When I hear 3D modeling, I imagine sculpture create by computer. I know that some artist are using digital software for make their masterpieces. They work with their vision and ideas in digital space to create final object. After the procedure in computer they print result by some special printers. Sometimes it is very hard to recognise objects made by digital programs and made by human hands.

Other possibility that I can imagine in my mind comes from criminal series. They are able to create in computer realistic form of human face which can help with identification of victim. They can create very natural texture of skin, hairs and other things. Very similar is maybe using the 3D graphic modeling in movies or games. New characters could be born just on the base of imagination their creator and same in case of digital background. 3D modeling and texturing can help to make digital products more realistic and lively.

I know after small research that 3D modelling is a process to develop a mathematical representation of any 3D surface of object with the help of specialized software. The final product is called 3D model. The model can be physically created by 3D printers. We can create models automatically or manually. Preparation for manual process of creating model is very similar to preparing for sculpting.

I have experience just with classical sculpting. I tried to create the objects from different materials for example from paper, plastic bottles or different types of stones. Sometimes it wouldn't be easy to visualize my ideas just by sketches because I am not very good in it. I thing that these classes could help me more understand the way of thinking of some artist whose artworks I really like. And in other case, It could help me better visualize my ideas and present them to other people. In Czech Republic is impossible to learn how to work with Maya in school. I really appreciate this opportunity and I will definitely use this chance.

I have always been fascinated by human body. It is a lot of possibilities how to use and include this kind of inspiration in art. I still haven't greated clear idea about 3D modelling and texturing and how this software works. But I am very curious about way of letting born digital human from nothing.