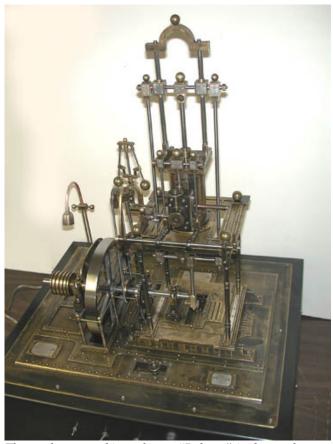


General Project 10—Machines as Works of Art/William Dubin



The mechanomorphic sculpture "Babette" is shown above.

William Dubin takes a different approach to machining. He sees machinery (and steam engines in particular) as works of art and reproduces them accordingly. He is more concerned with the look and movement of a "mechanical sculpture" rather than making it a functional replica of a particular engine. He combines components into a visually pleasing work and applies colored patinas to the components and the "landscape" around it to achieve the look of a well-aged antique. Although the pictures only show the sculpture in static form, it is made to be seen in motion. Electric motors hidden inside the base run the "engine" so that all the components move when it is on display, making for a much more pleasurable visual experience.

From the strictly practical side, he says for the same amount of work involved in building a steam

engine model that would sell for about \$700 he can create a work of art that has sold for as high as \$30,000. Though he builds what pleases him, the financial logic is certainly on his side. We are happy to see Mr. Dubin's work bringing outside attention to model engineering and also to establishing the models we build as worthy of being called "art." While international on-line auction sites like eBay.com are helping to establish higher prices for old machined models, Mr. Dubin's sculptures put quality metalworking before an entirely new audience. This can't do anything but increase appreciation for the work of all model engineers.

More of Mr. Dubin's work can be seen at www.mechanamorphic.com. An article detailing his thinking and procedures was printed in the Sept/Oct 2000 issue of Australian Model Engineering. Mr. Dubin is also featured in the model engineering section of the Internet Craftsmanship Museum at www.CraftsmanshipMuseum.com.

