

# — Digital Sculptor —

INFOARCHITECTURE

MODELING in ZBRUSH

INTERIOR  
DECORATION

CONCEPTUAL ART

PHOTOGRAPHY

NFT



## Academic training

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Medium Level Graduate in Sculpture. The ALBA Academy. Holguin. Cuba.

Collective Exhibitions

Digital modeling for Monumental 3d Printing and collection for artistic works

## Professional Experience

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1997- 2023

In the areas of Conceptual and Monumental and Decorative

Sculpture. Design of Spaces. Infoarchitecture. Digital Modeling for

Monumental and Collectible Sculpture. Creation of NFTs.

## Knowledge( Software)

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Zbrush. Rhinoceros. MOI3d. Lumion. D5 Render. Photoshop.  
Corel Draw. Substance Painter. Davinci Resolve.

## References

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[www.asubronze.com](http://www.asubronze.com)

## Personal skills

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Visual

## STATEMENT

Artist: Jose Manuel Cruz Igarza

Title: Never let go of the fuze.

Awareness for the preservation of water has been the key to the conceptualization of the work, a theme that is reflected as the line of intention of the festival. The work is recreated in a hand grenade, covered by fragmentation elements that represent a geographic part of the state of Michigan, in detail the area of the FLINT river.

The resource as implosion within its interior with a liter of the artist's own blood recreates the reality of the people of Michigan during the entire period of contamination. The limitation with sensors up to 51 people from the public, this value corresponds to the number of states that the US comprises, it is the only amount that can be tolerated to interact with the work, in this way a constant alert is maintained that we must preserve the most precious that we have drinking water that source of life that is less every day. Keep us alert for the water supply, its preservation or contamination of the locality or the world in which we live.

### Functionality of the Work

The piece is composed of a large-scale grenade that conserves 2 cubic meters of drinking water from the Michigan area, inside it stores a fine glass measuring cylinder with a liter of the artist's own blood. Sensors placed at the location of the piece perform a count and this cannot exceed spectators. The sensors when performing a constant count if it passes to 52 the fractional test tube and contaminates the drinking water of Granada, giving a sense that we must preserve drinking water, this piece is a call to humanity not to lose the meaning of life.

The resource of the hand grenade in its concept exemplifies our current reality that is summarized in this little phrase "if we build, we also destroy."

### Materials:

Epoxy resin pond, metal, electrical fragmentation system, human presence sensors, Human blood. Electric system.







Resilience to Metaverse( video)



The Capture of Batman IV







collaboration with artist( Nestor Arenas. Miami)







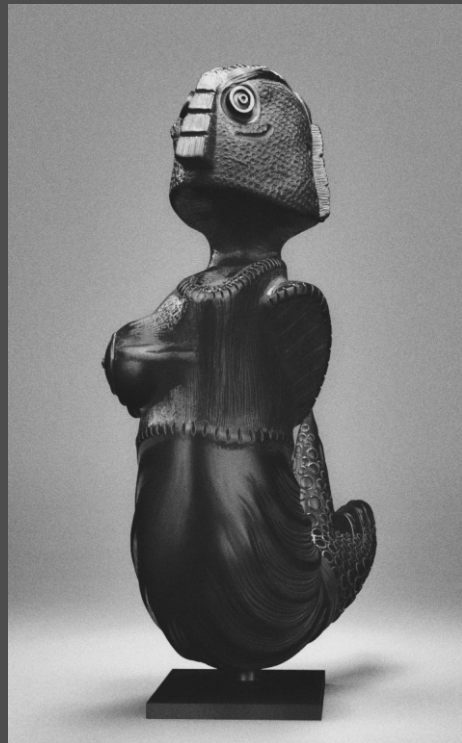
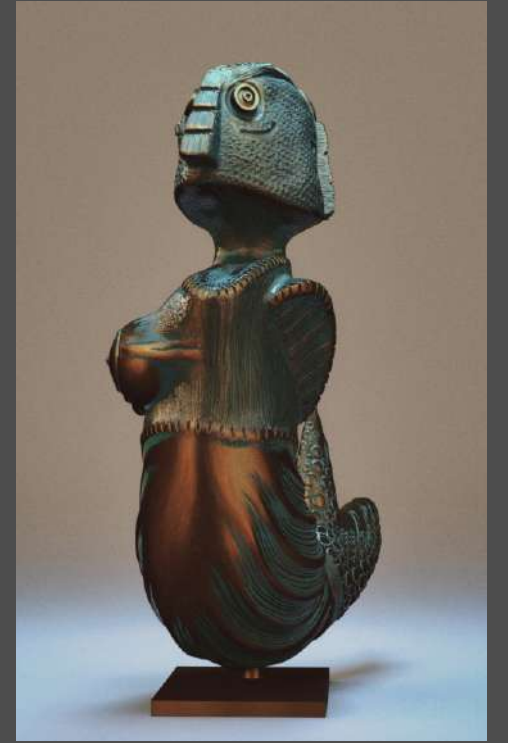


MANO  
LITO

3D Concept Artist  
Obra. A mal tiempo buena cara. Roberto Fabelo. 2019

collaboration with artist( Roberto Fabelo)





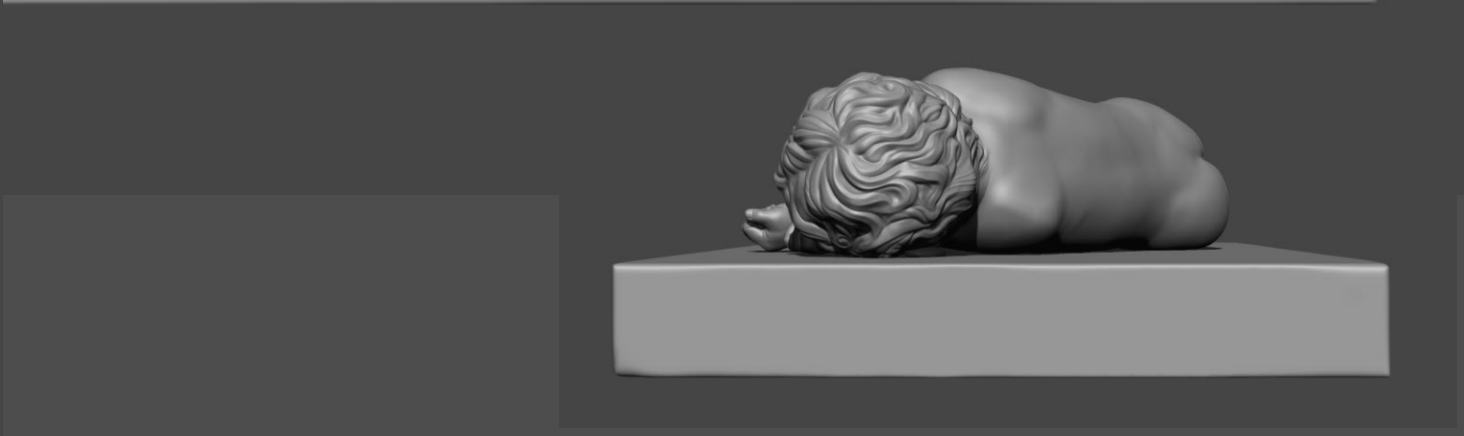
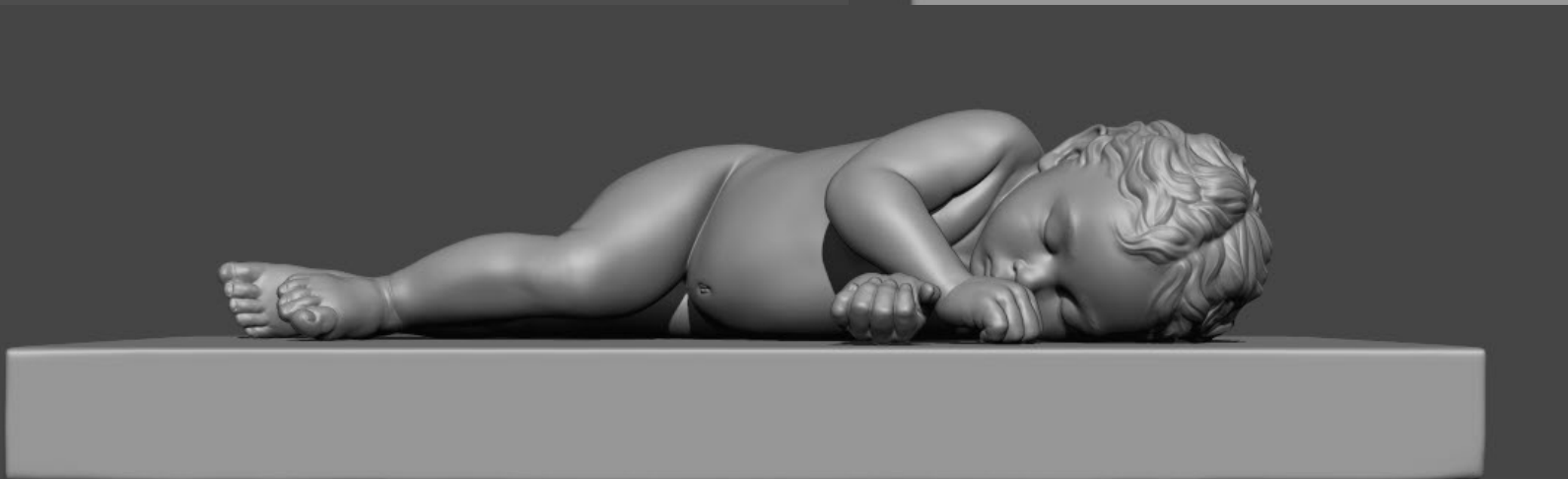
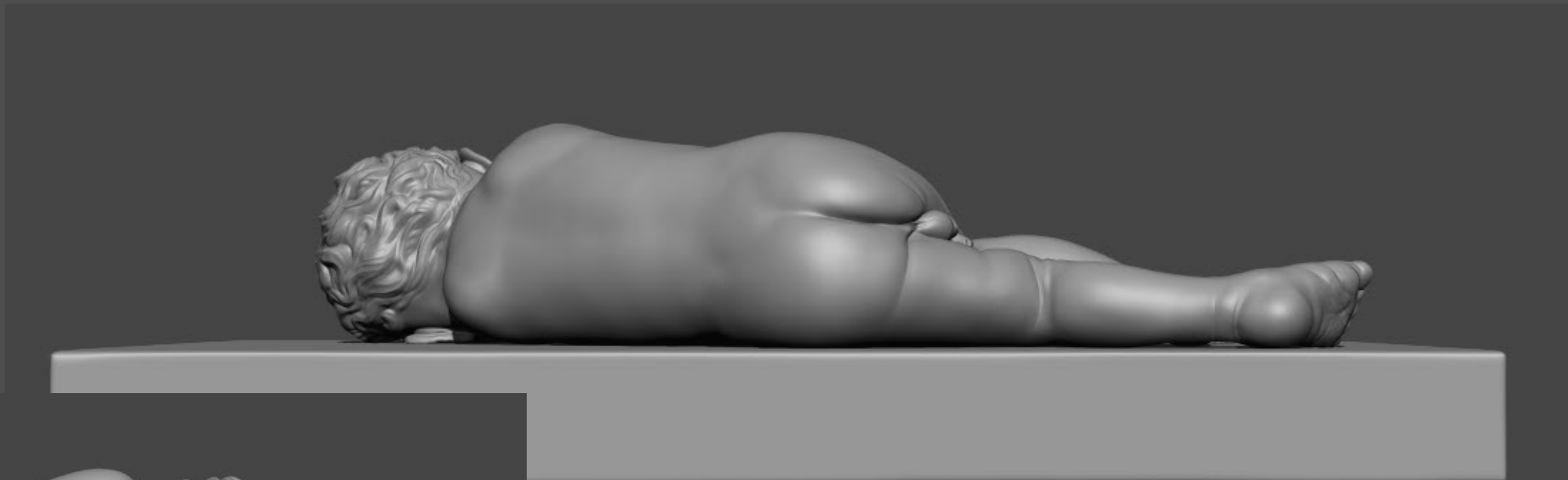
collaboration with artist( Alfredo Sosabravo)





collaboration with artist( Antuan)





collaboration with artist( Roberto fabelo Hug(hijo))











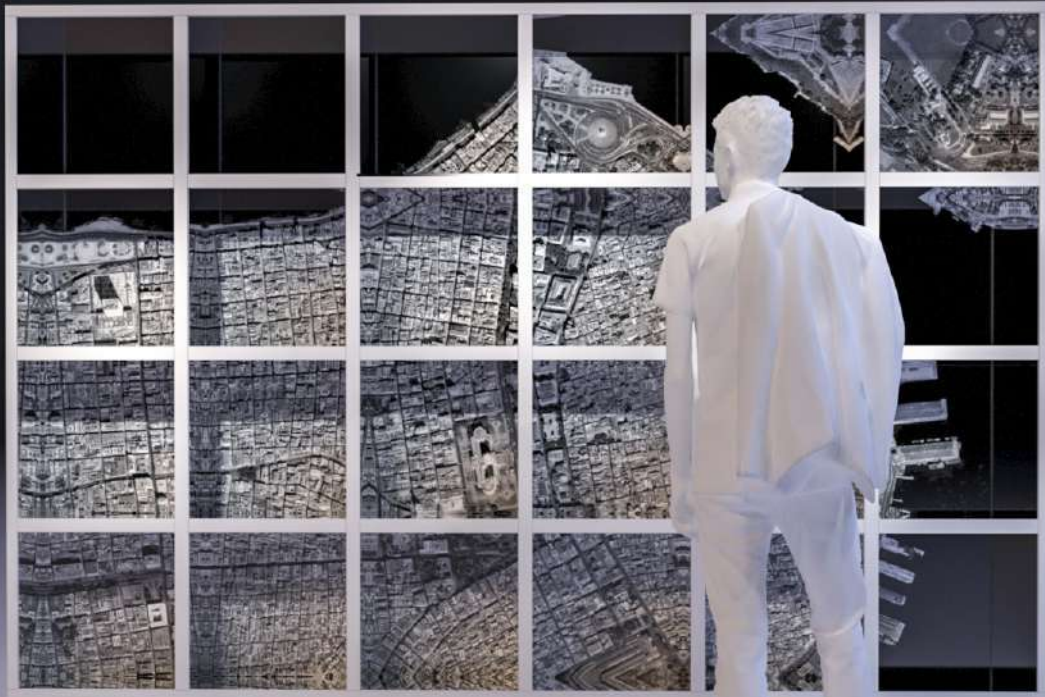


CONSTANCIA. [\\_\\_\\_jciarza@gmail.com](mailto:___jciarza@gmail.com)

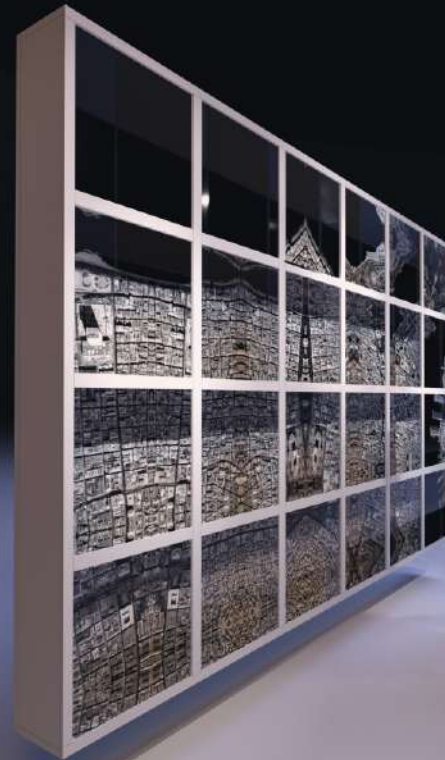


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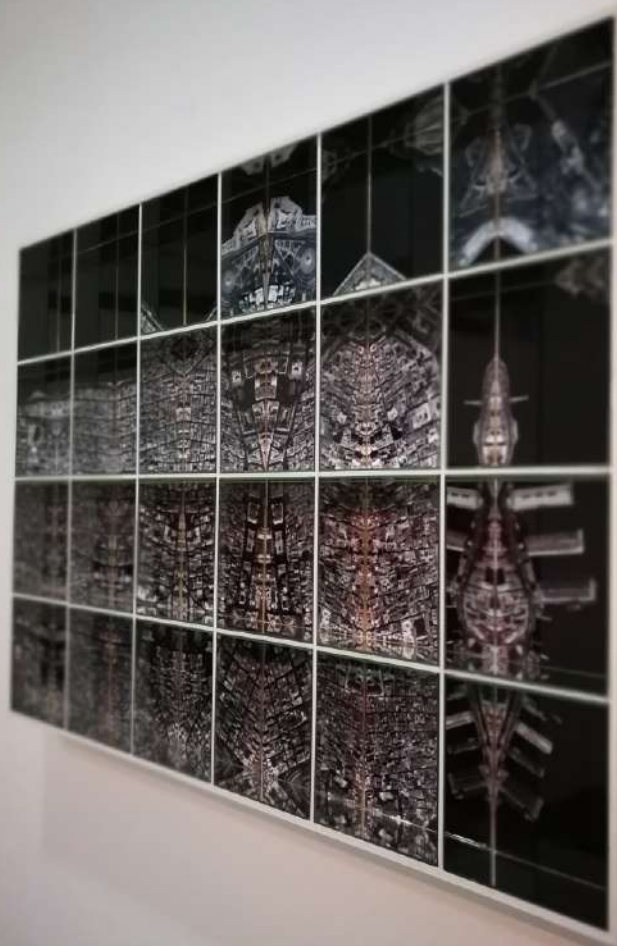




