

ANGELA CONNER



Angela Conner was born in 1935. She is a self taught artist and in her early career was an assistant to the famous sculptor Barbara Hepworth.

Angela Conner's style is varied. As well as making life-like statues and portrait busts of individuals, she makes giant kinetic forms.

These large sculptures that move often relate to environmental issues and forces of nature. They use natural elements like sun, water, gravity or wind to create gentle movements.

A selection of the portrait busts in the gardens



Angela Conner first sculpts the head from clay. White silicone rubber is then painted over the head. This creates a negative mould of the original form. Wax is then poured into this mould. From this a ceramic shell is created around the positive wax head.

The molten bronze is then poured inside the ceramic shell to produce the final piece.

Angela Conner says that sometimes she will do a portrait because she is asked. Other times she will sculpt somebody because she wants to.

She says she doesn't have to like a person who she sculpts, but she does have to find them interesting

Bust of Lucian Freud



Revelation is a large water sculpture at Chatsworth.

It looks like a flower. Due to the changing weight of water coming from inside, the outer 'petals' open and close,



Revelation



Choose a head.
Recreate the textured clay with shading techniques.

For more information about the artist visit:
Angela Conner's website.

[www.angelaconner.co.uk/
videogallery/revelation.html](http://www.angelaconner.co.uk/videogallery/revelation.html)

SOURCES

www.angelaconnerportraitsandstatues.co.uk

Angela Conner has stated that she doesn't have to like a person to make a sculpture of them, she only has to find them interesting.

THINK

As an artist, do you think not liking your subject would influence your work.

Do you think your audience would be able to tell?

Find a good position where there is a cluster of heads in your eyeline.
Using single lines, without shading, draw the profiles of the sculptures.

Look carefully for points of reference so you can make an accurate, detailed drawing.