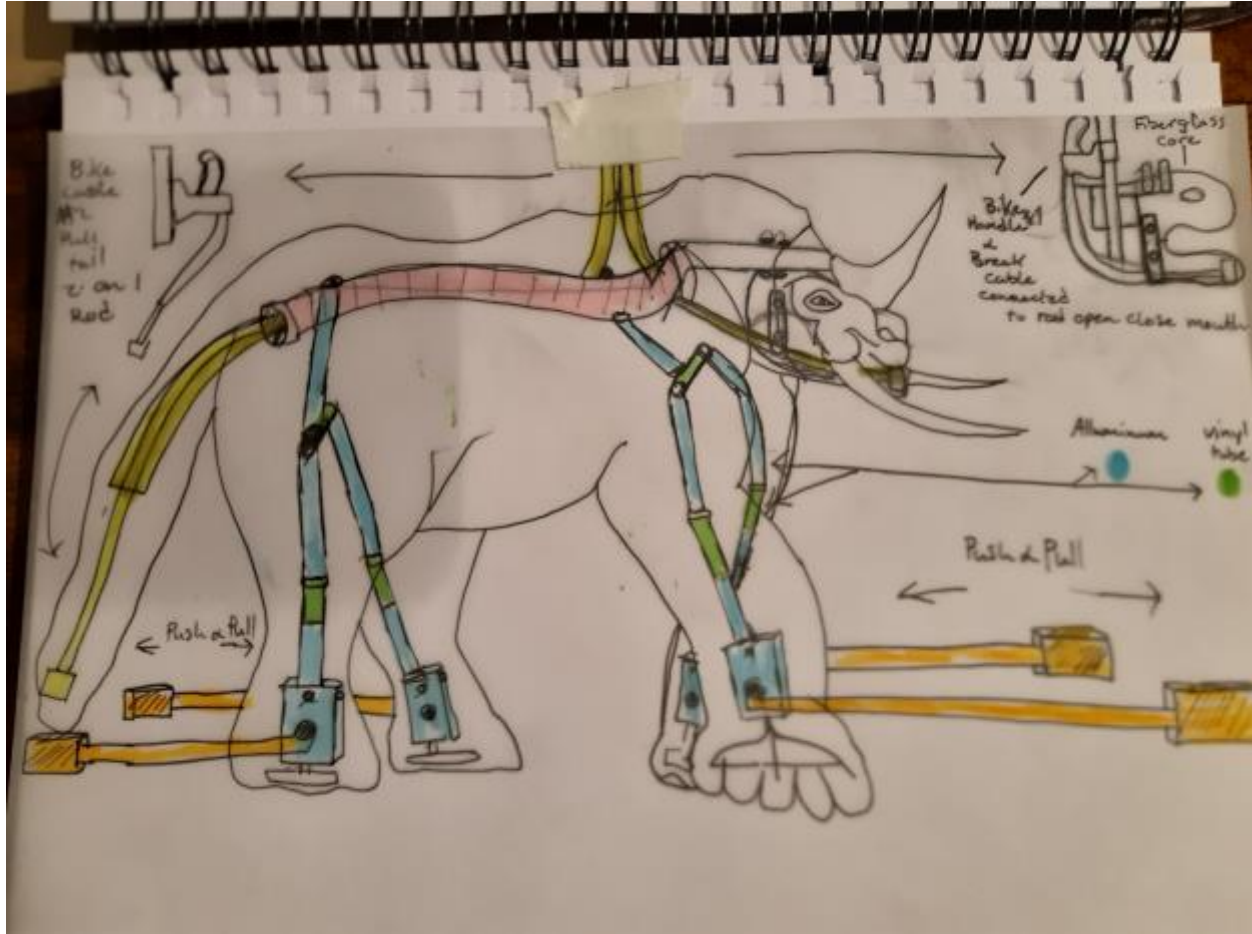


Dylan Leonard Professional Practice Module 2020-2021

A Poachers Trophy



Project purpose



This project also covers many skills needed for modelmakers in the film industry. The end purpose of this project is to have have used such skill to design, sculpt, mold, cast and paint a creature that represents the mammals on the verge of extinction and have the mammal creature to be operated via rod puppetry for film.

