Title: Trash God  
Dimension (Size in inches): 35 seconds 1280x720  
Name (Artist’s Name): Graham Robson  
Program (Area of Study): Graphic Design  
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200 Words describing your work (Research Method/Statement):  

I was challenged with creating a scenic environment using Cinema 4D, a modeling and animation software, as well as a short video depicting the scene. The foundation of the scene was created by the selection of three adjectives. I chose filthy, opulent, and backwards. From these, I made an upside down world with the clashing words to provoke the viewer to reconsider what they deem as important, i.e. what they put on their throne. The image is a metaphor of society and its need to give importance to frivolous endeavors. Society places certain esteem on achieving goals and places people and objects on thrones that do not belong there. Therefore, I created this model and animation depicting a throne of a trash god. This throne, supported by trash bags, is held within a semi-completed Roman temple. The pillars, chandelier, and gold throne symbolize opulence. The trash bags and dirt floor correlate to the word filthy. As previously noted, the scene itself, the combination of the two opposing worlds, gives meaning to the word backwards. Together the counteraction of the filth and opulence brings about a backwards world that represents the misguided culture inventing gods out of trash.