

## CASE STUDY



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# Bringing motion to life through precision 3D printing

Ogle worked with Studio Wayne McGregor to create large-scale sculptural figures for Infinite Bodies, an exhibition at Somerset House exploring the human body in the age of artificial intelligence.

The installation required a series of highly detailed dancer forms captured from scans and reproduced as physical objects. The finished pieces needed to preserve the subtle movement and anatomy of the original performance while creating a striking visual presence within the exhibition space.

### The challenge

The project involved transforming digital scans of dancer Jacob into large-scale physical forms suitable for exhibition.

Three separate dance positions were selected from the scan data and needed to be:

- accurately reproduced at a larger scale
- printed with the highest possible surface detail
- finished to create a distinctive silhouette effect

One of the main challenges was the ultra matt black paint finish required for the final pieces. This coating absorbs light to produce a near-silhouette appearance but cannot be handled once applied, meaning the finishing process and installation required careful planning and precision.



## The solution

Ogle's team prepared the scan data and optimised the build size to produce all three dancer poses efficiently using SLA additive manufacturing. The models were printed on one of Ogle's NEO 800 SLA machines, allowing the team to achieve the fine surface detail required to capture the original motion of the dancer.

Once printed, the parts were:

- carefully hand finished to refine the surface quality
- prepared for painting
- coated with a specialist ultra matt black finish designed to absorb light and create a strong silhouette effect

The completed sculptures were then installed by the Ogle team as part of the exhibition display.

## The result

The finished models transformed fleeting moments of movement into striking physical forms that became part of the Infinite Bodies exhibition.

By combining detailed scan data, large-format SLA printing and skilled hand finishing, Ogle was able to produce accurate, visually powerful models suitable for this high-profile art installation.

Catherine Smith of Studio Wayne McGregor commented: "We were introduced to Ogle Models through a project with Louis Vuitton. They helped us achieve Corporeal, a work involving 100 miniature figures in 10 different positions.

"We returned to Ogle to make a work for the groundbreaking exhibition Infinite Bodies at Somerset House which examines Wayne McGregor's exploration of the human body in the age of AI.

"Working with Ogle models is always a pleasure; they are very knowledgeable and help us achieve the best possible result within the budget. The printing and finishing are of a very high quality. We hope to work with them again soon."

