

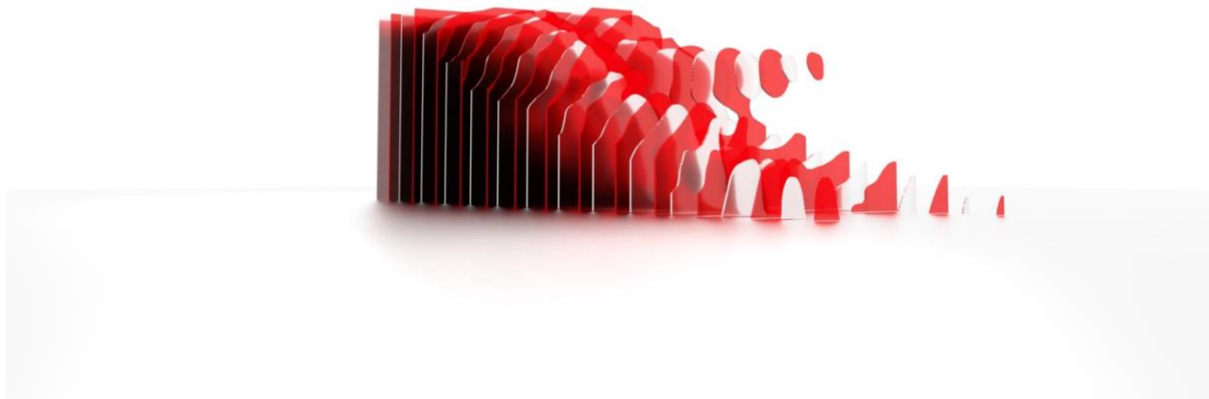
## Vertical Gallery Proposal

### Ben Heyes

The sculpture I have chosen to make is a response to the project that I have been working on for the last two years called *Body and Land*. The project communicates the relationship between the human form and mother earth through the use of 3D scanning, highlighting the fragility both subjects share.

In my work I have been exploring landscape and the human form to find similarities they share, using 3D programs to edit the objects properties and combine their characteristics to create metaphorical messages throughout the models.

I am currently working with a range of 3D software to represent the similarities between the human form and the landscape. I have been testing more interactive methods of viewing the work. This method will require a laser cutter to cut out topographical layers out of Perspex.



The sculpture will be on the floor with the Perspex stood vertically (Pictured above). I chose to make the sculpture out of Perspex because of its ability to let light flood through it. Through doing this it allows the viewer to move around the sculpture rather than looking at it as an image, showing new contours through light and shadow.

#### **Materials:**

- Perspex.
- Wood for Frame and Plinth.
- Sand.

**Installations logistics:**

- The sculpture will be stood up spread out across the plinth.
- The base will have grooves in which the pieces can be glued into place.
- I will be making the plinth myself.
- The plinth will be on the floor and filled with sand once the sculpture is inside it.
- The sculpture will need to be near natural light to allow the light to flood through the Perspex.

The reason that I am standing the sculpture up like this is to allow the natural light to create affects from different viewing perspectives. I managed to laser cut a prototype before lockdown and I will be assembling it over the next few weeks as a result of COVID-19.

I have quantified two costings below; one is for the testing prototype in relation to our £50 testing fee. The other is for the final piece of work, I will be making the box myself at home. I have sourced a supplier and compared these to the prices of materials from University. Below are images of the prototype before I build it to show what the texture looks like. The image on the left is lit with a lightbox.

**Test:**

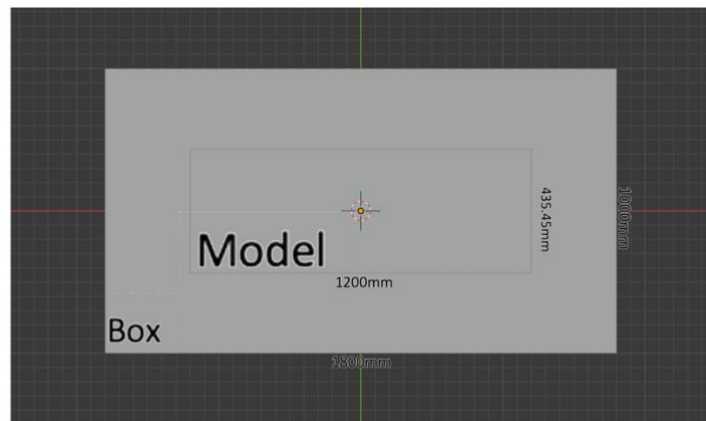
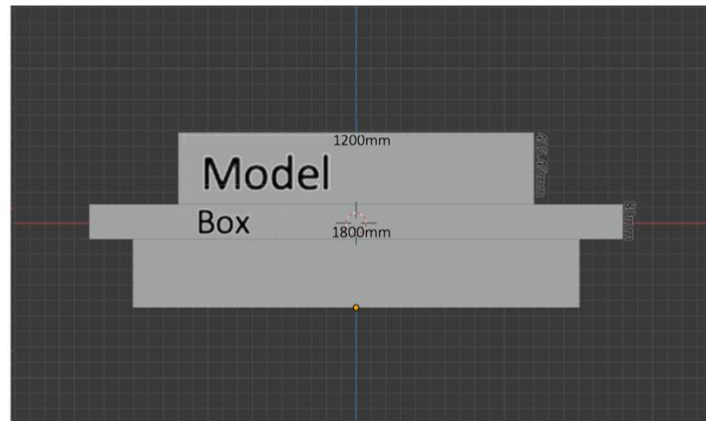
For the test model I have decided to use MDF as the material, this is because of its price and weight, similar to Perspex will be a close representation of what the final model will look like in terms of size and shape. The costing for the test works out at no more than £15.

**Sizing: (Approx.)**

Model: Height by width will be approx. 435.45mm x 435.45mm and a length of approx. 1200mm.

**Box:**

Height will be approx. 90mm, the width will be approx. 1000mm and the length will be approx. 1800mm. Shows in the diagrams below.

**Pricing:**

These are the two pricing lists for internal and external sources. The first being the internal source from the wood workshop within the University:

- 5 sheets of red Perspex (1000mmx600mm 5mm thick) - £152.33
- 5 sheets of clear Perspex (1000mmx600mm 5mm thick) - £135.60
- 5 sheets of MDF (1000mmx600mm 5mm thick) - £10.55
- Materials for plinth box - £15
- Sand - £15

And this is for the external source I found on Plastic Online:

- 5 sheets of red Perspex (1000mmx600mm 5mm thick) - £148.30
- 5 sheets of clear Perspex (1000mmx600mm 5mm thick) - £130.15

I think that the sculpture would benefit to outsourcing the Perspex because the sample which I ordered was a lot thicker than the prototype which collected and reflected light a lot better.