

# Project Outline

Start date - 2/8/13

## Week one,

3d scans are to be accumulated from at least five different locations through out San Francisco

## Week two,

3d scans will be processed and cleaned up

## Week three,

.obj files will be preped for cnc routing via 3d cut.

## Week four,

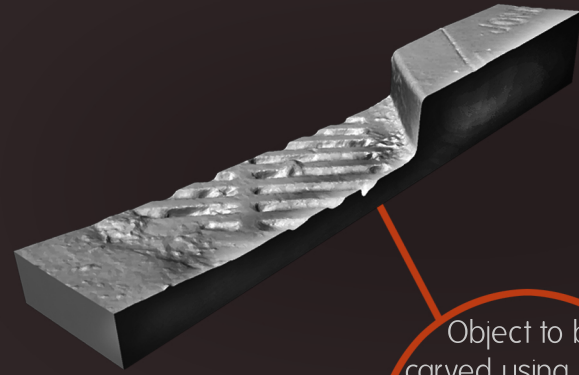
CNC routing

## Week five,

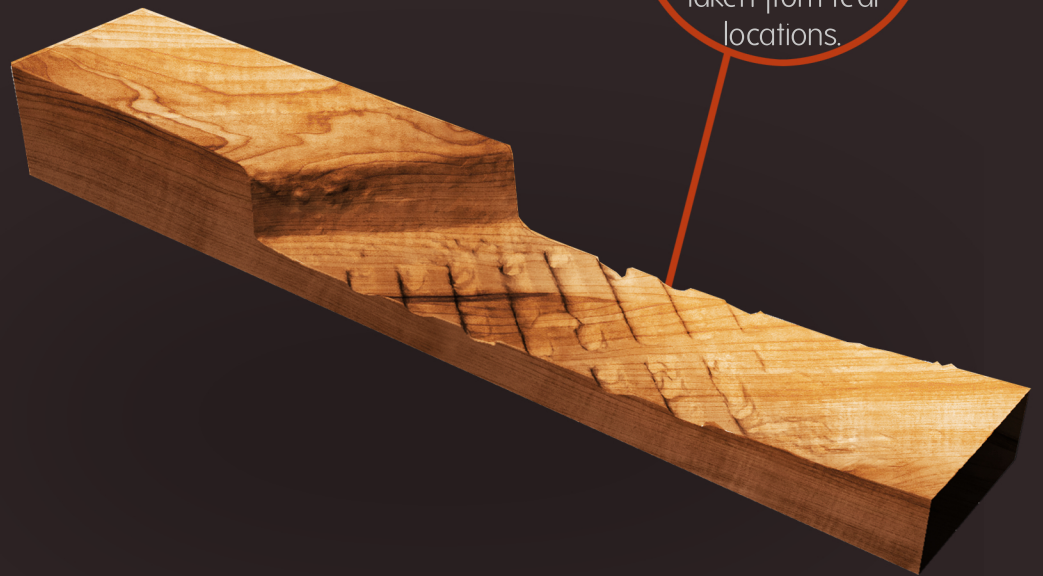
Sanding and polishing

## Week six,

Prepare to show.



Object to be carved using a cnc Shop Bot, to precisely replicate the 3d captured mesh, taken from real locations.



## Why?

This series of sculpture captures an everyday moment in time and space and presents a slice of overlooked urban reality. Urban/man made environments may often be looked over as stoic and seemingly unchanging in its formats and conyours. This piece aimes to draw attention to the subtle and temporary structures that are un controlable and created by nature. These moments can be seen in the debris that collect over a storm drain and buildups of trash and dirt.

These reproductions of pre designed environments show a slightly different terrain than the ones we construct and are familliar. They propose a romoved sample of the true 3d terrain in which many of us live, exposing the everchanging reality we may often overlook.



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