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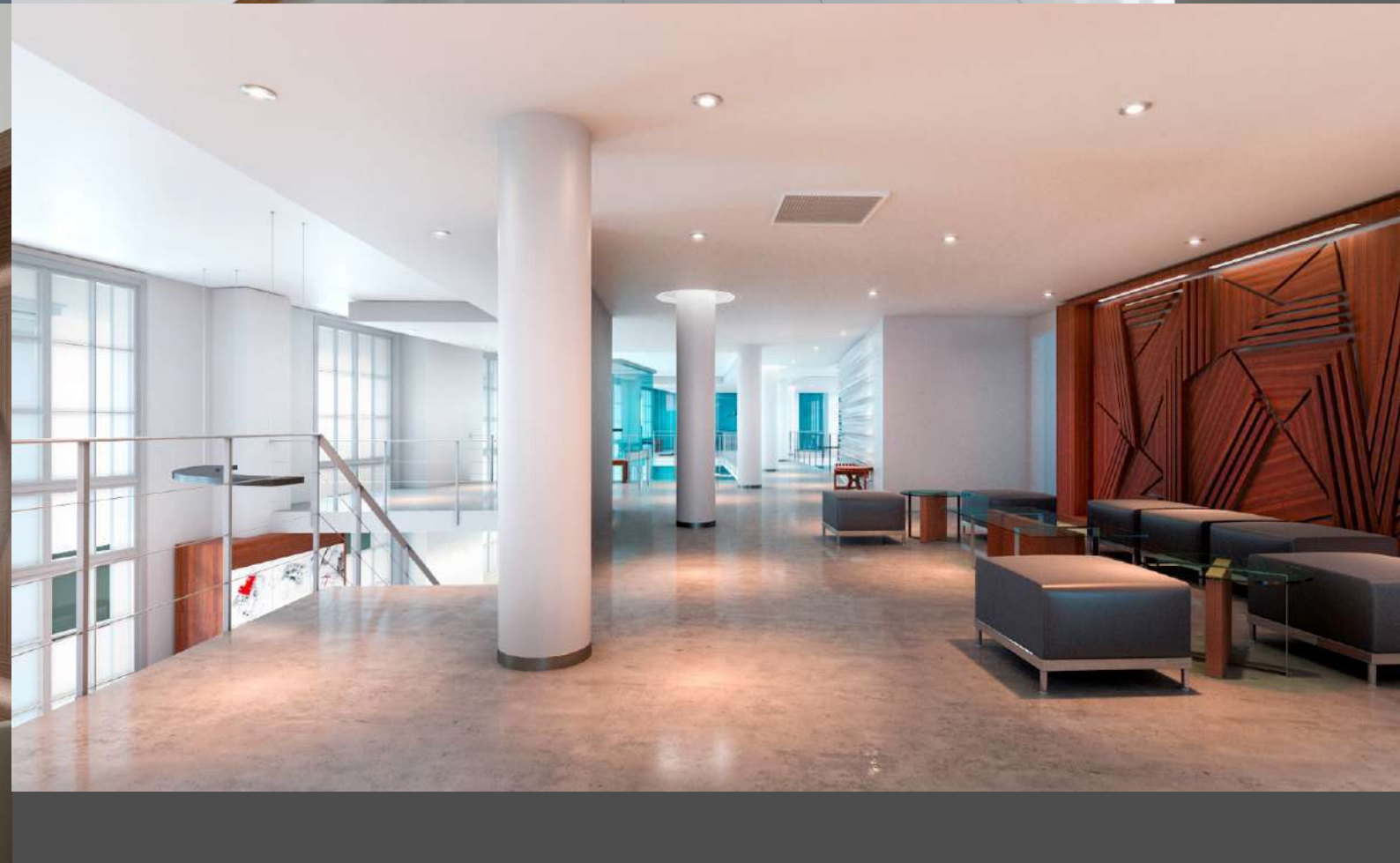
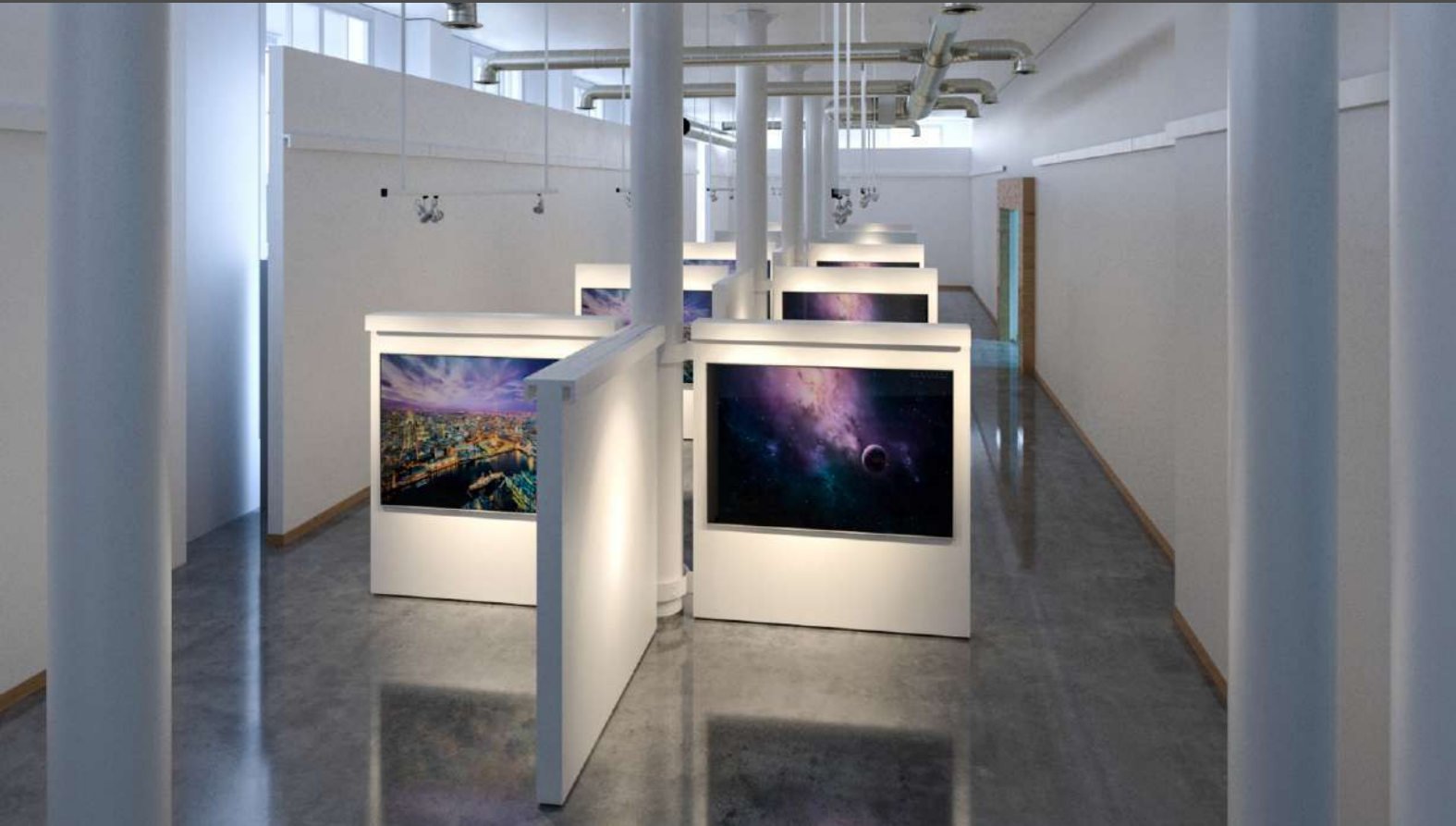




