Dynamic Movement in Statues

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Abstract:

Skanect was used to capture a model of a person. The model was then rigged to have bendable joints in order to create different positions and break dancing (B-Boy) freezes. These newly rigged models are then 3D printed with the MakerBot.

Research Question:

How can modern technology be used to capture and create dynamic movement that is then shown in a figurine or statue to show the evolution of sculpting or statues?

Research:

The history of statues and sculpting has shown that the processes and resulting sculptures have evolved over time. From simple standing poses to more implied movement, as well as more varieties of material being used as time goes on.

Process:

-Deciding what technologies could be utilized in order to capture more dynamic movements that are used in break dancing.
-Scanning a person with the Skanect.
-Rigging the resulting obj/model on Maya.
-Position rigged models joints into proper places in order to show implied dynamic movement.
-Printing models on the MakerBot.

Results:

The prints turned out very well and accurately show freezes and positions that are utilized in break dancing. The models and prints are able to create the implied dynamic movement I desired.

Conclusion:

Technology to capture dynamic movement involves much trial and error. The shutter speed of a camera must be incredibly quick in order to capture more unorthodox positions and lighting must be absolutely sufficient if one does not plan on rigging a model. There is most definitely new technologies that are available and still developing in order to further evolve or create new methods in sculpting statues.

References:

Barton, Eleanor Dodge. "The History of Sculpture." *Scholastic Publishes Literacy Resources and Children's Books for Kids of All Ages*. Web. 25 Apr. 2016.