

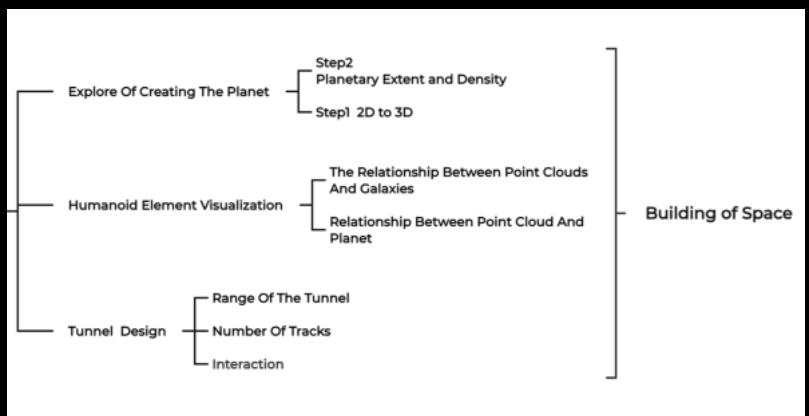
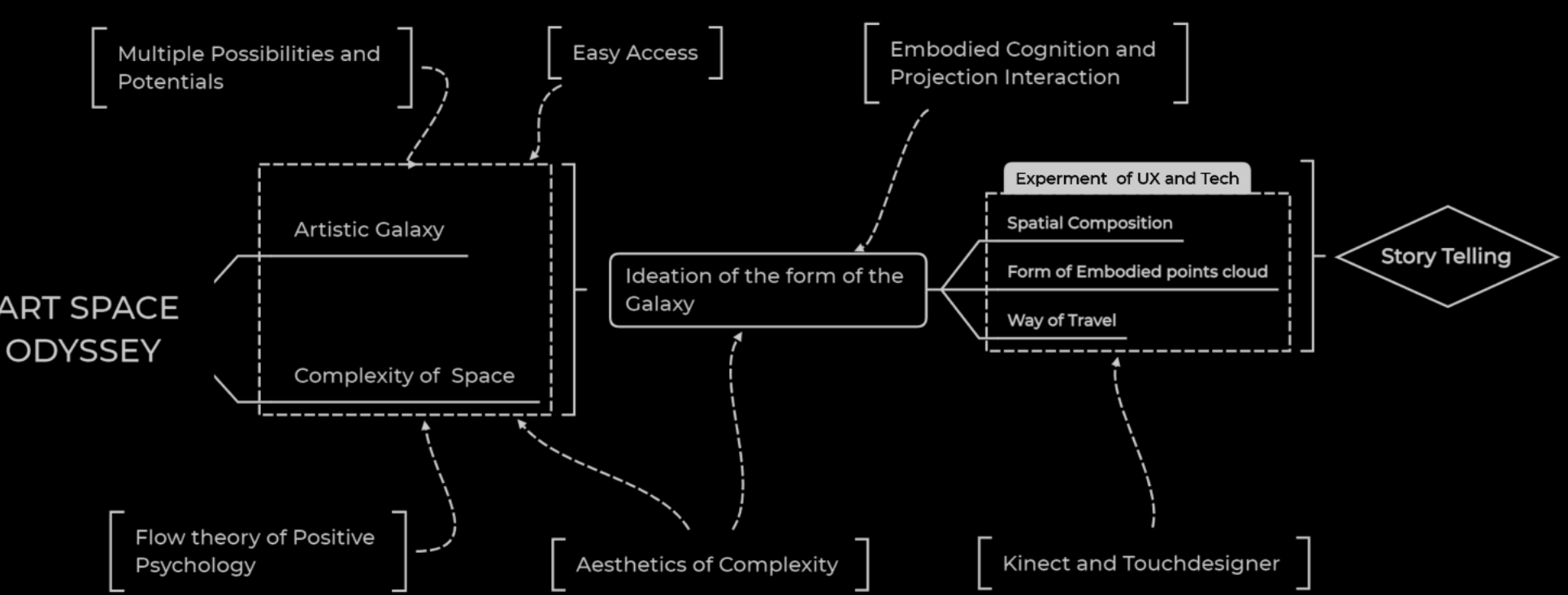


An Art Space Odyssey

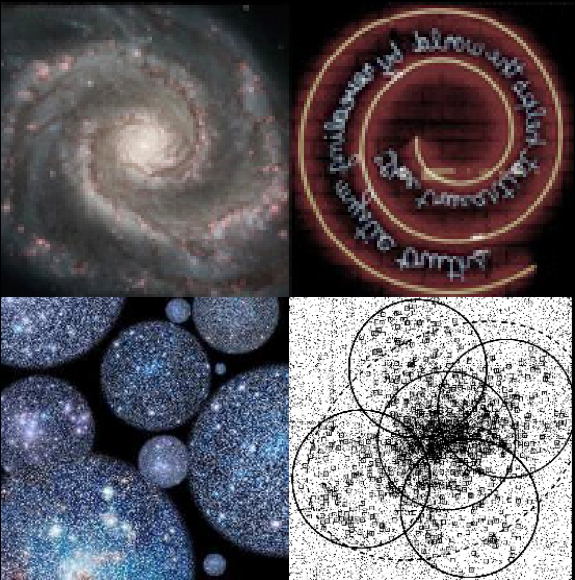
Multimedia Digital Interaction & Video 4mins

INSPIRATION & RESEARCH

I continue to try to create a space that the audience can easily enter and enter the flow state of their own exploration through Kinect and the Touch designer software. In the complexity of the starry sky lies the curiosity of the human instinct. I kept trying to create "galaxy" shapes and travel paths, and the final project was a bizarre journey of discovery. The project aims to explore new experiences and narratives of people and artworks in a digital context.

