

Talk to Oneself

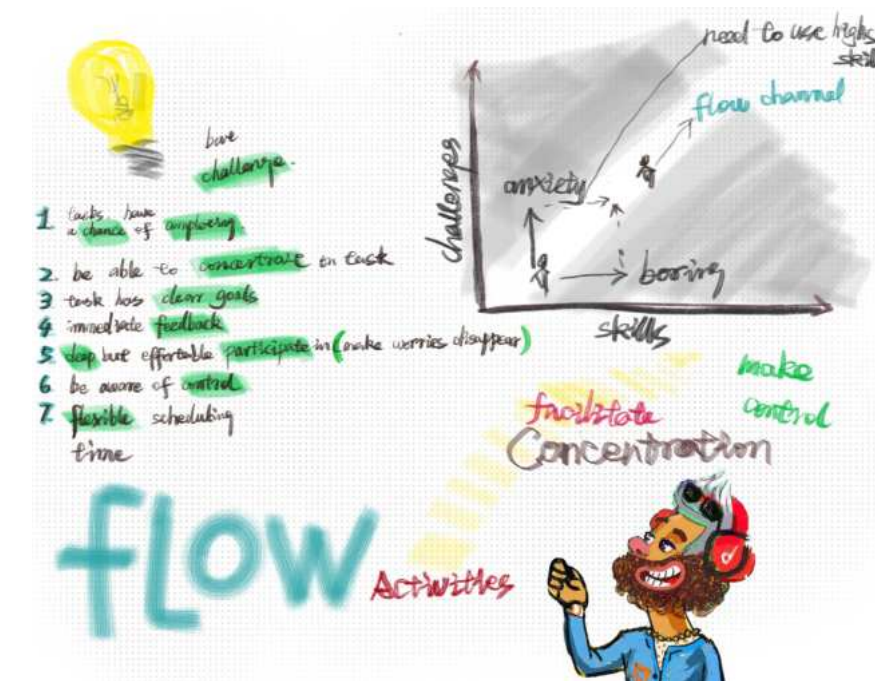
Painting + Interactive Projection
Immersive experience/5mins

On a sunny afternoon, with the sunshine on my eyelids, I have many fragments images in my mind, which may be memories or fantasies. Then I drew these states immediately, and in the process of painting, I found myself accidentally entering a state of complete immersion. The state of "FLOW".

I also researched the subject of flow and constructed an experimental process that met the requirements of flow theory. Finally, after 2 months of my continuou painting, the first phase of works was tested and classified according to different emotions to better resonate with the audience.

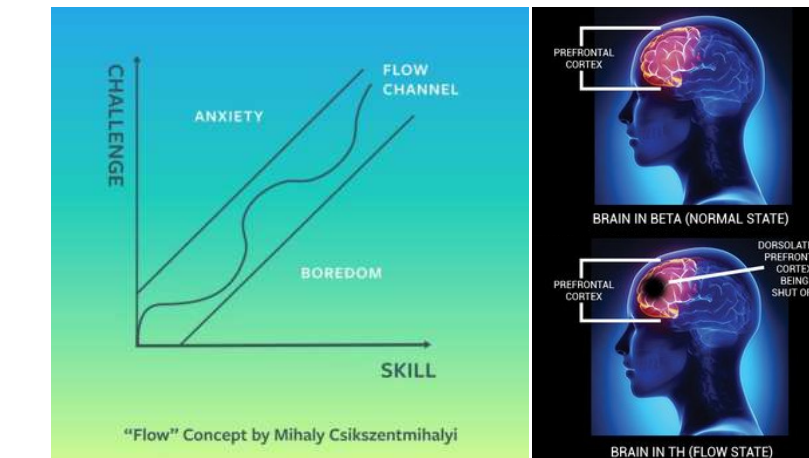
After creating the emotional paintings of "Flow", I tried to further interact and dialogue with the works. Eventually, I found that projection was the easiest way to enter into the experience and receive multiple feedbacks. Using digital interaction, the work creates a scene of physical and emotional release that the audience can easily enter, exploring the release of their own emotions through interaction with the projection- "Talk to Oneself"