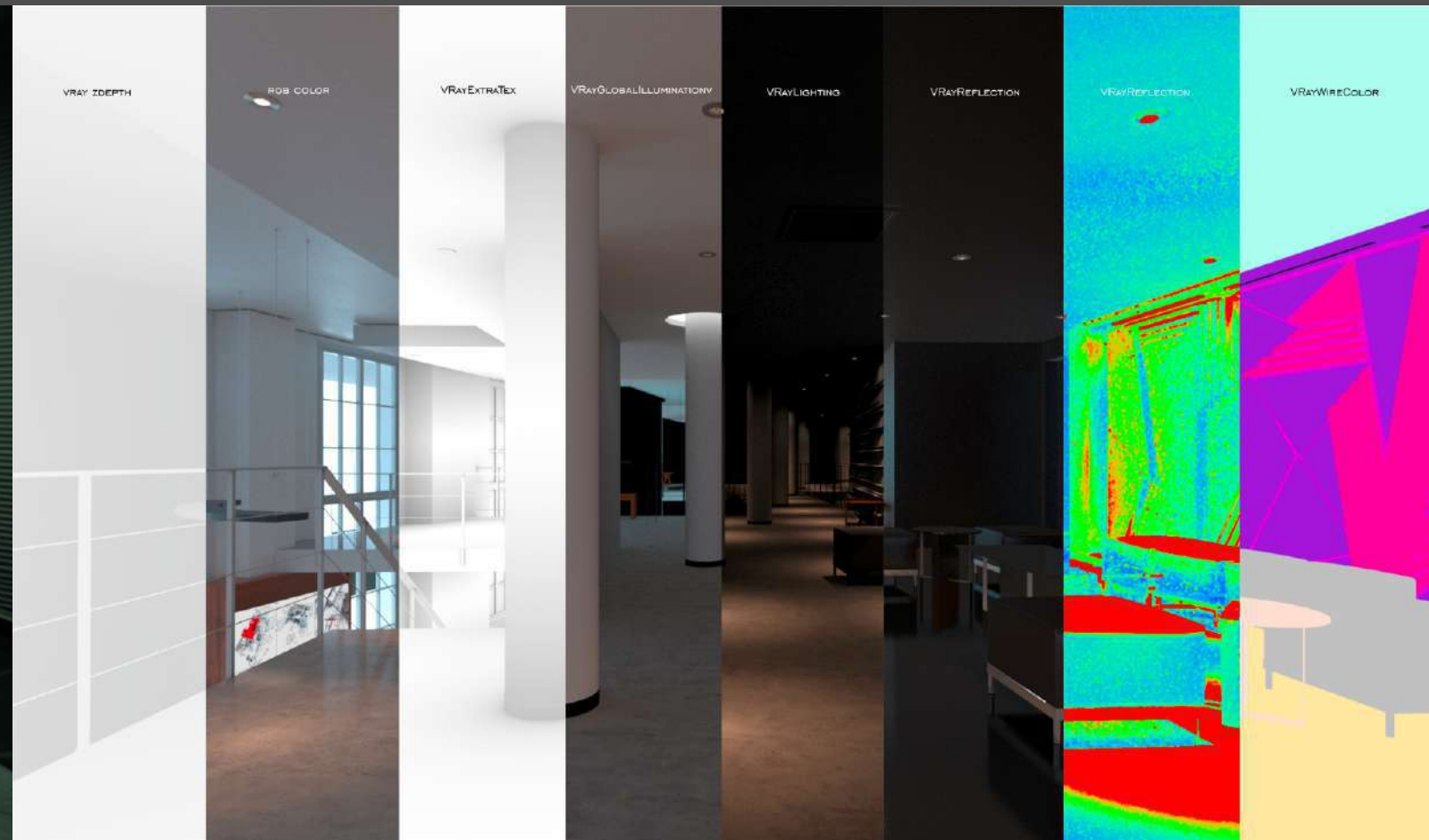




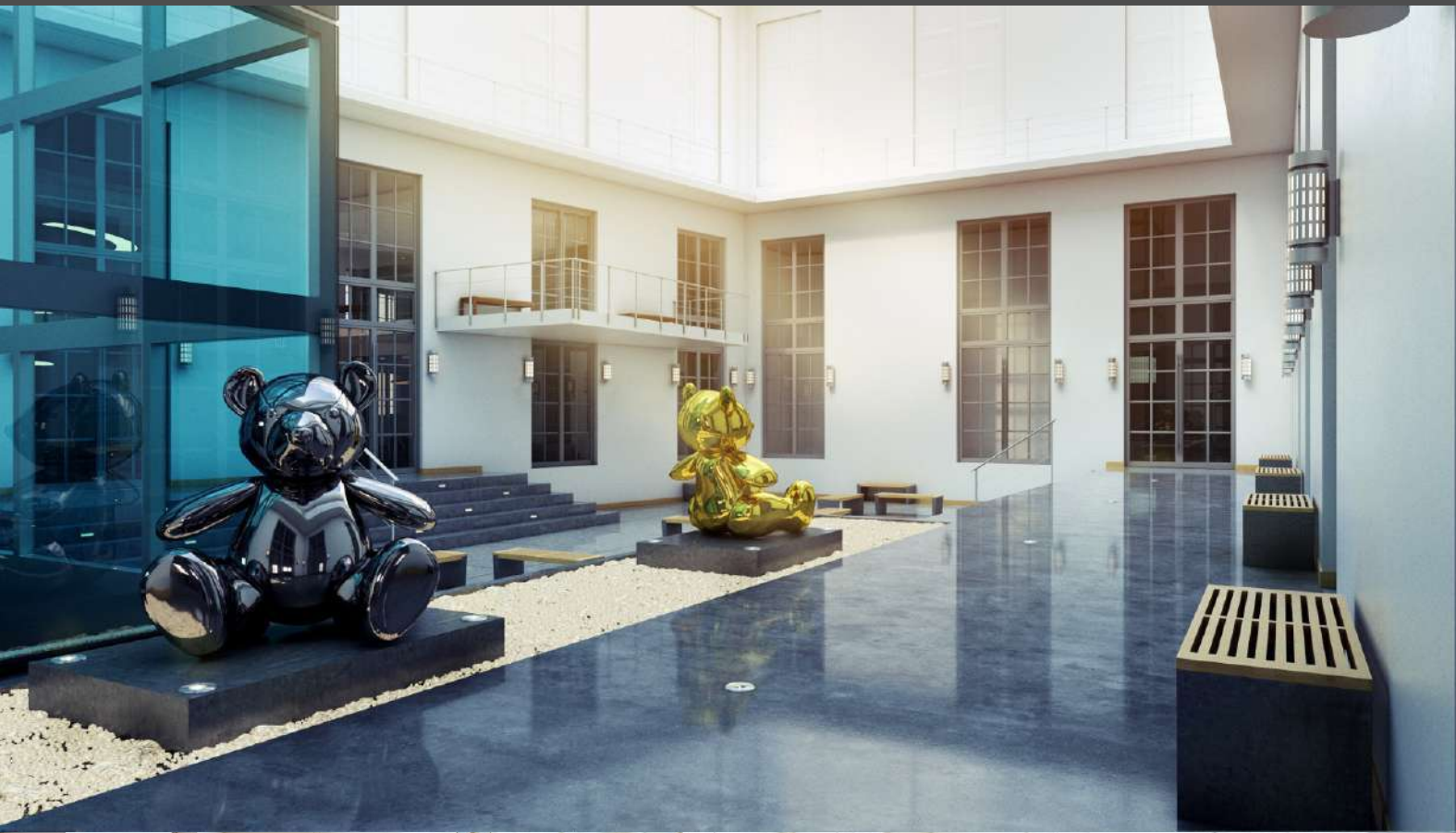








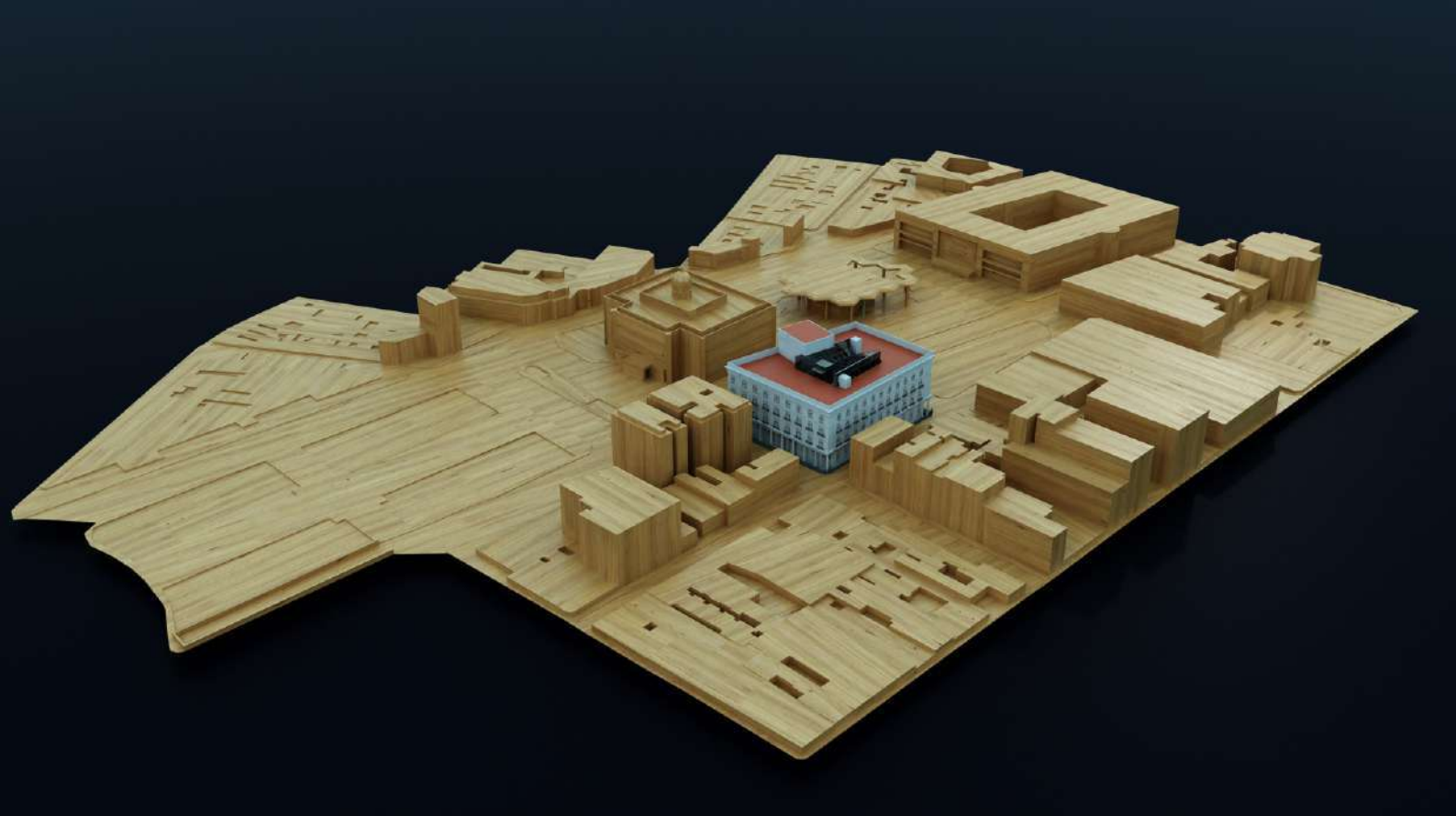
















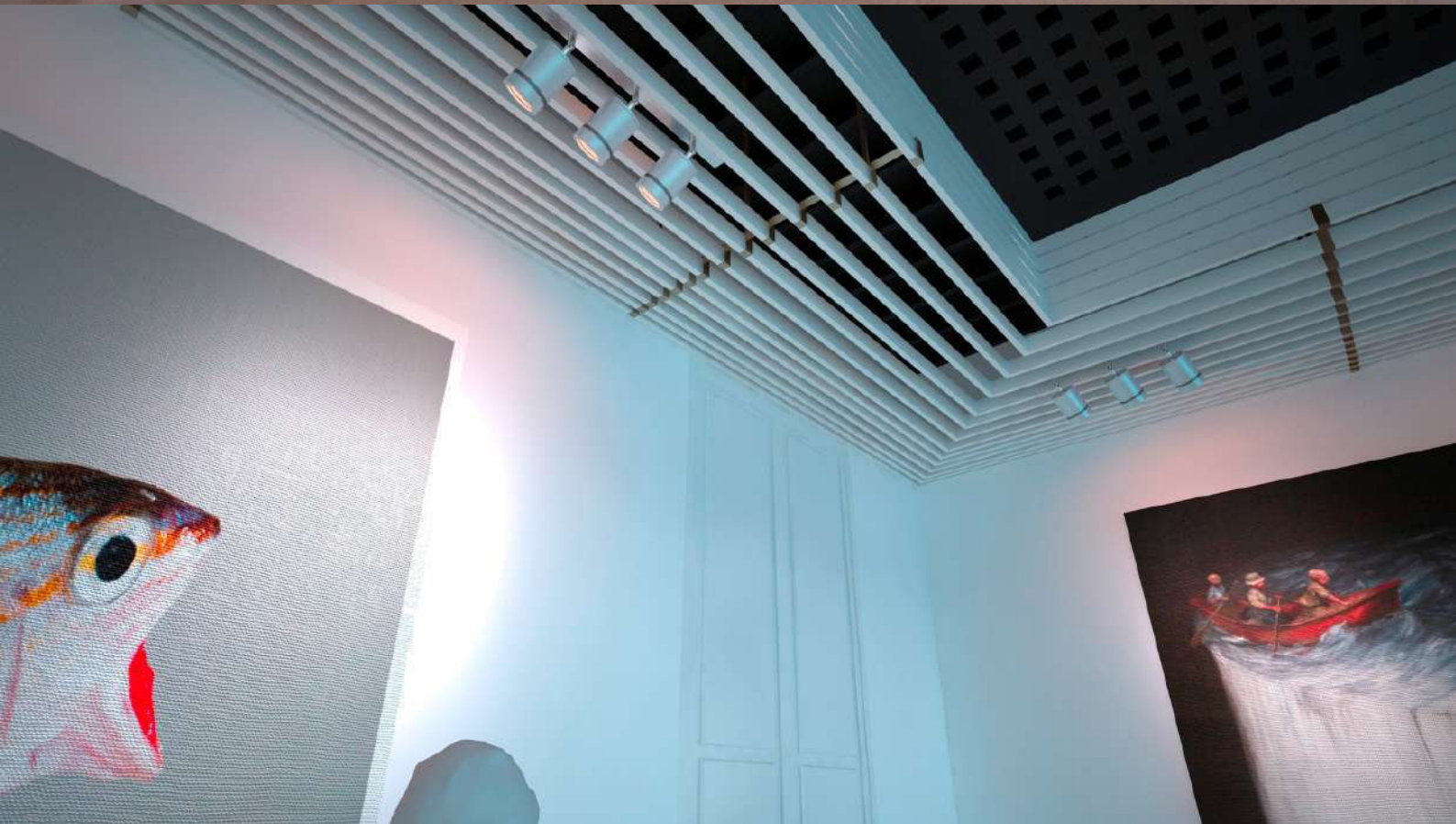
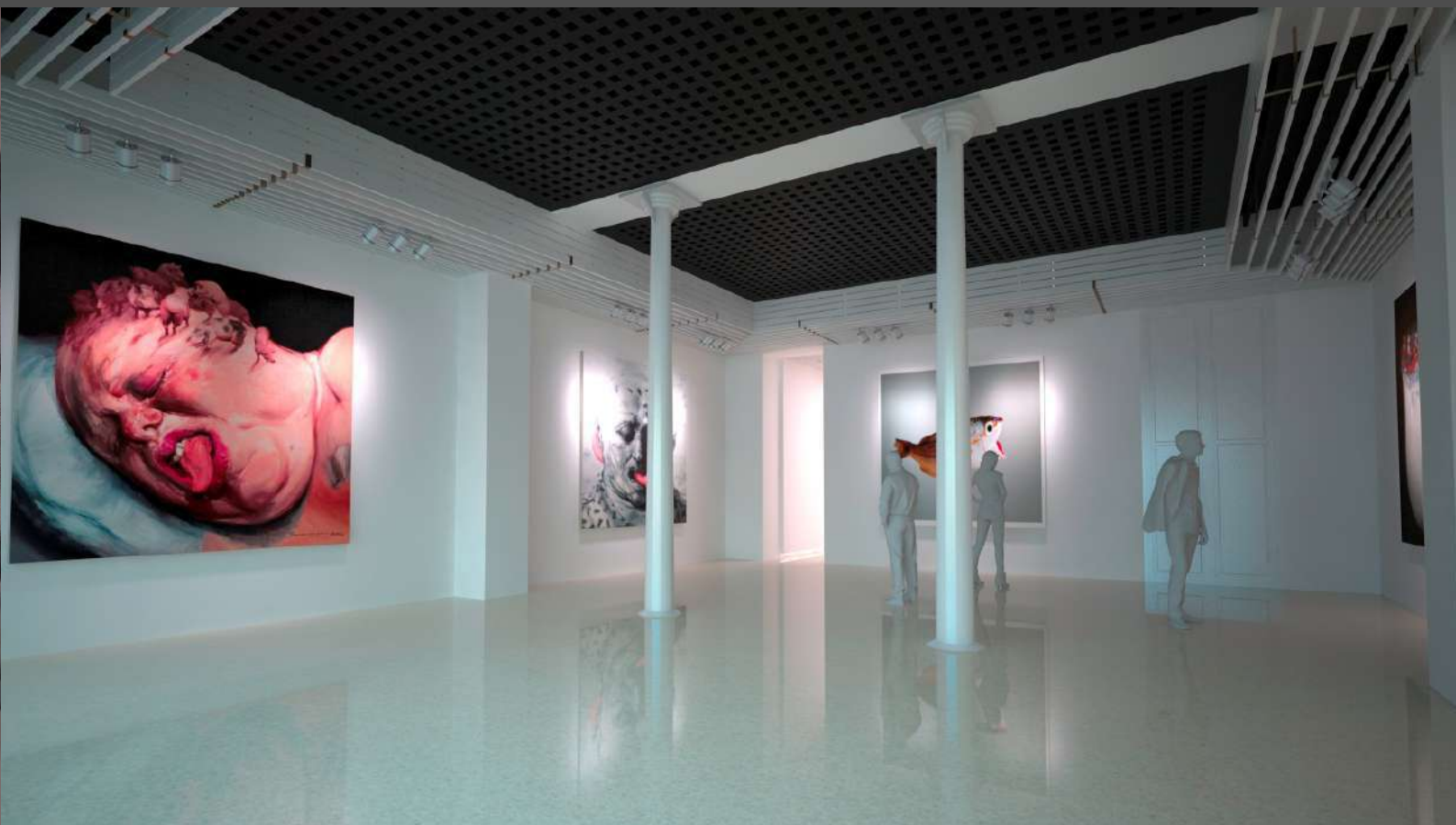
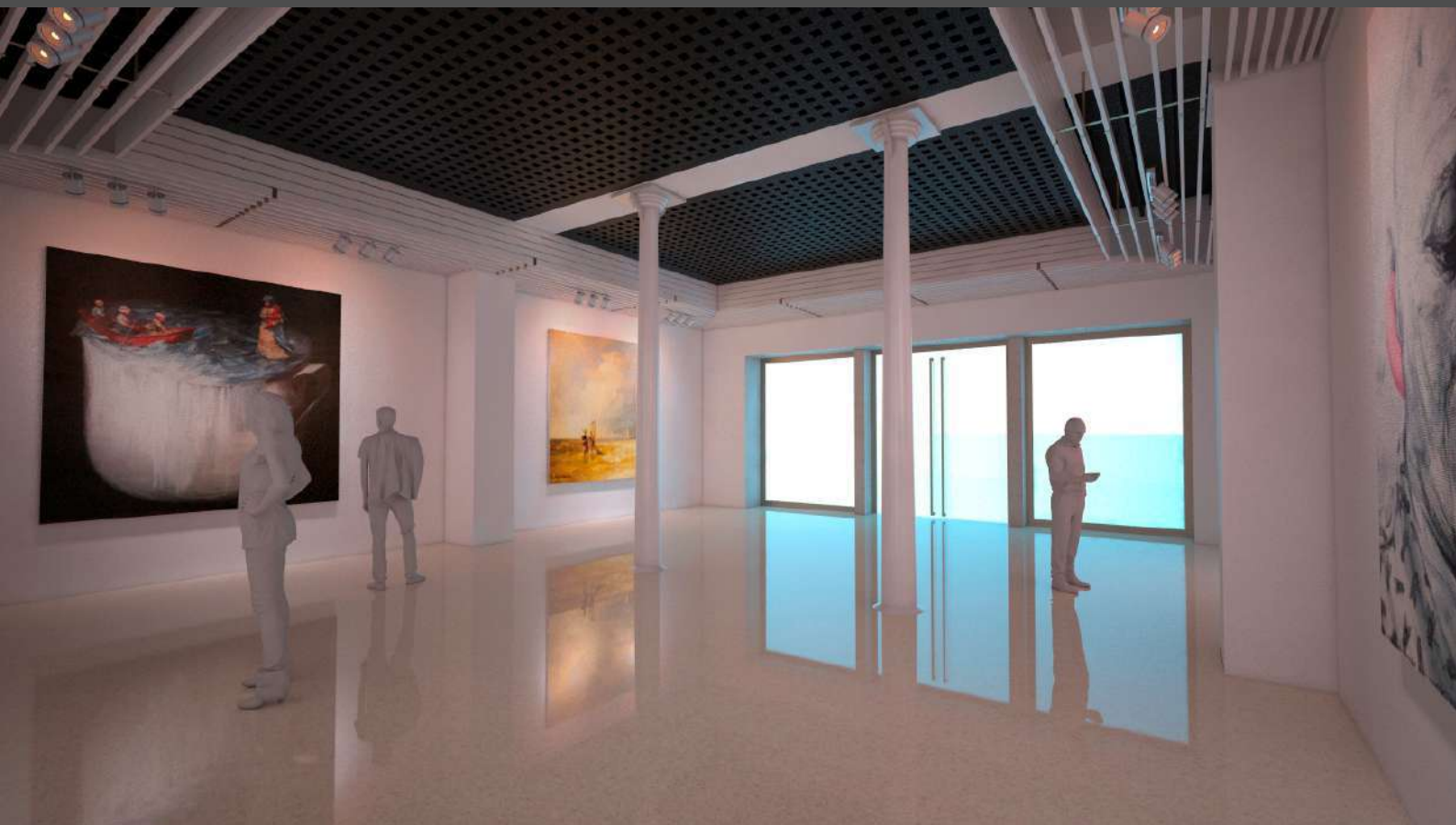




















