# DIGITAL AND ART CREATING

SITU XIAOCHUN                                                       Sep. 2011 BEIJING

1. **digital creating and traditional sculpture making**
2. **creative use of digital language**
3. **works of digital platforms**
4. **Portfolio**

Computers, digital cameras, digital video, digital recording, digital composing, etc., with the advent of the digital age, digital technology exists in the art everywhere. It's impossible to ignore that digital technology brings a new experience to art creating, someone has a question: is a writer that writes articles by computer a digital age art? My answer is "no", but it may contain very few elements of the digital age, I would say digital technology had an impact on art. Compared to writing with pen and paper, computer writing is more neat and cool, but lost contact with pen and paper that bring people's emotions and enthusiasm. What you wrote from handwriting font became cold print font, how do you feel. These are changes. I have to say, this the characteristics of digital. I am not good writer, so come back to my subject. Since the 90s until the present, from classical sculpture to digital media creation, I have some experience to share.

### 1. digital creating and traditional sculpture making

Learning in Central Academy of Fine Arts is rigorous and full of restrictions for me. Fixation creative method was boring and limit expression space. from the 90's X86 and 3D computer software matures, all the modeling is so easy to create in digital system, real, imaginary, rational, irrational, strange, new, also ugly, I found an entrance, my mind was opened suddenly. The traditional production methods are still used in handy, digital creative combination of traditional production is currently method for sculpture.

Traditional sculpture with clay as the primary means of creation, when a motive appears, we use clay to try to shape modeling, with the language of the clay to deepen the theme, when it finished, make mould and cast to made metal.

"Wind Dance" This work While maintaining the traditional means to produce, but created by a bold attempt to use all-digital creation. first used POSER make a character action figures, the 3D-coat to add a large skirt and complete the overall large shape , followed by the detailed shape of the Z-Brush deepening, then for simple processing of shape, summarizes some of the large block face, and to strengthen them, and finally give the material in MAYA, to try which material suited best, and ultimately selected copper-nickel alloy, the surface moderately smooth.

**WIND DANCE**

"Wind Dance", created from the feelings of traditional Chinese dance "Peacock", in the opening movement, female dancers drives big skirt by the rotation of the body, as if flying in the wind. Art work use concise shape to represent one moment of dance, performers soft body, wind-like rotation, seems to have followed into the air, floating along, a static sculpture, but integrated full of energy of rotation and full of movement. Sculpture -based on many pieces of large flat face, broke the routine with new way to express, only for strengthen the dynamic, more vitality to dance. The simplicity form also provide the possibility let it works as symbol in future, suitable for large-scale outdoor sculpture.

