Wonderland

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Rochester Institute of Technology

A Thesis Submitted to the Faculty of
The College of Imaging Arts and Sciences
In Candidacy for the Degree of
Master of Fine Arts in Metalcrafts and Jewelry Design
School for American Crafts

Wonderland

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Abstract

“I believe that every single event in life happens in an opportunity to choose love over fear” Oprah Winfrey.

My thesis “Wonderland” derives its knowledge from my life experiences, re-used to narrate how people can change or improve their attitude towards their life. Let us begin with how the title was born.

My parents were divorced when I was ten years old. My mother, a registered nurse, sometimes had to stay on duty overnight. Her boyfriend, who used to stay home, very often stirred up trouble between my mother and me. My mother always scolded me without considering the facts behind the problem. At school, I managed to perform well and was an above-average student. The students in my class were rough and treated newcomers in their class with contempt. I had a hard time in school and felt isolated because people around me had closed their minds instead of trying to understand me. I vowed to myself to become a very independent person and built a wall around myself, not trusting or letting anyone in.

My life brightened up when I reached senior high school. The new classmates were kind and friendly. Their encouragement helped me to build up my self-confidence. This helped me to overcome my depression, fears and bad memories, and to rebuild my relationship with my family. I forgave people who had not treated me well. This act made my life much more wonderful.

This was the “wonderland” for which I had been looking. I wanted people who were suffering in their life emotionally to be encouraged. Therefore, I chose narrating a story as a way to encourage them. Sigmund Freud stated, “Some things that you do
not know are important to you; those things are suppressive because the things are very important. This was my inspiration in choosing my thesis topic, “Wonderland”.
Introduction

In recent times, more and more people have initially established their brands through the Internet and then franchised them in physical stores. This group of people started their venture as hobbies and then transformed them into career goals. My dream is to transform my hobby of art and craft design into a profession. I was inspired by one of my friends who has a store that sells fashionable clothes and accessories. In Taiwan, there are several fashion designers, but very few jewelry designers; 80% of accessories, especially jewelry, are imported from Korea, Hong Kong, Europe, and so on. As a result, I became more interested in jewelry making. In order to enhance my skills in this field, I came to the US to pursue my goal.

With a Bachelor of Applied Arts, and a major in animation, I have a great affinity for telling stories. I believe that every story should not only be a means of entertainment, but it should also enlighten people. From the beginning to the end of a story, we experience real and imaginary characters and situations as in a dream, which is an enchanting experience. We will be encouraged and become more mature and confident in facing reality after such an adventure.

However, there are many ways to tell stories. I used to create 3D animation to present stories. My work also involved craft, oil painting, drawings, fashion design and graphic design. Visual presentations can help people to understand stories more clearly merely than relying on words. *Alice in Wonderland* was illustrated. Having a Masters in Fine Arts with a major in jewelry, my intent is to render or narrate a story, specifically *Alice in Wonderland* as my thesis work.
Evolution of My Work

Origin

My creative ideas are evoked through visual stimulation found in movies, books, magazines and store displays. My works encompass my own thoughts combined with various expressions of people’s dreams, memories and experiences. The motive behind my work is to present people with a positive message and, while providing encouragement towards their future, to also help them recall the beauty of their cultural past.

During my initial years at RIT, I had the opportunity to learn a great deal about metals. Therefore, in 2008, I became engaged in this field. I had two years to learn the skills and to prove myself as a graduate student. Although I was unable to find my passion during that time I persevered through the encouragement of my professors. When I become challenged and pressured by my works, I find stimulation and relaxation by visiting a bookstore coffee shop. Drinking coffee and reading craft magazines such as *Illusion* helped to both inspire and relax me. One of my favorite craft artisans is a Canadian named Susan Pilotto. The style of her work is Primitive Whimsical [Figure1-1, 1-2, & 1-3]; creating little animals is her specialty. Susan’s works make me feel sweet and lovely. Sometimes Susan shares her thoughts in magazines: how she gets passion to keep working on her creations, what she does when she has pressure, where she likes to work and so on. One of her sayings has inspired me, "Be true to yourself. If your work gives you goose bumps, even after the hundredth time you have made it, then you are on the right path and you have found your bliss". I thought I should always do what I believe to be right and be true to myself, so I kept working. Sometimes I do not like to stick to the rules, but through
my work, I realized that being disciplined is a part of human life. I always say that I cannot change the world, but I can change myself to fit into it. Also growing up in a very strict cultural environment back home gradually influenced me to be the person I am today.

