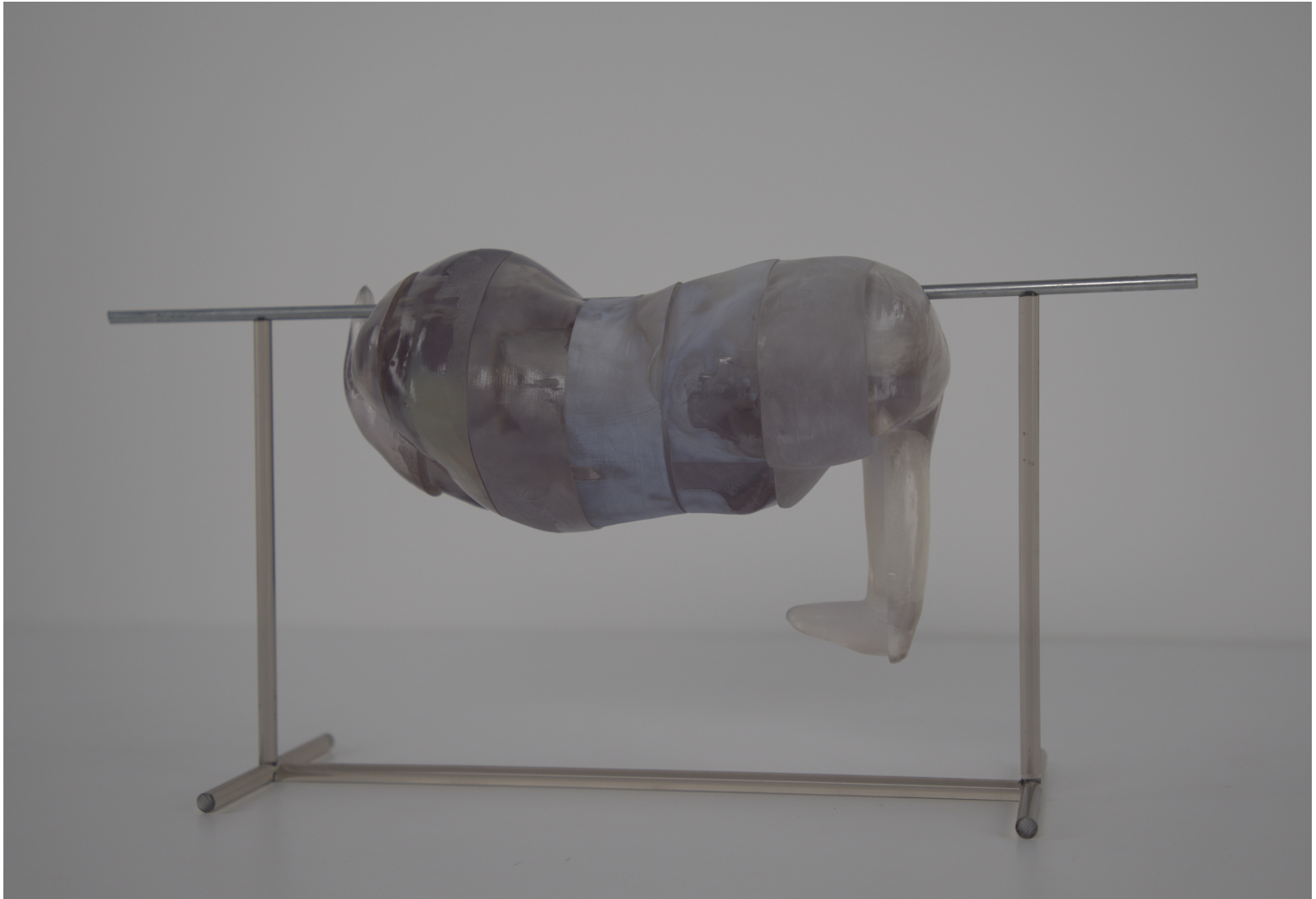


## **Sculptural Work**

Xara Alexander

Mute Sentiment (2024)

