

Modelling & Carving

Art & Design

Building up and cutting away are different disciplines with different risks.

Additive

- Clay, wax, plaster build-up, welding
- Material can be put back on
- Needs an armature for anything tall
- Forgiving of changes made late
- Risk: the form grows without control

Subtractive

- Stone, wood, plaster block, machining
- Nothing removed can be replaced
- No armature; the block supports itself
- Every cut narrows the options left
- Risk: one cut too far ends the piece

THE DIFFERENCE THAT MATTERS

Subtractive work needs the form settled in advance, usually as a maquette. Additive work can be found as you go.

Casting is a third route: model additively, then reproduce the result in a harder material through a mould.