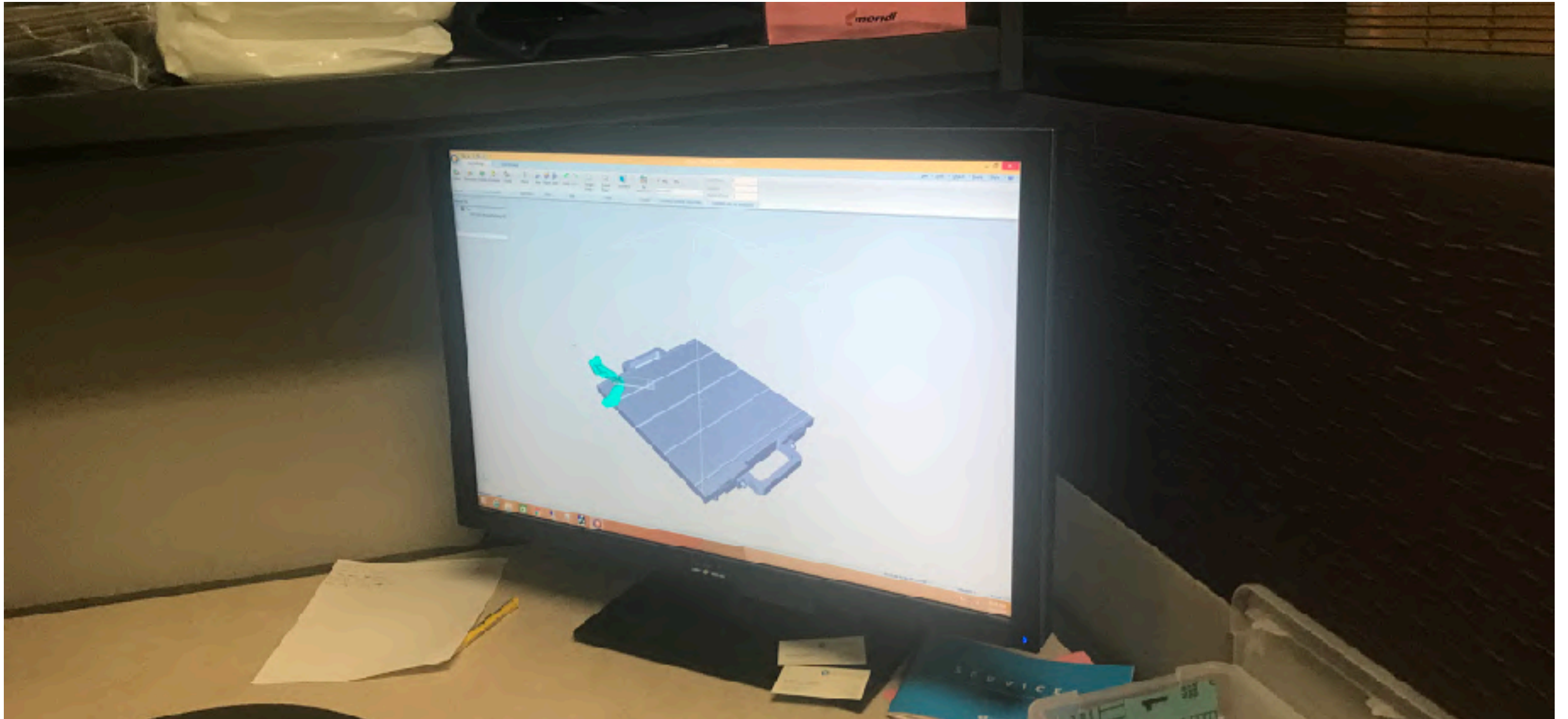




# (Almost) Becoming a Statue

## 3D