

ICON EVOLUTION

Chronicling the transformation of an idea into the most spectacular chess trophy this world has ever seen.



a grenade with our names engraved on the side

The idea for a Battle at the Border trophy came from Terry Chaisson at the end of the 2008 tournament, and shortly after hearing Terry's suggestion I started thinking about a suitable design. At first I traveled down the typical path by visiting several trophy shops in various cities, but I wasn't impressed with what they had to offer. Even an online search didn't reveal anything unexpected, and it quickly became apparent that finding a trophy for the Battle was going to be much more difficult than I originally anticipated.

During one of my brainstorming sessions I decided that if I couldn't find a trophy worthy of representing the Battle I would

have to make one, but given my limited artistic ability I really didn't know where to start. So, I jotted down some ideas and approached my cousin Micheal at our family's Ukrainian Christmas party.

Besides being incredibly talented at everything artsy (you should see his Halloween costumes...), Micheal also does this type of work for a living as an employee of Heavy Industries in Calgary, whose slogan is "imagine the impossible - we'll make it happen". That was the exact attitude I was looking for, and Micheal didn't disappoint.

Micheal and I worked together via email and phone conversations

for close to 6 months to create the final product, and during the construction process I had Micheal document his progress using pictures. If you're interested in seeing how this idea came to fruition, I've created a photo layout, complete with interesting bits of information, on the following page.

I've also created a portfolio excerpt page that showcases some of the projects Micheal has worked on during his time with Heavy Industries. Feel free to contact Heavy if you have an idea you'd like to animate.

Thanks for attending this year's Battle at the Border. I hope you enjoy your time here.



Left: the design starts as a 3-D model that is inputted into imaging software for sculpting. Ironically, before finding the grenade model online Micheal tried ordering one through Canada Post, and we all know how that ends.

Middle: after sculpting the grenade is painted.

Right: the trophy base is prepared.

Left: broken chess tiles are painted so they can be glued to the trophy's base to illustrate carnage.

Middle: the original intent was to have the grenade tilted slightly, but after seeing pictures I decided to mount it upright. This photo also shows the mockups used to denote the plaques.

Right: the dog-tag plaques are engraved and mounted.



Left: the brass ring and pin are installed.

Middle: a frontal view of the trophy, immediately before the finishing touches are applied.

Right: the base of the chessboard is painted black and the "Battle at the Border" lettering is attached to the clip. The trophy is then clear coated and ready for use.

project portfolio excerpt heavy industries

Heavy grew out of a foam-cutting and milling company called Streamline Automation, evolving through the collective talent and inspiration of its small group of artists to work with some of the largest brands in the world.

Middle right: Canadian clothing retailer Mark's Work Warehouse wanted to update the look of some of its flagship stores using more interesting and dynamic visual elements.

Bottom right: the 30-foot guitar for Guitar Works begins as a regular sized one that is laser scanned and milled out of foam. Details are then sculpted into the foam and a steel frame is added for structural support. The strings are individually sized steel rods, and each fret is a custom shaped steel box/tube. For the finishing touches a wood grain is added to the guitar's exterior, and careful aging marks are incorporated into the body. The bottom was removed so that the guitar could be installed inside the Guitar Works building.

Bottom left: Micheal helped create two hockey player statues for the New York Islander's stadium entrance.



Micheal Matthews has been working for Heavy Industries for the past 5 years as a designer. Above, Micheal completes the texturing of an Albertosaurus for the Royal Tyrrell Museum of Palaeontology in Drumheller.

