

Texture Project

By Livia Stetson

When I first heard about this project, I immediately felt two strong emotions, fear and excitement. So, guess that makes me fear-cited? Anyways, now that I am on the other side of it, I am please to present you with my Line/Color Project made 3D. When posed with the question of which setting for Passing Strange, I honestly just wanted to step out of my comfort zone. I knew most people were going to go for Berlin because of it's roughness and boldness. I knew most of the other half would pick Amsterdam because the place was oozing with creativity. I, however, chose LA. In this story LA was bland and our lead felt like his creativity was being stunted. I explained in my short essay on the line project that, "The mountain looking lines represent how he feels his life is going, a constant upward climb to this ideal world that he has been dreaming of, but there keeps being drop-offs along the way." And I still believe that to be true. I made a mountain outline to represent exactly this and to signify the beginning of his life journey. The youth very much felt like people would try to put him on this "pedestal" and so I made one, with strong scaling the pillars representing all the anxiety that he felt being pulled in different directions. I put a metallic silver material in the center to represent his creative flame, but I specifically picked it because it's mostly grey. The material has flecks of color when you put it in the light (and I know it will catch very well when I light it along with other glimmers of metallic things I snuck throughout the project). I used cotton balls to show that his future felt cloudy and unknown. I filled the pillars made out of straws so you can see the creativity ready to burst out, but never get it while you're with this version. The base of the project was made with the Innercircle of a paper plate and I cut it in the desired shape of the stage. All together I thoroughly enjoyed this project and the opportunity to dive deeper into lines, color, and now texture.