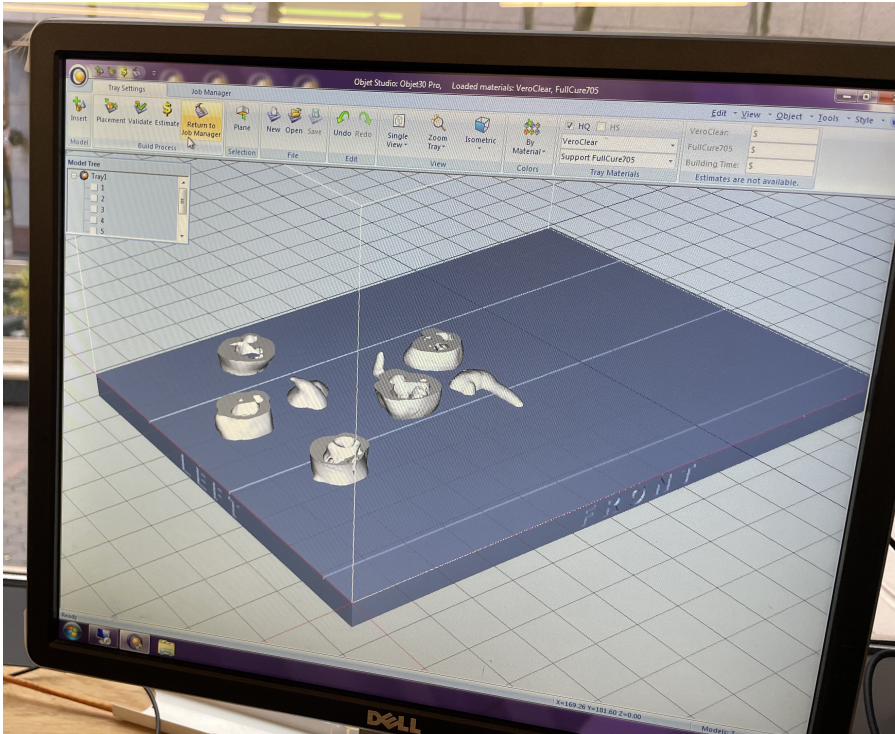
photopolymer, 8" x 5" x 1'



### **Artistic Intent**

Mute Sentiment asks if touch could ever be accepted as a communication form in personal relationships. Prominent author Esther Perel writes that the modern focus on speech as the gold standard for communication is perhaps flawed. Her thesis is that male and female education around emotional expression is skewed, and resulting social constructs tend to restrict men's verbal expression, while trapping women in a constant state of verbal expression, which Perel names the "prison of words."

Typical verbal communication is clear and easily interpreted, whereas my piece is a distorted anthropomorphic form that barely communicates humanity, thus representing both a deep struggle with self expression and an inability to communicate. The complex internal structure of the sculpture, which represents the true soul or state of being, is hazily visible from the outside. The individual pieces have a swinging weight to them, and a soft, delicate gleaming organic texture, which altogether mimic the weight of the body. They are designed to be moved by the audience -- only through this action can they clearly see the inner structure of the piece.