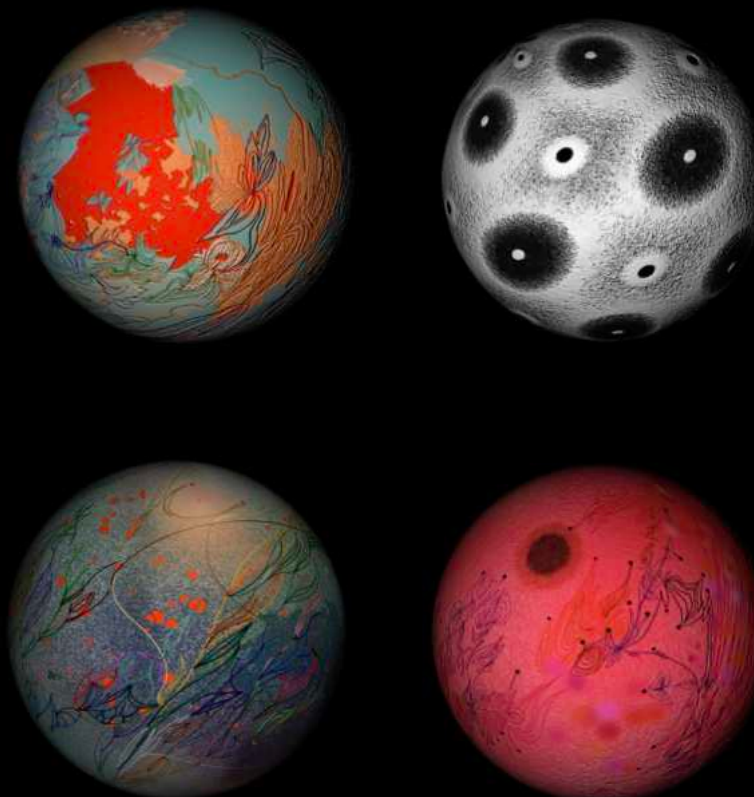


The project includes academic research in the following areas: aesthetic research related to the stars (star art, complexity and contradictions of the stars, research on complexity aesthetics, cosmic surrealist art); the history and development of astronomy, the growth of galaxies. During the course of the project, related researches were also carried out on the aesthetics of complexity. New media and cognitive psychology (applications of flow to interaction psychology, applications of embodied cognitive theory to new media interaction).

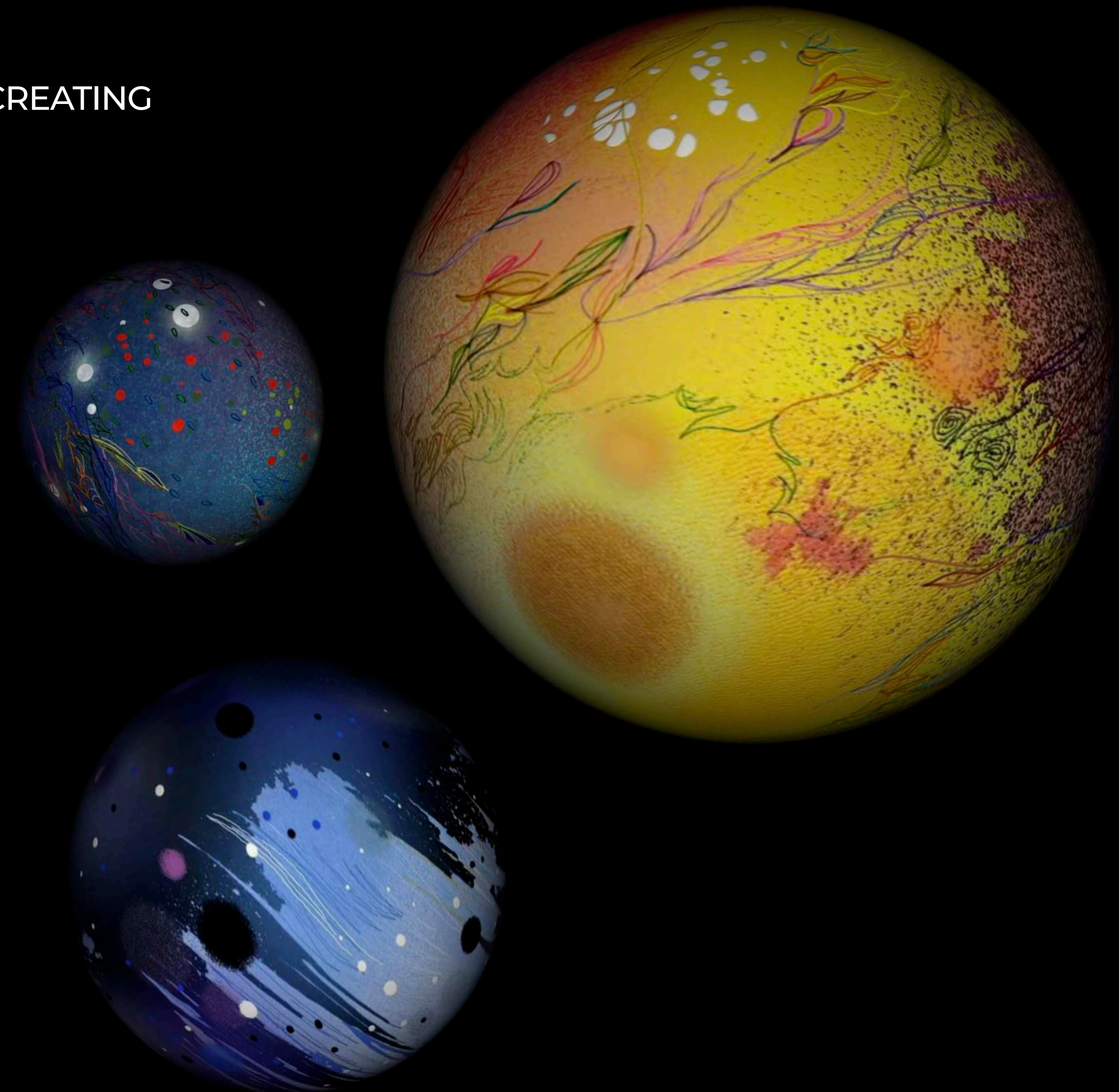


'Ideas are like the stars - we have not reached them, but like mariners, we chart our course by them. (Schurz)' The starry sky has always fascinated me, and I want to build a starry sky that allows the audience to enter a floating flow state.

