

## Games:

The relation between an art piece and a functional item.

Initially I chose the Jenga game because it is so impermanent, so fragile and relate to changes. On one hand it is quite a functional game with no place for imagination - structure and practical moves. On the other hand, one can build a high building, which can lose its balance and move toward total collapse. On my choosing to make it out of porcelain and glass, I wanted to hence the concept of that critical moment of impermanent. In a way, I thought of a "one-time-game". Once the piece falling, it would never be back or never be back the same. It might sound a bit dramatical but I approach it actually from the Buddhist angle - what happened - happened, that precious moment is a one-time-using-moment. Some how it all seems to relate to that process of my house burning down. One of the biggest anchors one's have, one of the most practical-functional places one's have, can disappear in a few hot moments and become a pile of stones, just like the end of a Jenga game. I wanted to express that the firm and functional place is only for appearance.

In the process of making those porcelain bricks, I found out that the shapes that came out from the plaster mould are very interesting. My imagination started to work and I saw different kinds of figures in these shapes. More and more, I made my "mistakes" on purpose and created the bricks for the sake of these figures.

One important thing that happened to me in this year was - putting more attention (in Hebrew we are saying - zumat lev - put your heart into something) to the little details and to the margins - to the side effect of the work.