



# Society of Objects

## Studio Project Readme

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concrete and resin art things for the home or office  
hand sculpted in oil clay at 1:6 scale mostly  
more images on [twitter](#) [instagram](#)  
available by dm

[twitter.com/societyobjects](https://twitter.com/societyobjects)  
[instagram.com/societyofobjects](https://www.instagram.com/societyofobjects)  
[github.com/tombetthausersocietyofobjects](https://github.com/tombetthausersocietyofobjects)  
[venmo.com/u/tombetthausers](https://venmo.com/u/tombetthausers)  
tombetthausers@gmail.com

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### Instructions

get a sculpture in mail or find one  
available by dm [twitter](#) [instagram](#) [tombetthausers@gmail.com](mailto:tombetthausers@gmail.com)  
no payment required passion project not profit-driven  
donations optional for casting materials shipping student loans etc  
venmo link [venmo.com/u/tombetthausers](https://venmo.com/u/tombetthausers)

put sculpture on desk at work or outdoors nature urban space etc  
send a photo direct message or email [twitter](#) [instagram](#) [tombetthausers@gmail.com](mailto:tombetthausers@gmail.com)  
suggest a friend colleague etc that might enjoy getting one  
would love to see them out in the world

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### Future Plans Maybe

mailing more to coworkers friends devs  
make more at 1:6 scale computers houses objects  
leave them in the desert woods urban space  
six foot tall concrete / fiberglass versions  
life-sized concrete versions  
free 3d printable files



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## Production Notes

first three computers took approximately 528 hours  
approximately 176 hours per computer  
 $12\text{mo} * 4\text{wks} * 1\text{-}3\text{dys} * 2\text{-}8\text{hrs} = 96 \sim 1152 \text{ hours}$   
approximately 32 ~ 384 hours per computer

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started sculpting during coding bootcamp  
during bootcamp covid began  
working in non-drying oil clay  
finished initial set during first dev job  
started making sculptures more accurate  
decided to choose scale to save decision-making  
1:6 scale closest to size already working in  
barbie / gi joe scale as bonus  
took much longer than expected  
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completed initial 3 computers began molding process  
not trained sculptor moldmaker etc  
learned from model-making communities youtube etc  
wife also artist taught silicone mold-making  
eventually found right silicone for molds  
made molds without vacuum chamber  
turned out much better than expected  
used oomoo 25 from smooth-on (company)  
no bubbles / imperfections  
cast master set in resin  
used smooth cast 300 also from smooth-on  
flawless no-bubble casts no pressure pot  
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no training or experience with concrete  
had difficult time finding resources  
used quick-crete for casting home depot  
sand aggregate of varying grain size  
different balances of flow-release and retarder  
used dry pigments to darken and color  
meticulous proportion notes with each cast  
about 20-30 casts made in first run  
various colors, material proportions etc  
initial molds began deteriorating new set needed  
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experimented for right sealant for concrete  
shellac for initial coat overly glossy  
matte water-based urethane as temp fix  
put foam pads on bottoms for desk use  
found appropriate shipping boxes and packing materials  
made readme and soc-media pages  
began mailing to devs artists friends

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## Project Inspirations

[society of objects](#) 1993 mario tokoro object oriented programming paper  
arneson wiley richard notkin richard shaw wozniac adam curtis pkd gibson liu ksr mom  
craftsman resin / silicone tutorials [youtube.com/thecraftsman](https://youtube.com/thecraftsman)  
robert tolone resin / silicone tutorials [youtube.com/roberttolone](https://youtube.com/roberttolone)  
rocky bergen papercraft reproductions [rockybergen.com](https://rockybergen.com)  
throwboy plush reproductions [throwboy.com](https://throwboy.com)

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## Contact

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