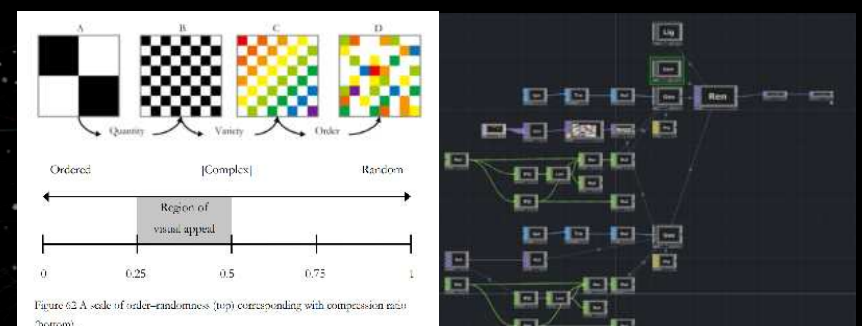
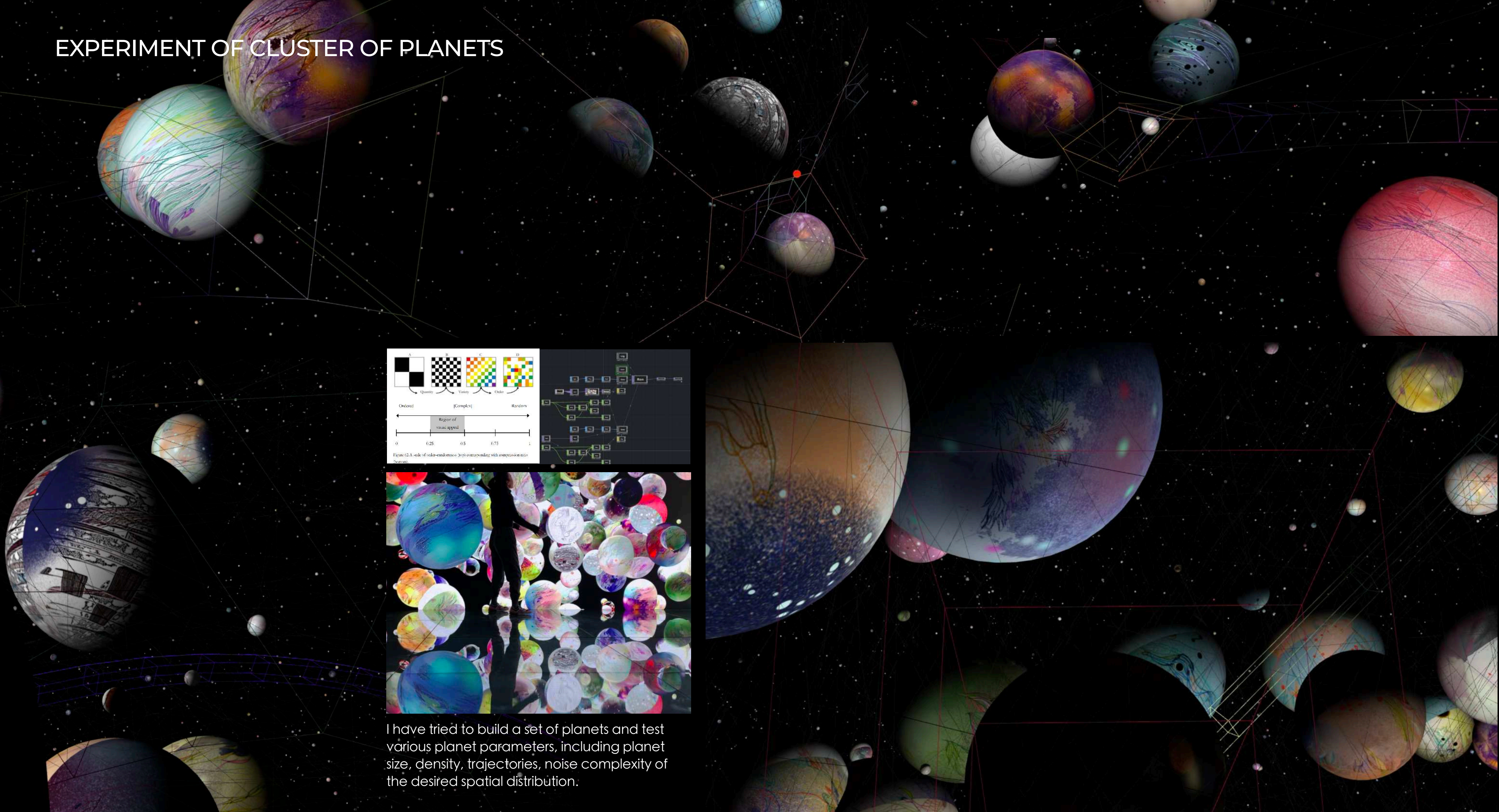
EXPERIMENT OF PLANET CREATING



Based on my own mood painting works, I try to give my cosmic planets different character and emotion attributes including material, color, surface texture.