AREA RESERVADA  
PARA CONSTRUIR  
EL HOTEL NH  
PARQUE CENTRAL  
EN EL S XXI

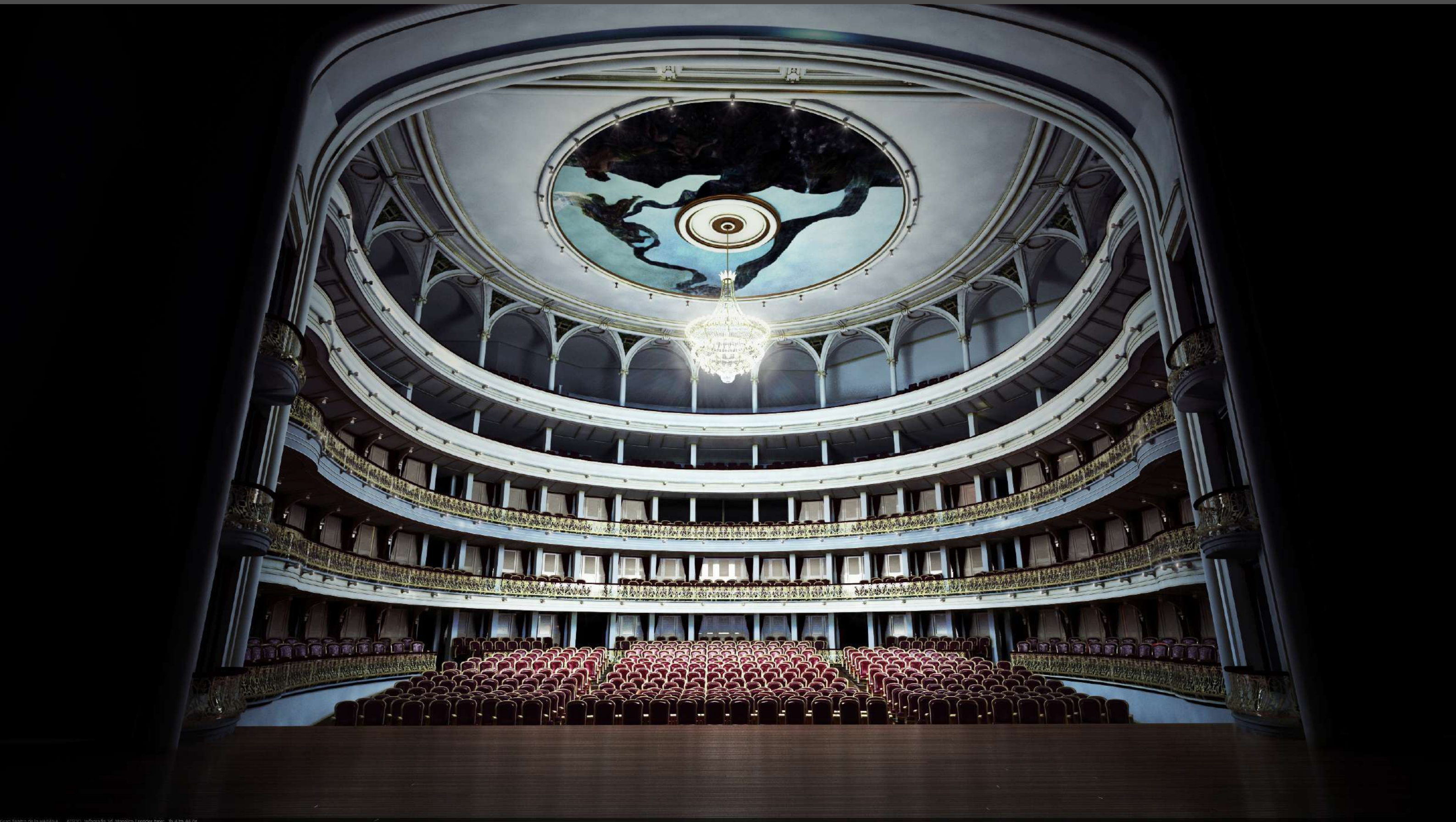






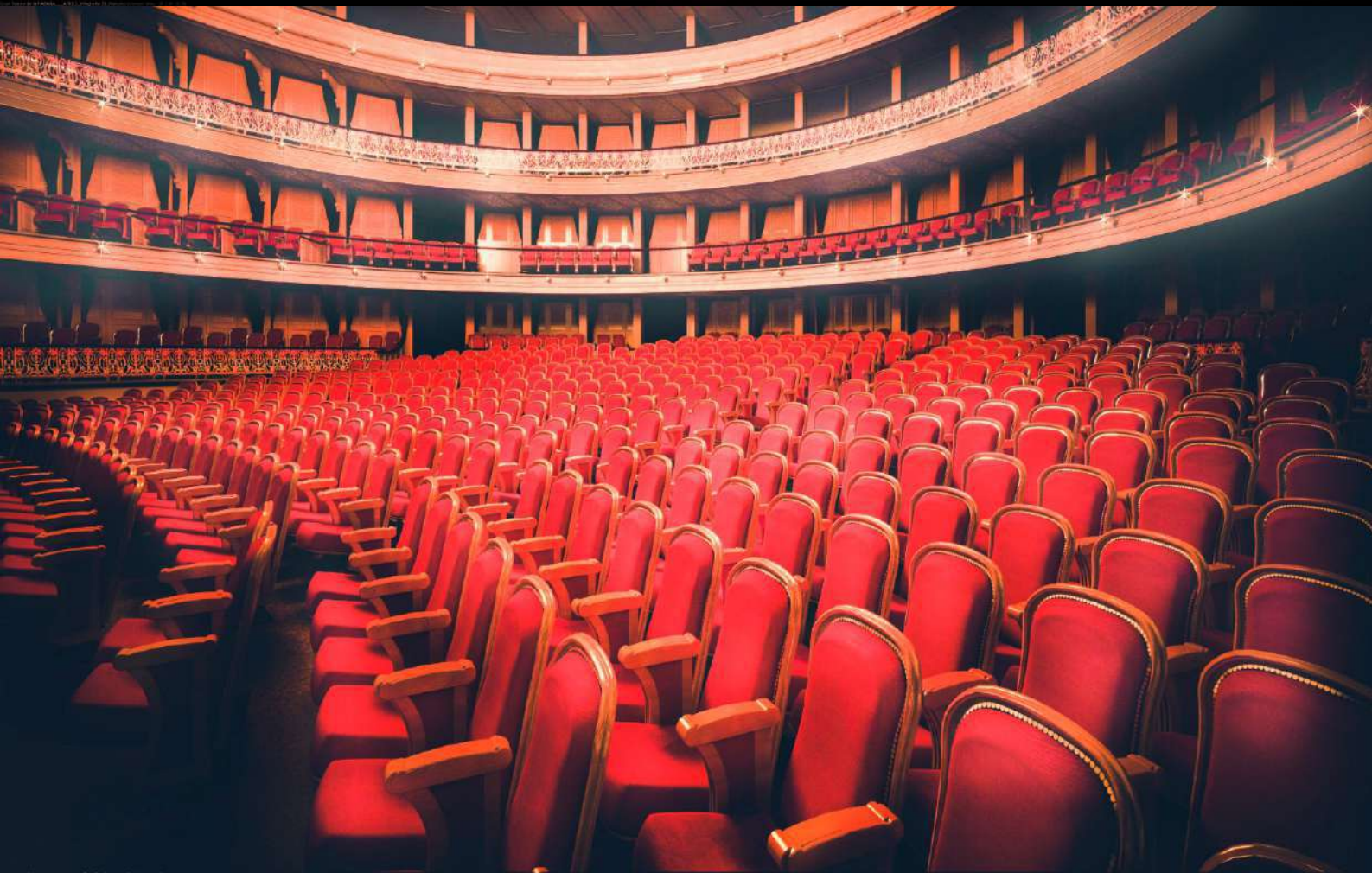
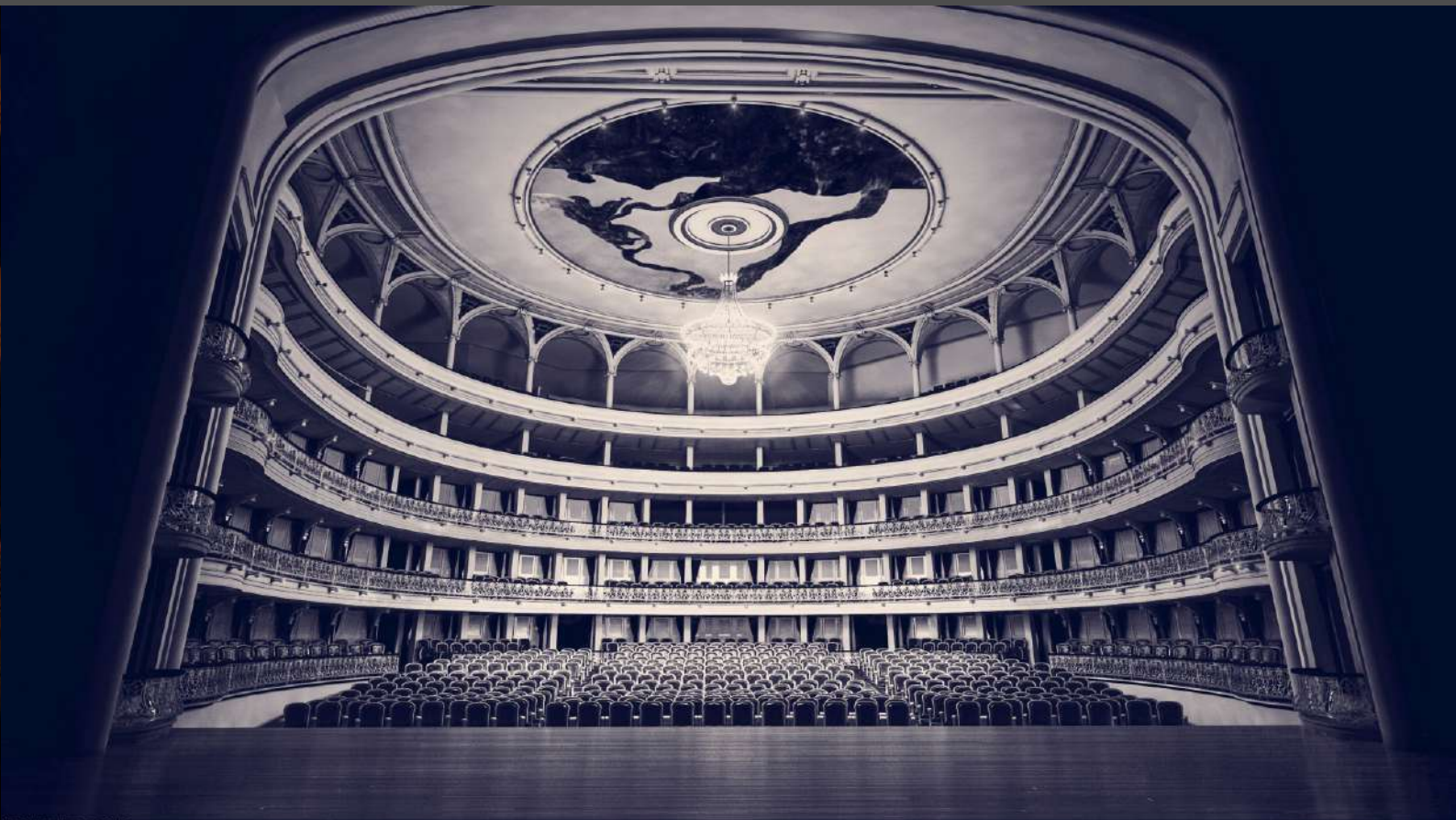
conceptual art (monumental sculptures in marble and metal.)





