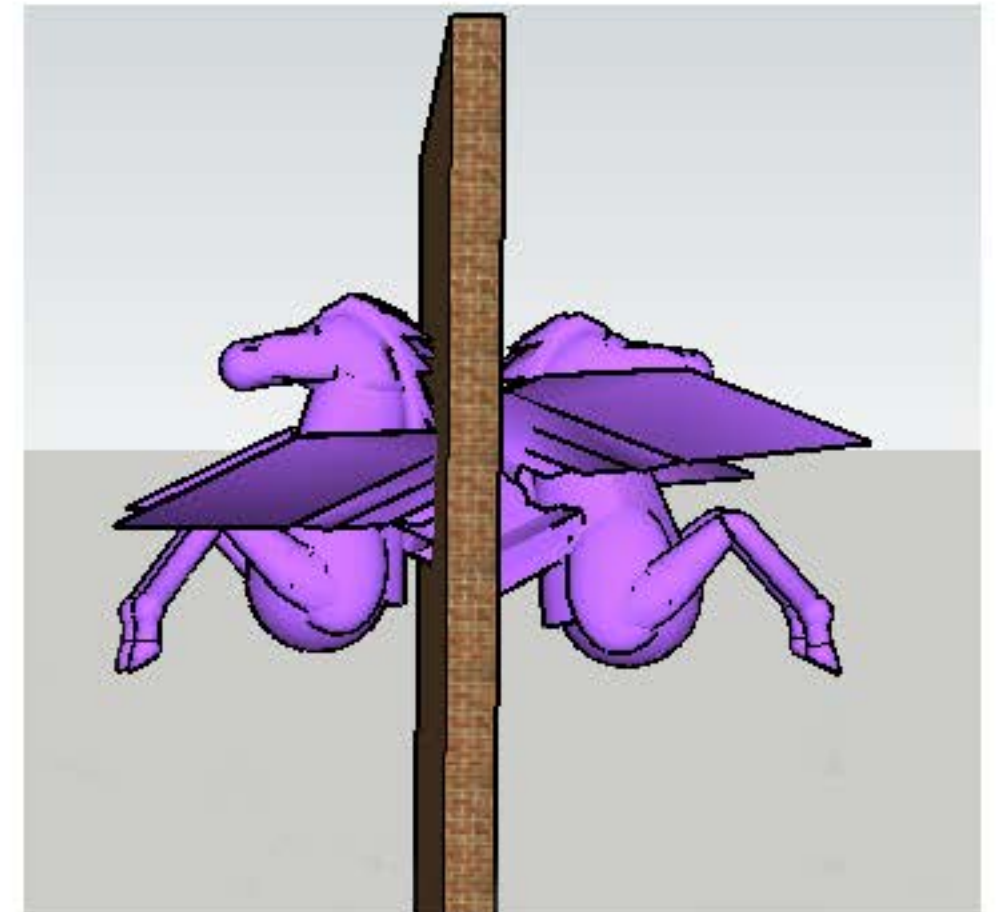
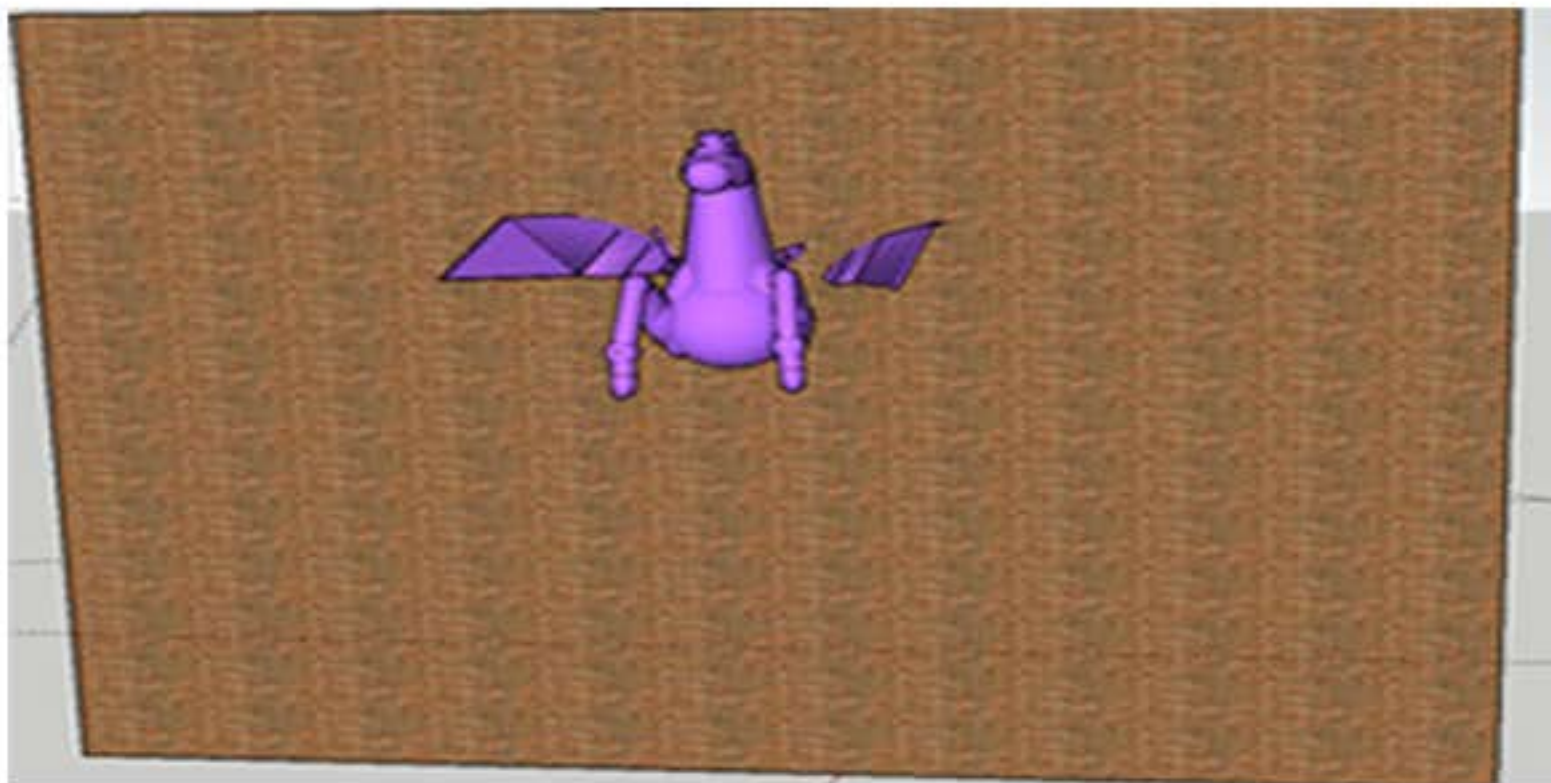
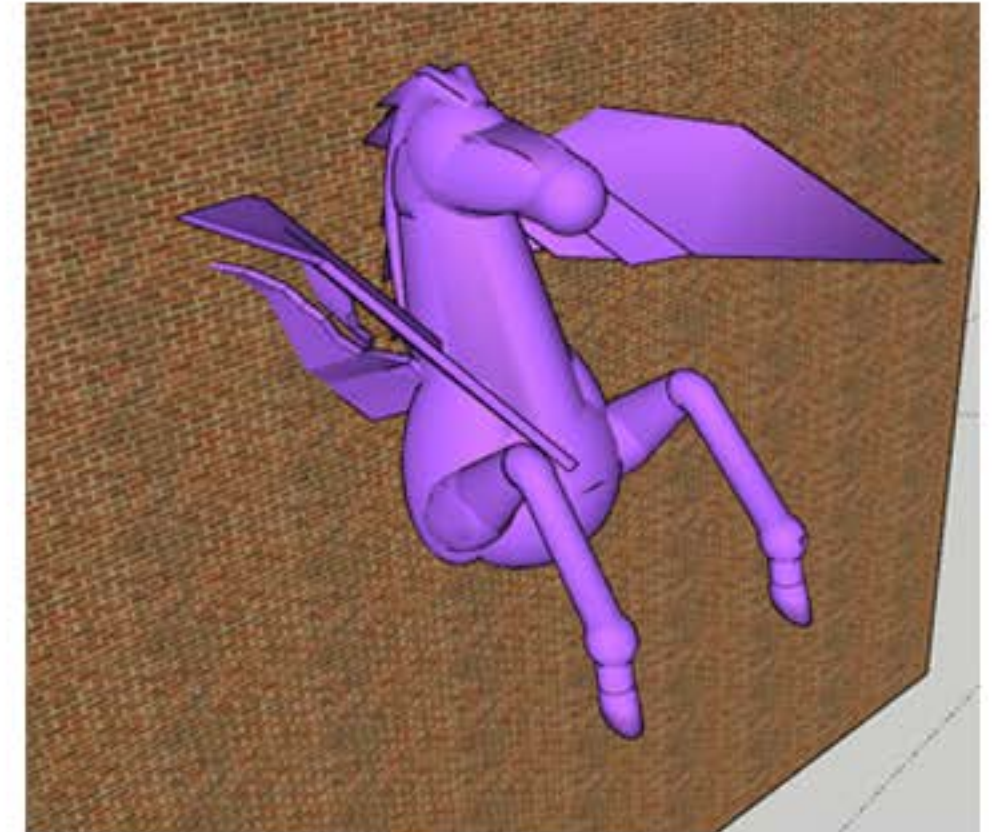
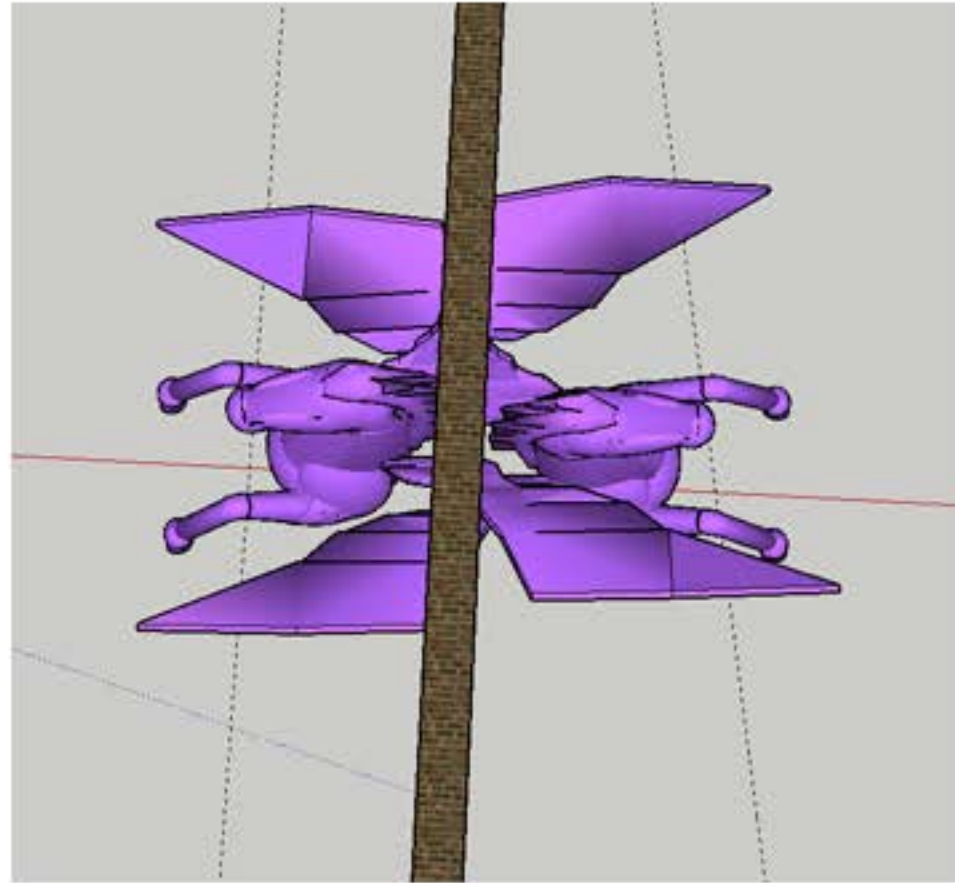
This is my pegasus sculpture that is being virtually placed in covent garden. There are not may walls that split up the streets that are accessible for both sides so it will be easy to make one part of it come outside of the stoor and the other side to be placed inside of the stoor.

