

Con-Struct 2015 - Posted on Cos Culture - June 1, 2015 (3 pages)

This weekend, The Compleat Sculptor in New York City was the host of Con-Struct, a first year con created to be a tutorial based gathering for artist and builders. If you ever wanted a con based on and for the builder, this is the place for you. This had everything a crafter could want and more. Not only was it geared towards learning more about materials and techniques, but there was also a focus on the business end of the arts. And the whole event took place in The Compleat Sculptor, one of the best sculpting/casting/arts supply store in New York City. It was truly a great combination of everything a beginner to a pro could want from the construction side of design and cosplay.



The con was great. It was new, small, and mighty. There was so much knowledge gathered in one place. The space was small which meant that attendance was limited, but that worked to our advantage because we were able to get individual attention from the instructors and demonstrators. If you had a question, not only would it be answered, but you were confident in the credibility of the speaker and there was always someone else in the audience who would confirm as well as add their own personal knowledge. Every person there, even the attendants, wanted to help. The most basic beginners (myself and John included) felt comfortable asking all of the questions we thought we thought were silly or too basic to even bring up. It was a safe environment meant to cultivate growth and share what had been learned over the ages.



The floor included two panel rooms, a demo room, two rooms for workshops and an Artist Alley. In Artist Alley, you found all sorts of good stuff. There was everything from the newest tech for 3D Printing from FLEKS 3D to silver plated art from Chrome Art NYC to awesome SFX from several different artists who also were panelists. Punished Props even came down for the show! We even got an exclusive interview with Bill Doran so make sure to look out for that. Other booths had products that you could also purchase in store. Since The Compleat Sculptor is one of the limited distributors of molding and casting supplies from companies such as Smooth On and

Polytek in the nation, there were a few booths up with products from the store. There was a Polytek booth with molds of faces made with different silicones and with different degrees of deadener in them. One had so much deadener that the silicone was less stretchy, more sticky and had a realistic, fatty, skin-like quality that seriously freaked me out.



John and I hung out mostly in the Demo Room with the amazing Jessica Wolf, The Tech Girl of The Compleat Sculptor. Something we were glad to find out is that, if you have any technical issues or questions about a project or product you are working on/with, you can just call the technical support line for The Compleat Sculptor and they will help you through your problem. It's like the Geek Squad for crafters. Jessica taught us how to make a two-part mold of an object with a Smooth On kit. We got to ask all of the questions and get all of the answers we wanted and more. We even got answers to questions we didn't even know to ask because the veterans asked them for us. It was an amazing information swap.



After an hour in the Demo Room, I went upstairs for a panel on The History of Creature Design with Jordu Schell. If you don't know this man by name, he has the most impressive resume sporting Avatar, Hellboy, Aliens vs. Predator, Men in Black, and Galaxy Quest to name a few. This man is brilliant and his hour-long panel was long not enough for me. He started with a picture of animals in the Sahara. He asked a man in the front row to name them and the man listed a giraffe, zebras, and antelope. Jordu congratulated him on naming the animals correctly and continued by saying that man named the animals, if you take away their names, what do you have? Weird and crazy creatures.

That was his opener and it was the best way to open the minds of the audience. He showed a whole power point of wild and bizarre looking creatures that nature has created and explained that a good designer can take features of multiple animals and subtly combine them to create a new cohesive design. He went on to show the great monsters and creatures of movies starting in the 1920's to present day. It was truly inspiring. I gleaned so much information from what he didn't say as much as what he did. He was just one of those people that you learn from just by being in the same room, whether you want to or not.

The rest of the con involved me taking as many mental and literal notes as I could. I really hope that this event comes back next year because it was a brilliant con with even more brilliant people. It was great to know that people have the same build problems that we do and are willing to help prevent your next problem. It was a great reminder that everyone starts somewhere and you have to be fearless to make great work. Con-Struct was a huge success for it's first year and I can't wait to go back next year.

Be sure to check out this weekend's host, The Compleat Sculptor! <http://www.sculpt.com>

Article from: <http://www.coscouture.com/con-struct-2015/>

