

Sculptural Processes

Three Basic Sculpture Processes

Sculpture is the creation of three-dimensional forms. A form is an object defined by contour, height, depth, and width. Sculpture is created through three basic processes: carving, modeling, or assembly.

Carving: The sculptor removes unwanted material to create the form. This is also called subtractive sculpture. Generally, materials such as a block of wood, stone, and other hard materials are used.

Modeling: The sculptor creates a form by building it up from an amorphous lump of plastic material. This is also called additive sculpture. Clay, paper machê, and other pliable materials are modeled into a sculpture. Modeling with clay is generally the first process for creating a cast metal sculpture.

Assembly (or construction): The sculptor joins prefabricated elements as in welded metal constructions. This is also additive sculpture. Materials such as steel, wood, and found materials are glued, welded, or connected in some other fashion to create a sculpture.

Types of Sculpture

There are three types of sculptures:

Freestanding Sculpture is finished on all sides. It can stand-alone. Many freestanding sculptures are placed in an indentation in a wall called a niche. These are freestanding sculptures; however, they cannot be viewed on all sides.

Relief Sculpture projects from a background. Reliefs are classified by their degree of projection; *high relief* indicates that the objects project at least half of their natural circumference from the background and *low relief* indicates the figures barely project from the background.

Kinetic Sculpture is sculpture that moves either by air currents such as mobiles or by a power source installed by the artist.