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3D computer model emerges from a pile of snaps

23 August 2005
Celeste Biever
Magazine issue 2513

SCULPTOR Antony Gormley, famed for his gigantic steel "Angel of the North" in Gateshead, UK, now has a way to transform ordinary digital snaps of his works into 3D computer models.

The software, named Digital Pygmalion after the mythological sculptor whose statue was brought to life by the goddess Aphrodite, is the first capable of doing this. The models can be posted to a website, explored on a computer screen or converted into plastic replicas using a 3D printer.

Gormley is scaling a sculpture of a crouching human up to 25 metres high with the software, while a London auction house is considering using it to make models of its sculptures available to potential buyers.

The brainchild of Roberto Cipolla, Carlos Hernández Esteban and George Vogiatzis of the University of Cambridge, Digital Pygmalion could also be used to digitally archive museum exhibits and to compare them with those in other ...

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