

**Research Week  
Robot sculpture  
3D Category Proposal**

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**Despair\* Sculpture 3D**

- **Research Problem Statement**

This project's research problem was building a cohesive yet believable world, drawing primarily from future predictions regarding the rapid acceleration of technology. The primary issue that presented itself was the factor of believability, especially evident in how this dystopian world operated. I found myself wanting to write down some arbitrary rules or characters when I had to finally ask myself, "Why?" does this need to be here. Another problem was how the world the characters lived in affected the way they looked or the decisions they made in the world.

- **Communication Objective**

My communication objective is to create a character that would feel like a part of the world I essentially made. So, naturally, I did some research regarding the future of automated technology by going to my first source, movies. And then, I decided to look into predictions and past analysis to form my own opinions or ideas for my dystopian world.

- **Visual Solution**

To solve my problems, I decided to write my characters from actual people, which meant I would have to do many people watching. I also would create scenarios in which I was stuck or had no reasonable solution and ask some of the individuals how they would react.

- **How it was Produced**

My final sculpture was produced in a mix of clay, wire, worbla, and many mechanical-looking parts, such as trash from everyday items. I began with a sketch and used it as my guide for the sculpting process. Then I finished off with shading with powder pastels and resin.

For the Biblical worldview, I wanted my futuristic world to essentially resemble our world, broken, full of sin and despair. However, I wanted my world to have a redemptive element, similar to us as Christians can have hope in Christ. To do this, I created two cities where one advanced with technology. The people who live in it still have their humanity, and the other town is an allegory of the world we live in, broken and sinful. By contrasting these two cities, I wanted to build a story for a metaphor of salvation. The sculpture I created is of a character from the city that thought they did not need God; what they are left with is nothing but despair.