for this design i used the magic wand tool and the erasor to crop the pegasus of the wall due to the wall just being there as a filler . I then went and found the suitable wall which is shown beneath and placed it on the side of it. Once i done this I used the sharpen tool on it to make it stand out more so you can see it a lot more clear. I also went around the image with blur tool.



Google Sketchup model (Mirrored Pegasus)

This models base idea was to be a model that can be placed through a wall so that it can be seen through the wall. This sketchup allows it to be seen very clearly that the pegasus sculpture will be going through a thin brick wall.



Reflective Sculptures

Sky Mirror



The reflective stainless steel sculpture by Anish Kapoor in the Lily Pond, ArtScience Museum, Marina Bay Sands.



Stainless steel dragon



This reflective dragon sculpture is based in Chilliwack British Columbia. This piece was made by artist Kevin Stone and he usually makes similar designs under the category of gigantic fantasy sculptures.

Cloud Gate



Cloud Gate is a sculpture that was made by the British Indian sculptor Anish Kapoor. This sculpture is based in Millennium Park in Chicago. It is going to have a similar effect to one of my designs in which it changes what the view looks like around them.

Rendered Cerberus inside of Warner bros studio

In these images i show where I would place the sculpture and whilst doing this i noticed due to cerberus's dark mythical theme it would require to put the sculpture up in somewhere in plain sight. This also means that during the night there will be lights on it due to it being a dark sculpture. With the render I could see that a possibility to fix this was to give the sculpture LED lights so that it will be visible and will stand out.



Another thing that I noticed with this is that this sculpture should be at a main point of interest where many people will see it. So if its not able to be on the streets near shop walls it should be at the top of the large buildings such as the one above. This makes the dark colour contrast with the sky in the day

Sculptures

Simon Lee



The sculpture from Simon Lee. This is one of his demo pieces from one of his online pieces. This piece is supposed to depict an out of this world traveller that is similar to a human.

Ellen Jewett



Coderch & Javier Malavia



Coderch & Malavia's figurative style takes inspiration from classical sculptors such as Rodin.