Print

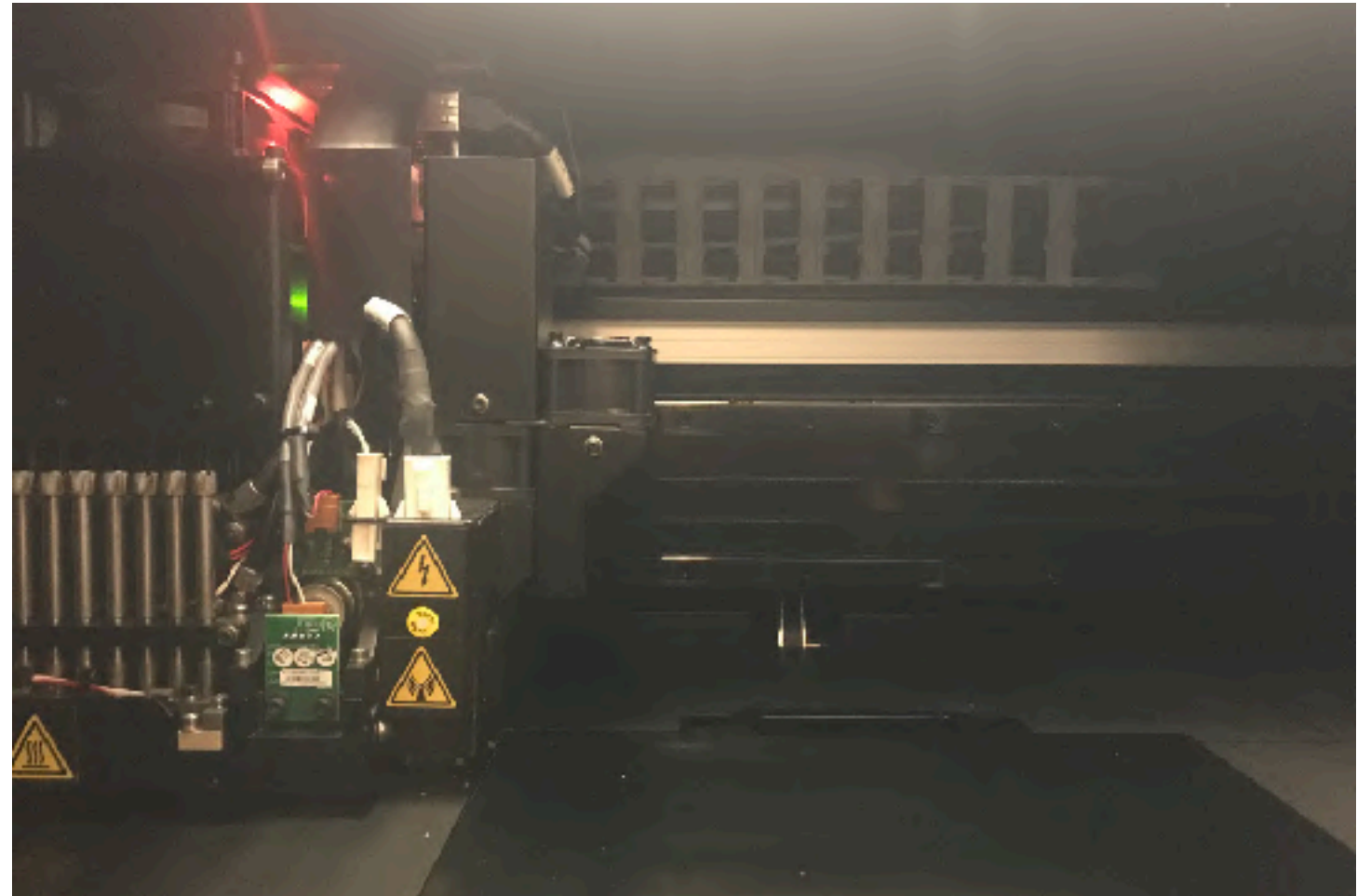
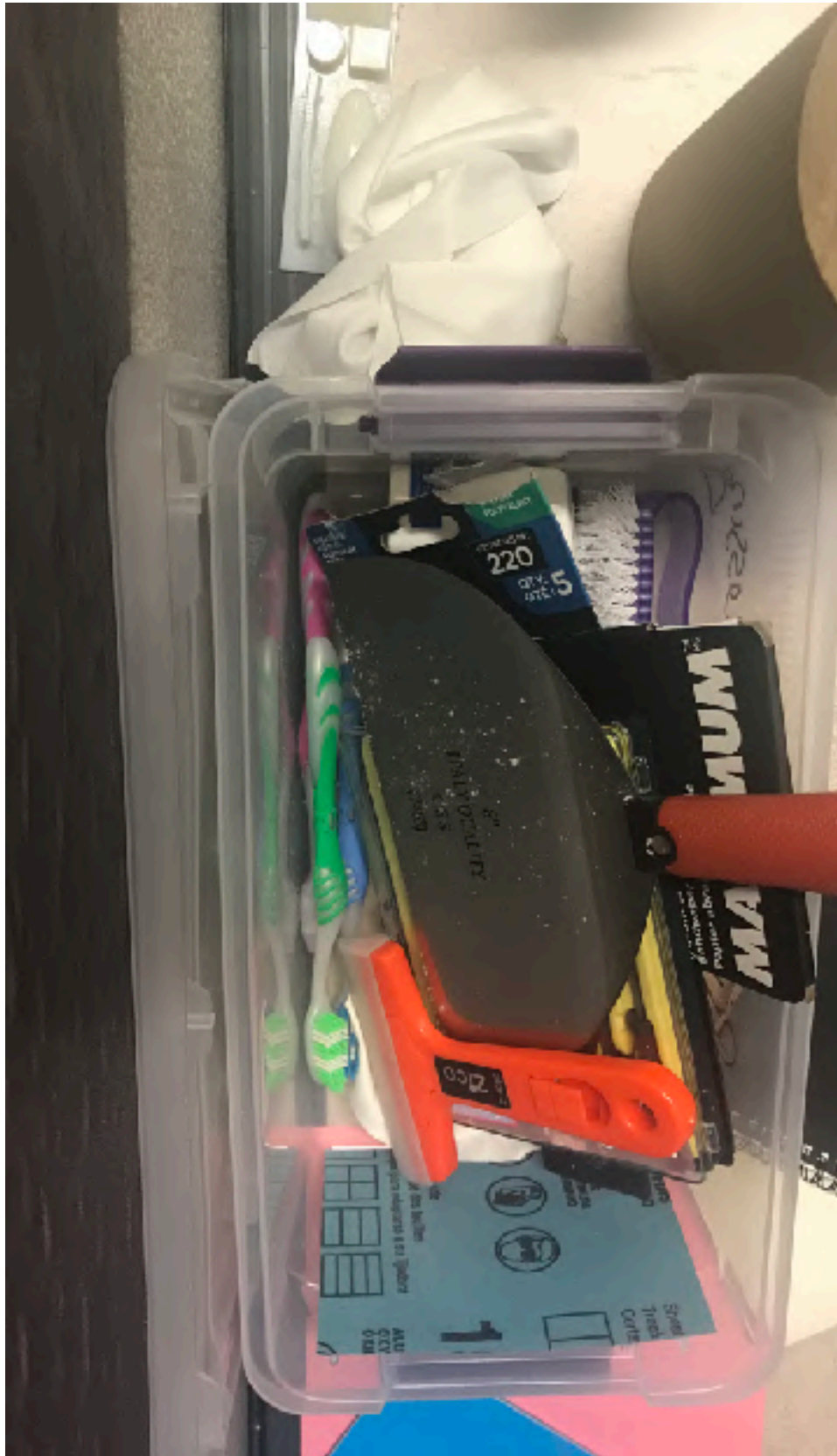
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## Starting Point