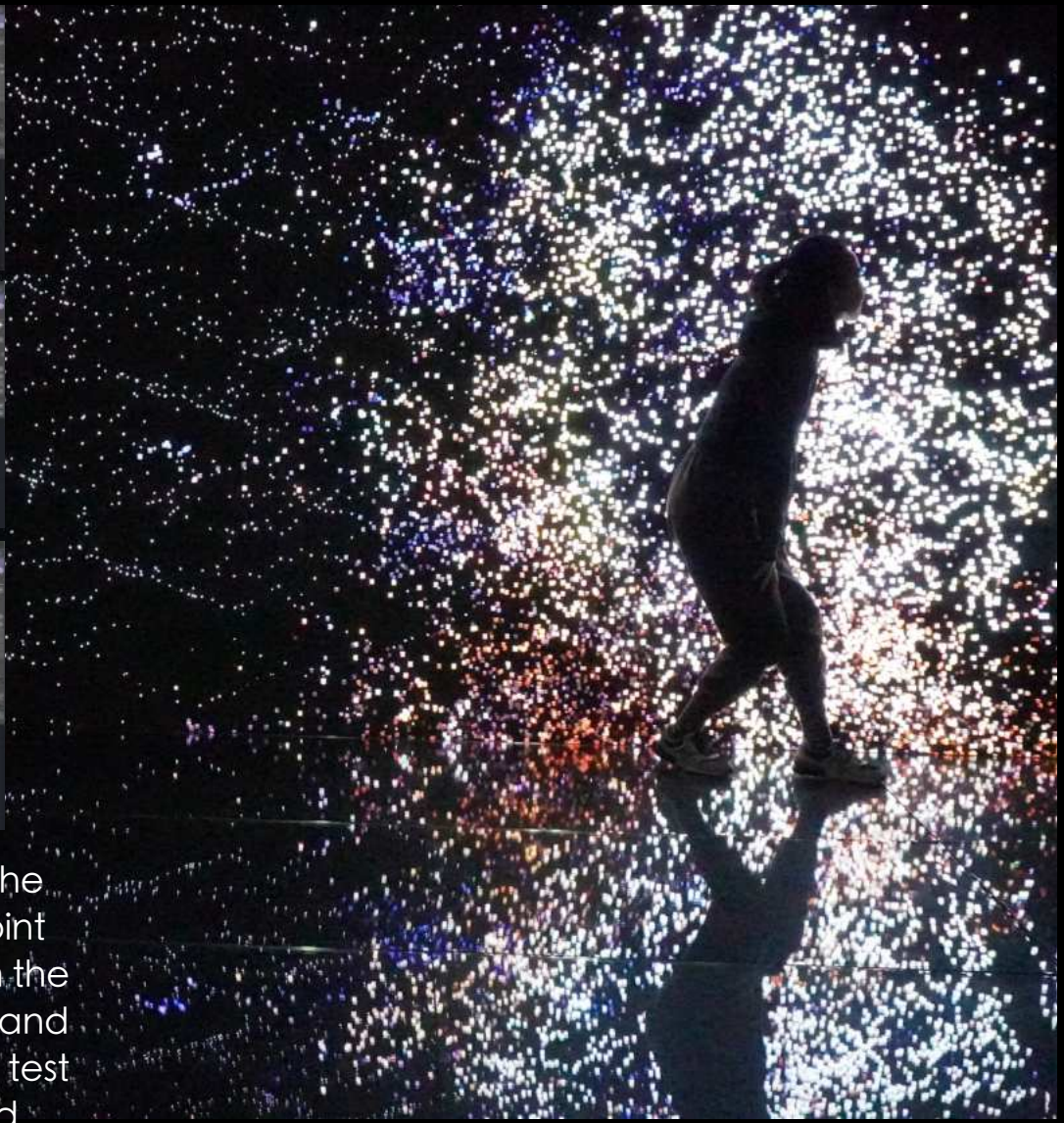
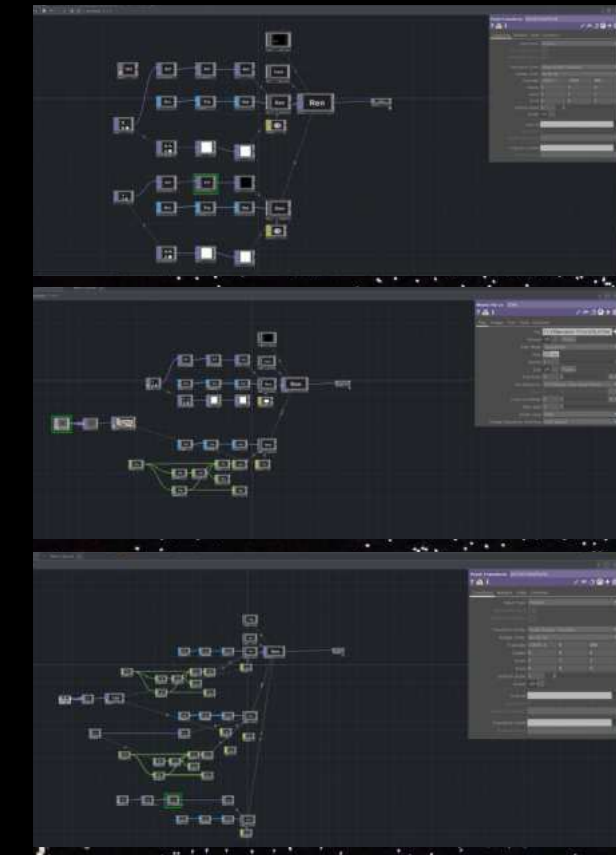
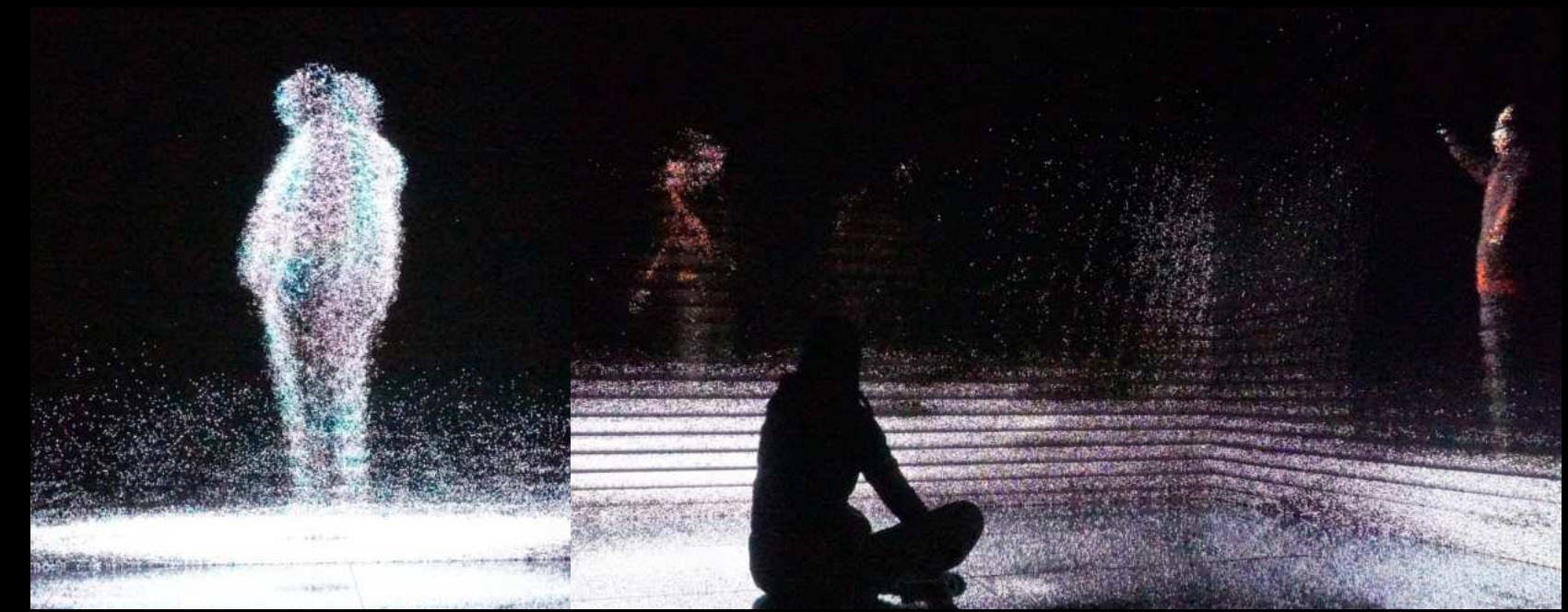


