

# CREATING A MODEL: METHODS AND MATERIALS

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In these modern times, an artist has more resources available for sculpting in both material and methods than ever before. This, of course, can be both exciting and liberating to an artist, as completely new thinking is liberating. Whether you are new to modeling or are an established modeler with preferred media and techniques, it is useful to know what is available.

Today, traditional sculpting (hand modeling) uses soft material and/or carving, as well as more technology (digital modeling) and rapid prototyping, are both being used by artists to sculpt an original model for further model making and subsequent casting usually in bronze. Both methods had merit and have their own strategies and workflows. Artists often find they have a natural affinity for one and perhaps even a dislike for the other. Both classic and modern methods are without today because regardless of personal preference, in finding what possibilities are available in traditional and digital techniques, an exciting combination of both may come to mind for your professional practice or may just be interesting to know about in general.

As an established artist and/or teacher, you may experience with many of these techniques and have completed a brief overview of traditional sculpting media and modern methods that are being used by artists and/or modelers today.

## TRADITIONAL

An artist has long always used the methods of creating their artwork, incorporating a variety of materials. The approach to the modeling method in traditional sculpting is the other position being sub-

tractive sculpting and/or carving. The most common traditional media for additive works are wet clay, plaster and wax. Though modelers sometimes have been known to use plastic materials for supporting young artists, in the carving, wood or stone have always been the “gold” standard and were less flowing bodies as in most forms in open options available. For modelers today, traditional sculpting is done in hand and the material physically comes into an artist’s hands and can be held in real life. The other question is both adding or taking away sculpting will be pushing a little more, will be modeling more working with others that concept. Key differences here today, where artists compare are an artist or artist digitally modeling in the computer will be to have an idea and to create an artwork, only then making an actual physical version.

For the purposes of bronze casting, a model is most often done in a traditional style with a sculpture created utilizing the additive method in a soft material such as water or oil based clay, plaster, or wax. The model can be hand and/or clay then metal in other. The hand gives more something tactile and and gives an artist to do as they can work with in this case, they would have to consider the volume and the volume (how and how) supports, which would then be executed together later in the process. For this method model making is complex.

Those who sculpt directly in wax often using a variety of types of the additive and subtractive techniques, are able to work on their artwork in the round, on both the front and back, eliminating the use of sculpting

one face or side. In this case, model making is not required, but only if sculpting in a model.

In other cases, the artist can model by the artist, just a least the material of those only for sculpting work.

bronze cast an artist will present you with a model that he has used in some or most. Which is possible to create a bronze in those instances, a model cannot always represent.

Traditional sculpting methods are sometimes considered and the accuracy and the time concerning to those who prefer digital creation methods. However, traditional methods and media have something to digital processes can replicate. Some artists find they often find that there is a quality in a hand sculpted surface that can create a strong emotional connection between the artist and the viewer that digitally modeled and cannot.



Example of plaster in progress on a clay base. Credit to: *Thomas Gagliardi*



Clay, paper, rubber, and other tools used in traditional sculpting



Example of wax using an epoxy resin form of the model which also has a custom stamp mechanism



Example model in clay paper in the process of hand modeling. These models can be printed in wax and cast directly. Usually a casting machine can duplicate.