**LIFE CUBE**



**CREATOR**

"Life Cube" (left image), in a few months my wife was pregnant, she was a very special woman for me, gorgeous and vital, tall and straight, the work depicts my feelings at that time. First made a cube in 3D-COAT, and then let it slowly grow up, a simple straight line formed by the box became full of curves into a high and long and complex shapes, and then let the breast and belly grow gradually to achieve the right proportion in Z-BRUSH, after finish details, the surface painted with a brush and color to create a displacement map in MAYA, inflated the displacement map a little bit, forming a small surface rules, with to highlight the metal material, in a strong light, sparkling. Perfect! This is what I want, print drawings and go to studio produced a large clay draft form, and then cast into a brass reproduction, corrosion on the surface with the formation of small bump, and finally polished and brushed color, to complete. Beyond doubt, any sculptor without computer, they also can be created out of this kind of work, but I enjoy the digital equipment and digital tools, led I arrived to the final result step by step, natural and simple. In contrast, the traditional clay creation is more natural to create the sculpture like "creator" (right image) which is another art work that I made in that period by completely traditional method.
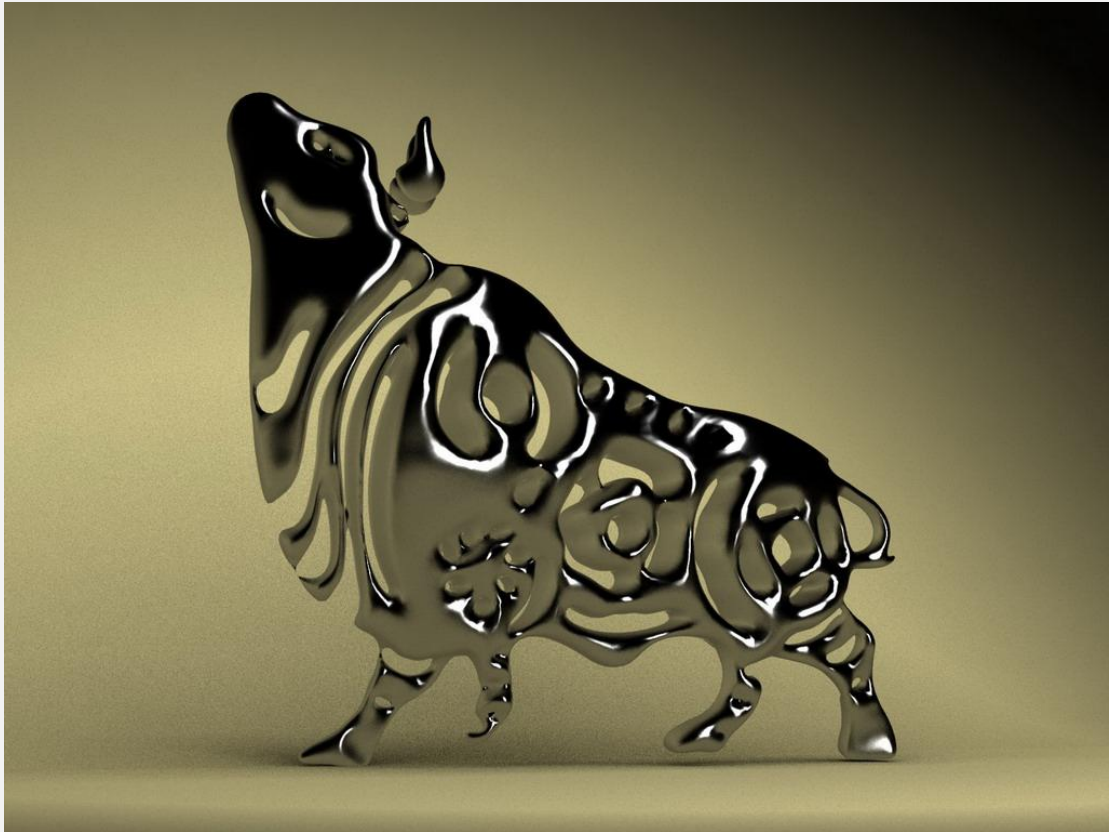
**COW**

"Cow", which came from a Chinese folk paper-cut shape, it's a symbol of prosperity, vitality, energy, power, wealth. 3D software makes it easy to become a three-dimensional shape, body strengthening momentum, heavy but not un-wild, maintaining the original elements of paper-cutting, still light and vibrant. Give a chance to a windows sticker to stand in the square, so that people appreciate it in another perspective. In the 3D software, a simple drag actions can be done.

In summary, I am in the creative experience.

First, the fast is an advantage, the clay you have to create idea, at least your direction, make inside support, install on pedestal, make pose for it and then put clay, sculpt it. But there are something difficult to do. For example, to change the movement too much while keep some details that you finished. Or suddenly you have a new Idea similar, but you have to spend another day to repeat your step to try it. With 3D software, it's too easy to try your idea, free move pose and action without worry to destroy past work, you can make a duplication to keep it, also you are able to let one idea become many different style works, to try which is the best way to express yourself. so you have more freedom to create, but not make.

In the "Wind Dance", when I finished basic form, the computer gave me the chance to try variety of ways to summarize forms, the final selection of the present results. I think that the large surface completely flat and smooth, with a certain sense of hard, soft and full of curves let the move feeling become stronger, enhanced dynamic. Surface of each

block changes, with rapid and efficient completion of the computer, the sculpture may be modified to two days, the computer may be just two seconds.

