The Object of imagination, Childhood toys

Abstract

The happiness moments of my childhood life. The environment contribute to the strength an inspirations to create an imagination from things around. When we are grow up and learn to survive. It feels lost the power of imagination in childhood. The feels that we have forgot, it's reverted continuously. I've bought the inspiration of imagination at an early age. Presented the story through a familiar symbol and combines them into toys which is in the land of happiness and long absence. Back to the childhood imagination again.

KEY WORDS: Toys, Land of Happiness, Imagination

Introduction

During childhood A very happy life. I used my childhood home in a warm environment, inspiring them to me that inspires me a lot. When we grow and come to life in the city. Environmental changes race of people hastening time problems harried into a return to a time of joy of living in our house warm during childhood. Developing country focused on the subject than the soul of society, economy, politics is capitalism. Lifestyle changes that
affect the well-being of people, Thailand quickly, both directly and indirectly\(^2\). As we have already forgotten it, come back continuously. It is an emotion that is a warm, happy, joy, beauty. depression Everything excite my imagination in creation is huge.

Offering inspiring sense of imagination through stories and traces related to a personal experience from the environment when the child tells the story through symbolic shapes accustomed to the structure of the iconic toys the visual pleasure that has occurred in childhood. Blending the form of 3D art and the audience to engage with the practice of printmaking.

To create an object that has a toy. It is the delight of children and adults delight. Upon returning to the childhood fantasy again.

I live technical expertise expressive shapes and interpretive sense from experiences in childhood. The media and the feelings expressed through the visual elements of art by my imagination.

Materials

I use the mix-media techniques as medium of expression and imagination. The audience to engage with the task to lead the land of happiness. I built a wooden structure based on the concept of imagination a simple mechanism the response meets my emotions as much as possible. The mechanism in the form of a simple print with its own tricks mixed with printed patterns. The printer is like a toy to allow people to engage with the work. I used creative process of art forms Installation Art.

Creative Process

1. Create shaped toy with a combination of wood and other materials have a 3D appearance.

2. The technical features and mobility.

3. Photos are related to the printing process. Is molded to the audience to engage with the work I have.

I have been influenced by childhood toys, the environment surrounding the pattern around. With a view reinforced by the imagination The cutbacks unravel shape up. With composite wood until the dimension between inspiration from the shape of the memorial.
Process and methodology of the study.
1. From my experience during childhood. In environments being passed into the rhythm of life.
2. From the perspective of the current lifestyle behavior changes from the original.
3. Exploration activities at different times emotional.
4. researching various shapes at different ages experience to expand Imagine recording a sketch.
5. Try to cut down on the unnecessary material real shape to make the most out of nature.
6. research techniques and patterns to create a mechanism that will be used in a portfolio.

The home environment was never touched. The homesickness Nostalgic warmth Feeling create a timber that features a component. That features a small printer. People can come into active participation.

It would be important if a stimulus or critically acclaimed artists to create the shape and meaning to life. And the story line is reflected to the viewer. As a starting point to walk into the beauty and meaning in the shape of the work.

Details
Structure
Printer
Results

I have learned to form. Technical and creative approach to problems in the future. Combining a creative way to make a contribution to the communication with me in fact, if the lack of logical thinking and creativity. Creativity may be a chimera. That cannot be true, or it could be that Lack of perfection⁵ the response meets my emotions as much as possible.

Conclusion

Creative thesis of this "object of fantasy" was born from a desire to hide beset him. Create a sense of going back to a time of joy. The house where we lived during childhood. Happy and always had a long absence. Back to childhood fantasy again. The proposed model is composed of material that is readily available. By environment I have been living at an early age. Being creative can sensitize a child again. Who has made her own toys. During the work, ideas, memories will return. Maybe a smile to the workpiece. The research techniques I think the lifestyle of Child Development that I live surrounded by nature filled with players from around the imagination. And also from the primary school science teachers to devise there. This is not so interested in science As a complement to the exciting, interesting and creative process that goes into the realm of happiness into a fantasy world that I've created.

To create an object that has a toy. It is the delight of children and adults delight. Upon returning to the childhood fantasy again.

⁵บทความวิชาการ: การประยุกต์ใช้แนวคิดของ Dr. Edward de Bono เพื่อการออกแบบสิ่งพิมพ์ให้น่าสนใจ โดย: ชาตรี บัวคลี่
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