Gran Teatre de la Harina - AR&D - info@ar&d.com - render time: 3h 42m 44s







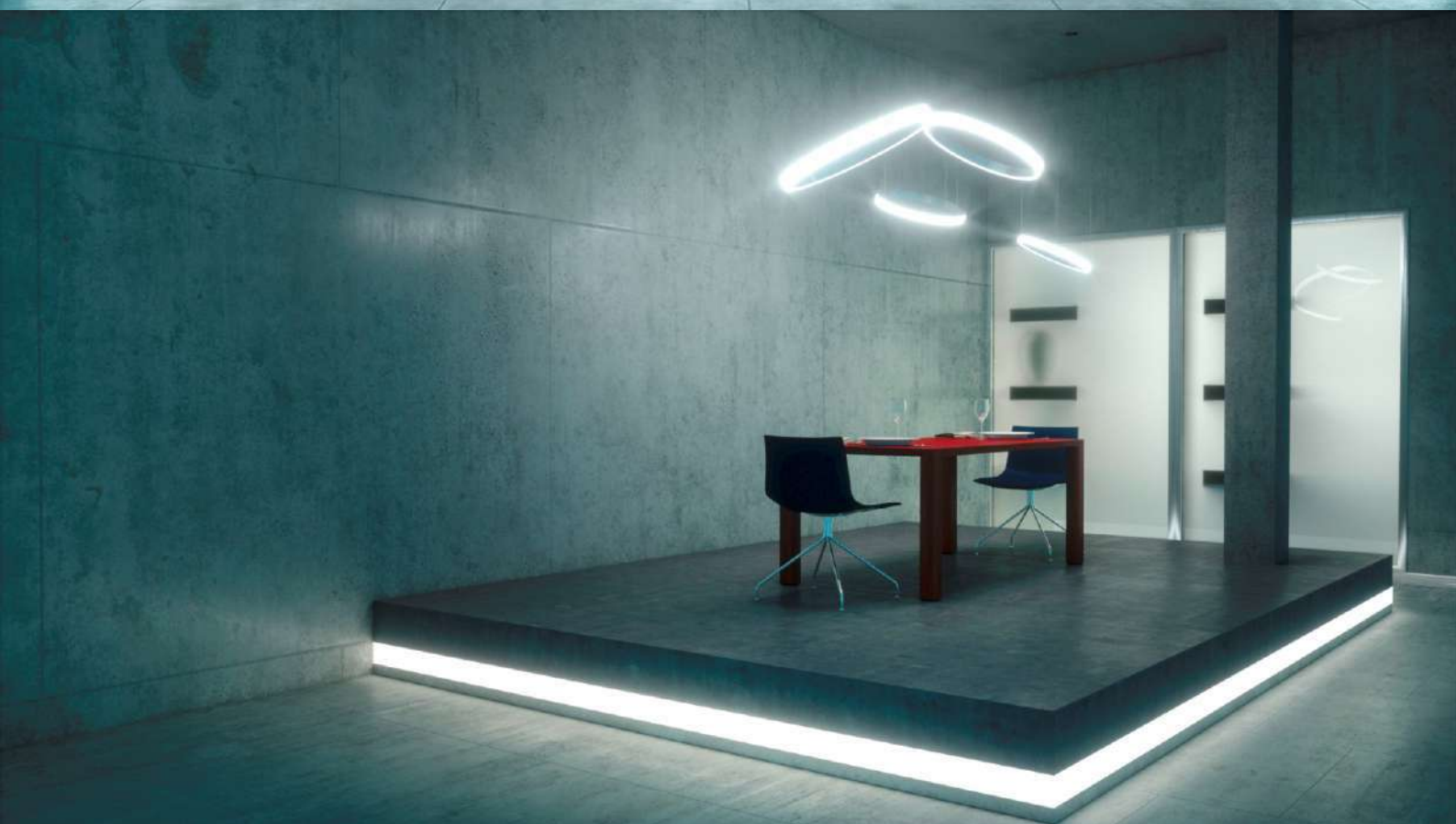


conceptual art





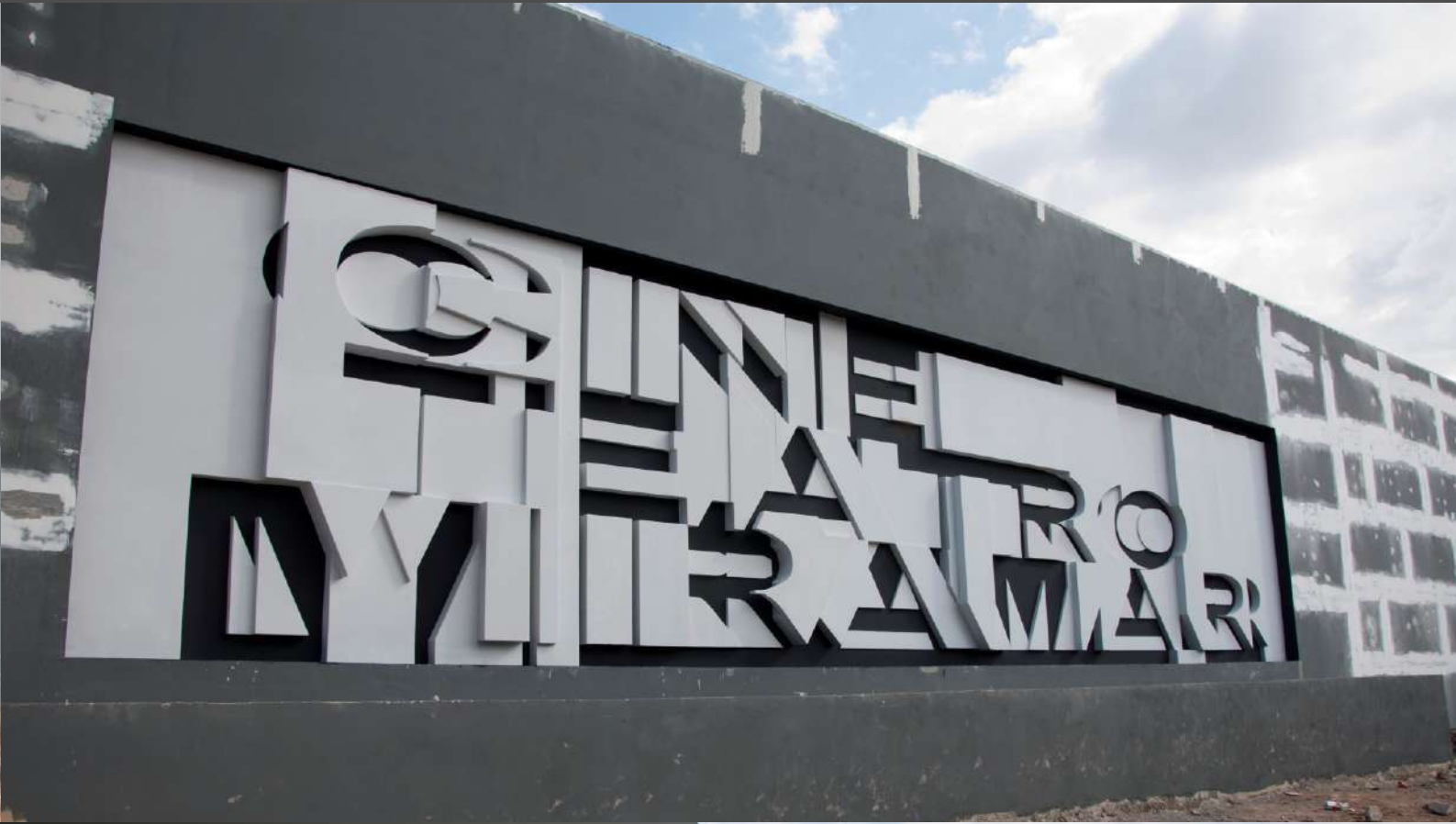










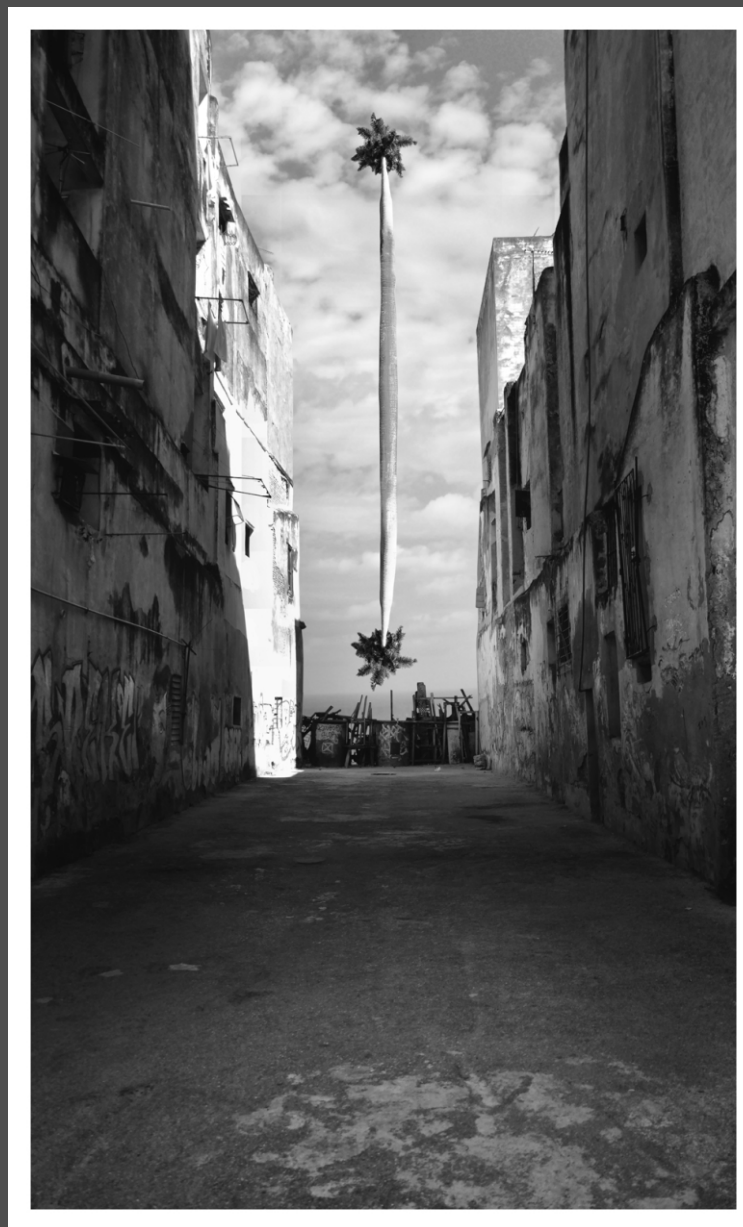






conceptual art

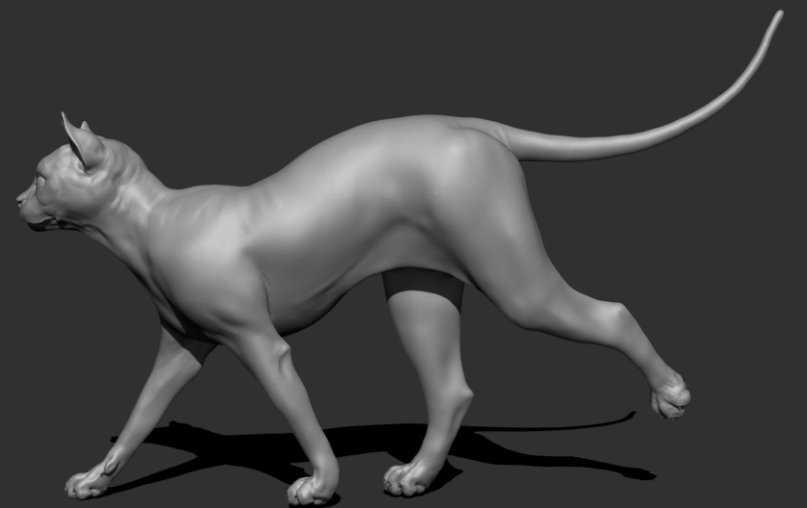
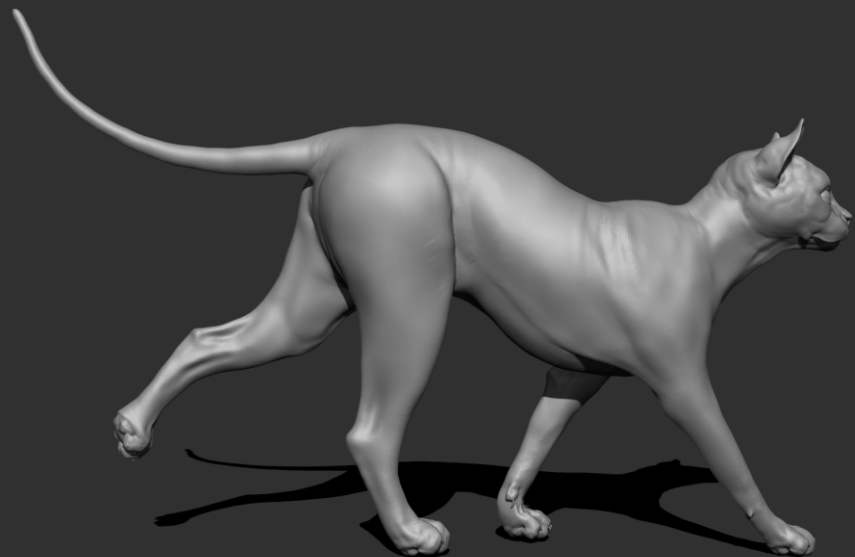
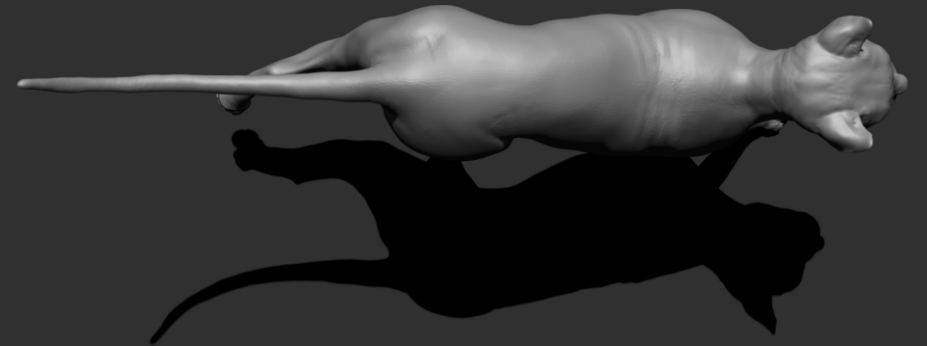




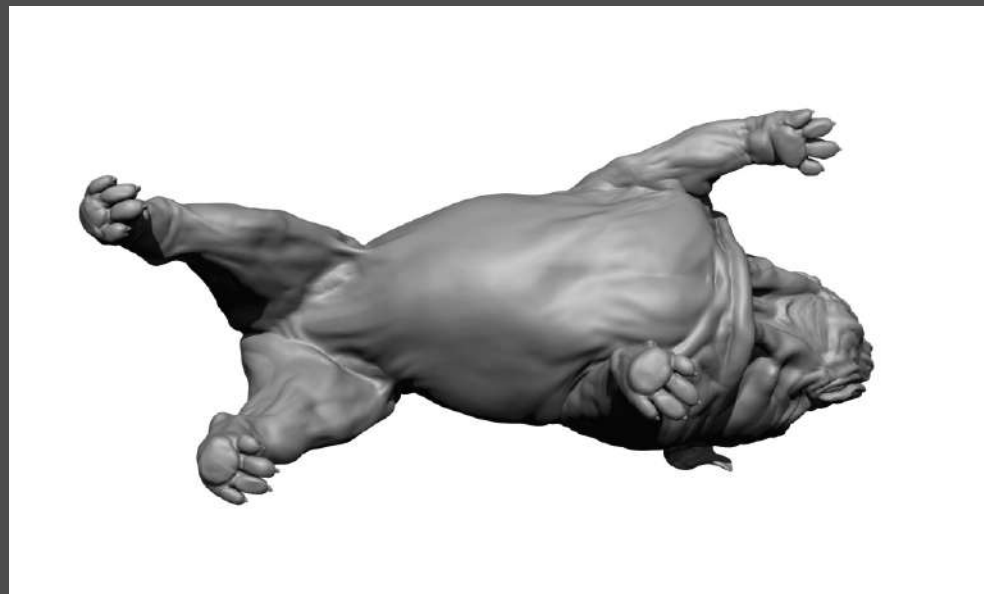
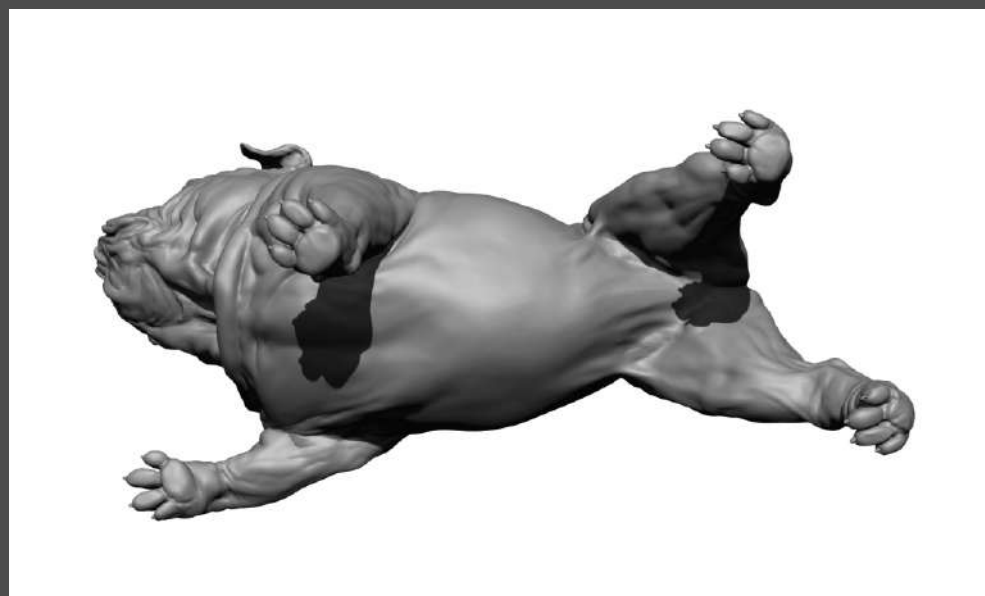




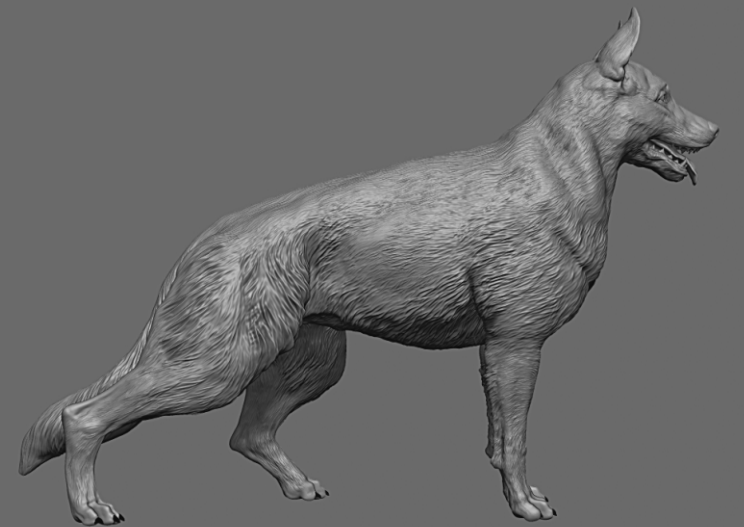
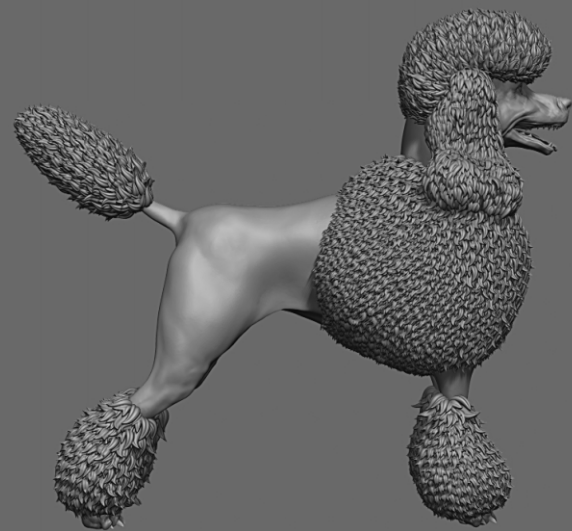
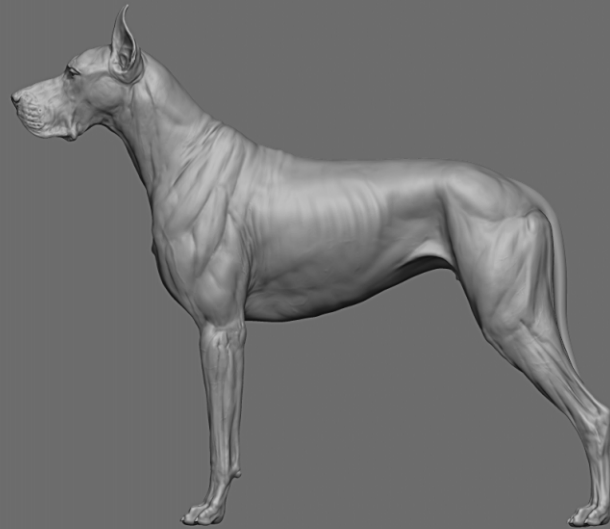
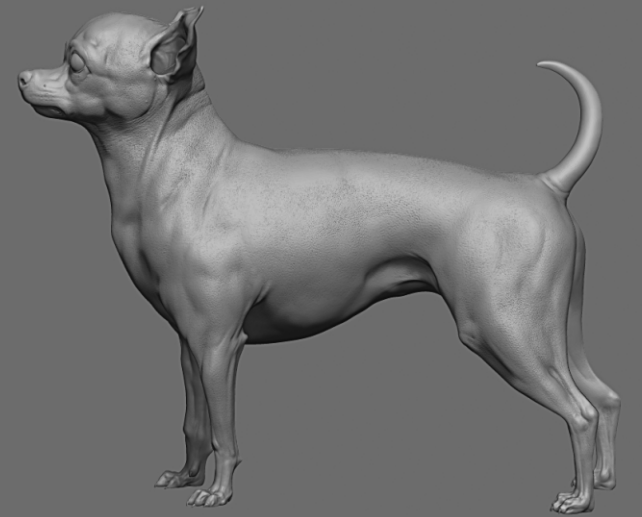
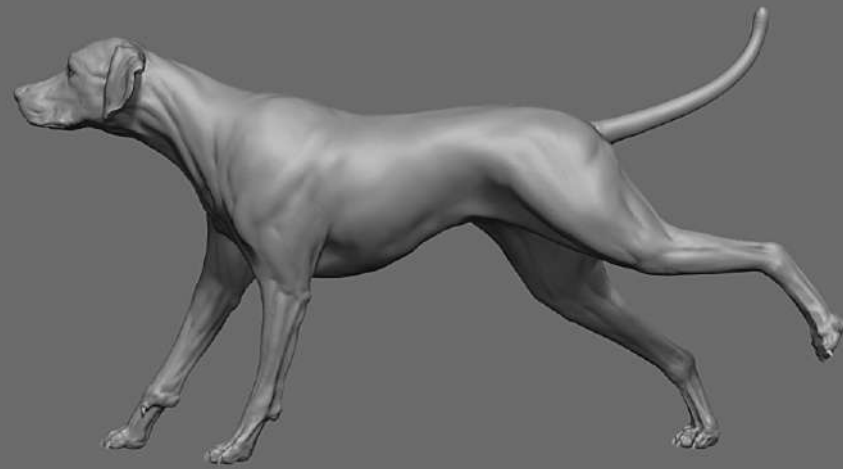
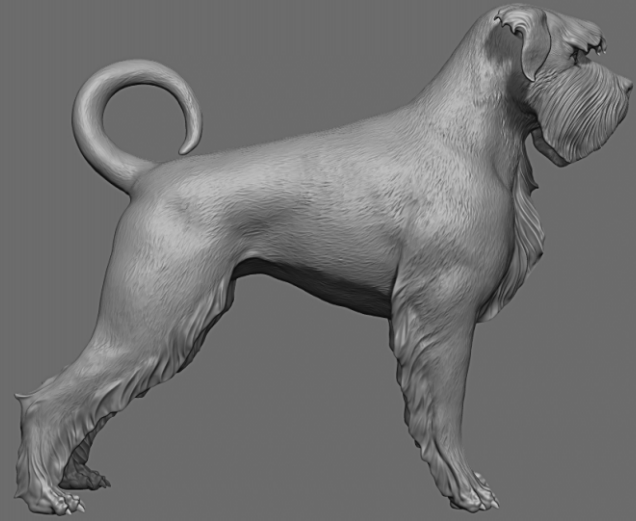




