
#01

Radiant Harmony

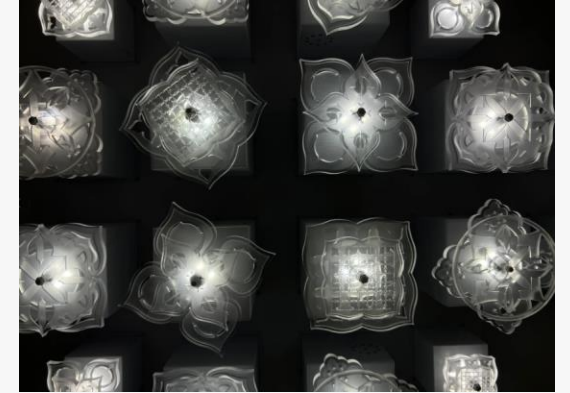
Visual Experimental Animation, Installation, Projection

The inspiration for this project comes from my recent experience of nurturing plants. During this incredibly stressful and busy summer, I started caring for caladium bicolor to alleviate my depression. Instead of immersing myself in mindless entertainment in phone, I dedicated more time to their well-being. However, with the arrival of winter, my plants might go dormant until next spring. This made me reflect on the previous winter time I spent in London, with its short days and long nights, which could be quite depressing in the vast darkness.

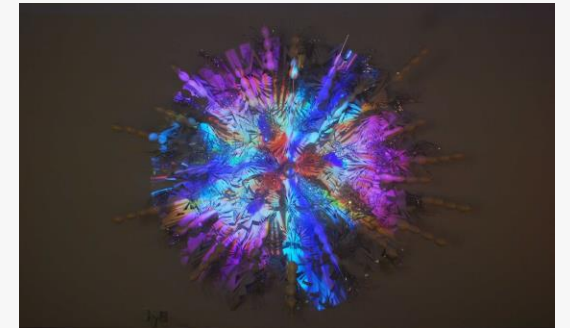
Through this project, I aim to symbolize the happiness in this moment, just before winter arrives, and preserve it in 2D visual patterns. I intend to create colorful healing lamps using colored acrylic sheets with these patterns, which will accompany me throughout the winter. Additionally, I want to enable the audience to create their unique lamps through this simple process. I will utilize various tools such as TouchDesigner for visual exploration. This is not only an experiment in visual art but also a journey of self-healing for the soul.



Susan Chrysler White, Experiential art, Artistic installation, Conceptual artwork



《柿影叠花》



Tasi & Yoshikawa, *A Sunshine*, sculptural installation

#02

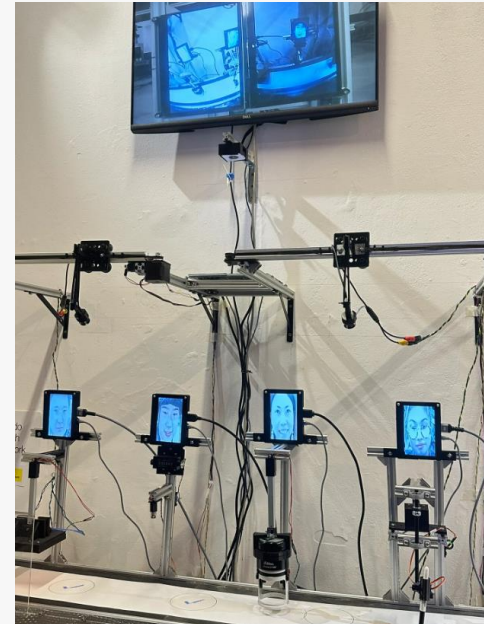
AI. Physiognomy

Interactive Installation, Animation

The "Social Clock," defined in social psychology as the "psychological timetable of major milestones in an individual's life," essentially refers to "what one should be doing at a certain age." These established societal norms often bring about significant anxiety and pressure, particularly heightening age sensitivity among women. However, as economic development progresses, there is an increasing spirit of resistance among people.

In this project, I will center around this theme, encouraging individuals to defy the constraints imposed by the social clock and pursue their true inner desires. I will combine AI technology with the principles of physiognomy from the ancient Chinese text, the "Huangdi Neijing," to train AI to analyze the facial features of the audience and deduce their personalities and destinies. Ultimately, a personalized life trajectory will be generated for each individual. The final results are bound to deviate significantly, even absurdly, from their actual life experiences or envisioned paths. I hope that within these absurd deviations, the audience can adopt a more humorous and relaxed perspective towards the pressure imposed by the social clock.

Perhaps, in addition to this, I may create an animated advertisement to promote this AI physiognomy reading service. In the future, it could be developed into a website where people can simply open their cameras to receive an AI fortune-telling result. If participants are willing, they can also share their photos and the calculated life trajectories on a forum.



Daisy Chiu,
I work therefore I am



Ni Yan, *Emotive Verse*,
Javascript, html, python

#03

Amnesia Island: The Ability of Forgetting (I don't want to do this one)

3D Modeling, VR/Website

Do you ever find yourself painfully haunted by memories of embarrassing experiences from years ago? The kind of recollections that suddenly ambush you and fill you with remorse over the tiniest of past mistakes. The Amnesia Island is a place meant for unloading these unbearable memories, or perhaps, a place to store them after giving them a touch of embellishment.

However, I am not particularly fond of this project at the moment, so please take a look at my other proposals. I am not very keen on doing character animations, and I hope the teachers won't unanimously opt for narrative animations.