Henri Alred Marie Jacquemart



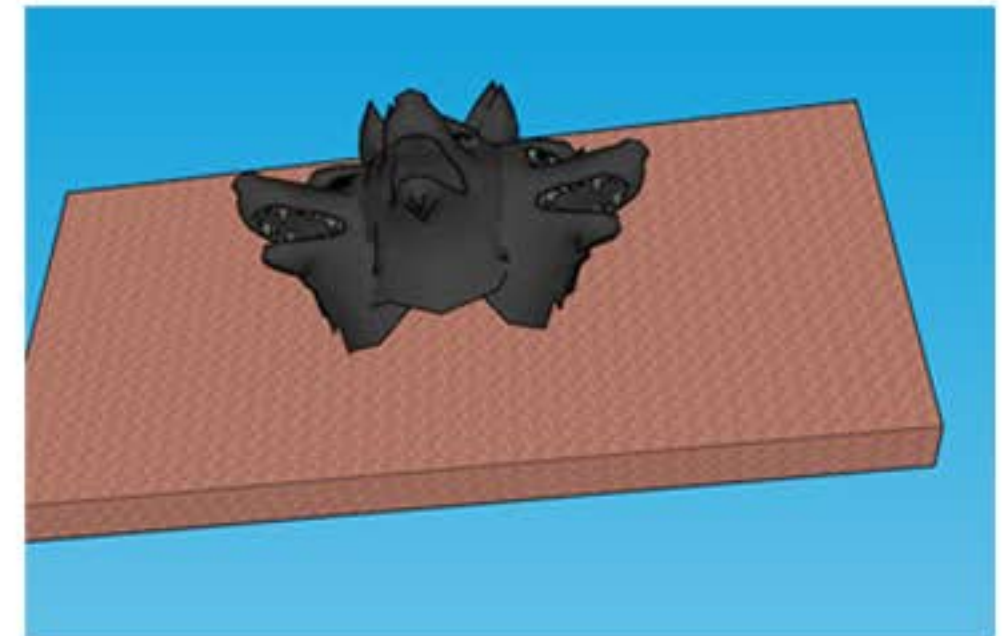
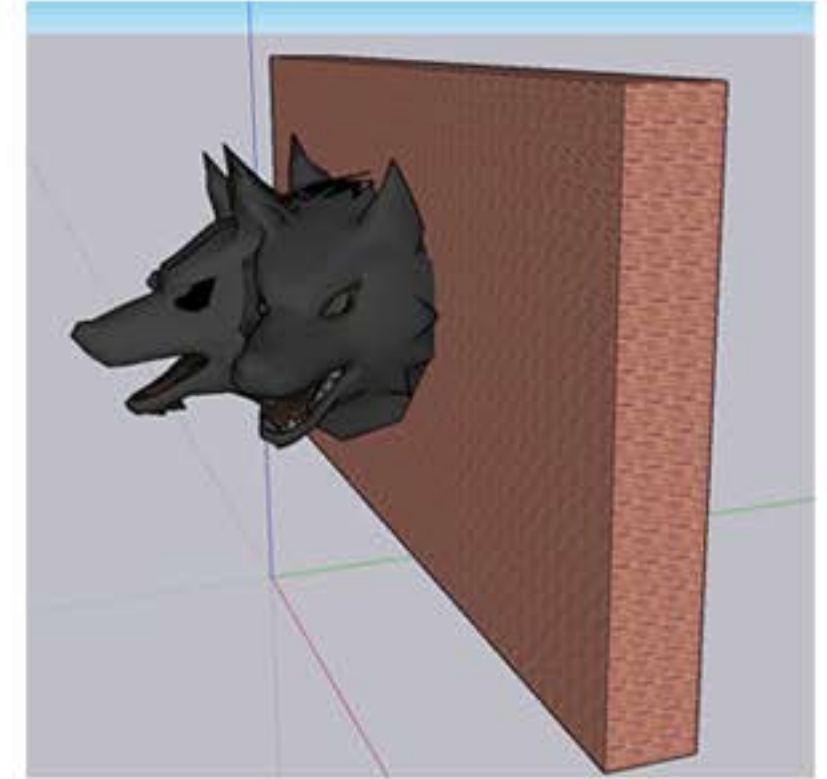
Chimera statue at Fontaine Saint Michel in Paris France The legendary dragon sculpture that you can see in this image alluded to as a chimera. The chimera is one of the two mythical creature sculptures that are situated at either side of the Fontaine Saint Michel, which were created by the French artist Henri Alred Marie Jacquemart

Louise Bourgeois



Google sketchup model (Cerberus)

This is my third and final design of the mythical creature the cerbarus. It was very difficult to get each face of the dog aligned perfectly. However, i ended up making the faces mesh together by making one of them and copy and pasting them and putting one on each side using the rotate tool





