

Frank Lu

As a freshman in highschool, fitting in was not a comfortable or easy task. I realized that I did not act or talk the same way that the kids my age did. I had a hard time understanding my friends when they talked about their struggles or issues. I was unsympathetic without knowing and ended up being labeled as a guy who “did not care”. I was not sure how to respond to their social problems and annoyances except say “lol” or “don’t worry about it”. In the end I decided to just shut myself in by drawing or playing video games after school instead of going out with my friends to play. My hobbies distracted me from having a good social life and this was a major problem for me. After regents week or the end of the first semester, I decided to make a change; although I did not give up drawing, I gave up my games and decided to go out more with friends and spend money eating, playing sports, hanging out. I was slowly getting accustomed to being around people, and learned that I didn’t really need to force myself to fit in because people naturally fit in with each other given time and understanding of each other. My friends were there and eventually I was able to understand people more. I was able to show that I cared for them, and that I was willing to go out of my way to help them.

The reason that I never gave up on drawing was because it was the only thing I was good at besides gaming. It was also because I thought art was more professional and can get me somewhere in life instead of gaming which is alot harder to make money from. By the time I was a sophomore I knew I wanted to study in a field related to art in college. But the problem about

this was the lack of knowledge I had in art related majors. I did some research in the summer of sophomore year going to junior year and found out that the type of art majors that were interesting or related to the type of art I have been drawing were illustration, animation, game art, or architecture. Knowing these four majors helped narrow down the type of colleges and majors I had to choose from, I knew that going to college undecided was fine too but I wanted to get a head start in college or life by deciding sooner. And so began my challenge in junior year: deciding which major I would be choosing and pursuing. The first thing I did was realize that illustration wasn't my type of art style or interest nor was it easy to make a living off of. Then it was between animation, game art and architecture. I always thought that game art and 3D animation would be fun to pursue and improve upon, but after a conversation I had with my friend's mom, who used to be an artist/architect, I learned that she found architecture way more useful and practical because they design buildings and create floors plans for them which can be made into the world around us. I also knew my dad was an architect so if I needed assistance I would be able to just ask him for help. So in the end I decided to become an architect and studying architecture for the next 5 years of my life in college and getting my degree.