

Research Week

'The Gorg' – Jakayla Jetter

3D Art Category

Research problem statement:

There are many people in the world today who want to create great art but get discouraged about how long it takes. So many people who are good at art make it look so easy. Unintentionally frustrating others with how hard their own seems. On the other end, the artist who are great at art have been practicing for years, improving their technique and taking time and effort to create even a single piece. With some exceptions, all of this goes unnoticed by others who just see the final piece of the artwork and think that that's all the artist worked on, not the initial sketches, many processes of design or time spent staring at paper wondering if anything could be improved. There are so many things that go into a piece besides the piece itself. All of these get overlooked by people who are just viewing the final product without viewing the thought process behind it. These people look at their own work and wonder why it takes them so long to create something that isn't half as good.

Communication objective:

There is less value placed on creativity then on stem-based majors. There is a lot of work that goes into creating a piece and it is not just the first thing that's drawn onto a paper. Many people don't appreciate this work and take creativity for granted especially in a more economical setting. People don't see the what goes in to creating an image and assume that it just took the time it took have to do the final piece. Especially non-art majors assume that we can just draw or sculpt because we're good at it. It takes years for an artist to get as good as they are and will

always be a learning experience. Even so the best artists used thumbnail sketches, have multiple ideas for a single project and know to scrap ideas.

Visual solution:

I created a piece of art and kept most of the papers leading up its creation. I want to use these to show the process I went through when creating. People will see that it took time to finish all of this, spreading knowledge that it is important have to go through the fundamentals of the design and drawing before creating the final piece. While this is a sculpture of a fantasy creature, I want to show what research and trials came into creating it. It was not a straight path and I want others to see that.

How it was produced:

I started with sketching creature designs in my notebook. I knew I wanted to create some fantasy animal that lived in space. The pictures went from small carnivorous creatures to a large moving plant animal that I eventually settled on.

I went through more tests, drawing the creature from various angles too see how it looked.

Eventually, I was ready to sculpt.

Starting off with a wire frame, I got some feedback about the positioning and, through self-critique, realized that I also had to shorten the neck. Once done, I put aluminum foil on and wrapped that with clay, adjusting any of the frame as needed. Once the base clay was on, I began to fill in details, using the various tools to help.

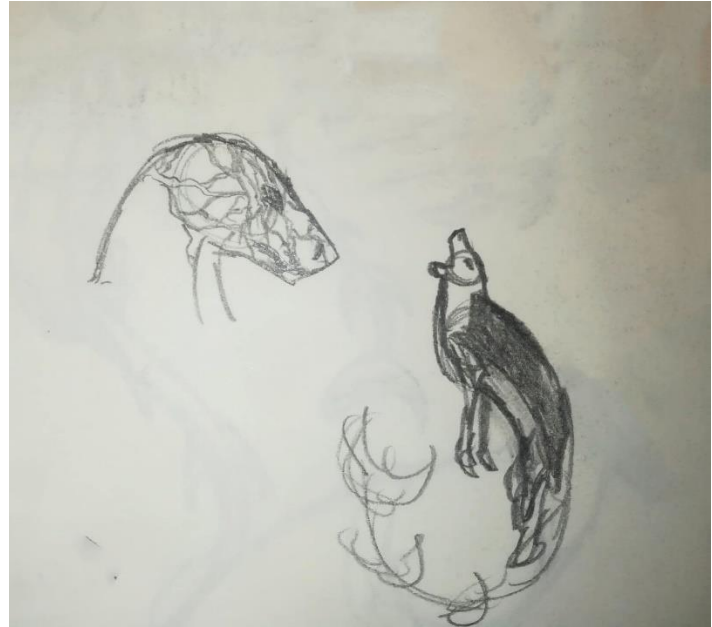
Finally, I was ready to paint. I started with the rocks, then the creature's base color and lastly the greens on top of him.

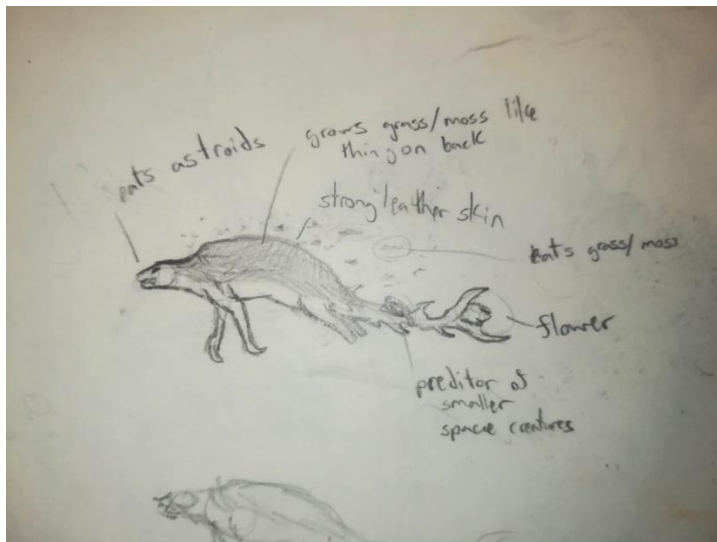
Creating the Creature:

I started the creation of this creature only knowing that I wanted to do a space-related mythical animal. At first, I went for something akin to a small predator and played around with the designs shown here. I did not really like where it was going however, and I kind of thought that doing a predator was a little cliché anyway so I decided to try to change it up to something else.



I kept the basic oval shape of my creature but decided to swing far off from the original design otherwise. The opposite of a predator was not a herbivore but a plant itself, so I sketched a bit of a flying plant creature until I found something I liked.





Finally, I had the design finalized enough to my liking in sketch form.

Final Reference Sheet