Figure 1-1

Figure 1-2

Figure 1-3

Adaptation

In the beginning of my final year 2010, the revised movie version of the well-known children’s book *Alice in Wonderland*, was released. In this new version, Alice found herself and her goal through the adventure. The content of the new story is unlike the original version by Lewis Carroll. In the original story, Alice jumped into a hole and started her adventure where she met many creatures. The time and occasions were illogical. I pictured myself as Alice in the revised version; my coming to the US was similar to Alice jumping into another world and exploring a new place. I believed I would find myself along this journey. On the other hand, I hoped that my works would both touch and encourage my audience. I was bombarded with questions such as, what does my wonderland look like? How do I present it through visual art? How fancy is it? I found inspiration through a well-known children’s book author and
illustrator, Dr. Seuss, who said, “Think left and think right and think low and think high. Oh the things you can think up if only you try!”

What I needed to do was to present more through my actual works than to offer explanations by words. I started to draw without making models, but each time I showed my drawings, I was unable to convey my thoughts to my audiences as I had meant to do. Although I became frustrated, I never gave up trying. I tried to understand how to explain things by closely monitoring others’ presentations and talks. I was trying to explain my theme as Alice in Wonderland, but I was unable to convince the audience that it was not about “Escaping Reality”, but to make them realize that the reality can become everyone’s wonderland. It is far easier to understand the difficulties in our lives than to find ways to face and overcome them. Through frustration, some people fall into their own “Wonderland” through dreaming, drinking and drug abuse; they lean on these ways to release their pressure and touch their “Wonderland”. It is my hope that by creating inspirational and meaningful pieces of jewelry, peoples’ spirits will be raised.

I researched many artists and designers, even those who loved the original version of Alice in Wonderland. Through exploration I was able to create similar ideas by which I could explain my ideas of “Wonderland”. According to my online resources, many painters, illustrators, and jewelry designers, kept Alice’s appearance in their work as the original illustrator, John Tenniel, had depicted her. Others used their style to create a new "Alice"; however, audiences still recognize these as models depicting Alice in Wonderland. Some of the works include Chris Jeanguenat’s abstract paintings [Figures 1.1 & 1.2] where the Alice in Wonderland concept is used to show some of his personal ideas. Helen Dearnley’s [Figure 2] “Alice in Disneyland” used
illustrations and computer skills to give the role of Alice a new look. Japanese jewelry designer T. Yamamoto\textsuperscript{15} [Figures 3.1 & 3.2] made a series of rings to project the role of Alice in the wonderland. These inspirations are different from what I was seeking.
Co-Evolution

Through my research related to psychology and neurology, people repress dreams (what they desire most) when they are conscious in their subconscious. These dreams will appear in images; this is how dreams are formed\(^\text{21}\). Alice explored her journal in her dream; creations and adventure in the dream helped her to find her true self. (At the beginning of the story, Alice’s family found a man for her, but that is not what she wanted. Alice did not understand what she really wanted to do at that time, either.)

There is an interesting quote from Freud’s *Interpreting Dreams*, “To doubt all things, in the end, there is only thing which cannot be doubted, that is “I am doubting.” In other words, *Cogito ergo sum* (Latin: I think therefore I am), posited by René Descartes.\(^\text{22}\) If I deny or doubt myself, nothing will hold. So I decided not to look back and survey the things of the past, but to go ahead with my ideas.

**Don’t Hurt Me**

I started to use colored pencils and draw designs aimlessly on paper. This process drove my thought to pairs of lips. I imagined that each pair of lips spoke different things. Sometimes the words hurt my feelings. I felt that something was needed that would stop people from speaking words that would hurt others. This led to the model *Don’t Hurt Me*. There is a similar saying in the Analects of Confucius\(^\text{23}\), “See no evil; hear no evil; speak no evil”\(^\text{24}\) [Figure 4].

![Figure 4](image_url)
When I learned about this saying, I imagined zippers on my desk. I thought I could zip the "mouths" that would make a person feel hurt or sad. In order to present this thought, I experimented with various materials. A mouth gives me a feeling of softness so I chose fabrics to be the main material in this project. I struggled to make a neat shape because of the tension and solidity of the fabrics. The fabrics were inadequate to present smooth lines and neat shapes. I explored the studio to find other materials that would fit my purpose. I found a mesh, which was malleable. This new material was light and easy to shape and color. Since I was using a mesh I was worried about the time it would take to make a smooth curve with minimal or necessary blemishes for the lips to look natural. After several attempts, a pliant trial proved to be successful. In order to illustrate the painful words which hurt, I used a bleeding ornament. Thus my visualization became a successful mode.