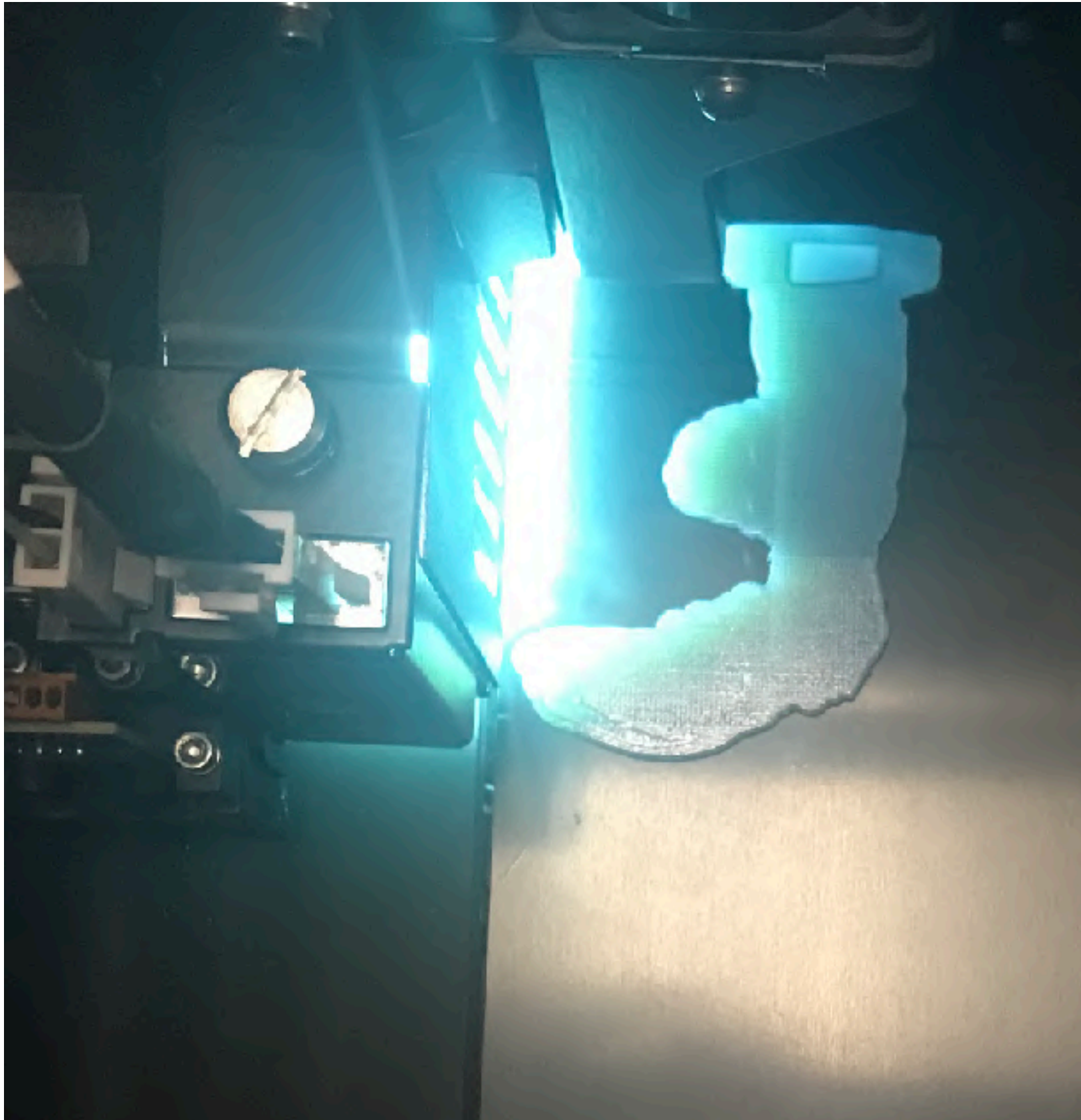
The object already has a much longer history than we could capture. Not only is there the search on a library of objects (thingyverse) we were not privy to, but also there is another statue much larger in the Paris Louvre. However, in the current form, we start with the virtual object.