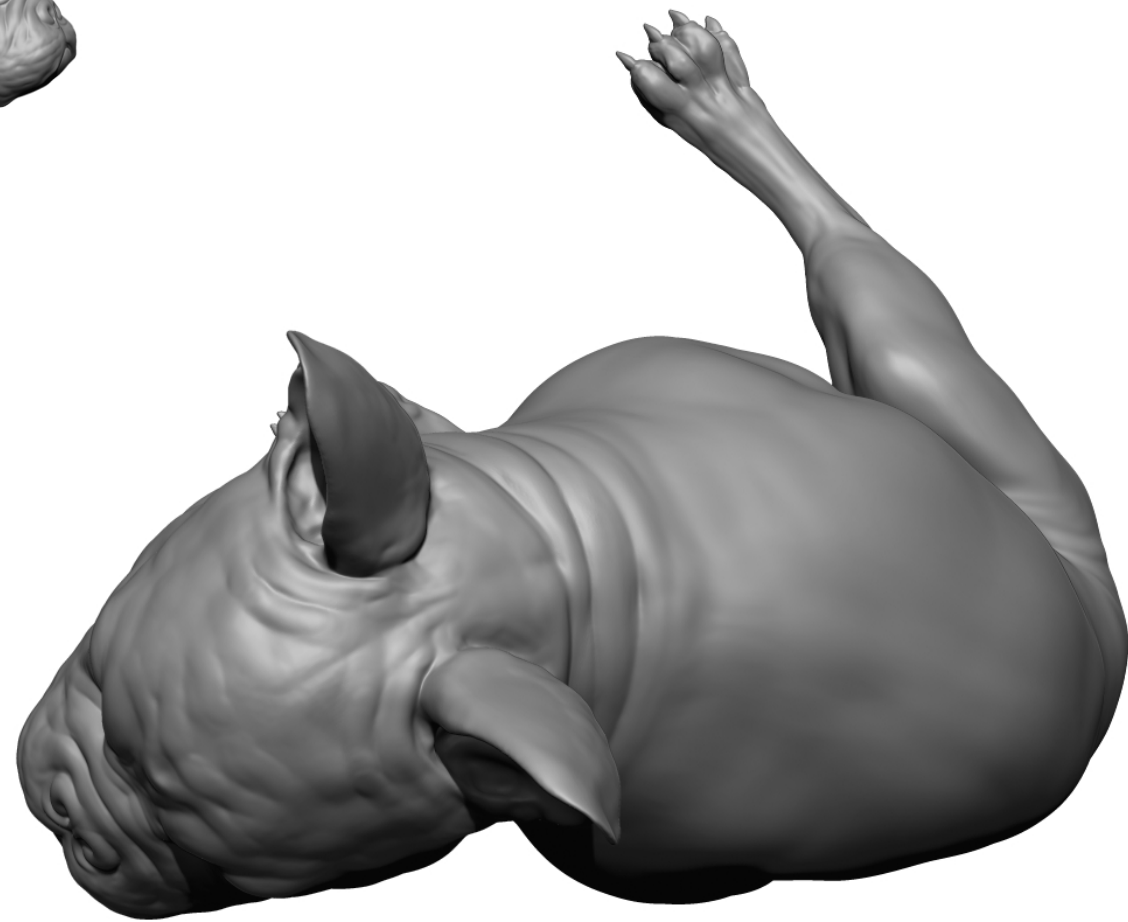








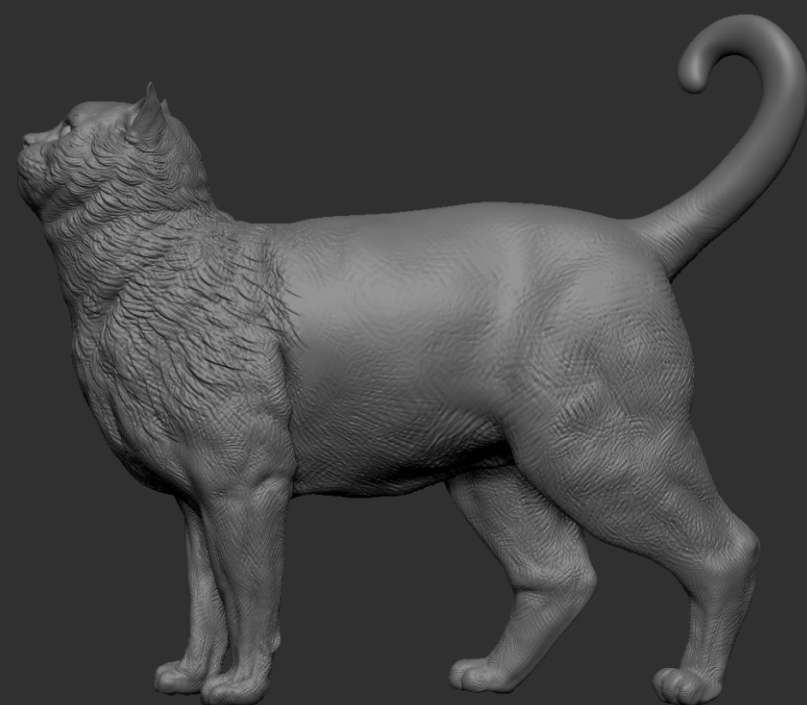




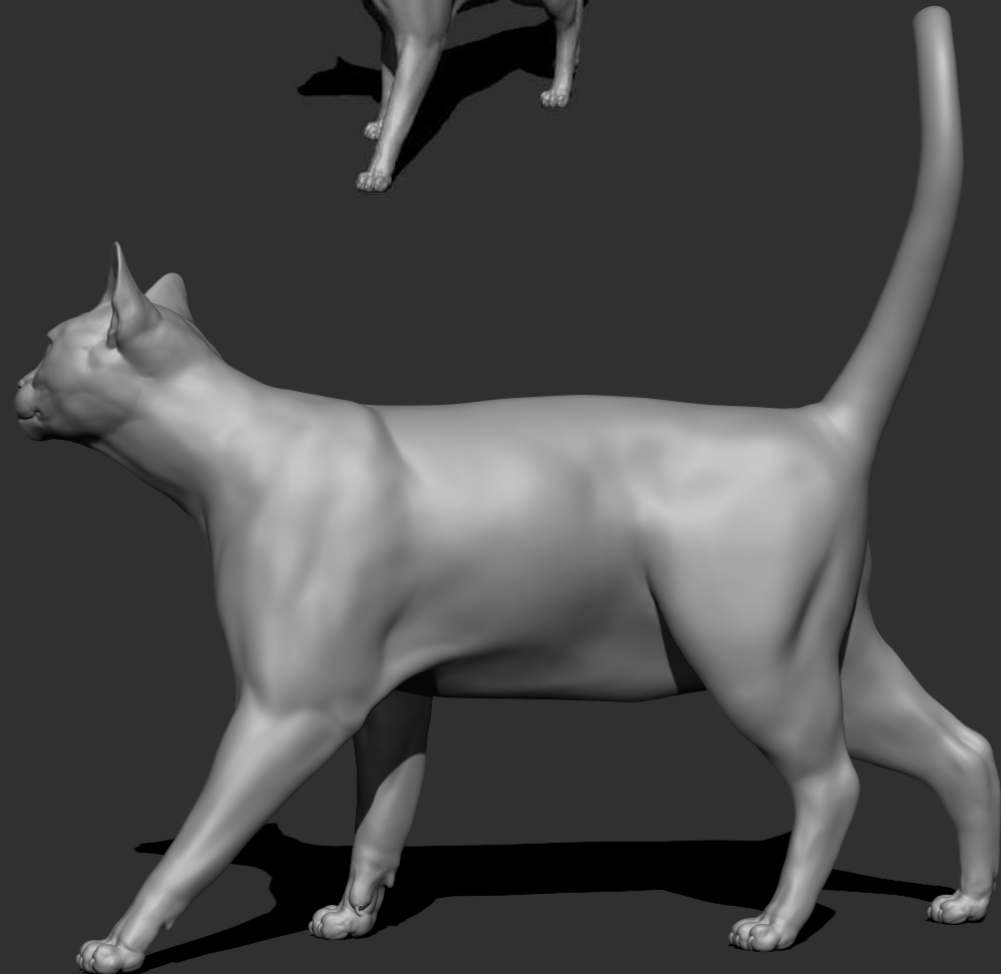




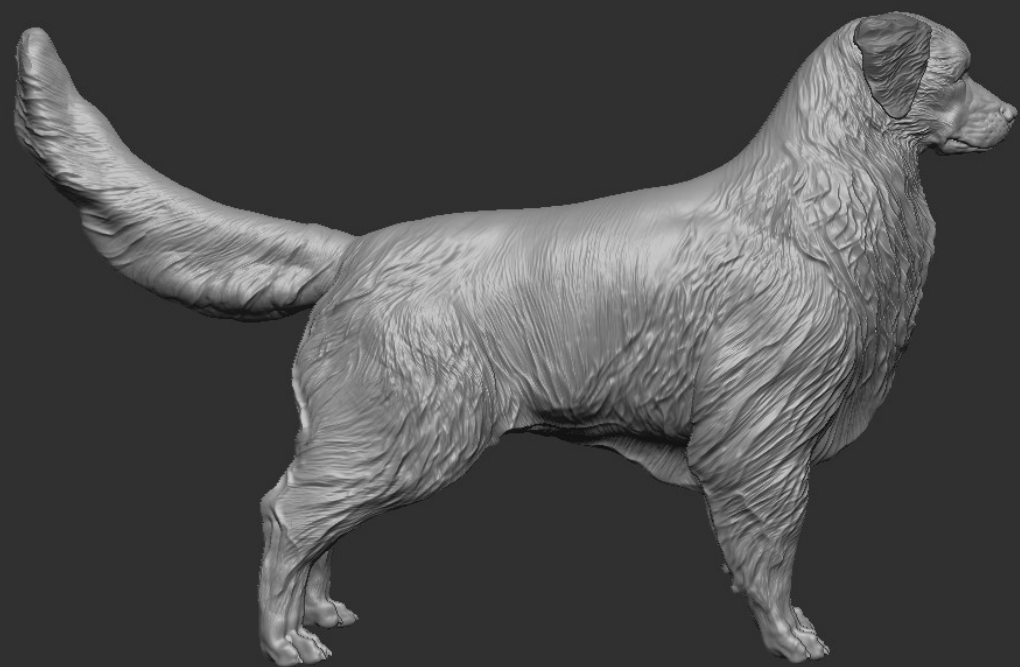
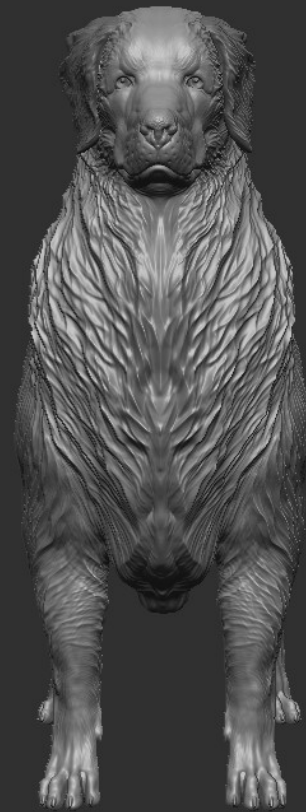




