Paradata:

3D modeling of sculpture allows for a much larger audience to be able to view it and therefore pass on the meaning and significance of the work of art. I chose to model a stone sculpture completed by British sculptor Henry Moore in 1930. Challenges naturally arise in that it is difficult to properly scan and display a work of art without the modeller adding his or her one personal touch to it and therefore taking away from the purity of the work of art itself. Despite this, 3D models of artwork can be used by the intellectual world to get a better sense of a work of art if it is not possible to view the work in person due to location or other circumstances. This allows for study of the object which can be crucial for academia. Scann3D is a decent free program that allows for laymen to create 3D models without extensive previous training and understanding of the field of 3D modeling. Clearly this means that the model will not be as detailed or as perfect as it would if a professional were to model this object and in this case only gives a rough idea of how the sculpture appears to someone who is viewing it first hand.

The methods applied in hopes of achieving the best 3D model were relatively straight forward. I attempted to take picture from all sides as well as from as far above the sculpture as I could reach. Secondly, I uploaded the photos onto my computer and went through them to ensure that none of them were blurry or missed the object in the composition. Following that, I used Photoshop to magnetic lasso around the sculpture in the photos and cut them out from the photos. This process took quite some time considering I was using around 70 photos. I chose to employ this process with the hopes that I would be able to create a 3D model without a large amount of unwanted aspects in the background. When I modeled these photos the first time without taking away the background I accidentally 3D modeled the whole room which was not the effect desired. Once the photos were prepped and the backgrounds taken away I uploaded them back to my phone and plugged them into Scann3D to make the model. Although the model has a few errors in it, overall I am very happy with how it turned out considering the lack of experience I have with this field and, as a result, the somewhat basic methods I had to employ to get my result.

One of main reasons I chose to do this sculpture rather than something else was due to the material Moore used to create it. The rough stone is brilliant for capturing a 3d model as there is no reflection to confuse the photo stitching program. The lighting was also pretty good at the National Gallery of Canada (NGC) which allowed me to take clear photos. If the weather was nicer at the time of working on this assignment I would have likely modeled something outside and benefitted from the far superior natural light of the Sun. This was the second such model I attempted to make from the NGC, the first one turned out pretty terribly. I believe it was as a result of the shiny bronze material of the sculpture which reflected the light and spoiled the photos.

From the brief research I have done on this sculpture I have not been able to find a 3D model of it on the internet. The only resource I could find for viewing this sculpture is several photos of it on various websites that were found through a Google search.