## Meeting others

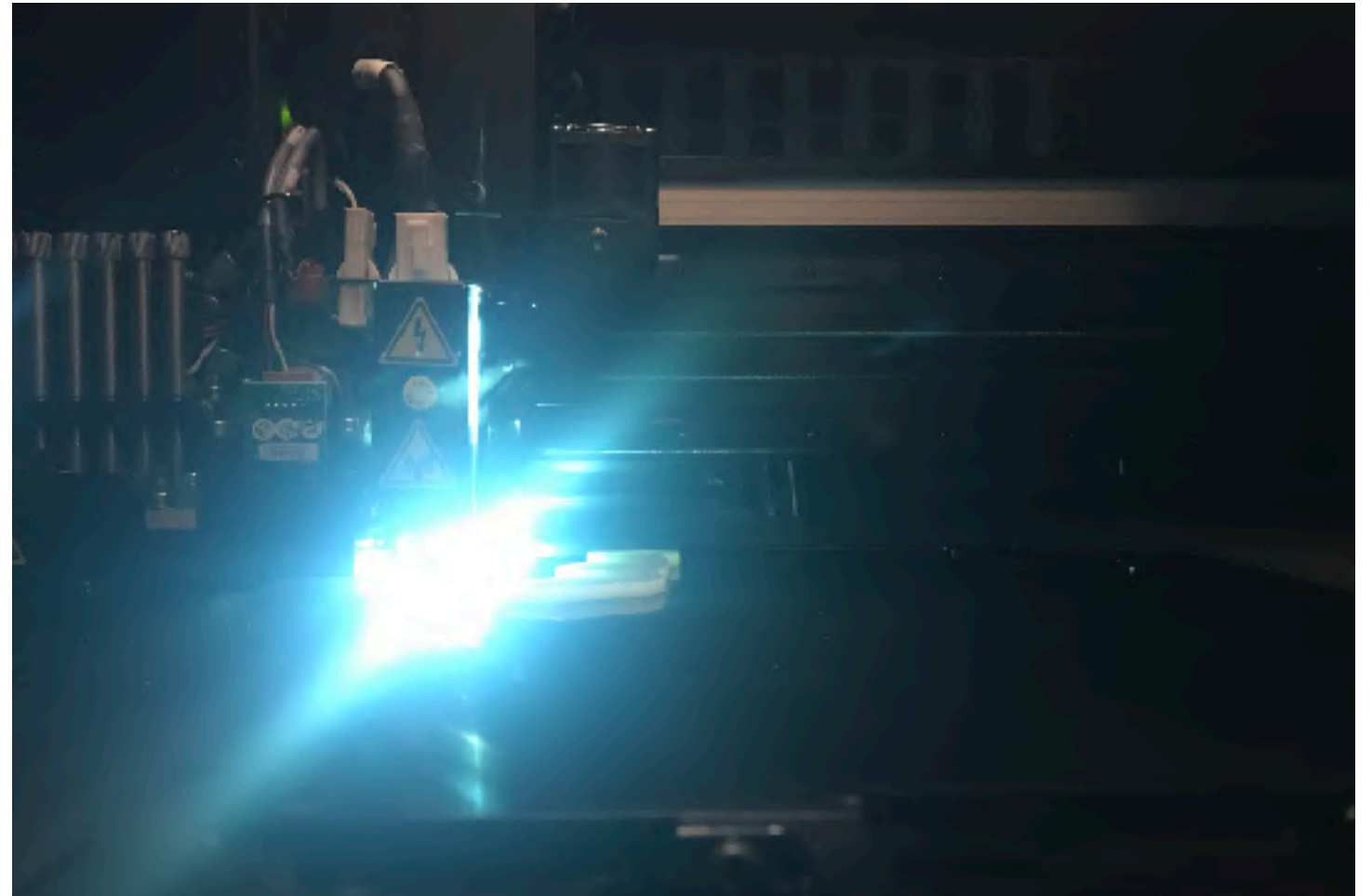
The statue encounters several other objects and machines in becoming. These encounters are marked by their fleeting purposefulness.



## Layers

Even part of the initial statue is only temporary support that is layered on the statue.





## Steady Construction

Over hours and hours of incorporating more and more material, the stature forms itself in a cocoon of support.



