

YOUR NAME: Xingxu Wang

YEAR PIECE CREATED: 2020

Title of your work: My Childhood Memory

The work can mainly divide into three parts, including the Pokémon and a childhood game character on the stage, the stage, and the background. The two models were bought online, and when I got them, I used glue to make sure they are stable on the stage. A large flat black wood created the stage cut from the woodshop. The cover was a ball shape plastic cover that I found in my apartment, which is perfect for the work that can be seen as a protective cover for these two characters. The most complex part is the background. First, I cut a round shape for the background and spray it with two different main colors (Pink and Yellow) of that two characters. And I designed a Pikachu tail on the back. Then I designed a holder that could hold the metal model high enough as the background. Finally, I found two pieces of wood as a support for the background board.

The purpose of my creativity is to emphasize the idea of "subject matter," and the method of creating the work is relatively straightforward. The Pokémon cartoon is my generation's memory, and I believe most people shared the same idea as me. Therefore, I choose to use the easiest way to create the fighting stage. This metal model is a game console that I used in my childhood, and as far as I know, this game console was popular all over the world at that time. This is also the original intention of this project. Let us choose the same items that belong to our childhood and make it as a metallic model. However, the point of my creativity is the meaning behind the creation. We do not have that many computer games during childhood, and all the cartoons we watched are either from the television or the book. Using materials around us can

become meaningful for us to create the final work. The purpose of the "subject matter" focuses on the meaning of the creation instead of the material.

My idea for the creation is that today, as the product becomes overwhelmed and most families could afford to pursue computer games for their children, most children have lost the happiness of creating something of their own. It is essential to have children experience and practice before they could gain pleasure. If not, the fun sometimes will become meaningless for them, so many children are now addicted to video games, because the pleasure was too easy for them to gain. Let us return to childhood and enjoy more childhood memories.

COURSE NUMBER AND COURSE TITLE

A-S 103-002 Three-Dimensional Form

INSTRUCTOR NAME

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