lying through

greater human scale.







The experimental sounds create an emotional quality in which connects with people, developing a connection to the objects, materiality and sounds to create a vision into the perspective inspired by the stressful & painful experiences of bruxism to create an uneasy relatable scenario.



3D models of final objects

Sound sculptures created by using ceramics as instruments, inspired by bruxism:

ruxism is repetitive muscle activity, characterised by clenching, grinding, bracing or thrusting, with or without tooth contact. Signs and symptoms suggestive of bruxism include, reported clenching/grinding habits, indentations and/or traumatic scratches of intra-oral soft tissues, evidence of occlusal wear or fracture of the dentition/restorations. Brux sm which occurs during sleep is termed sleep bruxism, and most commonly presents as grinding. When present in the day it is defined as awake bruxism and most commonly involves clenching. Interestingly it seems that individuals either present with awake or sleep bruxism and not both conditions.

HOW COMMON IS BRUXISM!?

"Variable in literature, but from what I can see in the

literature, up to 30% of population."

Plaster is then poured over the

The plaster & wax is placed into the kiln to melt the wax leaving the froms that were once there.



Molten bronze pour into the plaster cast.





'Lying through your teeth' is a play on words in which takes inspiration through the spatial habits of sleep from dealing with teeth grinding.

Lost Wax Casting

I wax sculpted in black wax, then wax welded them on to a wax casting tree.



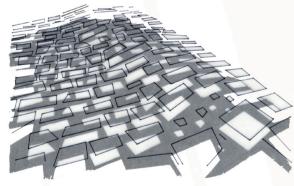
Wax sculpted forms.

After bronze pour.





Abstract forms inspired by textural conflicts.



3D models of extruded red

earthenware clay



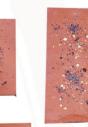






Iron & Grog Samples





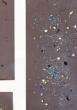
Grog is broken down fired ceramics. Which is inspiring as it creates an eroded texture, referring to results from teeth grinding.



Iron speckles were wedged into the clay to create textures were it can be seen subtly.



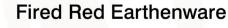






Unfired Red Earthenware



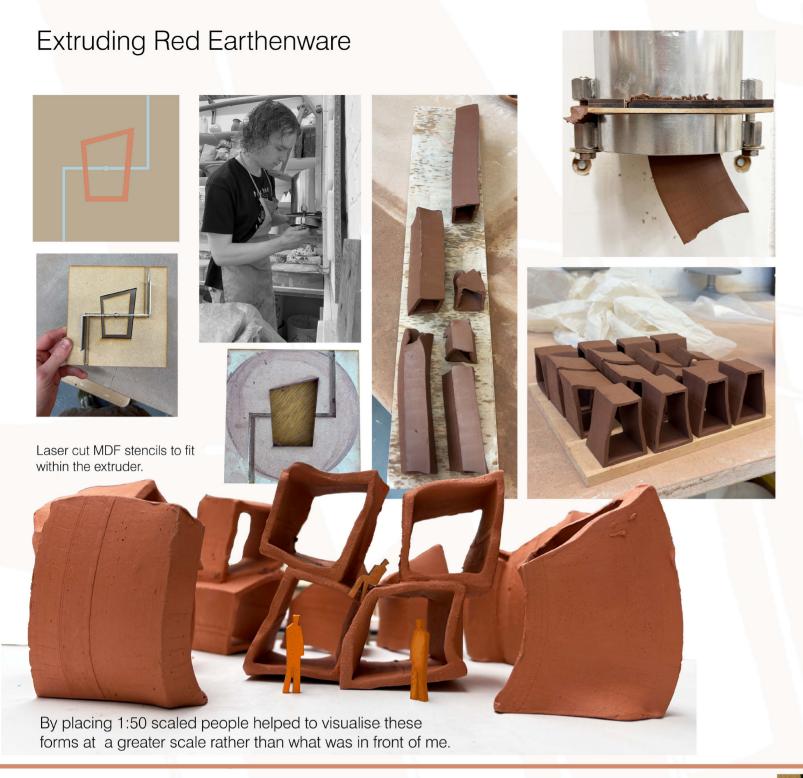








After creating my samples, meant I could go forward with making my final objects.





Lost Wax Casting the Final Details





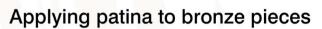
Wax sculpting Lost wax casting the wax areas to transform into Bronze.





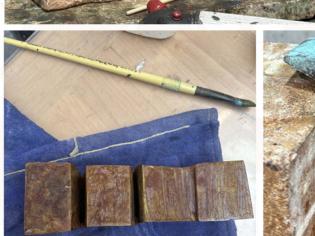
Sandblasting the Bronze Sandblasting the bronze helps creating smooth surfaces.





Adding layers of verdigris (green/blue) & liver of sulphur (orange/red) patinas.







Slab Building Red Earthenware





Then applied the superslip generously onto the clay. Using superslip as a bind for emerging slab build surfaces



