

Student Check-In: Amaiya Crawford Video Transcript

My name's Amaiya Crawford and I'm a 3D Fine Arts Major here at UofL. I graduated from Male High School and received the Allen. R. Hite scholarship.

One of the things I like to do as a 3D Fine Arts Major is make creatures like this girl that I'm going to be presenting today for my critique. What she is, is instead of being like just a static object, I'll be wearing her during the critique along with some stilts. But basically, all I did to make this... I have no preferred medium but she is made out of foam and wire and clay, like a whole host of objects, and some glass eyes just to give her some life. She has an articulated jaw that I'll control inside of her with a chin strap. You can see a little bit of the inner workings in here.

With my stilts, kind of different from the head, it's mostly focused around wood. I made digi degrade stilts to help increase my height and give me a more animalistic bent articulated leg kind of look. Basically, just to hide all of the mechanics inside it's just a coat of muslin and then over top of that I hot glued the fur overtop to maintain a lot of the shape and keep the articulation, and then to make the toes I used foam and some fake nails to give the claws a nice realistic, glossy look. With that, it completes the look and gives me still a lot of articulation.

In making things like my stilts or my mask, I wouldn't have been able to do any of that without the help of the hite institute or the sculpture studio. With things like cutting the metal bars inside of each stilt, or even just the wooden boards, they've helped me have access to the facilities to do that and the safety knowledge to do that without cutting off my fingers. Even simple things like the fur on the mask and stilts, I've taken a lot of fibers classes so I've gained a whole new wealth of knowledge on how to sew and make patterns. A whole breadth of things have been accessible for me.

With this wealth and knowledge that I'm getting from working in the studio space and learning studio etiquette, getting critiques, and refining my craft, and how I execute my ideas, I'm going to try and carry this forward into work in theater or a movie for creature and set design as is alluded to by these girls right here. My main goal in all this would just be to show that all the assets given to me through Hite and my experiences here with the studios, and become a nice well-rounded asset in applying to things like apprenticeships and main jobs as a freelance movie and character designer, and executing the wealth of knowledge that I gained here in the real world and carrying it forward.