Second, the creative imagination space is large, do not consider load-bearing, size, material hardness and plasticity and other factors, I have freedom to achieve the best visual expression. In the "Wind Dance", usually a huge skirt is so heavy, for clay creations, we often no longer consider make empty under skirt and show the foot, but in front of digital devices, I dare to imagine, In consideration of outdoor sculpture and the display height and other factors, the foot part of the movement is very important, therefore, after computer design, the casting engineer and I go through the design of the internal structural support, perfect to reach what I want. If the first is traditional creating, I am afraid from the beginning I avoid this difficulty. In the "Life Cube", I completely abandoned the idea of clay, and use entirely digital ideas in shaping the form, there is not a material allows the sculptor pull the form in reality.

Third, the new texture effect is different with natural material, unique digital texture "pixels" gives a new visual experience, always with some cold, neat, precise and other factors, the creation get new visual language. In stone, wood, metal sculpture, material has own beautiful texture, it's an important element of creation. In the digital creation, digital material composed of pixels, stretch or compression let pixels change, the formation of the pixels make    unique texture, which is the creation of other ways that can not be achieved. In the "Wind Dance", each plane thrust or squeeze in a computer generated pixel traces, I'll keep it in really full works. In the "Life Cube" in the expansion of the displacement map is also texture of pixels.

Fourth, the material choice and surface color is no longer with imagination, intuitive and fast to try and easier to get perfect results. Stone, wood, metal, glass, plastic or even lightning, water, smoke. More tests in order for us to expand to broader ideas to express themselves. "Wind Dance" finally selected a copper-nickel alloy, brass, bronze effect that cannot be substituted. I may be doing "bull" when tested 30 kinds of materials, shiny, dull, and a variety of colors, in reality, time-consuming and expensive, it is unable to enjoy the process. "Life Cube" quick and convenient drawing surface, this step has been done before surface modeling, this is the opposite order in traditional method.

