

STATEMENT OF PURPOSE

I am aspired to a career as an artist more than a scientist.

From the viewpoint of not only appreciation, but creation, forms of digital art — graphics, animation and music — have long fascinated me with their high expressibility and power in storytelling since my childhood. As a kid who gained much sense of achievement by exhibiting his works to friends, I participated in virtually every extracurricular projects in designing class website, obtaining valuable experiences in digital image editing and photography. Later, amazed at the features produced by animation studios like Pixar and Dreamworks, I took a step further to self-study the creation of three-dimensional computer graphics(3DCG) using commercial software packages, and led a team to give introductory lectures about 3DCG at the information club of Taipei Municiple Chien-Kuo Senior High School. It was through the course of active exploration that I realise the strengths and weaknesses of computers as production tools for artists, and understand the neccessity to narrow the gap between technology and people before the tools can provide controls of higher degrees of freedom, as well as become more personalized and expressive. Only when artists are allowed to form their own tool, the power of computation can be handed over to them effectively.