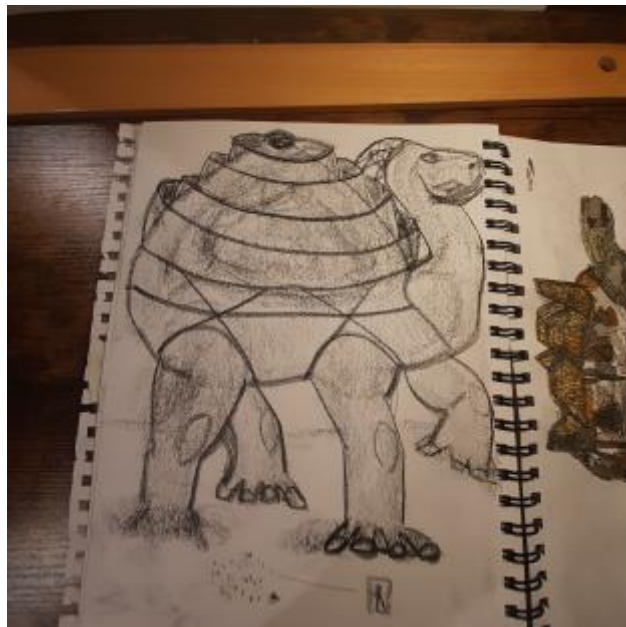
Why would someone pay for/employ me to make this? Puppetry is an underappreciated art form, Rod puppets are more reliable and less expensive and time consuming than Animatronics and they are far cheaper than creating an all CGI character, they look much better on screen and all that needs to be done is remove the rods in post production.

Design

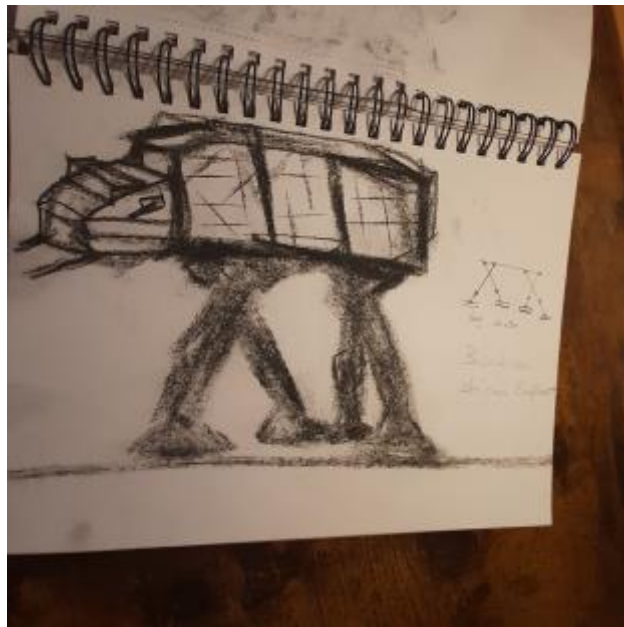


This character is a creature from another world that shares characteristics of prehistoric mammals of our own world, here I have combined physical traits and features of mammals that have been poached by humans to near extinction for their pelts, tusks, bones, scales or just as a trophy.

I intend to convey a beautiful and mythical creature from a far away world that feels familiar and alien to the viewer.

