

Philosophy

Our mission is to foster creativity, community and play with extraordinary playgrounds and interactive sculpture. In the words of renowned Waldorf School Educator, Rudolph Steiner: *“The need for imagination, a sense of truth, and a feeling of responsibility — these three forces are the very nerve of education.”*

ID Sculpture operates on some basic core beliefs.

- Art and play should coexist.
- Play is an opportunity to learn
- Every project should be designed with place in mind.
- Technologically superior processes deliver maximum value to our customer
- Collaboration is the cornerstones of good design
- Everything we build should be timeless, both in terms of design and durability.

History

Ian Glas, founder of IDS, began climbing in the Shawangunks of New York in 1989, and embarked on a six-year journey to climb the world’s toughest routes. He was climbing at the cutting edge of difficulty and responsible for numerous first ascents. Finally settling down in Salt Lake City, he worked for several of the leading climbing wall manufacturers.

At the time, climbing systems were mainly steel and plywood composite panel systems with an occasional cement coating. Driven to increase the play and climbing value of artificial rock, Ian began to develop material and sculptural techniques that created a new level of realism and creativity. In 2005, he founded Integrated Design Solutions (IDS).

In 2012, IDS was joined by Andris Zobs, an experienced fabricator of unique architectural installations. As partners, Andris and Ian embarked on an ambitious effort to reinvent IDS’s production process by combining traditional sculptural technique with modern computer automated design and manufacture (CAD/CAM). The result was a manufacturing process with powerful creative potential and fidelity designed for collaboration.

Today, *ID Sculpture* services a broad range of markets with a talented team of designers, sculptors and craftsmen. What started as a climbing company has evolved into a full service design and manufacturing firm with the ability to realize any custom sculptural form. We work for artists, architects, institutions and communities throughout North America.

IDS proudly manufactures in our home, Gunnison, Colorado.

Collaboration

We love bringing our clients visions to reality. Whether it be a custom sculpture, a complete themed environment, or iconic center-piece to your project; IDS makes collaboration easy.

We work closely with you during the design phase to ensure the finished product is built to meet and exceed all of your aesthetic and functional needs while staying within your budget. Many clients bring their own designs, while others request concepts on a theme. You may also localize your project by specifying rock types, geologic features or a favorite climb.

If you need help getting started, the IDS catalog features a variety of designs ready for fabrication. If you don't see exactly what you want in our catalog, many catalog items have customizable finish textures and colors to choose from. We can even incorporate your organizations graphics or themes by request.

Process

ID Sculpture combines old world sculptural techniques with modern digital technology. This gives us the power to realize virtually any theme or form. IDS's marriage of digital fabrication and handcraft results in pieces that are both accurate and rich in textural detail.

We start by assessing your initial concepts, budget and specifications. From this, we develop a physical or digital 3-d model. Next, we incorporate your feedback and develop the design. We analyze structural and installation requirements, and integrate the design into the architecture of the site for a final approval proposal.

Based on the approved drawings, we use CAD/CAM technology to exactly replicate the production model. Finally, our talented team of sculptors applies our proprietary GFRC shell and hand sculpts the finish surface, with an eye on detail and play. This method allows us to work quickly and accurately at a variety of scales while maintaining complete creative control.