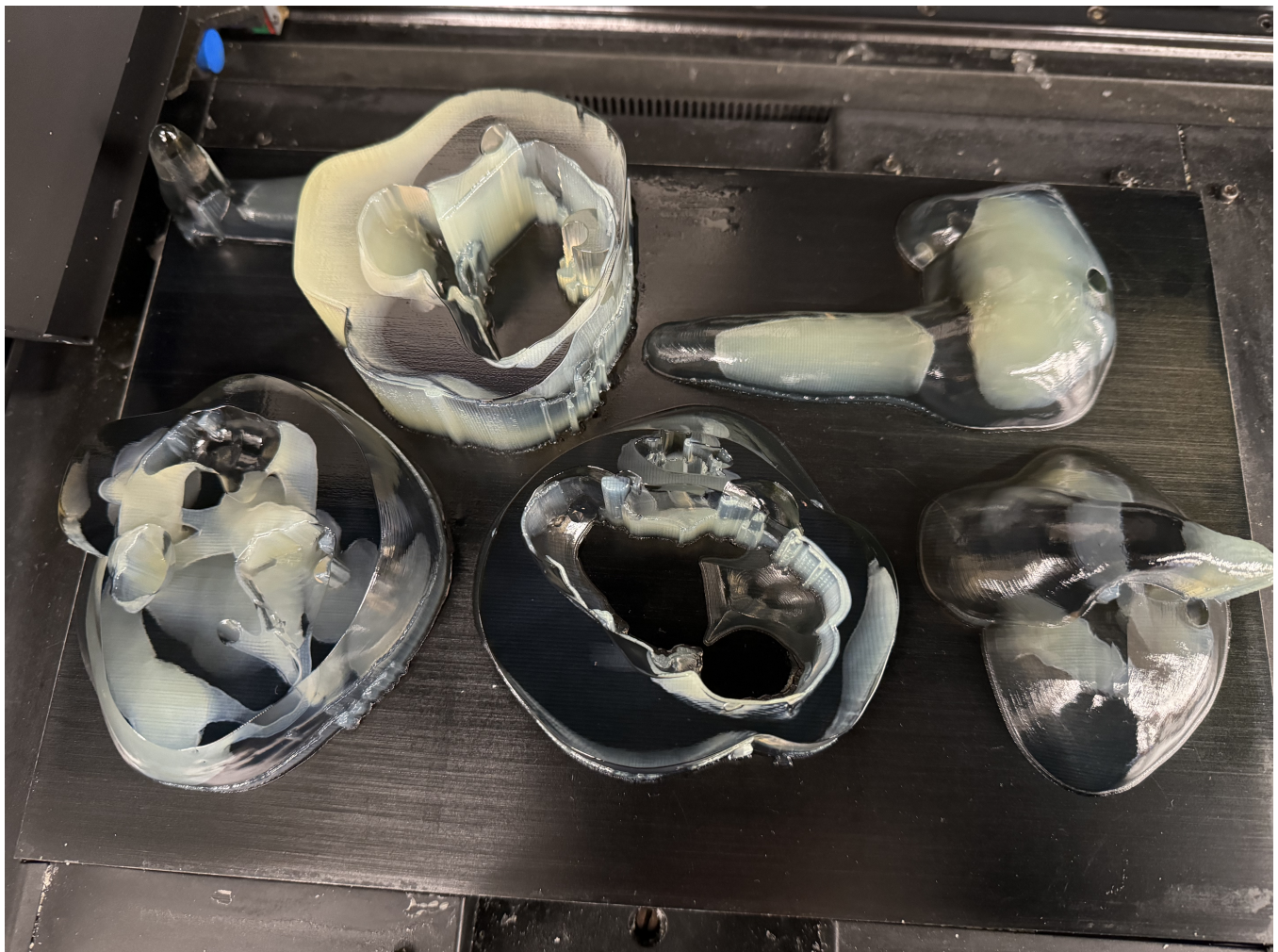


## Fabrication Process

Through the fabrication process I had a couple main technical considerations:

1. Cost and time of 3D printing
2. Fit of the holes in the pieces with respect to the dowel
3. Positioning the dowel for the best distribution of weight