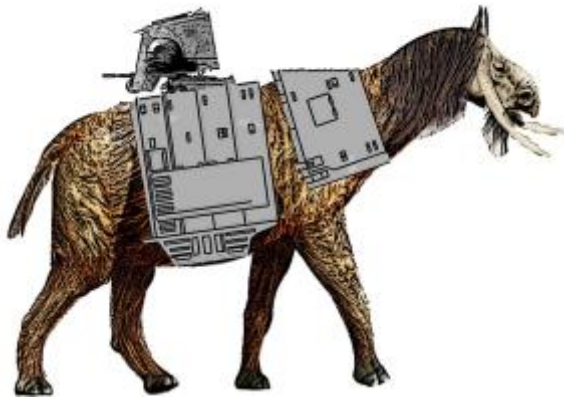


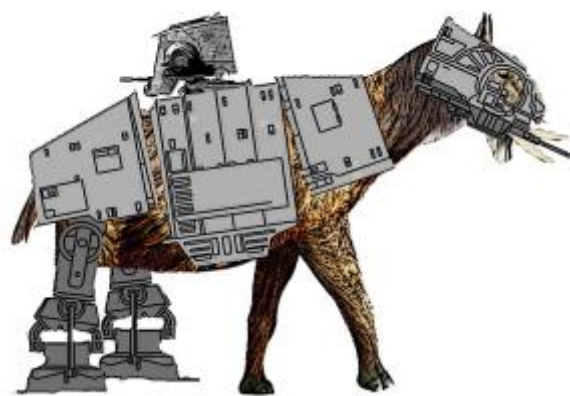
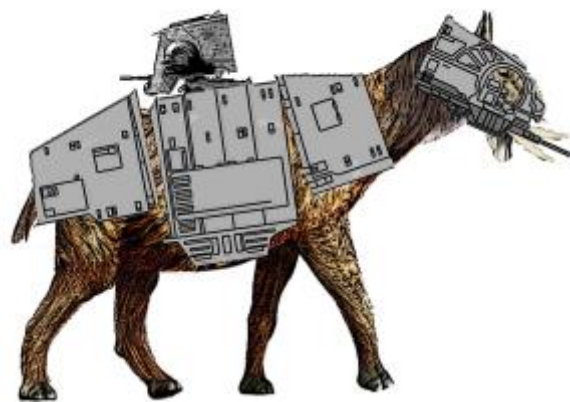