## 2. ART CREATING WITH DIGITAL ELEMENT

In artistic creation, digital means as an art language exist, artists tried more than ten years, independent use, or mix into the traditional creation, give new life to art.
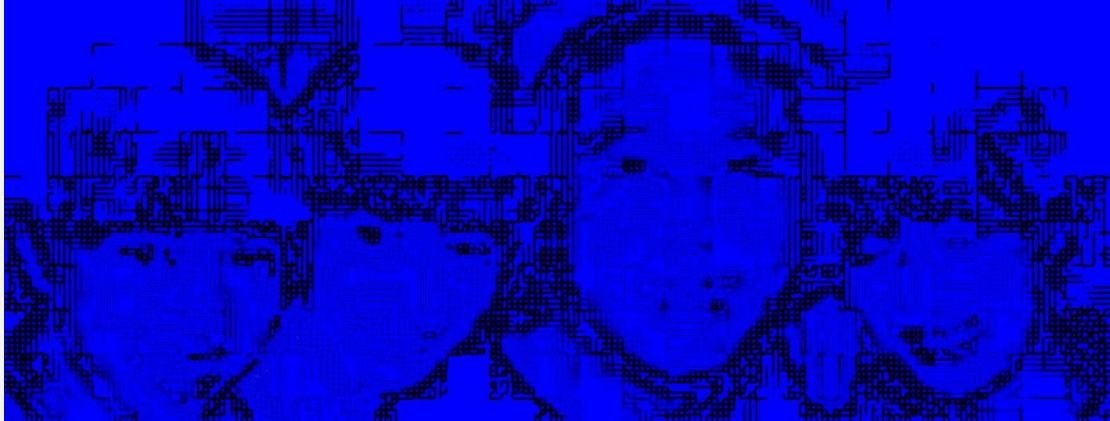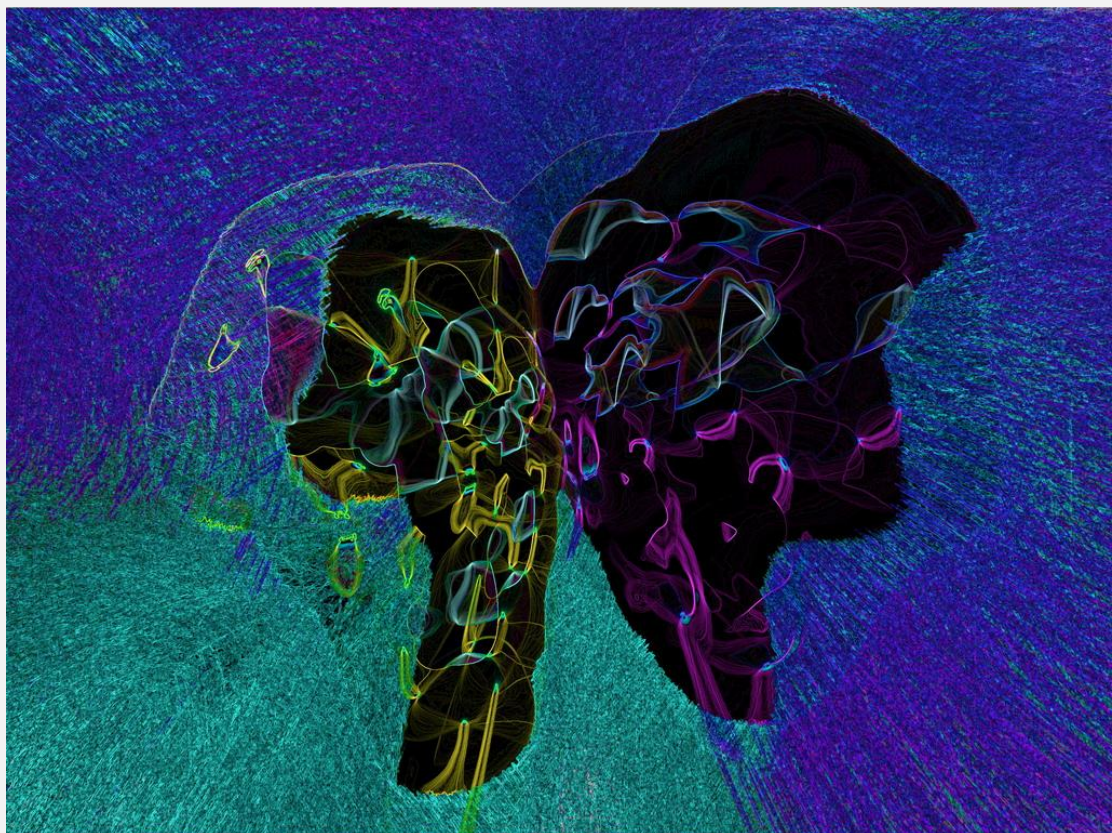
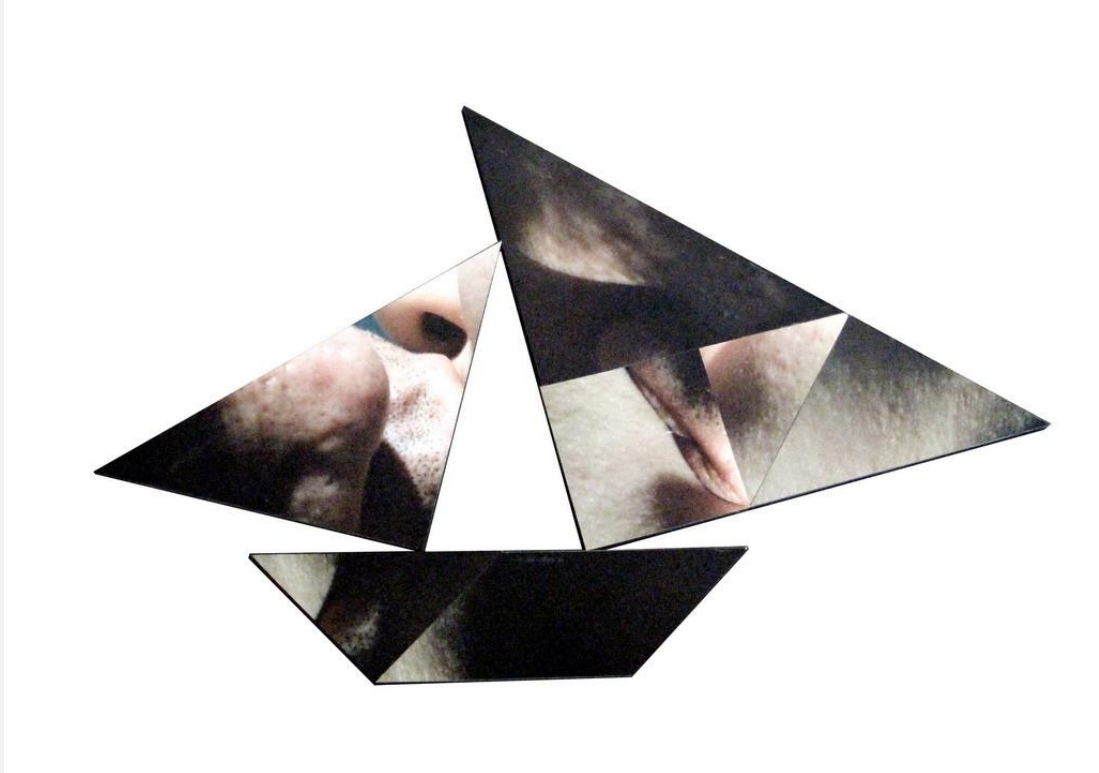**JPEG POWER**



