Halo Elf

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Halo Elf, which means "bright luminous light elf," was inspired by the Roman Goddess Diana, Goddess of wild animals and the hunt, and her Greek counterpart Artemis, I was also inspired by the sea goddess Amphitrite. I wanted to continue with my developing fascination with mythology. While researching various legends, I came across the story of Minotaur or Asterius, a half-bull, half-man creature that was supposed to be the son of Pasiphae, Minos' wife, and a snow-white bull brought to Minos by the sea god Poseidon.

Looking back at when I was starting the first part of my practical, I remember two specific speeches that weigh in my mind on how the youth are portrayed and defining 'monsters.' Kim Namjoon at the UNICEF once said "My heart stopped when I was nine or ten, I think that's when I began to worry about what other people thought of me and started seeing myself through their eyes. I stopped looking up at the night skies, instead I tried to jam myself into the molds that other people made," or "They pose as humans even though they have no understanding of the human heart; they eat even though they've never experienced hunger; they study even though they have no interest in academics; they seek friendship even though they do not know how to love." This reminded me that it did not matter whether you are fat or skinny, are part of the LGBTQ2+ or even have horns, these distinct aspects of a person are not accountable to be considered a monster. Monsters are not born, they are made. I wanted my body of work to represent this but through a mythological standpoint, with purple symbolizing power, ambition, extravagance, and creativity, whilst white represents purity and innocence.

I wanted my sculpture have a link to traditional sculpture, taking Michelangelo's David for example the sculpture itself is white but to add some semblance and personality into my sculpture I painted it a light purple with pearl/monochrome paint. There are four main sculpture/contemporary artists that I referenced throughout my body of work, Catherine Prescott and Yuan Xing Liang are the two main artists that I referenced and researched the different methods they used to create their artworks. For my sculpture, I heavily referred to Yuan Xing Liang and his art as the way he incorporates traditional landscapes and features in his sculptures. Xing Liang is a surrealist sculptor who uses elements of nature, animals, and architecture in his works; I chose the surrealist route above realism.

This was also my first time working with clay and sculpting, so I had a challenging time starting out. I had an issue when I was sanding down my sculpture to remove bumps and uneven parts, I noticed that I had used too little clay in certain spots, so, it went down to the foam head that I used as the basis of my sculpture. Because this was a reoccurring problem, I needed to think creatively and produce a new solution which I did by adding PVC to the air dying clay. Which made the compound stronger and repaired any imperfections. Overall, I was happy with the outcome of my sculpture.