EXPERIMENT OF CLUSTER OF PLANETS



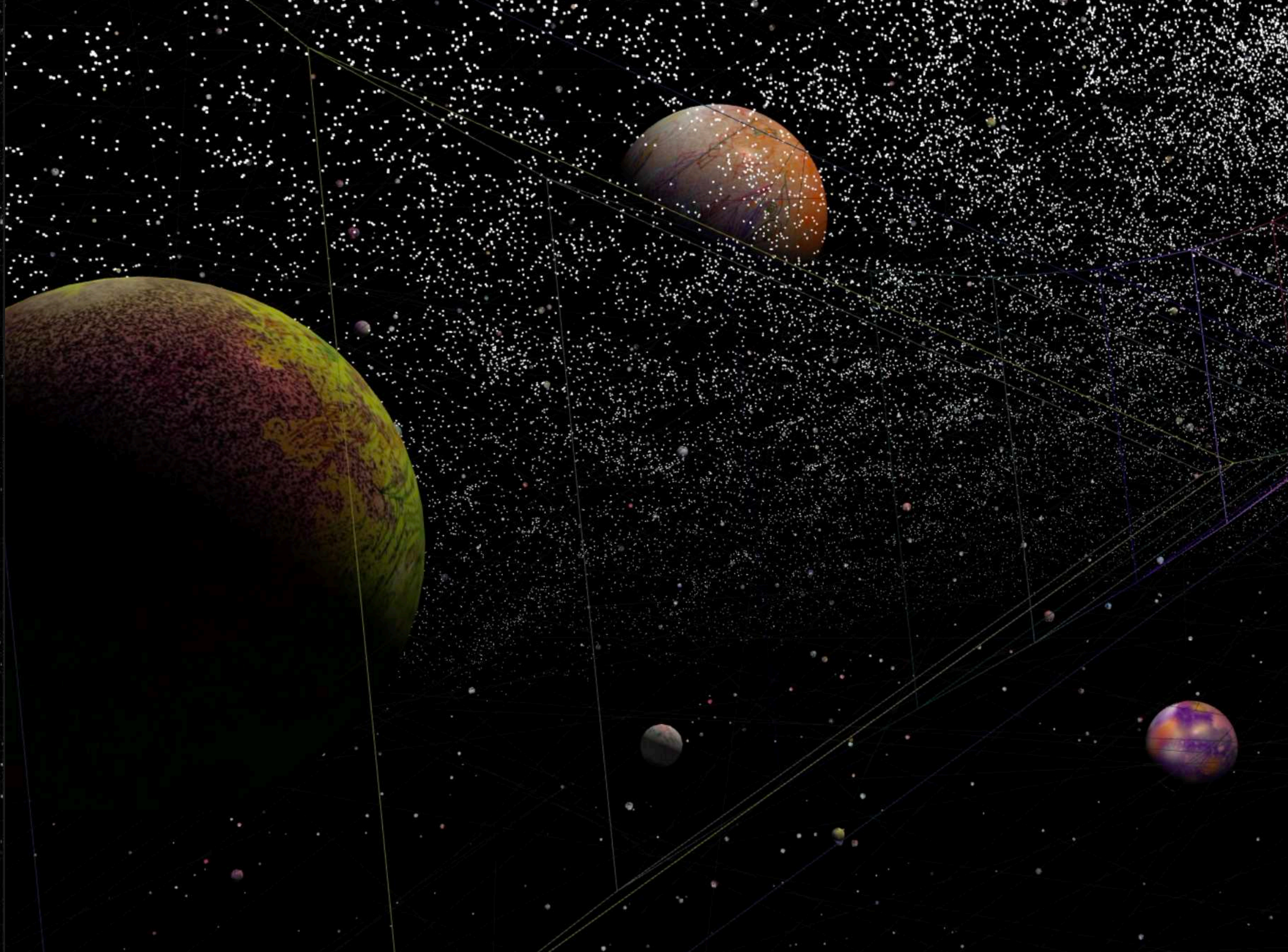
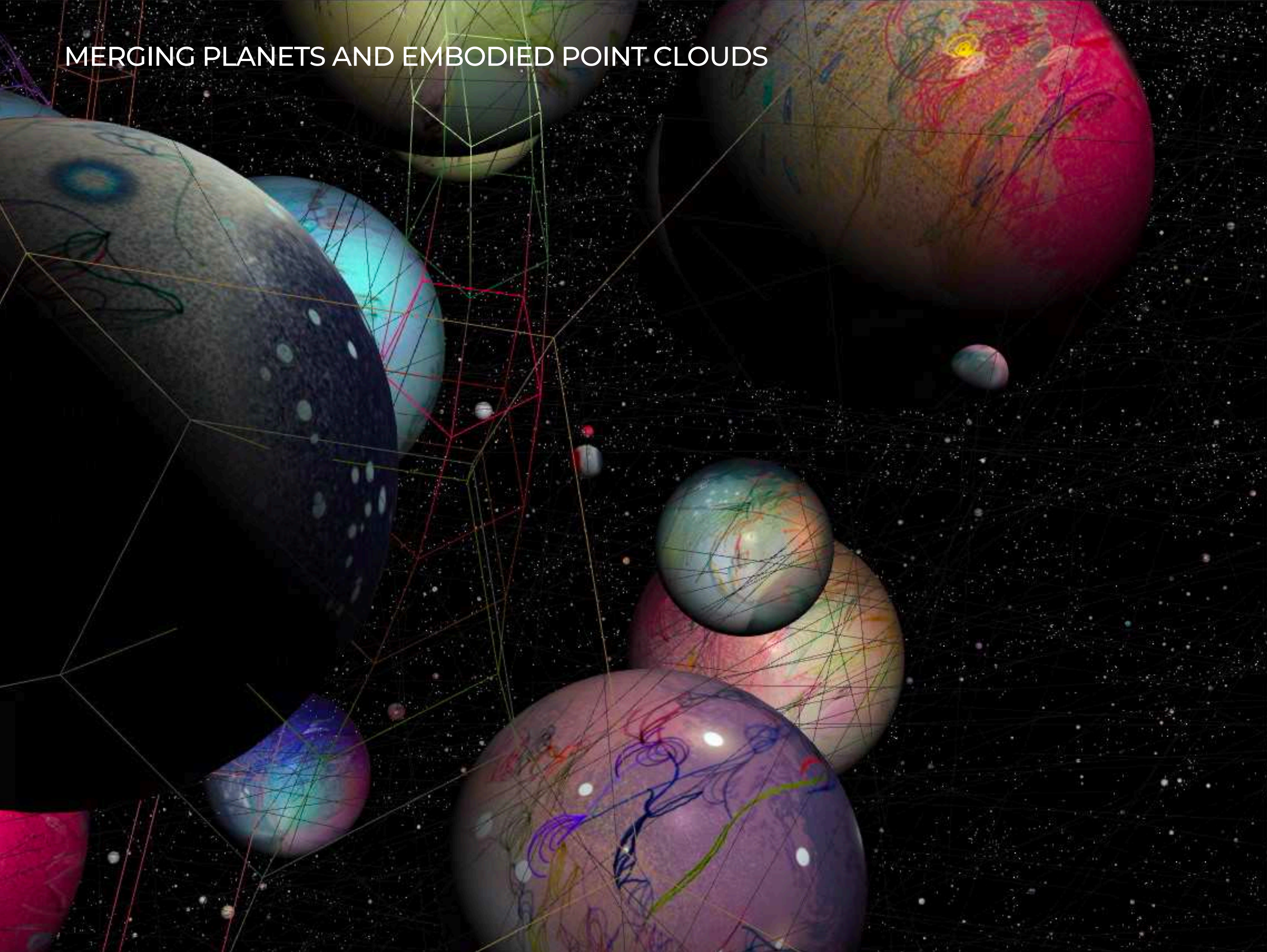
I have tried to build a set of planets and test various planet parameters, including planet size, density, trajectories, noise complexity of the desired spatial distribution.