*Letting go*

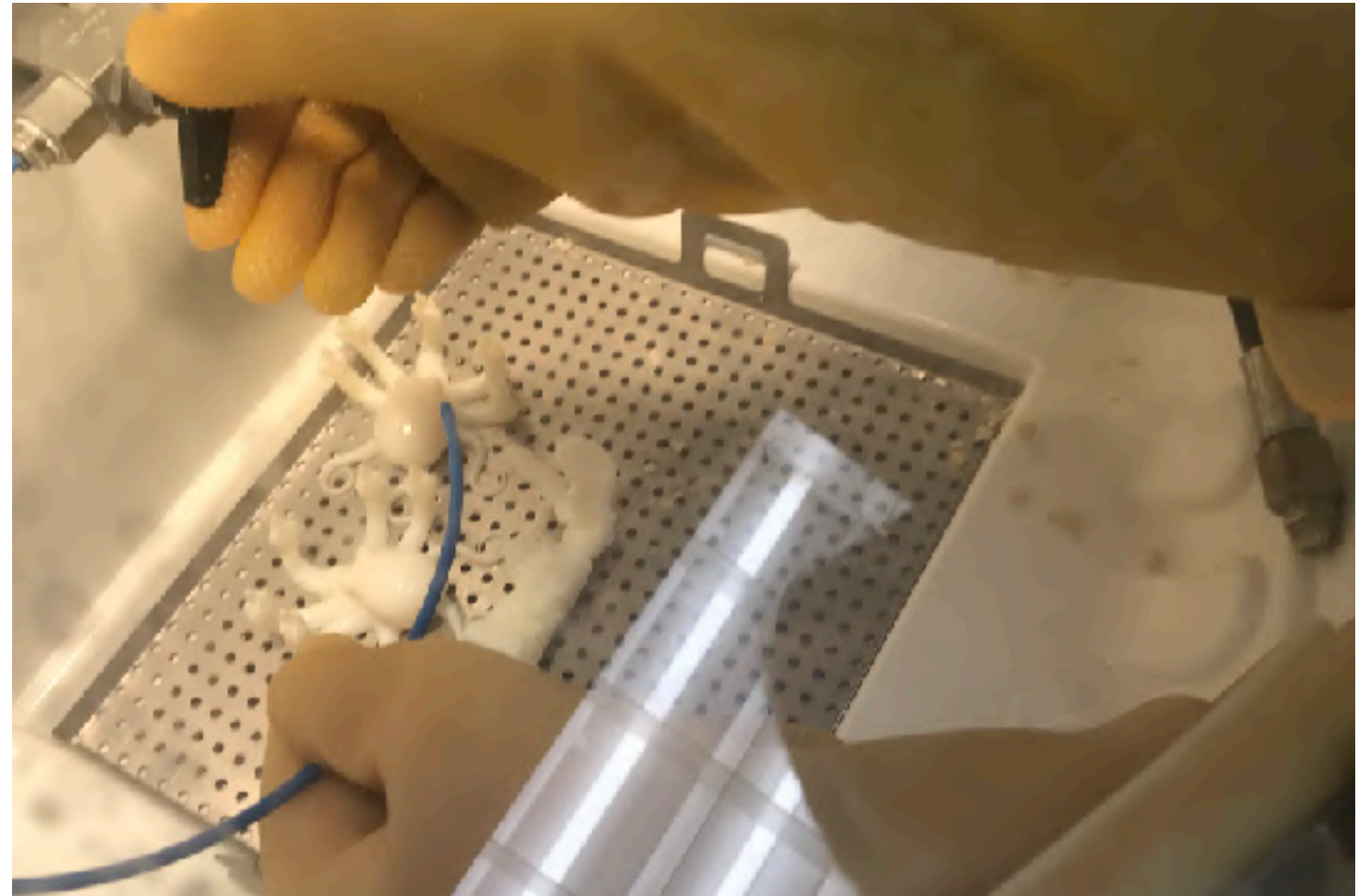
Having made such a deep connection with the machinery, the statue has trouble letting go and only through engaging with another object finds the confidence to become on its own.





*Shedding*

After letting go, the statue also manages to shed the cocoon and become without the support the machine gave. In that, the statue also, for the first time, leaves physical traces of becoming.



## Coming Clean

Together with other objects, the statue ends up in a washing place to get rid of further traces.



## Breaking Point

The brief interactions with water are too forceful and part of the statue break away, putting it in a state of incompleteness.

