

Artist statement

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As a kid saw I the movie Apollo 13. I loved the idea of space travel and the mechanics behind it. I watched the engineering fetes in the film. Wood working with my dad taught me how to make reliably sound objects that I later added into my drawing. I learned why everything that is put into something, is done for a reason so it doesn't fall apart. I learned the principle of form in function that I used in 2008 when I designed a rocket in a video game called Garry's mod. Due to the limitation of computers the massive amount of in game props caused a slowdown. To fix this problem I learned how to 3d model that changed 120 props to only 5 models.

When I first got into Art Institute of Tampa I wanted to bring drawings to life. It was only when I took a class with Simeon Liebman that I learned how much I loved 3d modeling. He's projects are based on more real world applications instead of entertainment. This led me to do research on how things are made in real life so I can recreate them in 3d. When I visited NASA I found my passion in rockets and space that I had from my childhood.

My understanding of basic engineering and the tools I learned at the Art Institute has allowed me to create accurate and creative models. This has amazed people and sparked their interest in my field because they can find things that relates to them. My understanding of 3D printing has also allowed me to bring my models into the real world so that anyone can pick them up and interact with then. I hope one day everyone will be about to pick up my models and have a greater understanding of things they might not have understood before.