Digital arts and design



By Robert Lluka

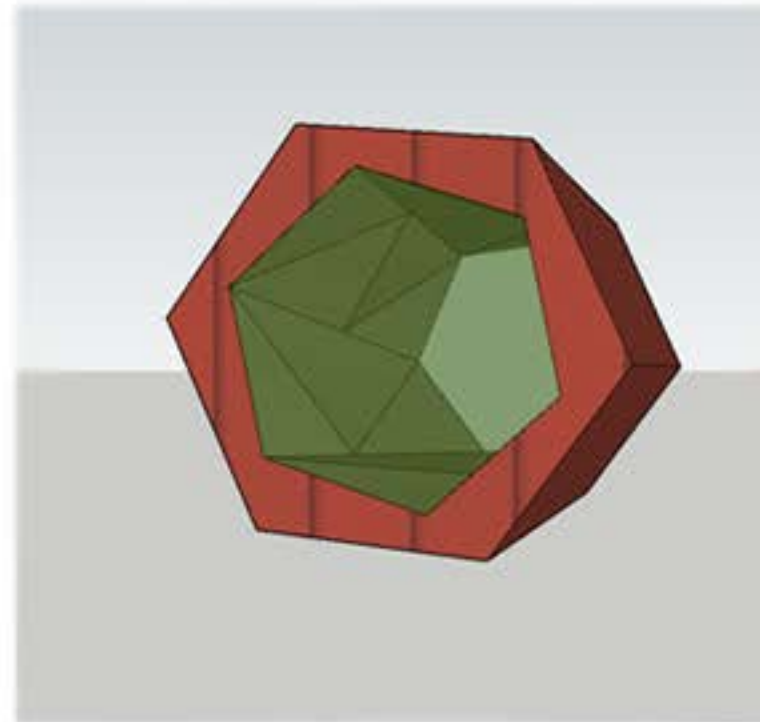
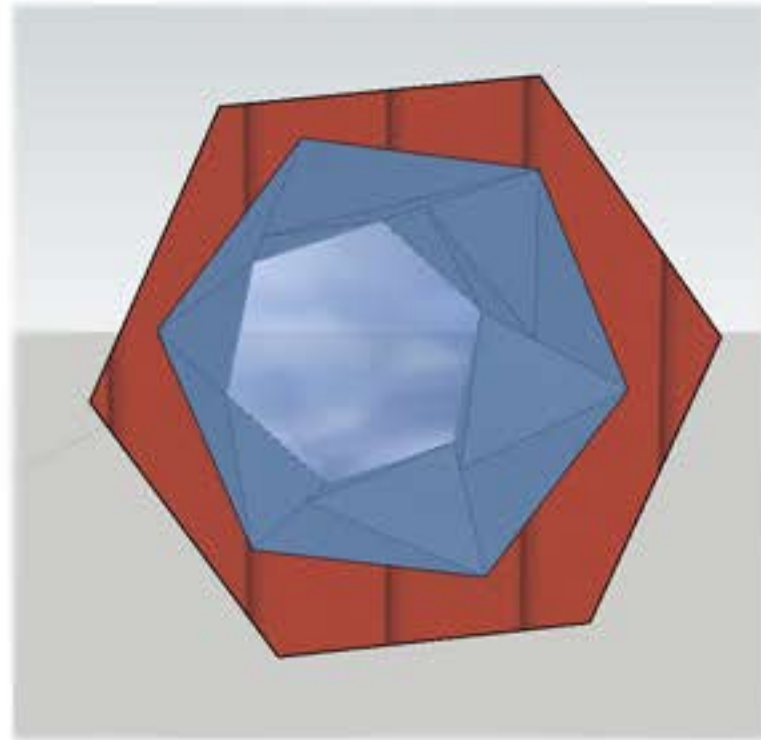
The two-faced tunnel inside of Covent Garden

The sculpture works best in large open areas. These images that I took in Covent Garden allowed me to see what different locations I could have my design placed in. Due to having such a large range of images I was able to notice where my design would possibly best go and that was large open streets/areas.