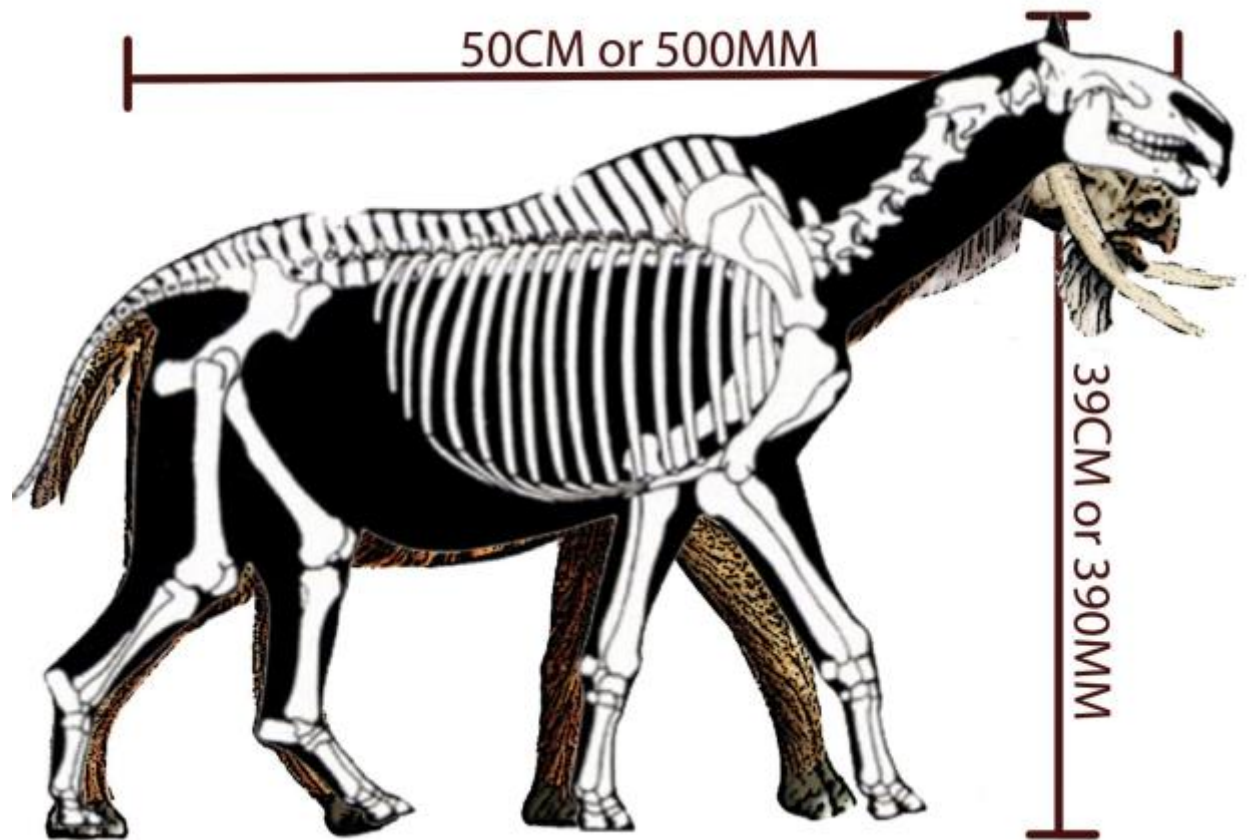








Workflow/Fabrication/Process



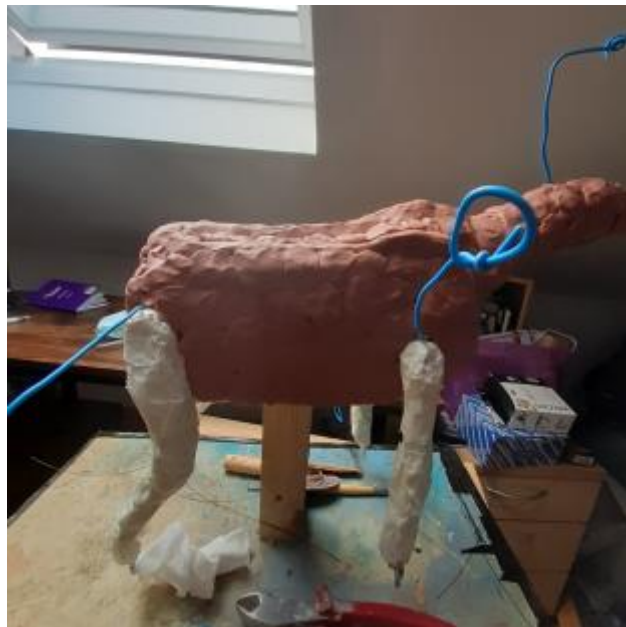
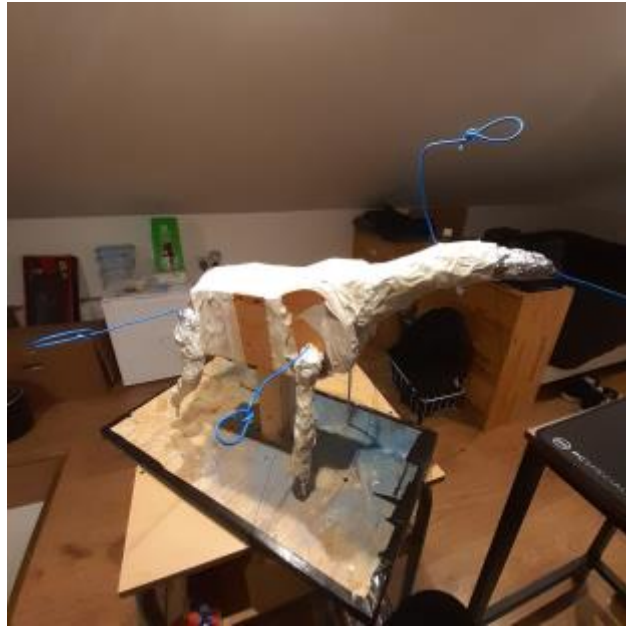
The Rod Puppet is sculpted with chavant clay atop an armature made of wood, pvc conduits and armature wire for legs. First tracing the silhouette of the creature onto a piece of wood x2, cutting the outline with a saw, then drilling holes the same size as the pvc conduits so they may fit through. Adding another piece of pvc to the leg holes acting like shoulders and piece to act as the neck and head. Placing armature wire inside the hole with milliput to hold them in place, drilling holes in pvc and putting electrical wire inside, tying it in a loop so to be pulled later when taking the creature apart. Finally drilling the armature body in place and mounted on a wooden board to support the weight of the clay.





Bulking out the armature in tin foil and masking tape, helping to give shape to the armature help the clay be applied on top of the armature.