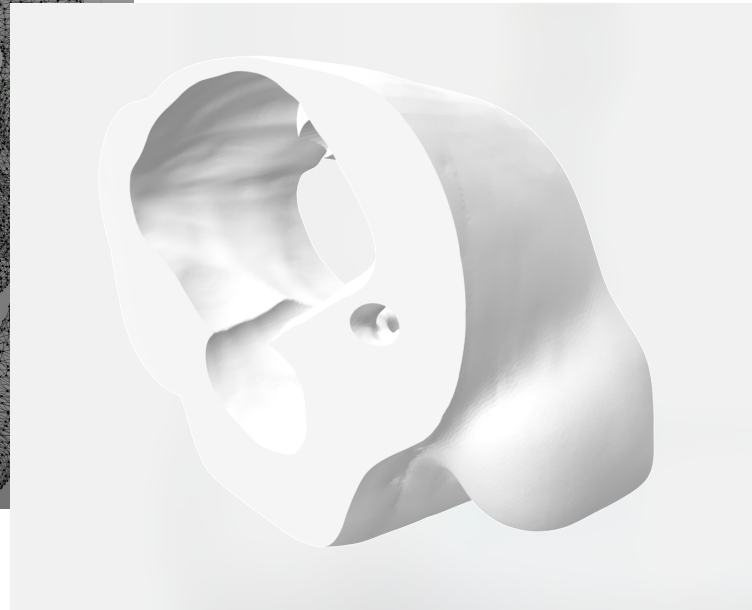
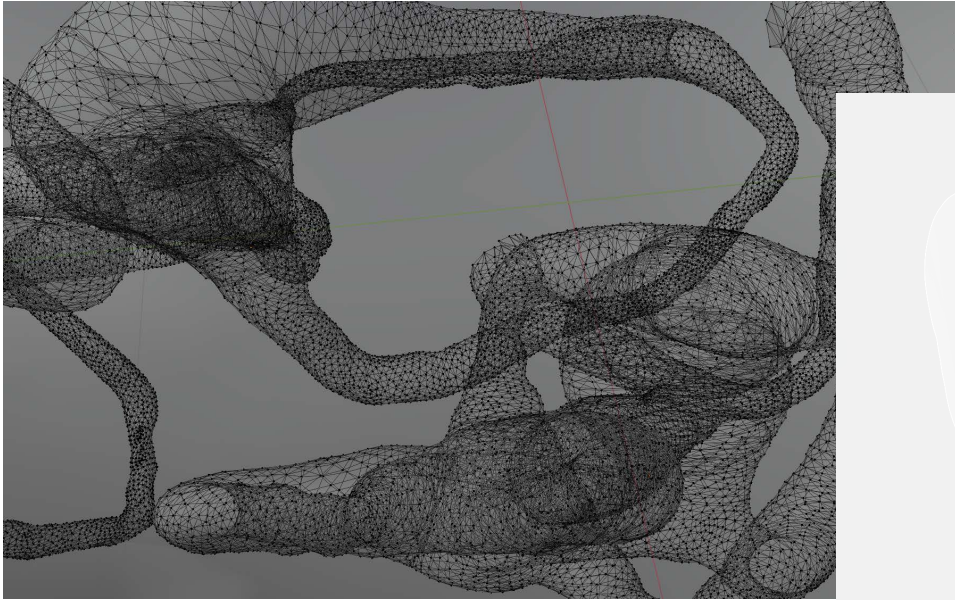
Being such a large, solid, and complex 3d print, each print operation involved technical difficulties with the antiquated Objet30 software that needed to be resolved prior to printing.