**WE ARE TEACHERS Ⅰ**

**WE ARE TEACHERS II**



**FLOAT**

**WISH**



**SMILE IS A SWORD OF TANGRAM**

**LOVE BOAT OF TANGRAM**



**COMPRESSED TIME**

**IMPRESSION**



**LITTLE YARD**



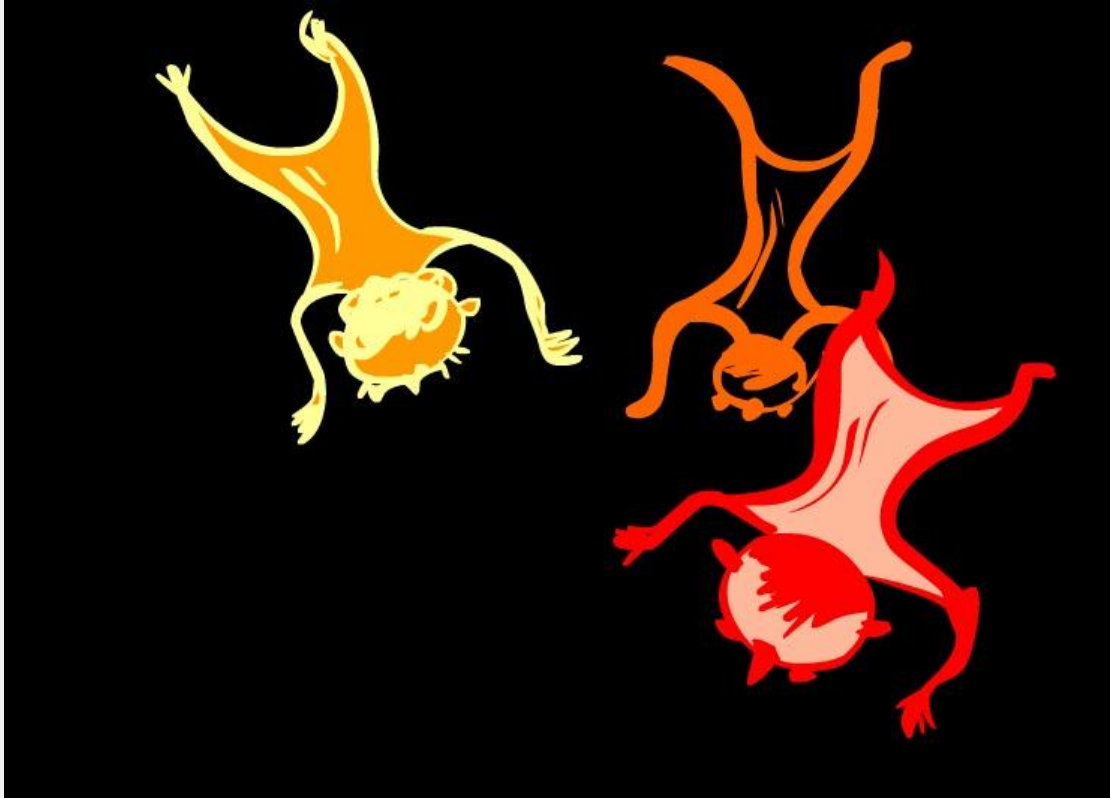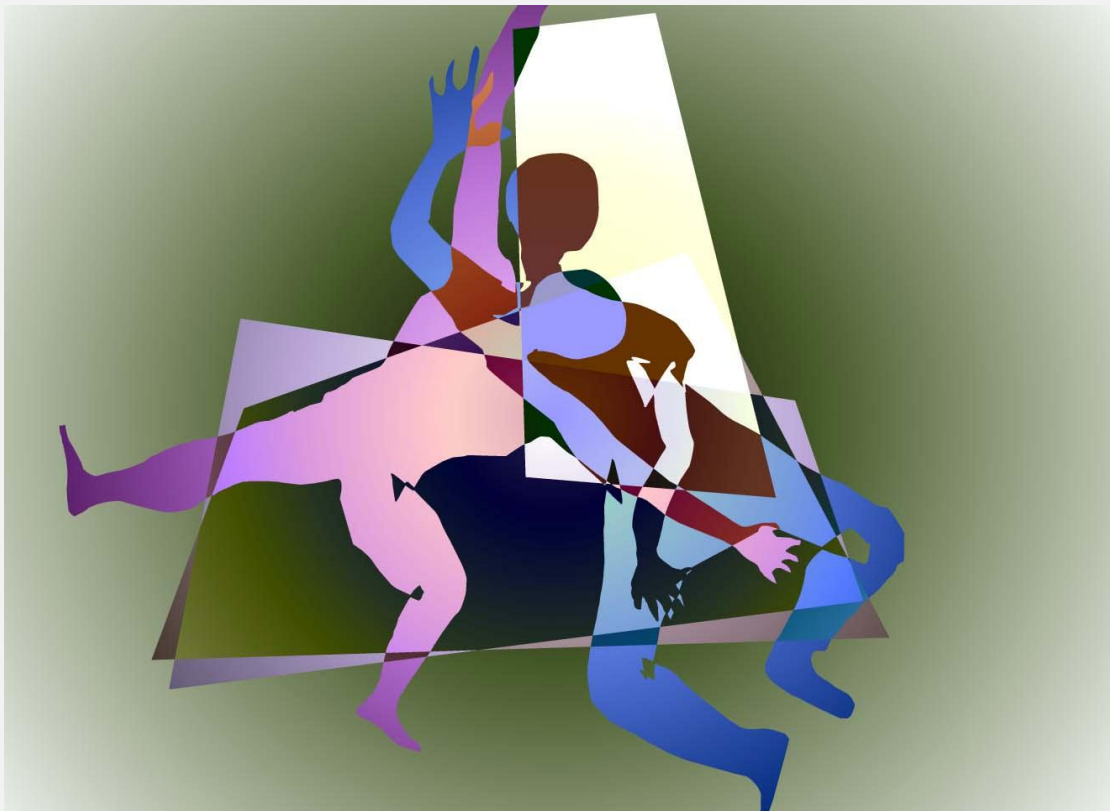**CHUXI (last night before Chinese Spring festival)**

