



James Shoop has been a professional sculptor since 1983. He first apprenticed with his father at his family's foundry, Shoop's American Bronze Casting, where he worked in all areas of production, including: sculpting, molding, casting and finishing.

James studied classical sculpture at The National Academy of Design, The Art Students League, and The New York Academy of Art.

Despite advances in technology such as 3D printing, James has chosen to honor historic, traditional methods by continuing to sculpt using his hands. "There is a dynamic relationship that develops between the sculptor and the sculpture that can only occur in real time," James explains. "Through the interactive movement and placement of clay with the sculptor's hands, a physical connection forms between the creator and the creation."



*Pictured: "Dianna"
Bronze, by James Shoop*

Shoop has received awards at the Art Renewal Center Salon Competition, the Spectrum Fantastic Art Competition, and the Chelsea Award Competition. Major clients include Disney, D.C. Comics, Warner Brothers.



*Pictured: "Ramautar"
Bronze, by James Shoop*

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