EXPERIMENT OF HUMANOID ELEMENT VISUALIZATION

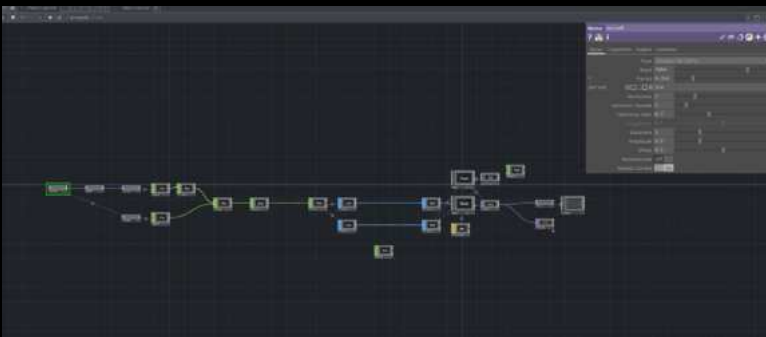
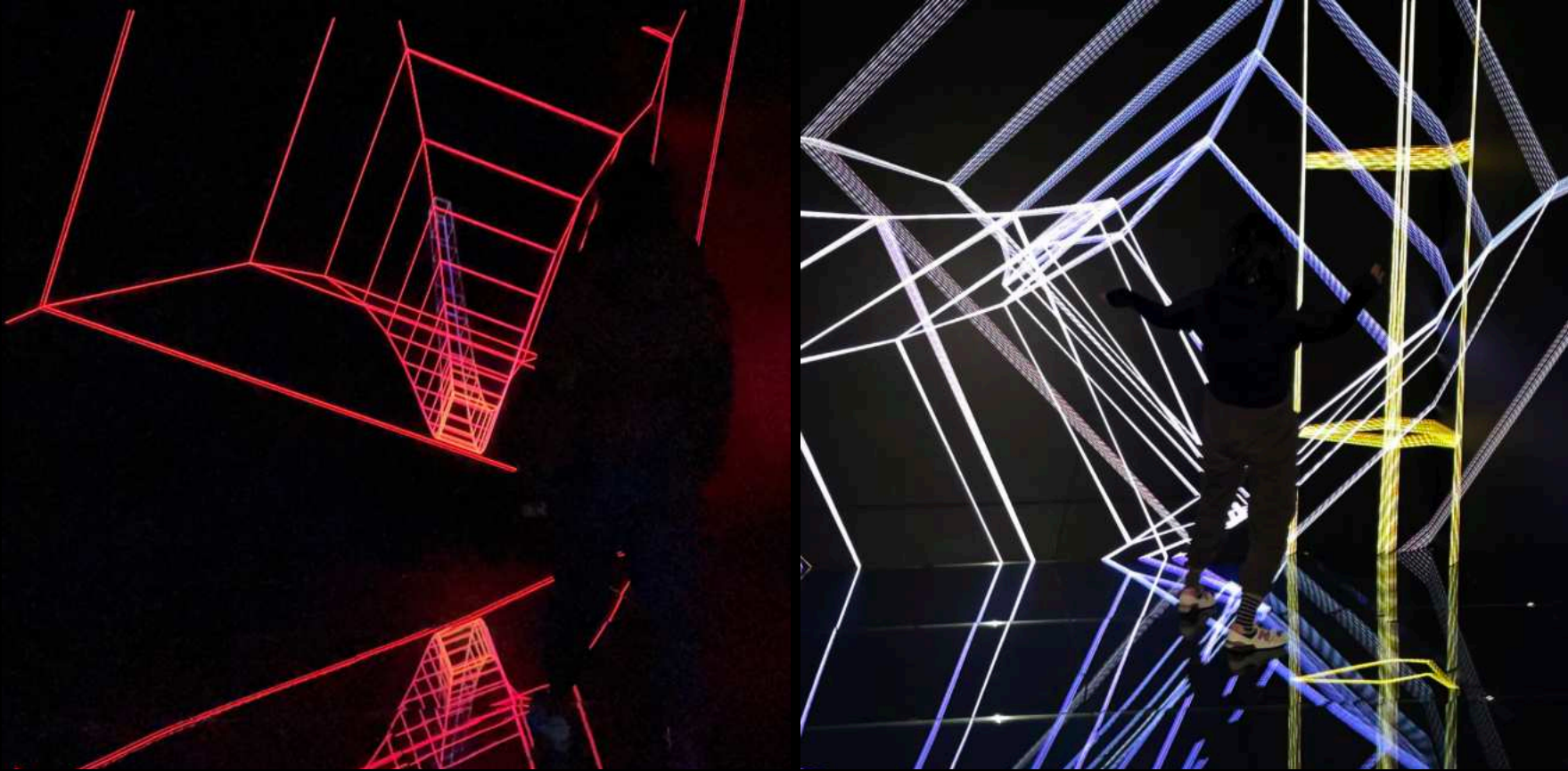


I try to generate the galaxy with the point coordinates of the body point cloud , and grow the planet from the body and the head respectively and radiate a dynamic star sea. I also test planet parameters about size and density.

