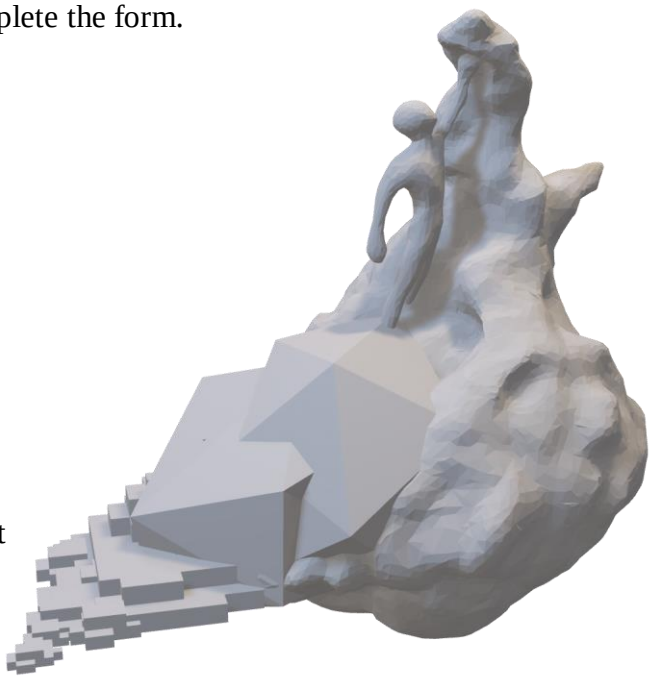
Triumph (change concept)

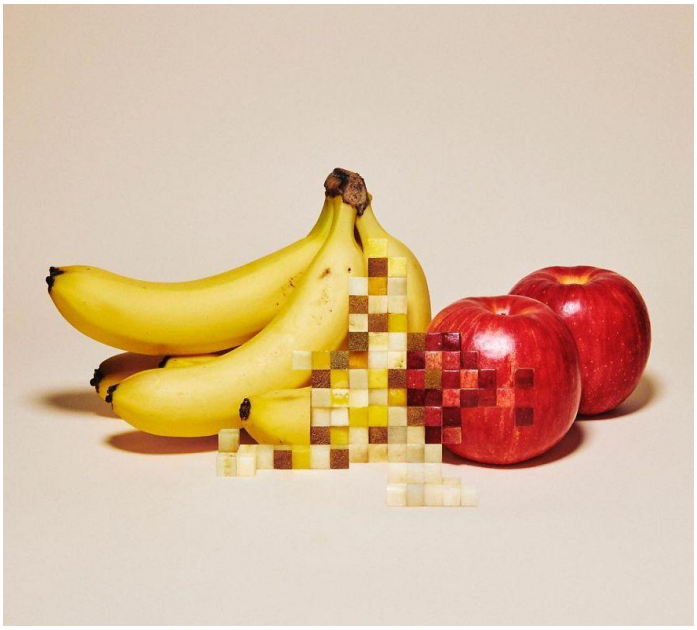
Considering that this will be my last year of college here in SJSU, my final mark here needs to be uplifting and exciting. My last work needs to signify my achievement, my victory, **my triumph**! Combining with my passion/obsession with 3D modeling and printing, I decided to make a large-scale model that signifies my development in modeling. The key point of this will be the "swirling energy" moving and circling around the figure from behind. Starting from the farthest point from the figure, it will start as blocky as it could then transition to higher detail to low-poly all the way to smooth high definition to represent the development of my modeling skills from the toy blocks I'd played with as a kid, rough ceramic sculptures of high school, to powerful modeling software of Maya in college. The figure will be more suggested instead of a realistic person so that this can be more reflective to anyone instead of one individual. The figure will be in an uppercut-like pose to epitomize the triumph of conquering a challenge.

As for the construction, the model should be large (rough 10ft+); hopefully the size will match the excitement one feels of accomplishment. I'll use a slicer program to create cutouts layer by layer, then enlarge those cutouts to use as a template for other large cheap material like EPS foam; stacking and smoothing to complete the form.

Stepping stone?

