



GIOVANNI DE CRISTOFARO

TEACHER ARTIST

Visual Art teacher in China, IBDP and AP Art,
Modelist and Illustrator, Practitioner
Researcher

SOCIAL MEDIA

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MEDIA/TECHNIQUE

Polymer clay, natural elements,
miniature supplies, acrylics, oil washes



ARTIST STATEMENT & CREATIVE PROCESS



I explore different styles and techniques, but my favourite subjects are around the world of high fantasy, including character design, illustrations, and maquettes. The piece I've submitted here is an original character for a tabletop game, a turtle-folk druid I designed while living through the beautiful autumn of Wuxi, China...and no, I wasn't aware I was thinking of Master Oogwai from Kung Fu Panda when I started him, but now I can see it!

In general, think that escapism is a great way to express your imagination without boundaries, and we sometimes discourage students from delving into popular media, especially in more traditional curricula, while nothing stops them from building their own language from them.

“WHAT CHALLENGE(S) DID YOU FACE WHILE CREATING THIS PIECE, AND HOW DID YOU WORK THROUGH THEM?”

The greatest obstacle for maquette artists is the absence of exploration: being unable to exit a comfort zone of techniques and material, while the medium is not explored by social and online teachers as much as, say, digital painting or photography. So my biggest breakthrough was thanks to the students; some of them were very passionate about miniatures and dioramas, and the use of ready-made environmental elements changed how I assemble a sculpture: why spend hours trying to mimic grass when you can... buy a ready-to-glue tuft of grass? It also made me reflect on the importance of capturing textures with silicone molds: if you sculpt and you've never tried, oranges and avocados are better negatives for skin molds!!!