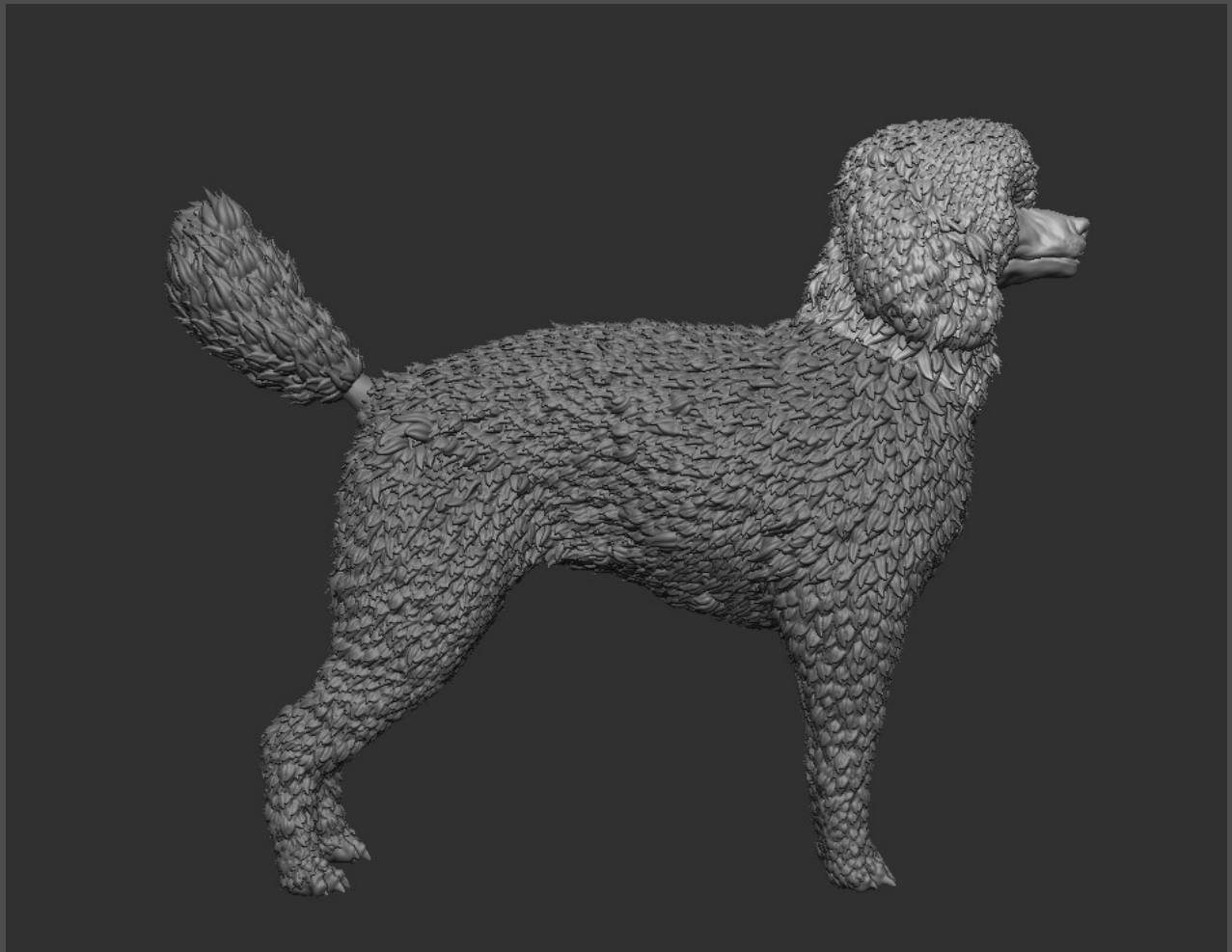
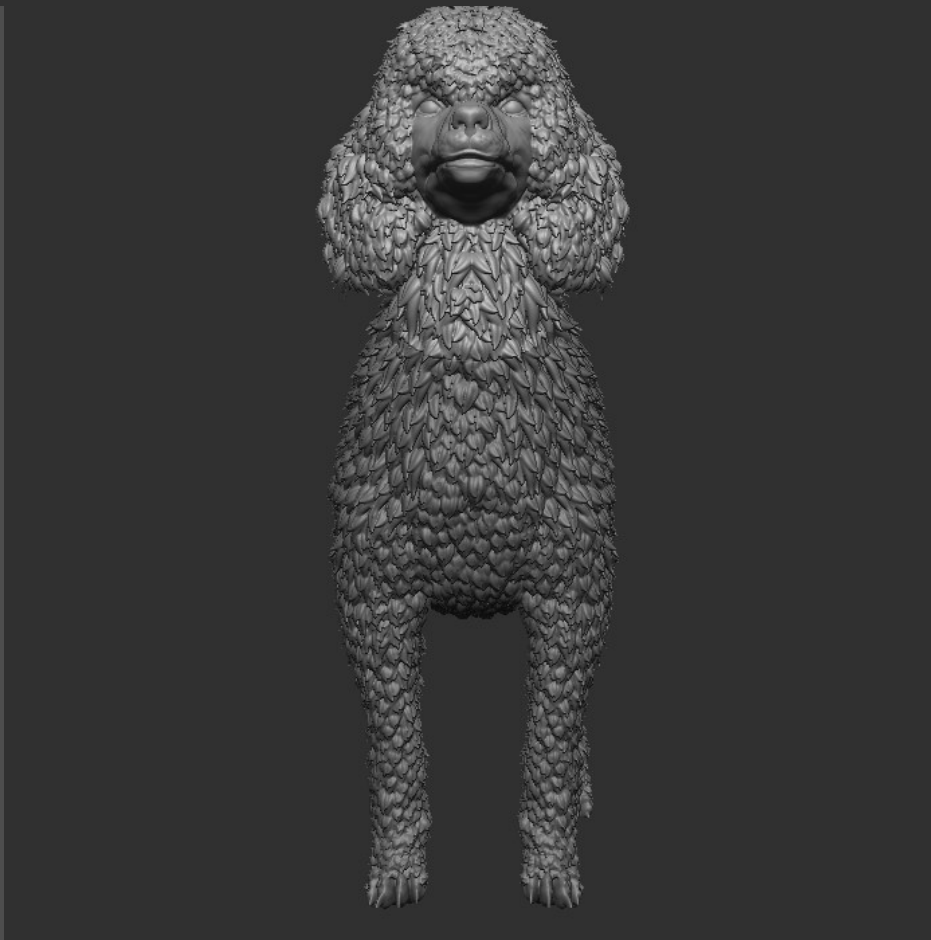
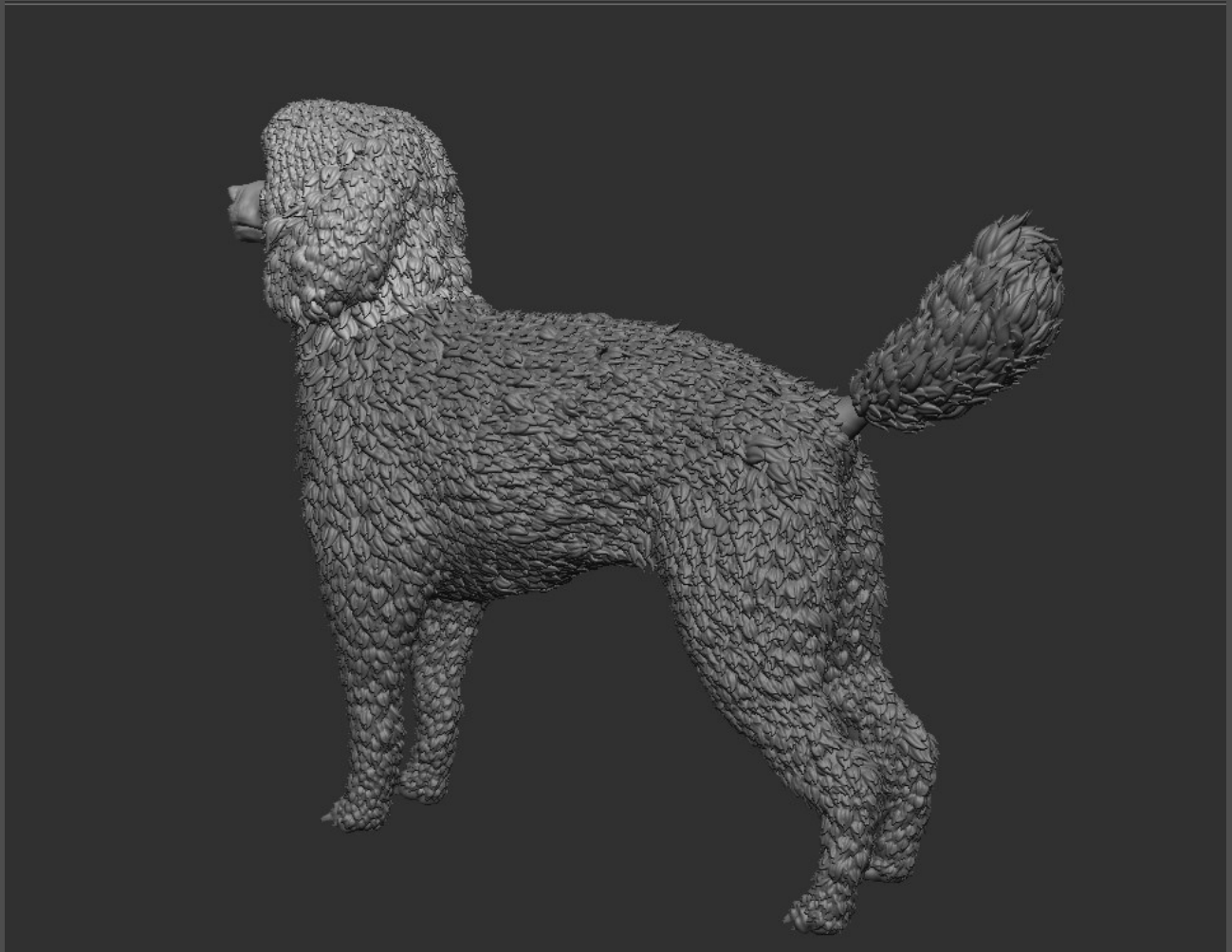
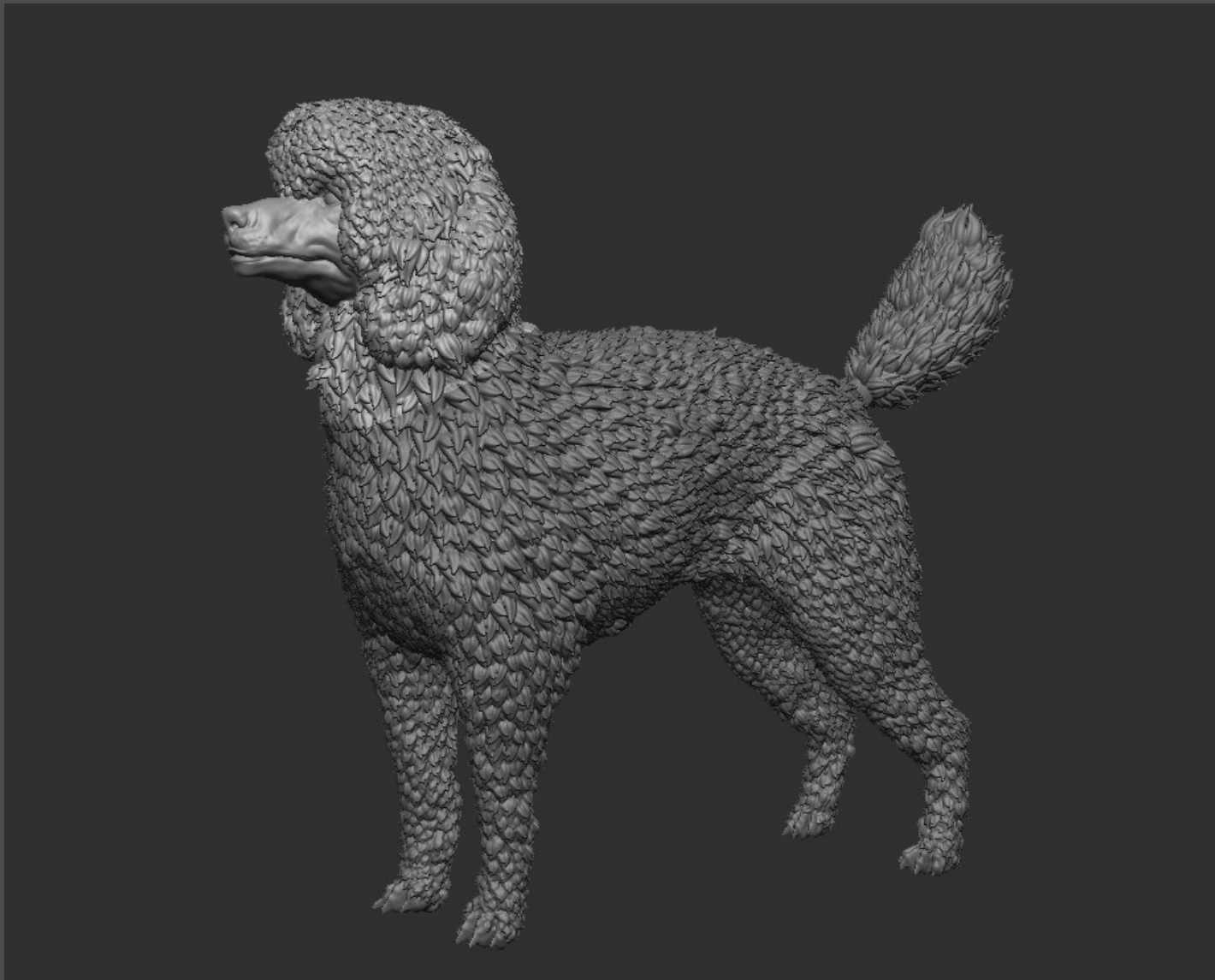






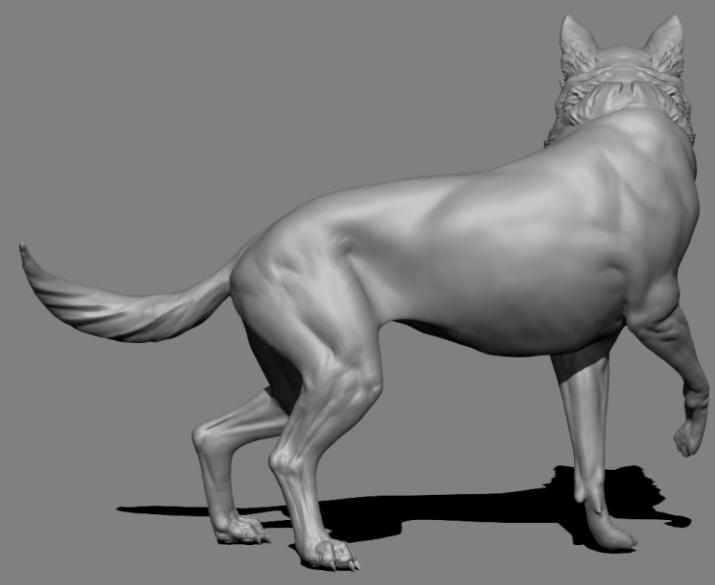
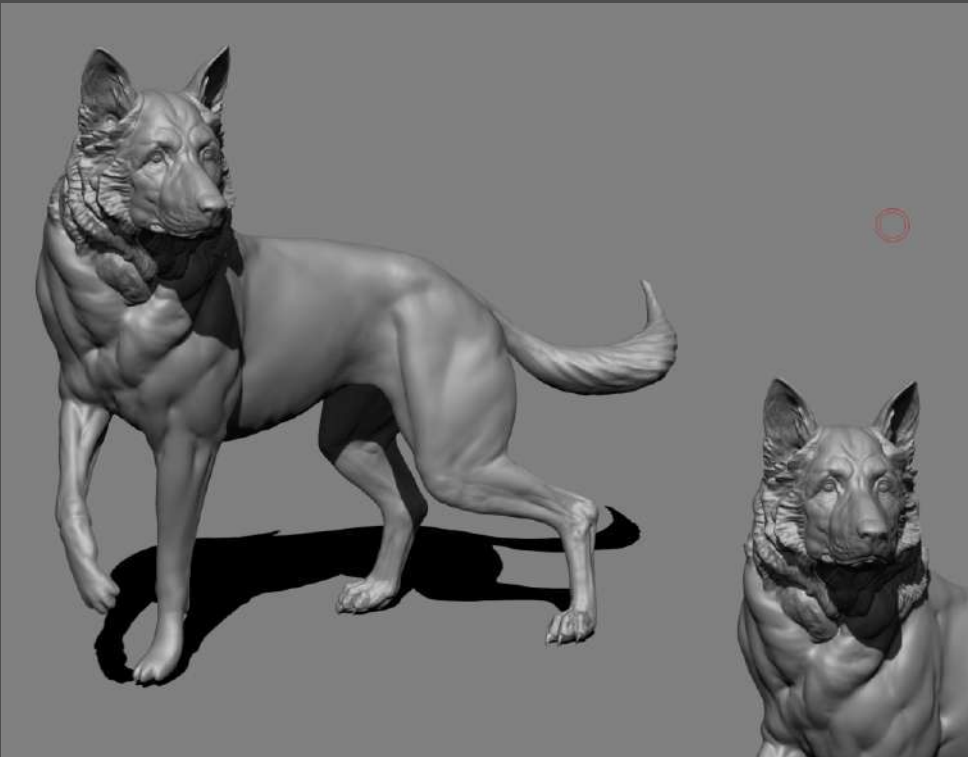




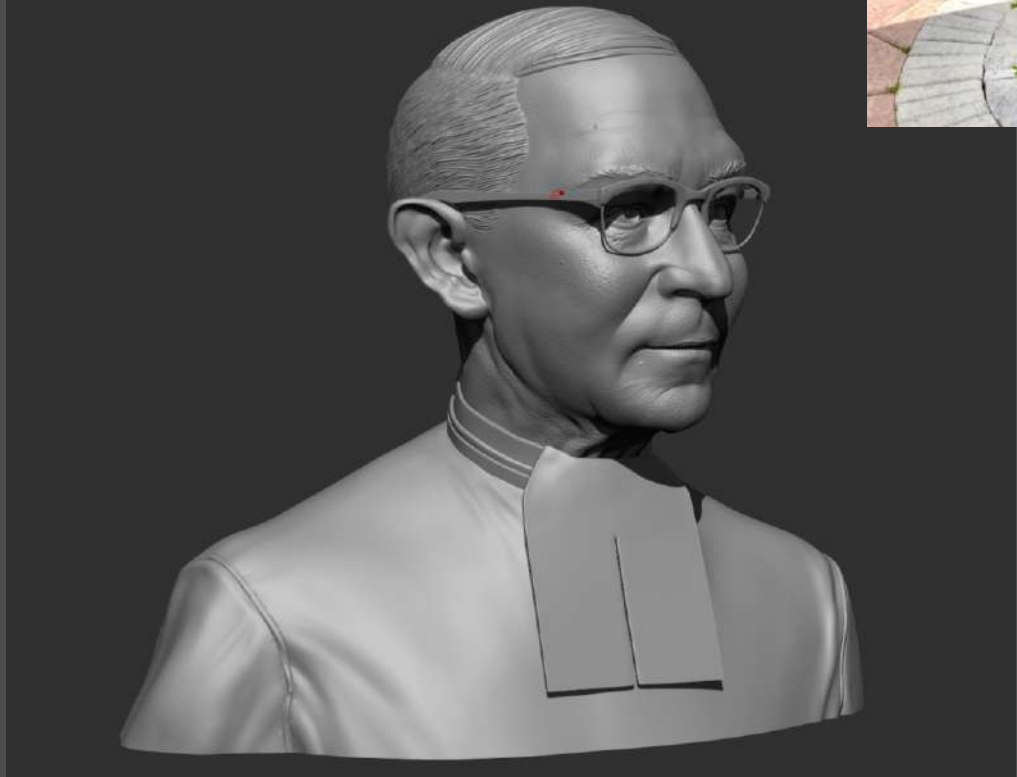
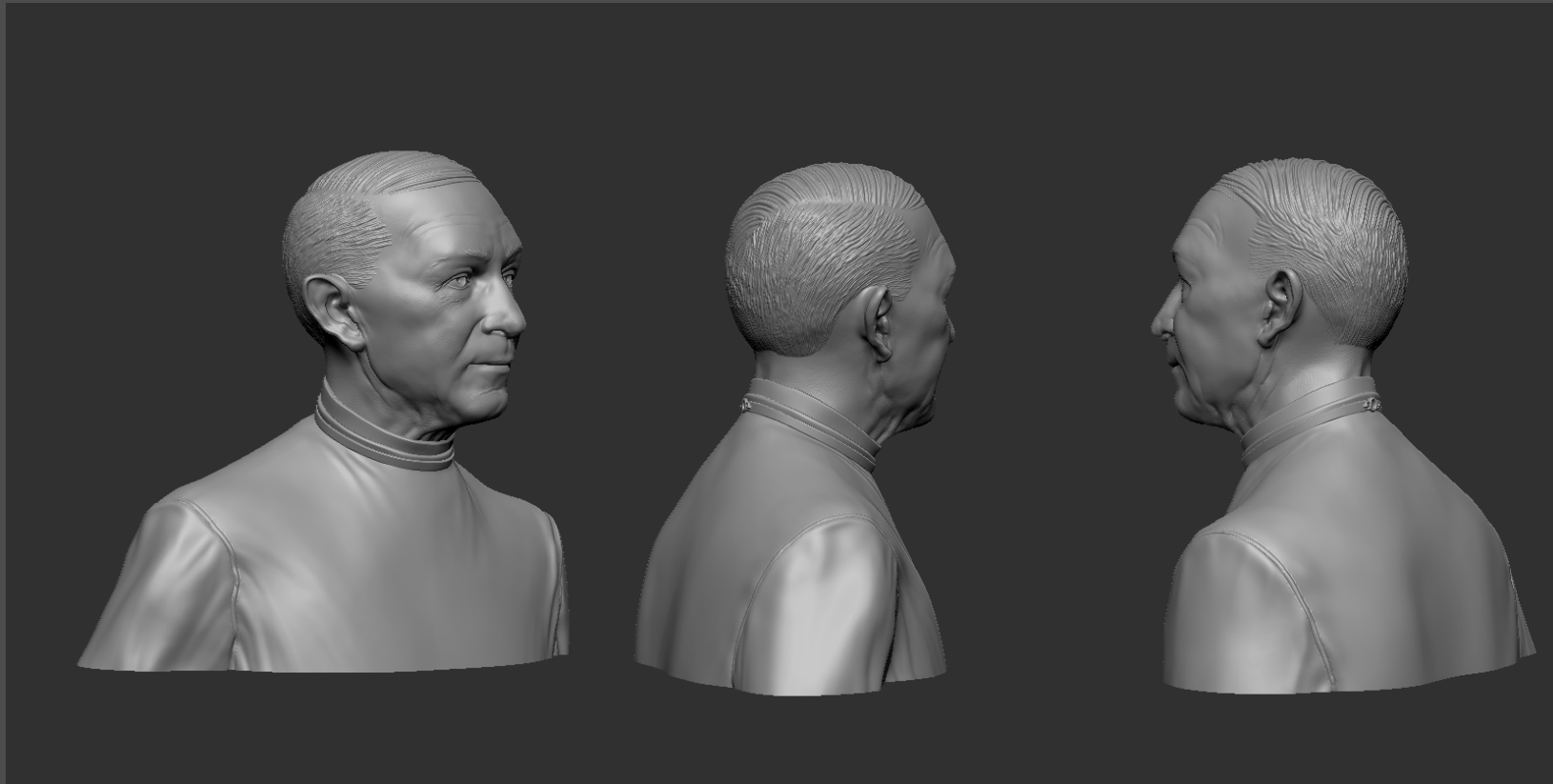