To review the making process of Don’t Hurt Me, in fact, lips here meant people’s good sayings for me, such as encouragements and compliments. Those good sayings somehow became to an obstruction to me. I drove myself into chaos; maybe I care too much about what people expect from me. Since Don’t Hurt Me was completed, I felt “wonderland” existed at that moment. I knew I was on the right path to go on doing the next object. Therefore, I chose Don’t hurt me as the second object of my thesis series.

To address some of the questions concerning my motive to come to RIT, my learning experience in the US, and the things that I wanted to achieve during my time, I analyzed the days since coming to the US up to my approaching graduation. Throughout this period, my goal has never changed; I want to be a jewelry designer. I not only want to make exquisite objects, but also the things that can reveal a person's
characteristics. My next objective was to achieve a jewelry piece or an accessory that would reveal some characteristics of a person.

**Just Zip**

The accessory, *Just Zip* is an extension of *Don't Hurt Me*. In general, beautiful words can make us feel warm and comfortable. The main difference is the drop ornament. Here, the meaning of the drop is to depict the peaceful world when we zip mouths that hurt us. However, to put those ideas in wearable objects, I searched fashion clips, fashion design images and jewelry collection images online and fashion books to get different views or ways to illustrate my thoughts. I also examined what possibilities my previous experimental fabric sculptures had. I restructured them to make body ornaments. I drew ideas from some fashion magazines, where a bizarre object might fit in exactly to depict feelings or characteristics. Certainly, the body ornaments showed good characteristics, but the feeling that I wanted to present was still missing. In this project, I also tried metal sheets, clay, mixed media etc. to create objects to help expressing the feeling at which I was aiming. For example, lip shape was used as the basic model to have obvious connection with *Don’t Hurt Me* in appearance. I experimented with copper metal as the base material and then colored enamels on it. The success rate of firing enamel process was low if I wanted fancy colors or if I did complicated enamel-coloring technique. My experimental enamel pieces mostly had shown oxide and cracks. After evaluating my enamel technique skill, experience and time left, I had to change the way to finish the object. Resin was one of main materials I used in making this thesis series. Same as enamel pieces, the shape of the resin objects was in the lip style, but I got into trouble working with resin.
First, I did five three dimensional resin models; none of them were shaped successfully (I made them over 5 inches in height). Second, the dyeing-color was not as colorful as I desired. Suddenly, I realized I was engrossed in designing shapes, expressing feelings (according to each project that I wanted to present), and how to use resources efficiently; these three main factors cannot be united completely and had unclear relationship between them. I analyzed the experiences of unsuccessful pieces of this project and restructured three factors. After than, I stopped focusing on designing shapes, to concentrate on my concept. The feeling that I wanted to depict was warmth. In Rochester, the first thing that comes to mind is the freezing winter. People will be able to experience the warmth when something touches their body. So I figured it should be wearable. I chose a scarf as my basic reference object. When I started to work on this project I was inspired by a quote of Manolo Blahnik26, “About half my designs are controlled fantasy, 15 percent are total madness and the rest are bread-and-butter designs”.27 This helped me to realize that in the design and creation of my work and to create my “wonderland,” I could be free to create fantasy.

What I needed was to view my works through an opposing viewpoint and then put aesthetics into those works. As much as I separated the original form, what mouth should be into two parts, and made different transformations such as stacking, bending, and twisting, I found a satisfactory wearing style on the neck -- a scarf that will keep us warm and the drop piece to depict our peace of mind. However, a prolonged wearing of the scarf tends to make one uncomfortable. So as to justify the extended version on the fabric lips remade into the scarf was to expose the fact that as prolonged use of a scarf might cause an uncomfortable feeling for the person wearing it, more peaceful words will also make people feel uncomfortable if overused.
Give Me Sweet

Although I gradually gained the courage and confidence from my earlier works, I still was unable to illustrate my own imagination’s version of “wonderland,” which in my mind exists. I visited museums, libraries, and galleries to search any resource involved with dreams or wonderland. An online fashion channel referred to the characteristics of the Alice of the new edition as one who likes to dream, is strong and rebellious in personality, but who is too shy to show her true self in reality. Because of this, Alice only can find her true self and stand against evil through her dream. Although various factors cause people to dream, dreams are mainly caused by personal, social, environmental and psychological factors, as well as by one’s physical constitution. People’s dreams can satisfy their desires, which are not easy to come true. Also, people usually feel happiness and find fulfillment after having good dreams. I realized the relationship between my goal and wonderland: whenever people are afraid to face reality, they try to cope by facing the fear or by changing the situation to their own secure “Wonderland”.

