

Title - The Row-boating Row-bot in Existential Crisis

Program of Study – Graphic Design Major with Studio Art Minor

Presentation Type – **Choose one of the following:** Juried Art

Subtype – **Choose one of the following for poster or oral presentation types:** 3D

sculpture

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Imagine yourself sitting in a rowboat on the open sea. You have one oar in each hand and an endless pool of blue surrounding you. While this initially sounds wonderful, the few days of bliss turn into many weeks of misery. Storms roll through and the enjoyment you once felt becomes a meaningless pattern of predictability. This is the row-boating row-boat's daily struggle. His creator Francine Bigs spent two years perfecting his design. When row-bot first opened his eyes, he marveled at the world around him, thankful for his creator that brought him to life, but as time when on, the life bled out of his eyes, spiraling him into an existential crisis. The idea for this paper project came from a pun. A rowboat controlled by a robot, a row-boat, it was ingenious! I envisioned a robot who dreaded his existence and constantly feared for his safety as one wrong move would send him crashing into the water and corroding his hardware. I created him with poster board, foam board, and printer paper, fusing the pieces together with hot glue. I kept my design true to the initial sketches I made of him, but frequently used photos of boats, oars, robots, and hats to effectively convey and create that 3-dimensional sculpture as accurately to the

original sketch as possible. I began by folding and molding the boat with printer paper. I wanted the boat to have rounded fluidity, while the robot would contain harsher corners, displaying the robot's inability to break free from the box he was stuck in. The panels on the robot's back featured solar paneling, his vital levels, a backpack, and his heart. Many of his design elements were created for their humorous effects, enabling the piece to be visually interesting. Hot glue was also used on the base floor to better convey the robot's ocean surroundings without it being physically drawn or sculpted.