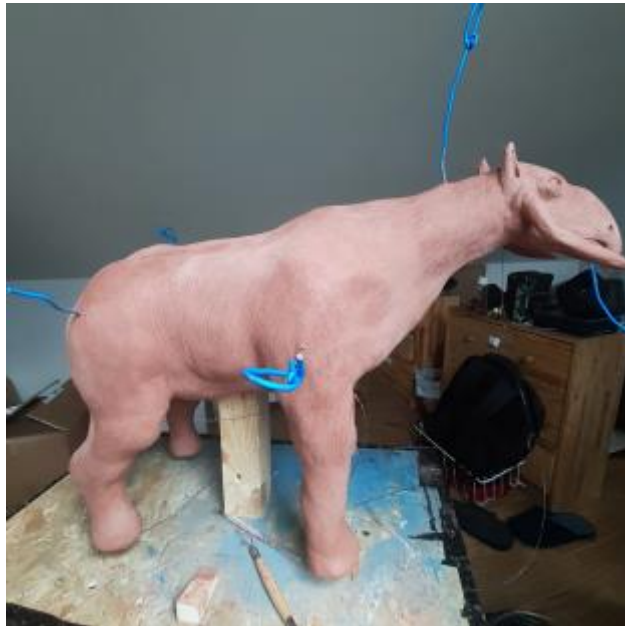


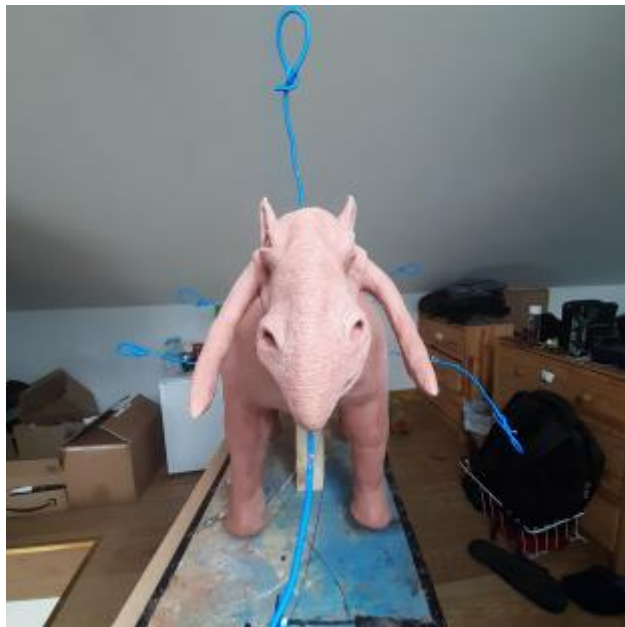
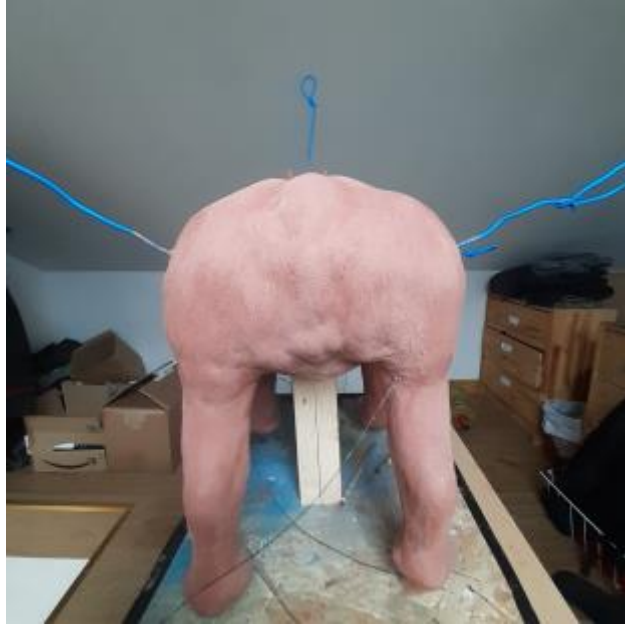


Bulking the clay on top of the armature to give the creature a general shape and form.