## Modeling and Rendering

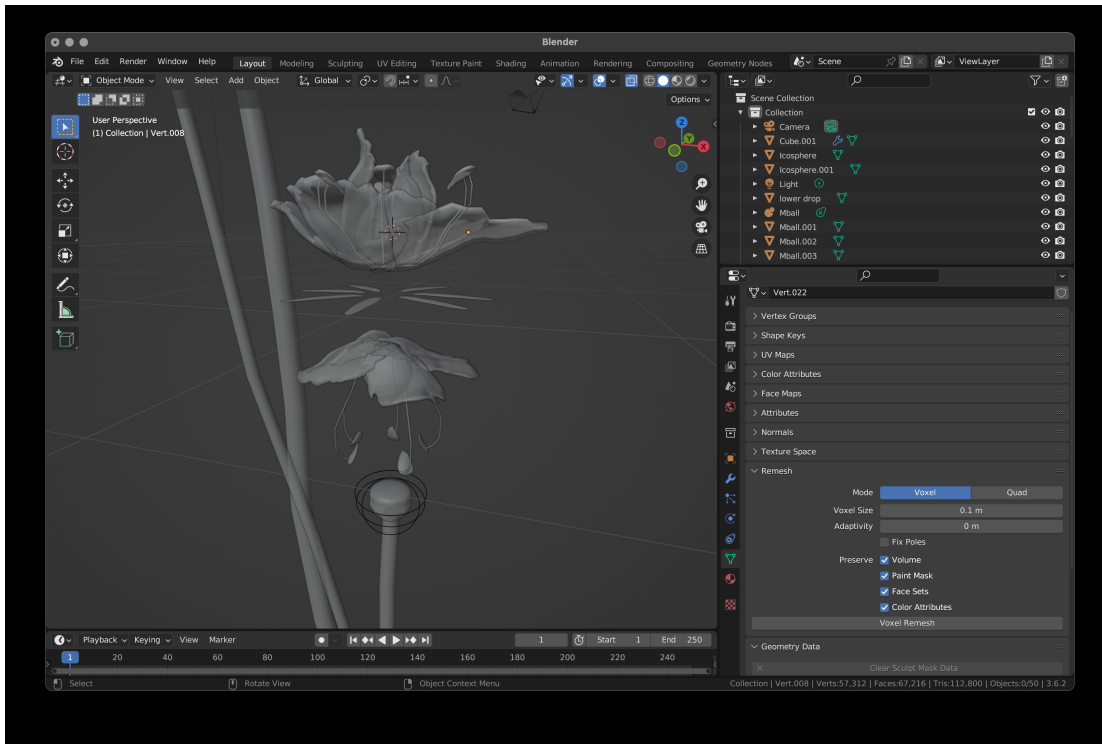
The piece was modeled completely -and later animated- in Blender. Between print iterations, modifications were made to the blend files, for which I used a version control system where original files could be modified and then reformatted for print.

I experimented with Blender's geometry nodes in modeling the inner tube structure, and also animated the movement of the model (