I reflected upon situations that have occurred in my own life which might affect how I would find ways to get into a wonderland. A classic phrase from a famous Taiwanese idol drama, “The Fierce Wife”, is "When you are frightened of some things, take a piece of candy. The taste of the happiness is just like candy. You have to remember the taste, and also be brave enough to face your problems and future". When we were young, candies made us feel like the world was heavenly, the feeling was simply bliss. My professors recommended that sometimes we should break rules in order to reveal our true selves. It would be more attractive and would display strength to convince people. For instance, a metal craftsman, basically, should use metal to make
objects. If a craftsman uses different materials, the work might raise skepticism. Should the work be successful, it will attract an audience because it is different from the usual.

I decided to use real candies in this piece, based on my professor’s suggestion. I also wanted to change the usual depiction of "momentary happiness" into "permanent happiness". Eventually, the idea of a ring was chosen to transition *Give Me Sweet*, as one of the models for my thesis series. Rings, in Western culture, have different meanings based on the type or color of the stone setting, to the particular finger on which it is worn. For example, in Ancient Rome, fingers dominated the heart; wearing a ring on the ring finger meant lovers would be together forever. While in the East, accessories symbolize authority or the status of the people in the society. In Chinese culture, rings also have other meanings. For instance, a woman who is pregnant would wear a special ring to alert people to be careful. A wedding ring in China is worn on the left hand by men and on the right by women. Westerners usually wear a ring on the ring finger to present that they are in a married state. In current times, more and more people wear rings as decorations, tokens of good luck, and to show their personality or character. Contemporary jewelry has emphasized self-expression since 1960. Only engagement and wedding rings have definite meanings and value in the world. Candy placed into acrylic resin which will store and preserve it for a very long time was placed on the ring to remind us that each moment of happiness can always be preserved permanently in oneself.

**Magical Drug**

The *Magical Drug* was created in a similar way to *Give Me Sweet*. The Taiwanese news alerts us daily of crimes. Actual stories of crimes have also been relayed to me
by my mother who works as a registered nurse in the penal system. People often say they abuse drugs to escape reality. They are troubled and discouraged and rather than face their weaknesses they are pushed to abuse drugs or alcohol to become happy in an imaginary world.

A man, Jie-Nong Su, grew up in a single family. His parents were divorced when he was three years old. He became a gangster at the age of thirteen and started abusing drugs. He found it difficult to control his life without the use of drugs. The abuse of legitimate drugs was more important to him at that time than himself or his parents’ love. However, because of his grandmother and his religious beliefs he successfully overcame his drug abuse (Taiwan news 02/21/2009 Taipei). Miss Jiang felt no love at home. She used illegal drugs since she made bad choices of friends (Taiwan news 05/10/2009 Taichung). Angel dust, now a popular drug of choice, was used as an anesthetic in 1950. Its side effects include hallucinations, agitated response and audacious behavior. Eight years ago, in Missouri, a little girl named Erica, was killed by her stepfather who was on angel dust (Taiwan news 05/05/2009 Taipei).

I thought of the bracelet structure as a bridge; on the other side of bridge is the wonderland that we are trying to reach. In reality, no one can stay in a delightful imaginary world forever like children who get candies and are delighted every time they remember the taste. To illustrate this, I ground candies into powder and filled up real capsules that people believe might connect reality to a more comfortable imaginary world and knitted the wire part of Magical Drug to refer to effects of drugs. To attach the glasses bottle on the metal was the biggest challenge in the final making process. I put glass bottles into water and drilled a hole onto the bottle. After breaking more than seven bottles, I almost lost patience and got frustrated. I would
have done the project in one more step, but nothing is easy. I tried to calm down and look at the broken pieces to figure out the problems. Perhaps I was in a rush to complete Magical Drug that caused me to press the bottle too hard and drilled on high speed, thus bottles were getting cracked and broken. After retrying, the third round of glass bottles was finally successful.