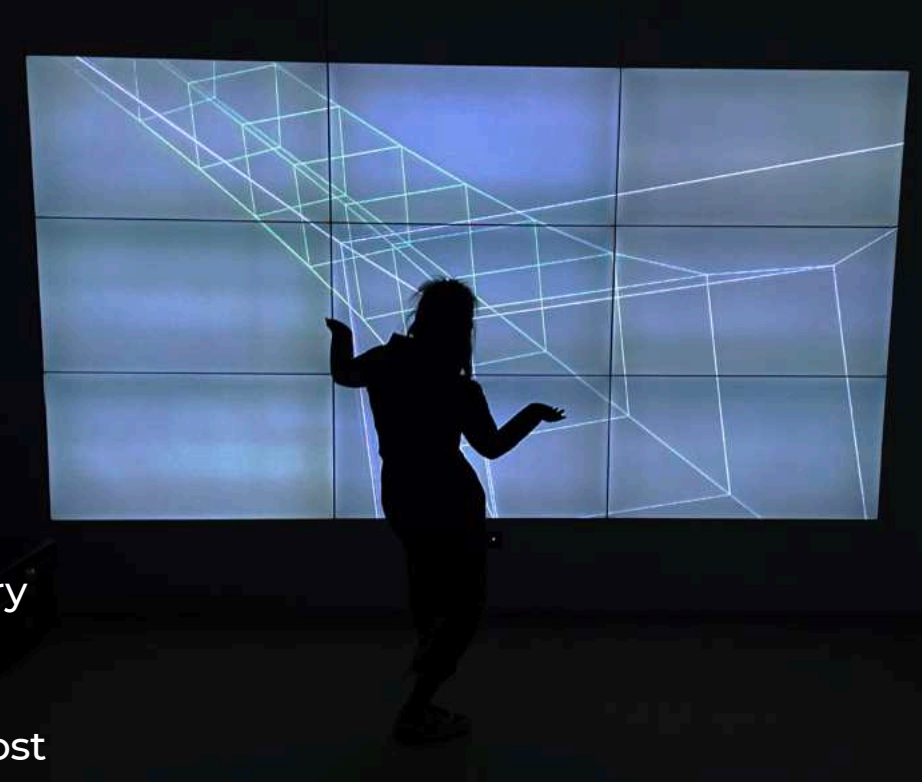
MERGING PLANETS AND EMBODIED POINT CLOUDS



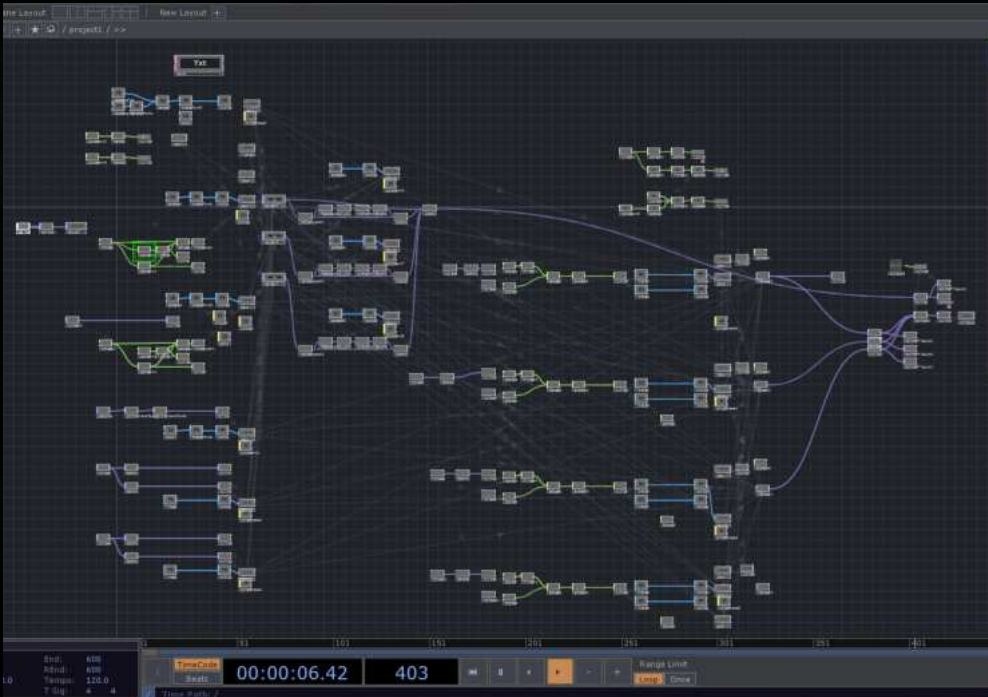
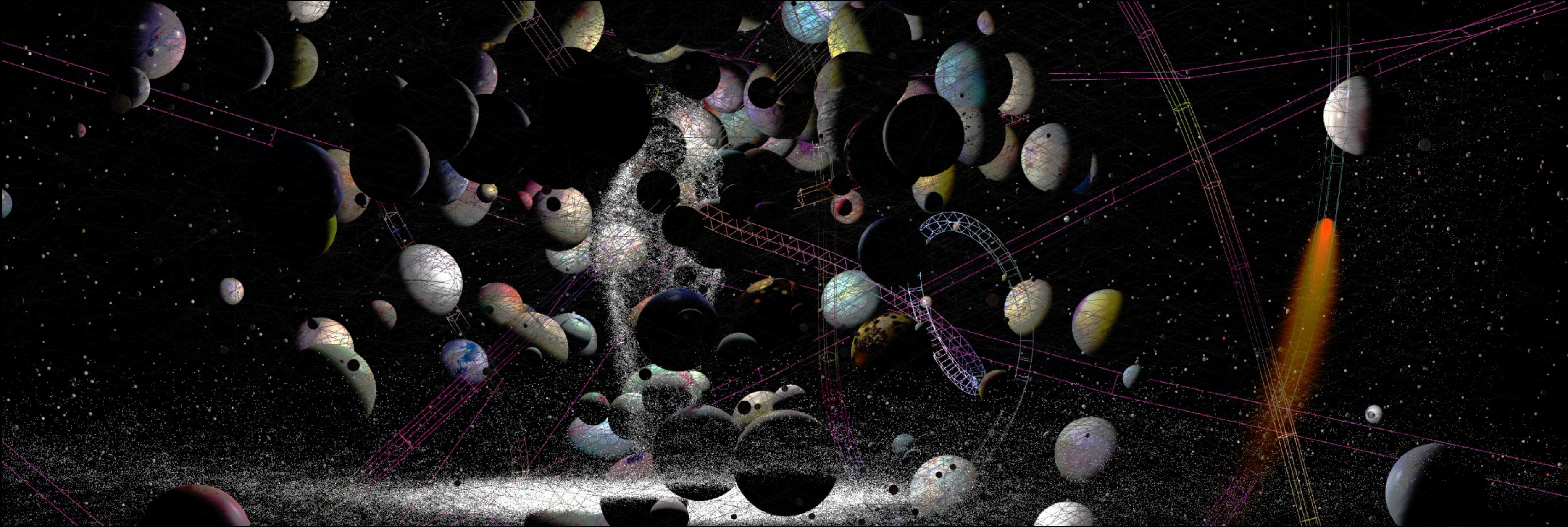
EXPERIMENT OF MOVING IN THE TUNNEL