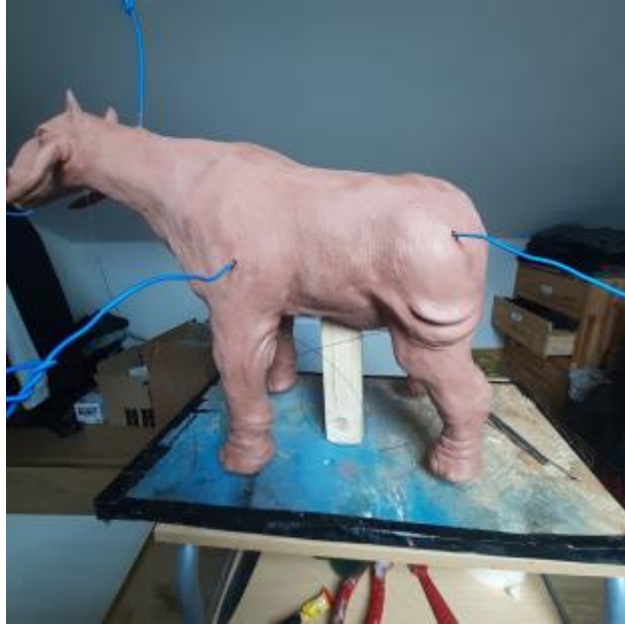


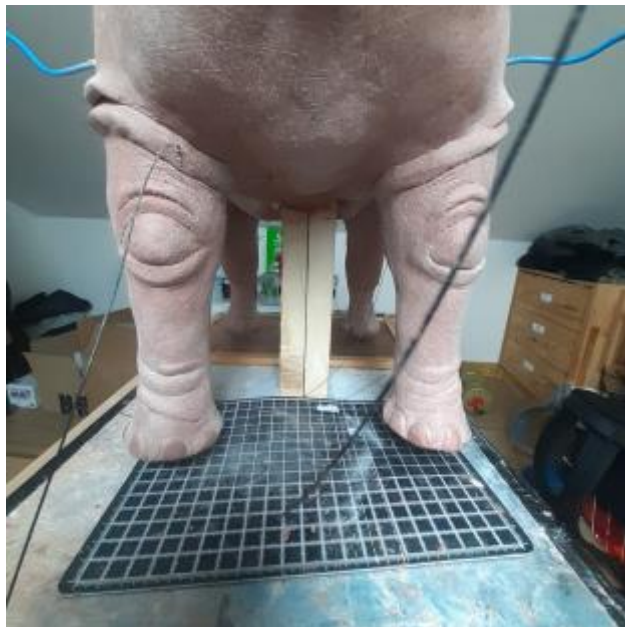
Further on adding the horns and defining the shape of the creature.





Finally for sculpting adding details to the skin of the creature like texture, wrinkles toe nails and folds in the skin.







Next cutting up the sculpt and placing the legs and head putting them inside holder so as to not touch them and ruin the sculpt.





Each piece of the creature needs to be molded in a two part plaster mold except the horns which have to be molded in silicone and cast in resin.







The Mechanics were then placed inside each of the molds and prepared to be floated inside the mold and have latex poured inside.

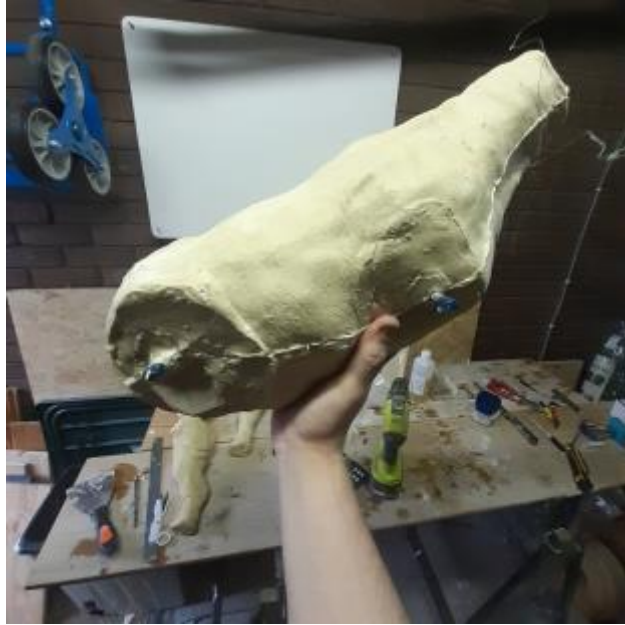




After 12 hours the latex was poured out and left to leak out. Once dried I poured polyurethane foam inside the mold and leave it to expand. After 30 minutes the pieces are ready to be demolded.