Mitigation

Mitigation can be described as a way to depict that a Magical Drug cannot only be used to create an imaginary comfortable feeling, but also in the right amounts can be used to cure us. This work is split into two, a necklace and a cardholder. The concept of the necklace is to depict that even a single pill can spread in our circulatory system and release our pain. The cardholder might look incomplete but my intention was to imply that people with a broken or injured heart are still seeking hope and trying to find a way to never give up. Considering the suggestions from my professor, I got over the limitation of my ideas, to see that a hurt heart can be cured with the right amount of drugs, but the decision to use them in the right way is up to those persons who are brave enough to handle reality, in spite of their negative past when they tried to get to the imaginary world by the misuse of the drugs.

Each object I selected tells a different story, but they are at based on the idea of “wonderland”. Give Me Sweet and Magical Drug had been chosen to be the fourth and the fifth of the thesis series. There are two reasons I selected them as part of the thesis series. My first consideration was to analyze the correlation among each story including the connection and relationship between each piece. Secondly, objects of my thesis series have been chosen for integrity, quality, and professional techniques.

To prepare for the display selected, I used Titanic (1997 film) flashback style as
my story telling technique. The story of “Wonderland” starts the second scene of 
*Don’t Hurt Me*, when the plot goes on to *Mitigation*, then it turns to the core *I Am 
Ready* and *Freedom*.

**I Am Ready**

In *Alice in Wonderland*, Alice recalls a basic concept that she had written in the 
journal when she had to kill the monster, that is, to believe in herself. This phrase 
reminded me of my teachers who used the analogy of little birds, to explain how we 
should conquer our fears and prepare ourselves to enjoy the flight. The model ‘I am 
ready’ was inspired by this thought. I created the pendant (the heart) in the form of 
branches with flower buds on it; I knitted wires in place of a chain that would form a 
nest when wrapped around the heart. This is to illustrate the analogy of the little bird 
ready to fly from its nest.

**Freedom**

The next object is a brooch named, *Freedom*. A brooch can be worn on clothes, bags, 
scarves, and so on. The brooch is designed as a heart with wings to illustrate how I 
evolved from the person who wanted to escape to a wonderland (*Don’t Hurt Me*) 
whenever I got hurt, to the person who fostered the courage to face reality by being 
honest and believing that I could achieve freedom.

*I Am Ready* and *Freedom* are formed by casting. I have no problem making a wax 
model, but I need to pay more attention when doing investment casting and pulling 
metal liquid into the model in the casting process. I was lucky to get *I Am Ready* 
because the heart part is hollow. Also, I tried to reduce the wax weight to avoid 
overweight of the metal model. I only fixed a small part, which had several tiny holes.
Freedom was a more difficult piece to cast than I thought. The object width is appropriate 1.96 inches and the height is closely to 3.74 inches, this size is too big to fit into the largest flask that I could find in the studio. I asked for help in the studio; people who were good at doing casting suggested I find the best angle to set the Freedom wax model. I might have to take apart the wax model of this object into two parts if I failed to get a complete Freedom piece. I tried three times and got one beautiful Freedom.

Nirvana

The creation of Nirvana was completed after my other wonderland creations. I made a further reflection on each completed wonderland creation and deeply thought about what I had learned since the first object. To represent the battle between my reality and wonderland, I created a structure like a cocoon that was cracked open by butterflies depicted by the scissors. The flying balls that came out of the broken cocoon represent the potential within us which gets released once we break the boundaries of fear. The balls were painted glow-in-the-dark to further point out that even under the darkest of circumstances, we have the potential within us to overcome the darkness. In other words, reality is more wonderful and beautiful than the wonderland once we open our hearts to face our fears and realize we have the potential within ourselves. Nirvana represents the highest spirit in my wonderland creations; thus, I made Nirvana as the beginning of wonderland story.
Metal of My Choice

In my thesis series, I considered using copper, bronze and silver to create the body of jewelry. Based on my object’s concept, characteristics and value of the metal, I chose silver as my choice of metal. Additionally, silver accessories have been popular at least since the seventeenth century (1660s) in Europe.\(^{38}\)