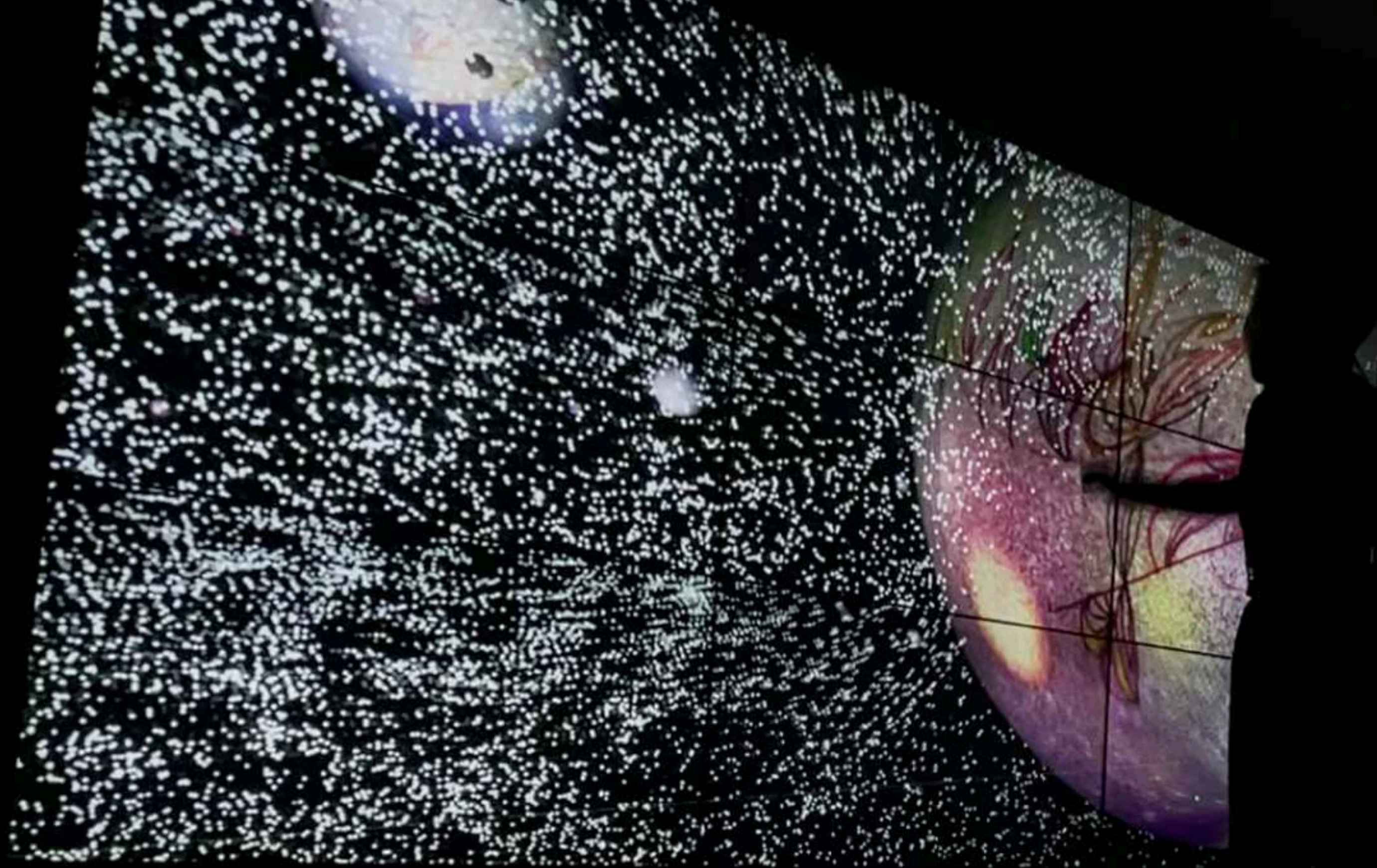
Traveling through the stars in orbit at the right speed minimizes dizziness and is very easy for the audience to use. With Kinect Motion Capture, we allow the audience to control the speed in the tunnel in the most natural way with their own forward and backward movement speed.



FINAL WORK A: MULTIMEDIA INTERACTION, LED SCREEN



The front LED screen shows the entire galaxy and port-hole view of the capsule, which can see the interstellar scenery in front and on both sides or through the body.



FINAL WORK B: MULTIMEDIA INTERACTION, LCD SCREEN

In order to give the audience a better space experience, the LCD screen on the left will display the position of the audience in the entire space in real time, so that you can clearly see the relationship between yourself and the entire space. At the same time, under the LCD screen, Kinect interacts in real time. Experiencers can control the speed and perspective of interstellar crossing by approaching and going far, which makes them feel excited to ride a roller coaster.



FUTURE DEVELOPMENT:

Based on the digital interaction and Kinect interactive space, the 3D point cloud scanning allows for the rapid creation of cosmic and human event plots, creating different galactic stations and story nodes where the audience can complete their own story experiences through their own perspectives in different orbits, and then create and change the universe.