The Pieces were then trimmed and connected to the other limbs and mechanics unfortunately the limbs didn't line up correctly and i had to sew the limbs on and then add nylon to cover the seam.





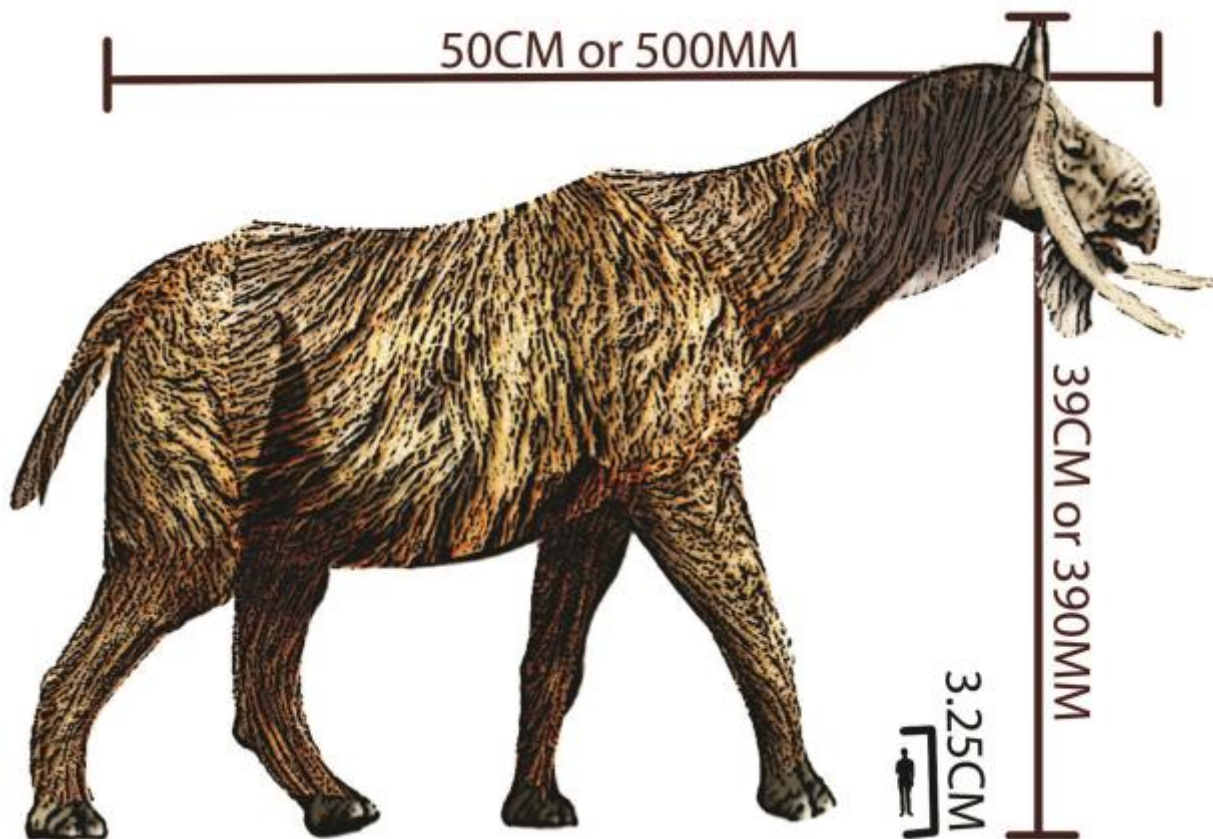
Once assembled the painting and adding hair eyes and kitbashing could begin.







Presentation



I would like this to be seen by others as a strong mammal around 20 meters tall on the big screen for a science fiction film like the animals we see in Star Wars, but even showing dualism between good and evil the natural and mechanical.

Deliverables



