



## MARTIN TAYLOR

I utilize a wide range of computer tools to sculpt my artwork. I will often start with a very lifelike rounded 3D computer model and then progressively reduce the number of faces and geometry until it is simplified to its most elemental geometrical form. I use the Autodesk Maya animation software to create the form of the sculpture. After creating the shape I use the Meta Quest VR goggles to add the hole patterns to the outer surface of the sculpture. This is essentially like "drawing in 3D." The VR headset allows me to draw 2D designs on the angled surfaces of the sculpture, allowing me to see the final result before the pieces are flattened. The last step involves flattening the faces of the design and exporting the bend angles into a 2D file that can be laser cut. I use the Pepakura origami design software from Japan to separate and flatten the surfaces into 2D geometry. After the designs are finished I have a laser cutting service cut them out of sheet metal. Only about 40% of the edges are welded, most are bends. The laser cutter also engraves the bend angles on each vertice so I can keep track of them. Some bends are bent upwards "valley fold" and some are bent downwards "mountain fold." I bend the angles with my sheet metal brake and then weld the bent strips together to complete the sculpture.

-Martin Taylor

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