

Practitioners Statement

Stage 2 Visual Art: Final 2

Title: *Mine till I Die*

Media: Mixed Media (Polymer clay, wire, Acrylic paint, artificial fur, metal shavings)

Size: 70x30x20 (length, width & height)

Named *Mine till I Die*, this 3D piece is an animal like art doll inspired creation sitting at about 70cm long and 20cm tall while positioned. For this piece I was inspired by humanities obsession with physical possessions and the constant want for more 'pretty things' and how these obsessions blind us from the reality of what the world around us is like.

Disturbing in design this creature looks like an animal in all ways except its hand, which are human in design although slightly elongated. This design is centered around the idea how this "person" has covered itself in so many expensive furs, jewels and flowers that it has become more of a beast than a human. The eyes are intentionally left pupil-less as it's meant to signify how these possessions have blinded the creature to the outside world making it entirely self-centered. The flowers covering half of its face also add to the effect that the creature has become overrun by its obsession and has become blind due to it. The vanity of this creature is meant to be the center point of the design so the majority of colours are either plain or muted in tone. Majority of the colour in the piece is gotten from the pinks and peaches of the flowers and the paintjob of the face and integers with gold accents used in the choice of jewelry. For this design I particularly wanted to keep it soft and delicate through the use of no bold colours and most certainly no black. Since I find women to often be more vain I imagined this creature as more feminine, I used false lashes and delicate long fingers with dainty rings to imply this.

I was inspired by the artist Kaypea to use a soft more mythical design to the creature and varieties of flowers and embellishments to give it more flare. The whimsical style of her work drew me in and influenced my design choices such as sculpting techniques and choice of furs. The polymer clay sculpted head and feet were particularly influenced by this artist through the choice in materials and design style, to someone who is a beginner in the craft the style was well rounded and unique. This artist also made the process of creation blissfully simple to understand.

This creation subtly shows the effects of obsession on people and how these obsessions can change or damage a person from the inside out. Although externally looking glamorous, the of putting design of the creature still radiates that beauty and possessions do not make someone human, or beautiful.

Word Count: 445

SACE No. : 695222H