**SPRING FESTIVAL**



**BREATHE-HUG**

### 3. ART WORK BASED ON DIGITAL LANGUAGE

**CHASE**



**DOUBLE**
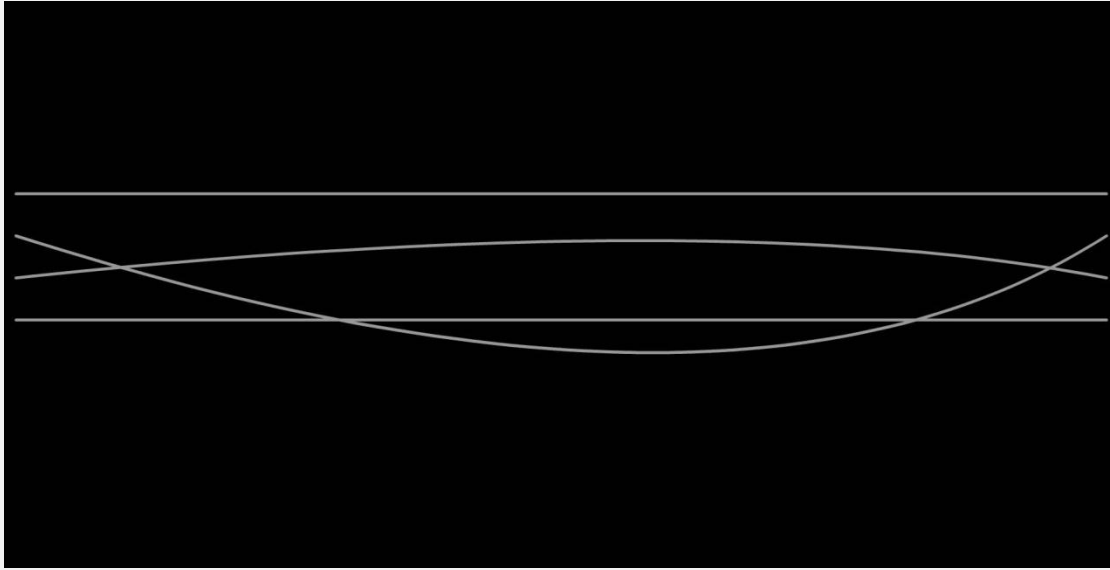
**STRINGS**
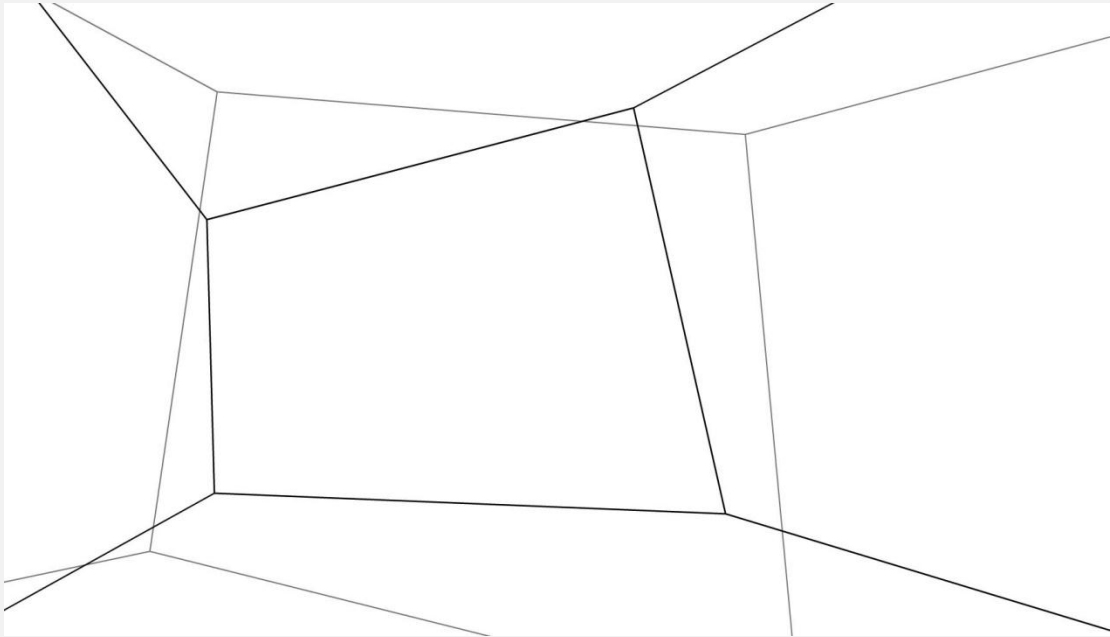


**TWO ROOMS**

**FLOWER**

## 4. Portfolio