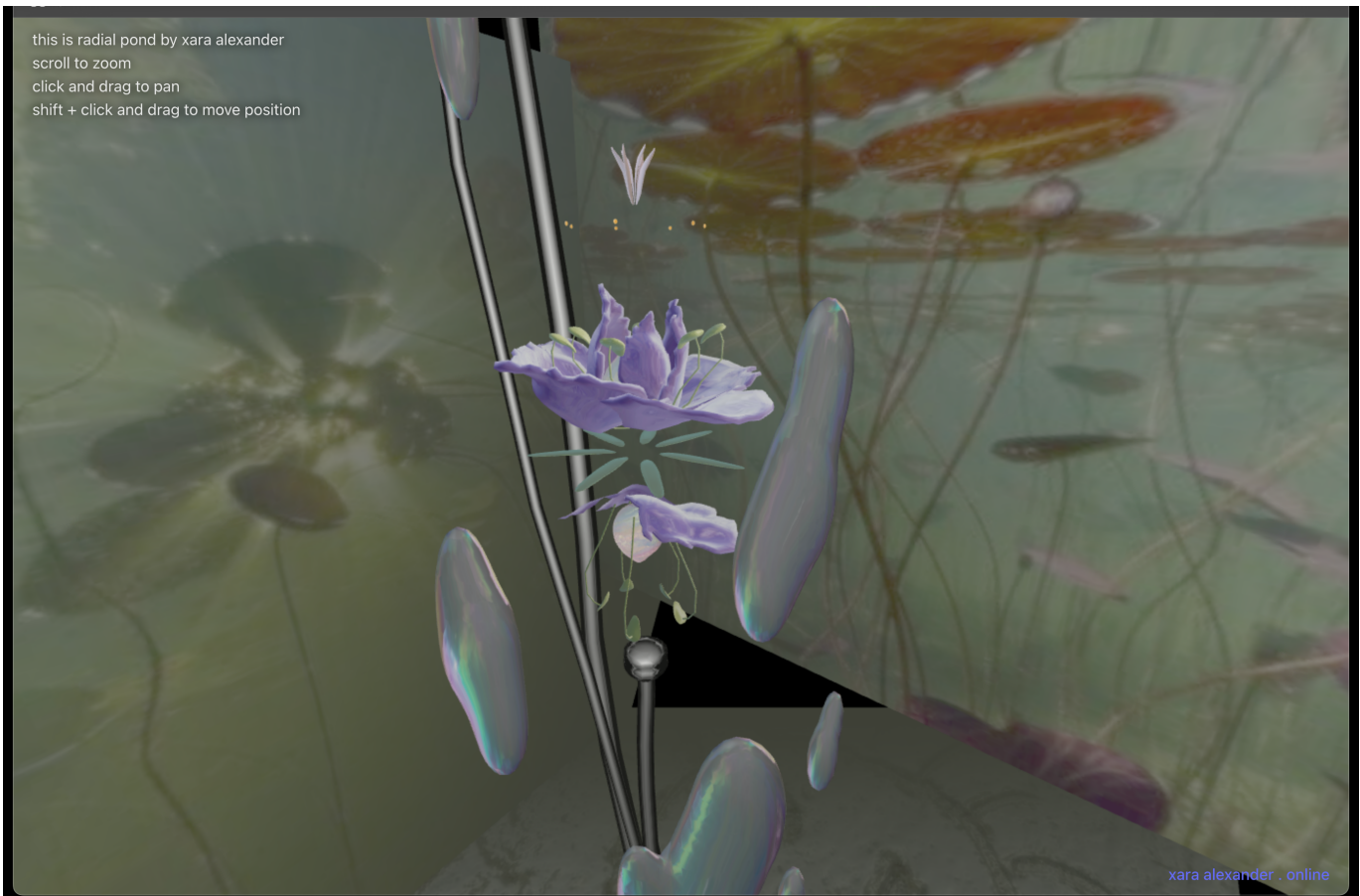
## Radial Flower Three JS, browser

This project was implemented with Three JS and modeled in Blender. In the browser, the parts spin around a vertical axis, creating a soothing atmosphere. The project uses OrbitControls, so that the user can pan and zoom in the scene.



In rendering, I used matcaps for the majority of the meshes.

The intent was to experiment with aesthetics.

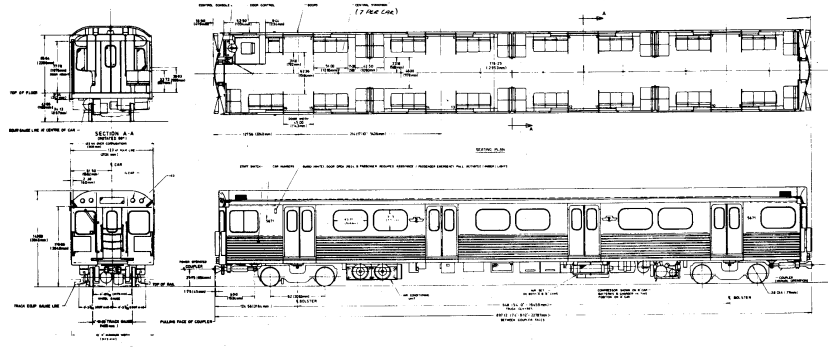


## Moonlit Ride

### 3D modeling

This project was a technical exercise. I became extremely well versed with Blender's interface and structure through the completion of this model. Through this work I experimented with Blender's Camera features in order to create abstract compositions.

I based my measurements off of the reference picture to the right.



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I do not claim creation of this image.

