







Woe

Student: Day Comer
District: Colville School District
School: Colville High School
Instructor: Tracey Delyea

Medium: Sculpture, Clay, Paper, Wore, Wood

Artist Statement

The piece I've submitted is named Woe. I was inspired to make a character that I felt I could relate to along with others. Woe's umbrella is meant to signify isolation and sadness, a place without warmth or light. Although he shoulders his umbrella and burdens when making art, which is a feeling that I experience often. When I was 14 my father passed away after a long battle with drug use. Art felt like my only real escape, something I could draw warmth from. I hand built Woe out of a wire base, twisting multiple gauges together to create a sturdy armature. I used origami paper and old scraps of fabric to make his clothing. Sculpty and an old easter egg, along with small amounts of resin, create his head and mask. I learned many things during Woe's build process, most notably being that pieces take on a life of their own. I had a detailed plan for Woe's design but when I got to certain steps they didn't feel right and I had to easily be able to adapt to designs not working. The entire build was constantly learning. From what kind of clay I can use on the mask that won't be too heavy but not break easily to how to balance a character correctly, every little process taught me something. I learned about wire and how to properly utilize materials from Curt Endeale, who works in character development for stop motion animation. He fortunately came to our school late last year. He spoke about his work on Boxtrolls, Isle of Dogs, ParaNorman & Guillermo del Toro's Pinocchio. Making Woe has taught me a lot about a medium I am relatively new to while simultaneously being an art piece I can visualize myself in.

Status: Exhibit only