Value of Silver in the Ancient East and West

Metal work is one of the most important craft arts in China. Gold and silver symbolize wealth as they are precious metals, and these metal works are used to represent people’s status in the country.\(^{39}\) Although silver has been a precious metal in the East from ancient times to the present, the price remains lower than those of other precious metals.\(^{40}\) That is one of the advantages of using silver in many ways in China. From start to finish, metal work must go through many kinds of processes, such as firing, hammering and polishing, which bring great value to the finished product. Metal works are representative of the ample feelings of hope and happiness of the Chinese people.\(^{41}\) Chinese people also believe that wearing silver accessories will ward off evil and bring good luck. Therefore, silver objects usually are used as gifts to bless people.\(^{42}\)

Silver in the West represents wealth and health. In the 4\(^{th}\) century BC, the troops of Alexander the Great had serious gastrointestinal disorders during the invasion of India. Most people in the infantry died because of the illness. Scientists discovered the reason was that the infantry used utensils that were made of tin. High ranking soldiers, however, used silver utensils so they were fine. In the 18th century, the people of the West noticed that using silver utensils to feed babies kept the babies healthier than the
babies fed with utensils made of other metals.43

**Characteristics of silver**

The chemical symbol for silver is Ag, which is from the Latin name “Argentum”, meaning its color is white and shining.44 Also, the color reminds me of moonlight. It is beautiful to imagine the spectrum of colors contained in fine white light.

In recent times, silver accessories have become the popular vogue among the young. The choice was also based on the highly malleable characteristic of silver, which reminds me of the fact that people should also be flexible to fit in reality.

**Techniques that can differentiate the surface color of Silver**

The color of silver can be white pearl, natural silver, or dark, depending on the techniques used to show it.

The white pearl color can be achieved by heating the silver. *Magical Drug*, the bracelet and *I am ready*, the pendant, are forged and burnished respectively to get the appropriate feeling through the texture and the white pearl color.

*Just Zip*, the pendant and *Freedom*, the brooch, are made of the natural silver color to imitate the purity of the thought to be depicted.

I used sulfur to dye the cardholder in *Mitigation* dark, in order to illustrate the strong painful feelings expressed by this piece.
Conclusion

Every person’s life is a story. Each and every event of a person’s life will have a beginning and an ultimate goal. Once the person achieves this goal, he or she should challenge him/herself to realize an even bigger dream. There is no assurance that each challenge will lead to great success, but even failure should not stop us. That is how we grow up and enjoy the real world.

I used Alice in Wonderland to narrate a story of how I found the beauty of reality from an imaginary wonderland. This narration will help to bring a moral in regard to the events of people’s lives and encourage them to keep trying to achieve their goals. The creation of the adventurous aspect of this thesis was of limited duration, being a part of school curriculum. I achieved a part of my goal, and will continue to experience different adventures in reality and make it a wonderland through my works.

The moral of my thesis is: Wonderland always exists in the real world. We should have a positive outlook towards recognizing it and enjoy our life to the fullest.
Don’t hurt me Fig. 1.1
Don’t hurt me Fig. 1.2
Just Zip Fig 2.1
Just Zip Fig 2.2
Just Zip Fig 2.3
Give Me Sweet Fig 3.1
Give Me Sweet Fig 3.2
Magical Drug Fig. 4.1
Magical Drug Fig. 4.2
Mitigation Fig. 5.1
Mitigation Fig. 5.2
Mitigation Fig. 5.3
Mitigation Fig. 5.4
Mitigation Fig. 5.5
I am ready Fig 6.1
I am ready Fig 6.2
Freedom Fig 7.1
Nirvana Fig 8.1
Nirvana Fig 8.2
Endnotes


7 Alice in wonderland, Film, 2010
   Director: Tim Burton
   Writers: Linda Woolverton (screenplay), Lewis Carroll (books)

8 Jim Beaver<jumblejim@prodigy.net>, *Alice in Wonderland*, Film storyline IMDb, <http://www.imdb.com/title/tt1014759/>>


11 Dr. Seuss (Theodor Seuss Geisel), March 2, 1904 -September 24, 1991, was an author and cartoonist, famous works: Green Eggs and Ham, The Cat in the Hat, One Fish Two Fish Red Fish Blue Fish

13 Chris Jeanguenat, lives in Florida, is an artist, <http://handletteringobsessively.blogspot.com/>

14 Helen Dearnley, A British illustrator and artist, <http://www.helendblackbird.co.uk>


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THE ANALECTS OF CONFUCIUS, BOOK XII. YEN YUAN, 12.1 CHAP.I., Page67-68
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27 Manolo Blahnik Quotes, Brainy Quote, <http://www.brainyquote.com/quotes/authors/m/manolo_blahnik.html>


