
Subject: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Wed, 16 Apr 2008 06:17:21 GMT
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I'm currently in maquette construction class at the Art Institute of Tampa and I figured a great model would be the original humanoid mutant. The first project is a thumbnail, sort of a grapefruit sized head to get an idea of the direction you're taking.

The next project due in two weeks is a bust of the mutant. The class final at week 11 (nine weeks from now) is the full model with environment, so I'm going to attempt to recreate Citadel Station - at least one section of it. I intend on having one "ring" of lights from the octagonal corridors in the med level, complete with blood on the walls, modeled tile with lights and flickering along with some melting by my soldering iron to create explosion damage. This is all done in Sculpey clay, btw, except for the environment which will probably end up being a form of dense styrofoam I'll have to Dremel out and carve by hand.

Let me know what you think. As I work I'll post images here.
