# Sculpt Club

# Fragments Born of Water, Earth and Fire—Beyond Hyperrealism

Posted by admin | Art, Hyper-realism, News | No Comments



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Carole Feuerman is, and always has been, a forerunner. Along with John d Andre and Duane Hanson, she introduced hyper-realism to world of sculpture. With her meticulously sculpted and painted pieces, she captured a newer, more intense reality. Water was the unifying theme of Feuerman's earlier work. Her life sized and larger than life sized figures, and fragments of figures, glistened from a dip in the pool, a dance in the rain or fresh from the shower. Those droplets and streams of clear resin became Feuerman's signature. Still popular with museums, galleries and collectors, these bathing capped, rain jacketed, or towel draped figures, with their healthy good looks and serene expressions, evoke an earlier time when a sense of peace and contentment prevailed. **link** That same sense is seen in her newest work.

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Rex Pierce on Meet the "Pacific Rim's" Creature Designers – Part 2 ------

An absolute master of molding and casting, Feuerman now dons heavy protective clothing and head gear for her art. Her new figures and fragments are expresionistic, almost abstract in their appearance, the results of pouring bronze and other metals into sand molds. Where water once flowed, molten metal runs free, its course determined by gravity and Feuerman's artful purpose. **link**  csYpr on Figures from Anime Expo 2013

4/2/14 3:37 PM

john chen on Meet the "PACIFIC RIM's" Creature Designer

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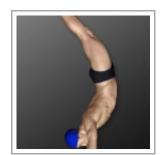
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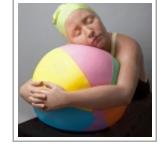
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### [Show as slideshow]

















#### http://www.carolefeuerman.com/

Carole Feuerman

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