

## **A Statue is the utmost, it's the meet ... !**

The hardest work of all branches of art waits for those who wish to express themselves spatially, in a three-dimensional space. It concerns both their mental and physical work. **3D is a path to truth. You can grasp space and master the mass, only if you don't cheat in the beginning; in the very basis.**

The basis is the shape. A shape in space and a form. The form of expression.

One can build on good foundations only. To give your vision a footing, you must get acquainted with the primary fundamentals of modeling – the essence of any spatial consideration. **Be it your desire to become a designer, architect or sculptor, modeling and mastering the clay work is a must.**

Apart from modeling, sculpture studies will meet your craving for playful spatial expression, structural compositions, postmodern daub, a space terminating degradation, broken forms and other objects – this all after you have received the basic instruction. Though it may appear today that modeling is not important for 3D development, I maintain that right now it is the most important thing.

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