The basic silhouette concept





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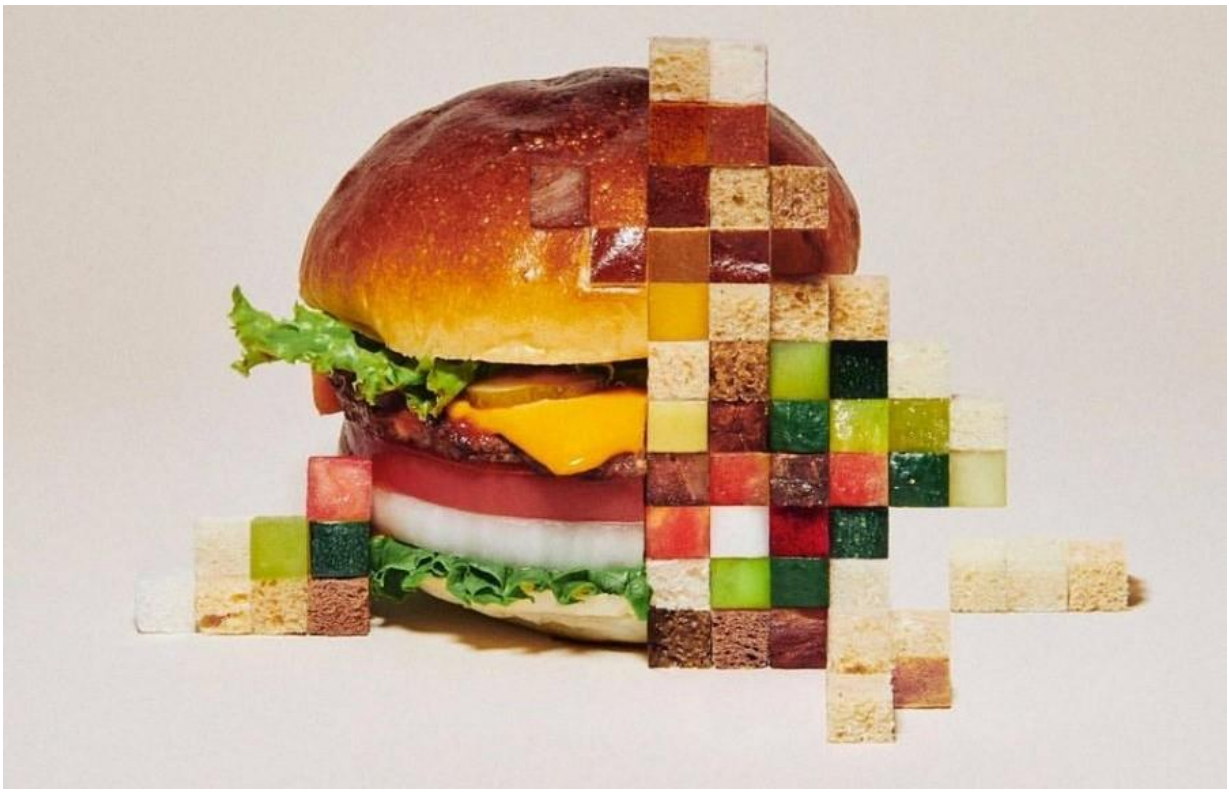

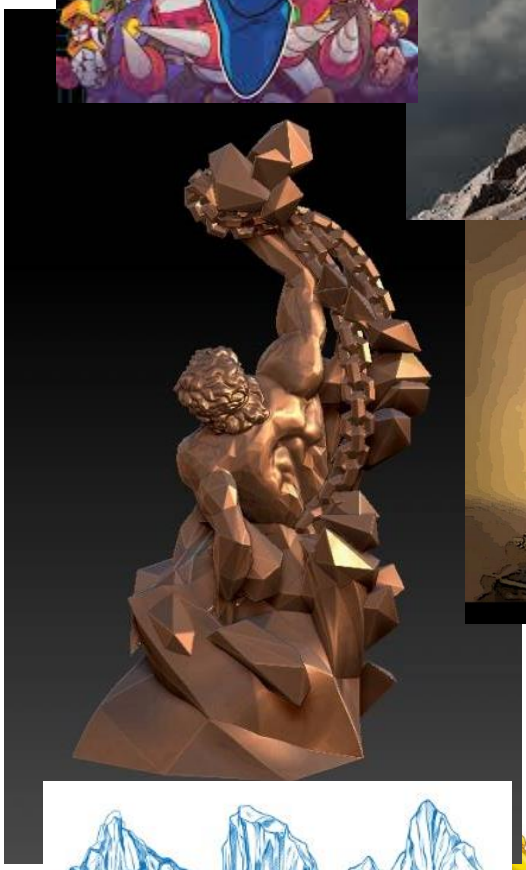

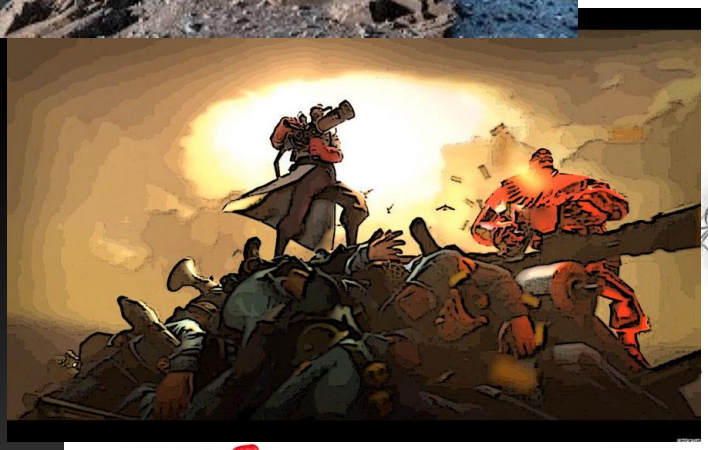

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