This image below is right near the entrance of a building so that people have easy access to the piece. Also there needs to be scenery behind it due to the whole point of this sculpture is due to its interesting interior and the whole purpose is that it can be looked at from two different sides and you see two different scenes behind it.

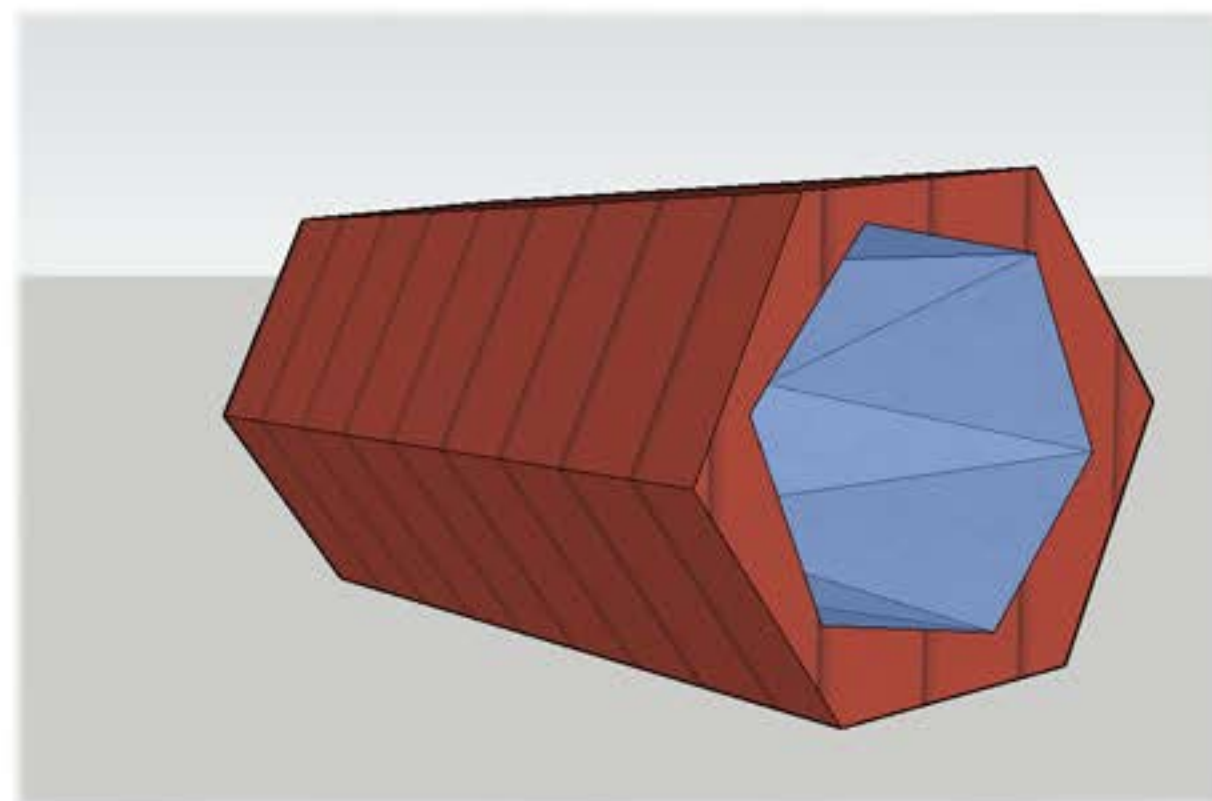


Google sketchup model 1



The two-faced tunnel

This two sided tunnel design makes is similar to tinted glasses. However from one side you lack at it there is glass which makes the other side look different and vice/versa



Sketch up allowed me to see what the inside would look like and which shape it would be need to be flat and constructivley stable.

I also made sure that the organic shape would be able to flow through the design without it looking rigid. Also this allowed me to know if any of the edges obscured any of the sides