digital sculpture

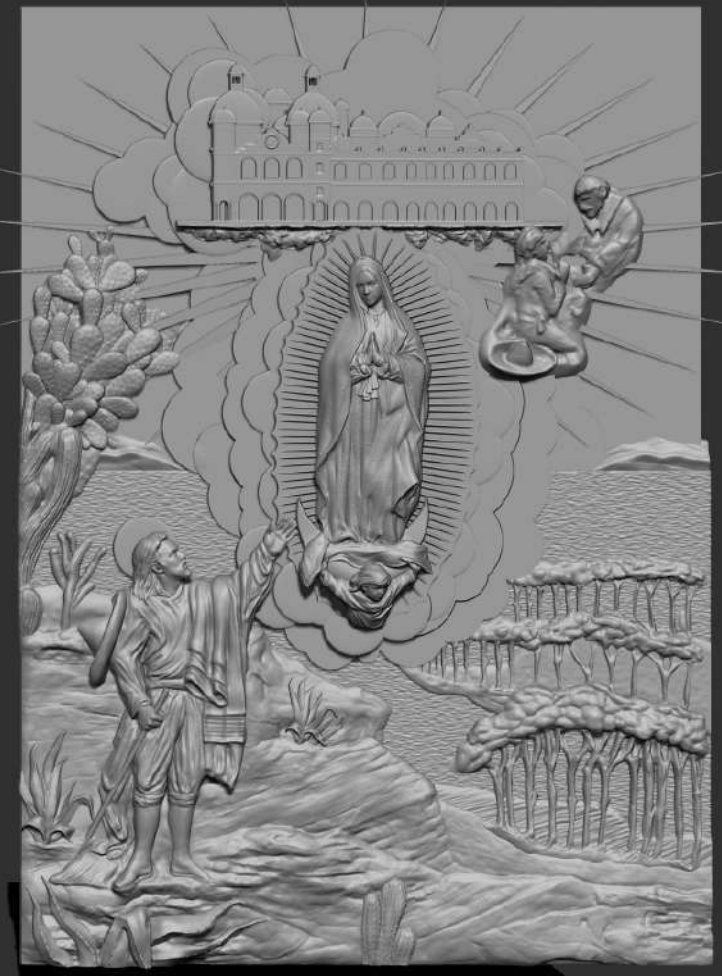
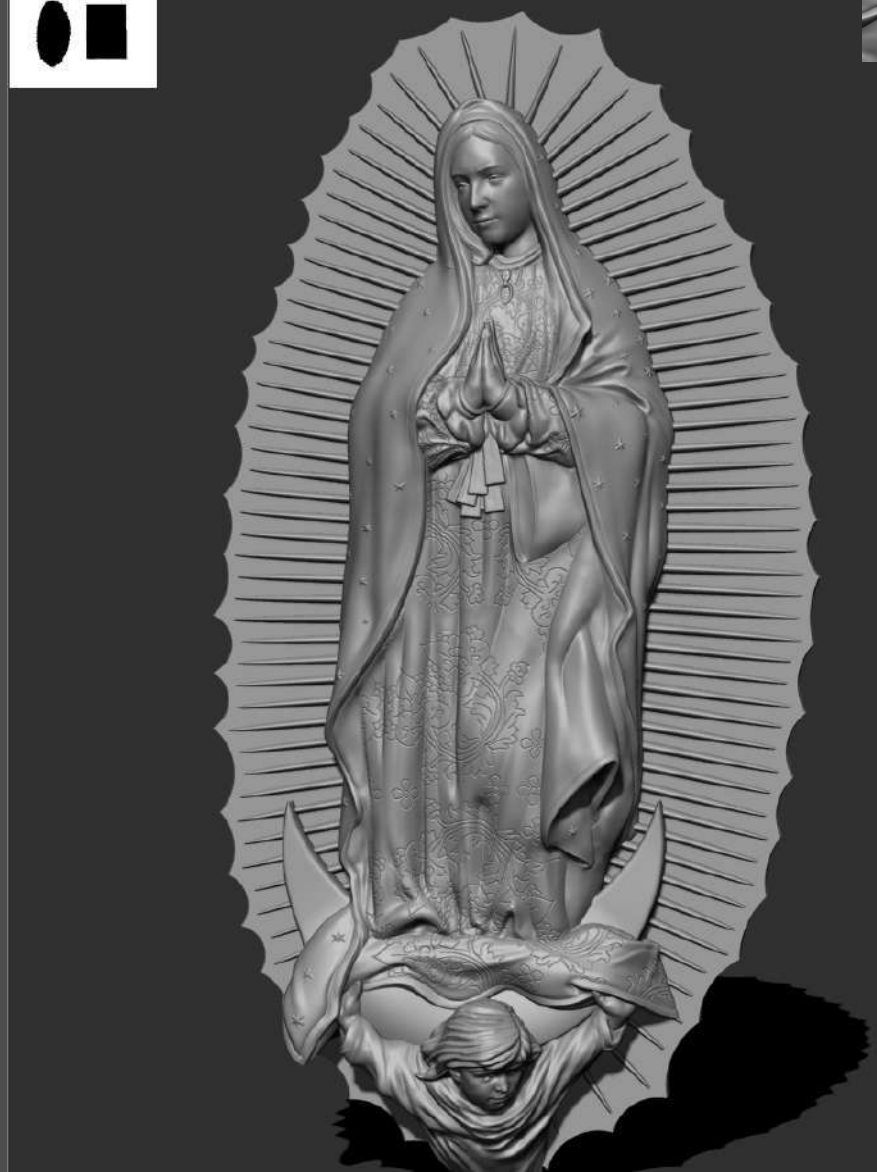
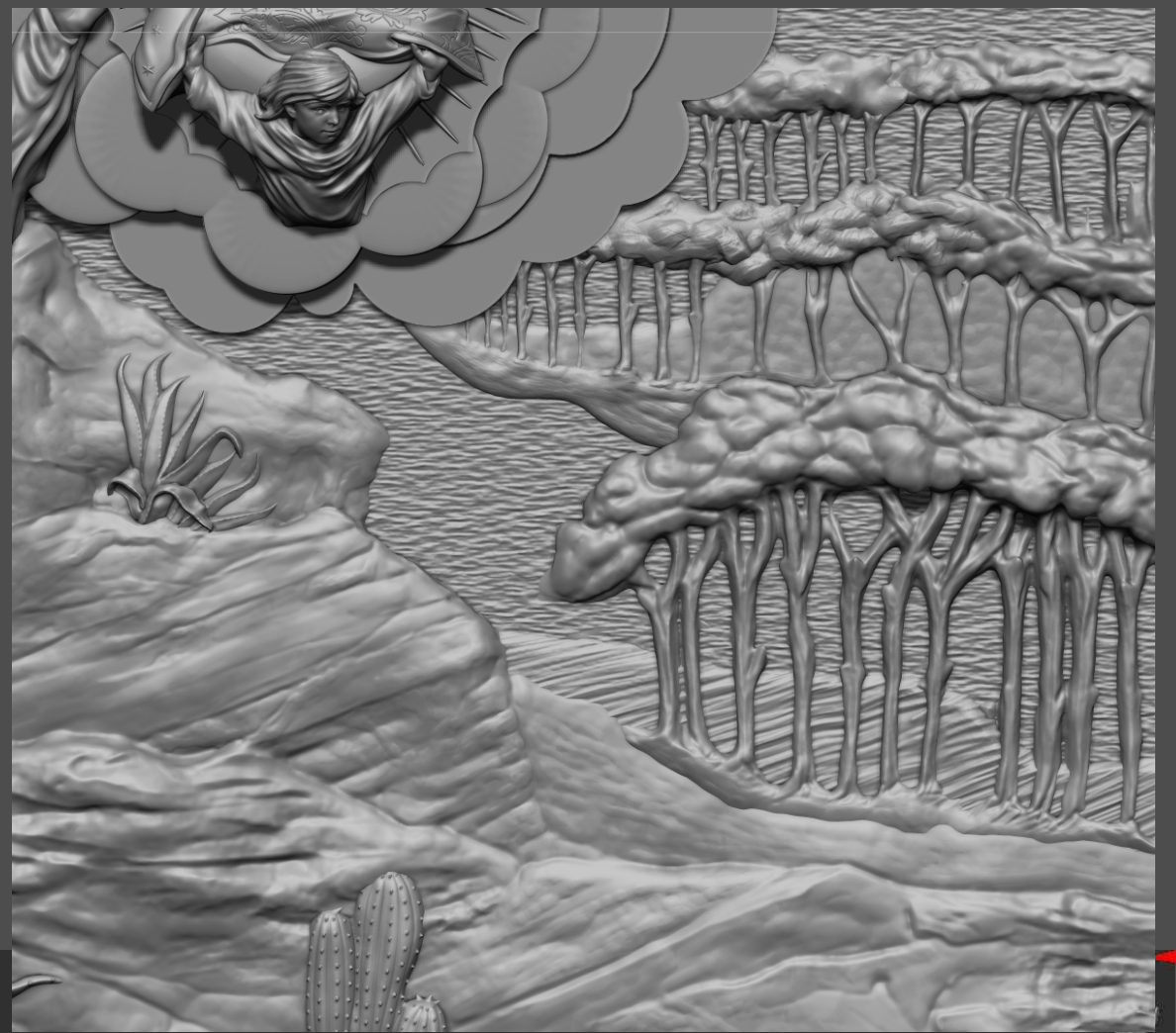










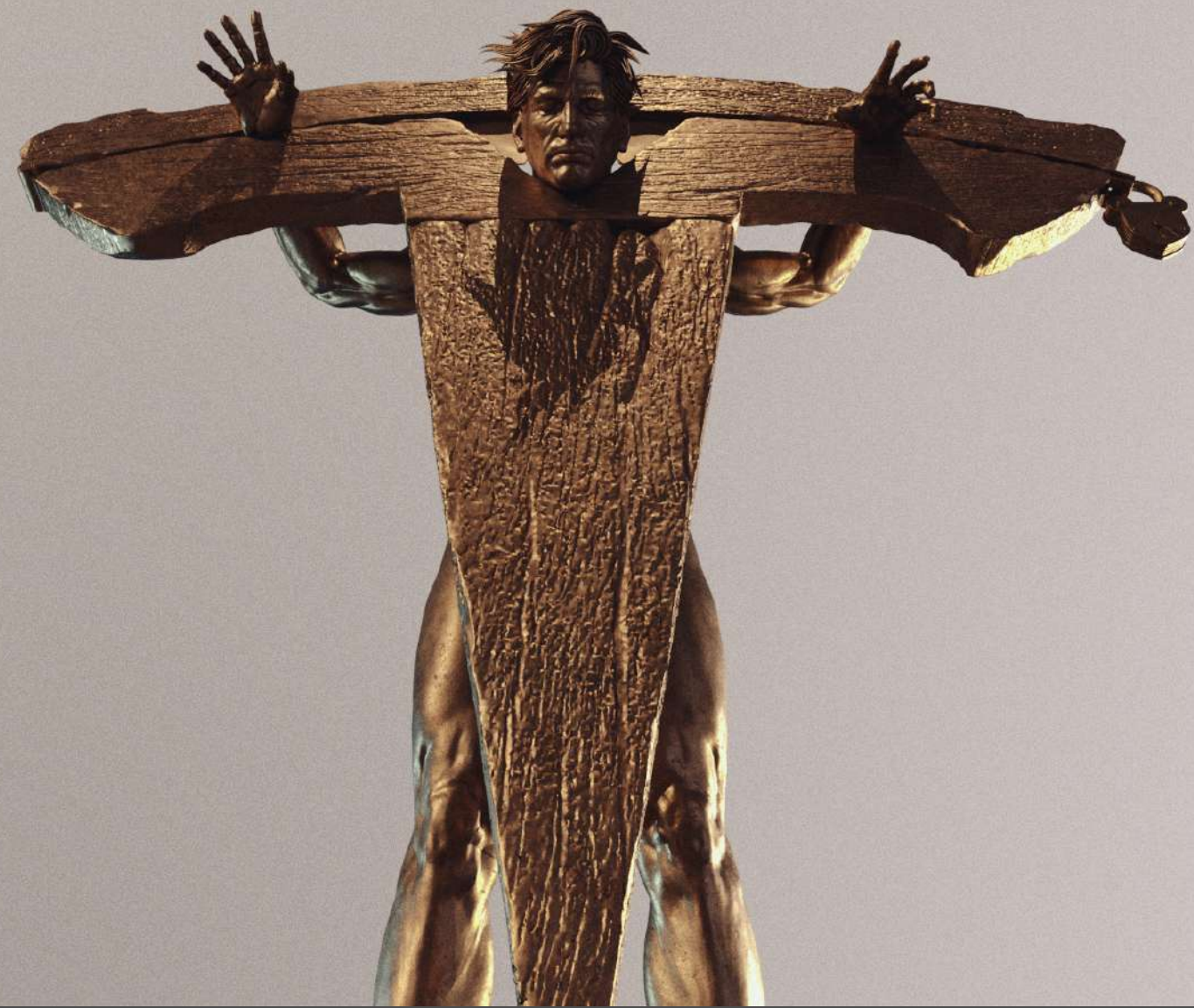




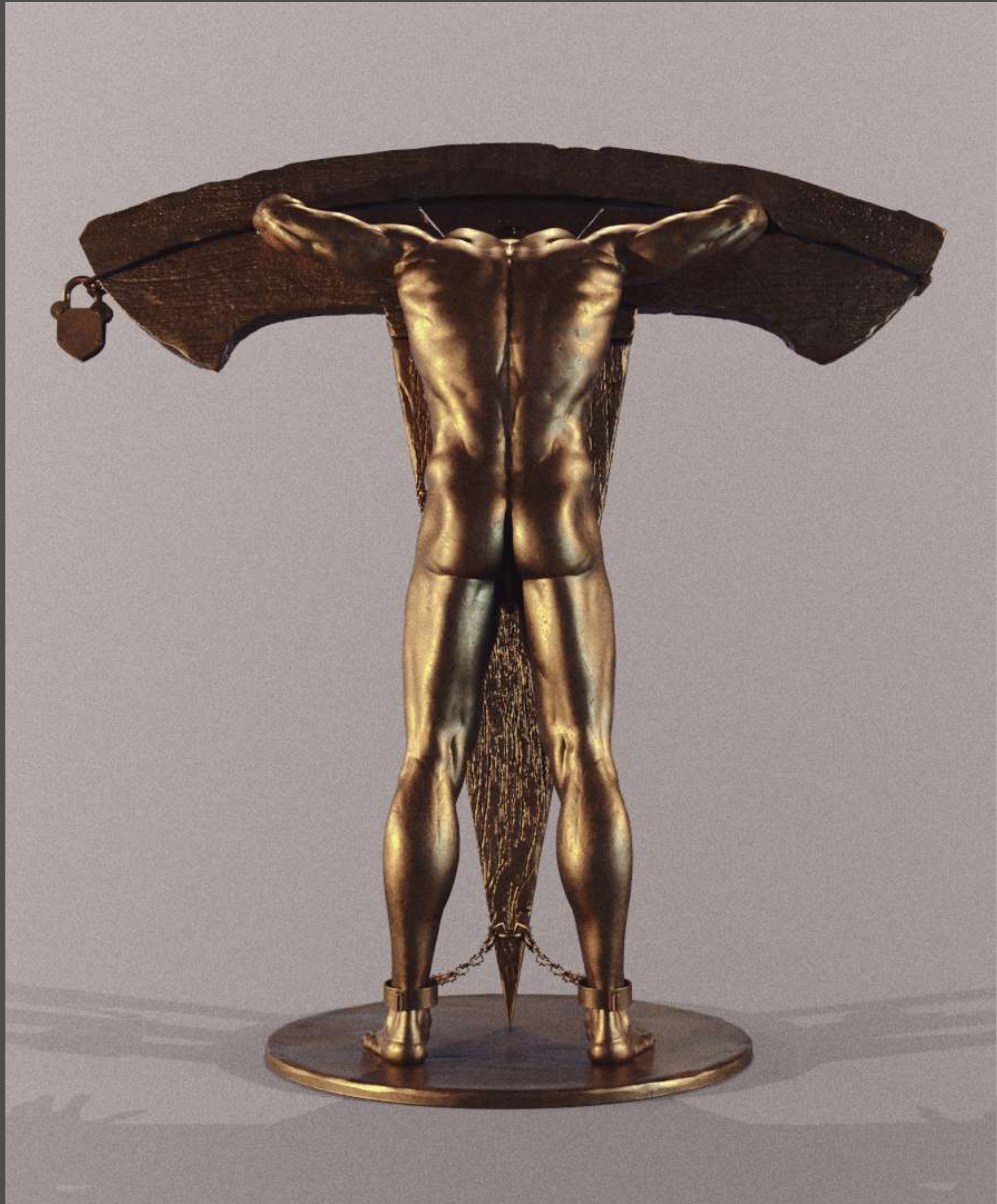


digital sculpture









digital sculpture





digital sculpture





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| conceptual art |

| 3d modeling |



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| infoarchitecture |

| digital sculpture |

Some works can be found on these platforms