INSPIRATION



Could I create my emotional drawing in flow state and coversate my flow emotion to audiences ? Further, could I make people feel their "Flow"

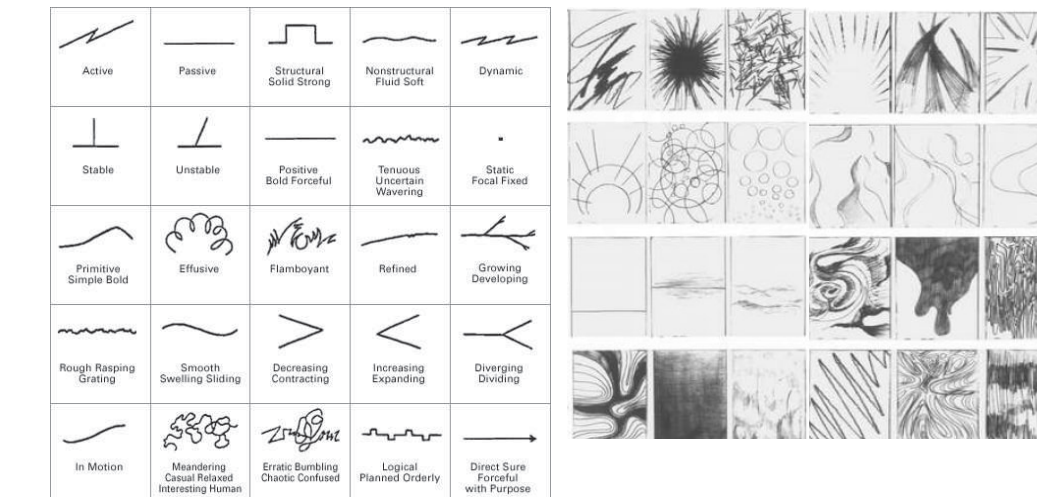
POSITIVE PSYCHOLOGY



Flow State

Also known colloquially as being in the zone, is the mental state in which a person performing some activity is fully immersed in a feeling of energized focus, full involvement, and enjoyment in the process of the activity.

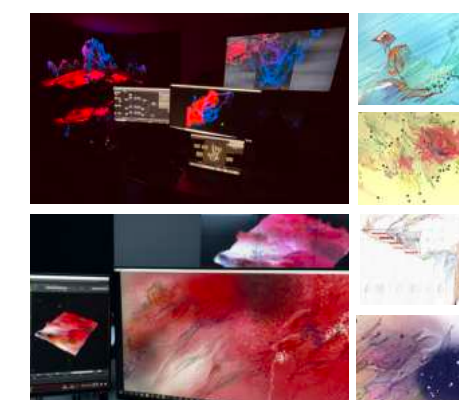
-----Mihály Csíkszent



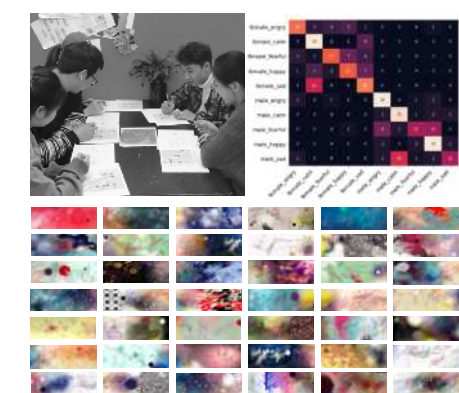
Line style & Colour and Emotion

I attempt to explore the correlation between various constituent elements (which include points, lines, planes, directions, textures, proportions and colors) and various emotions based on generalizations and summaries. In doing so, I draw on research on the potential of visual expression in emotional communication and the graphic expression of "tangible emotions."

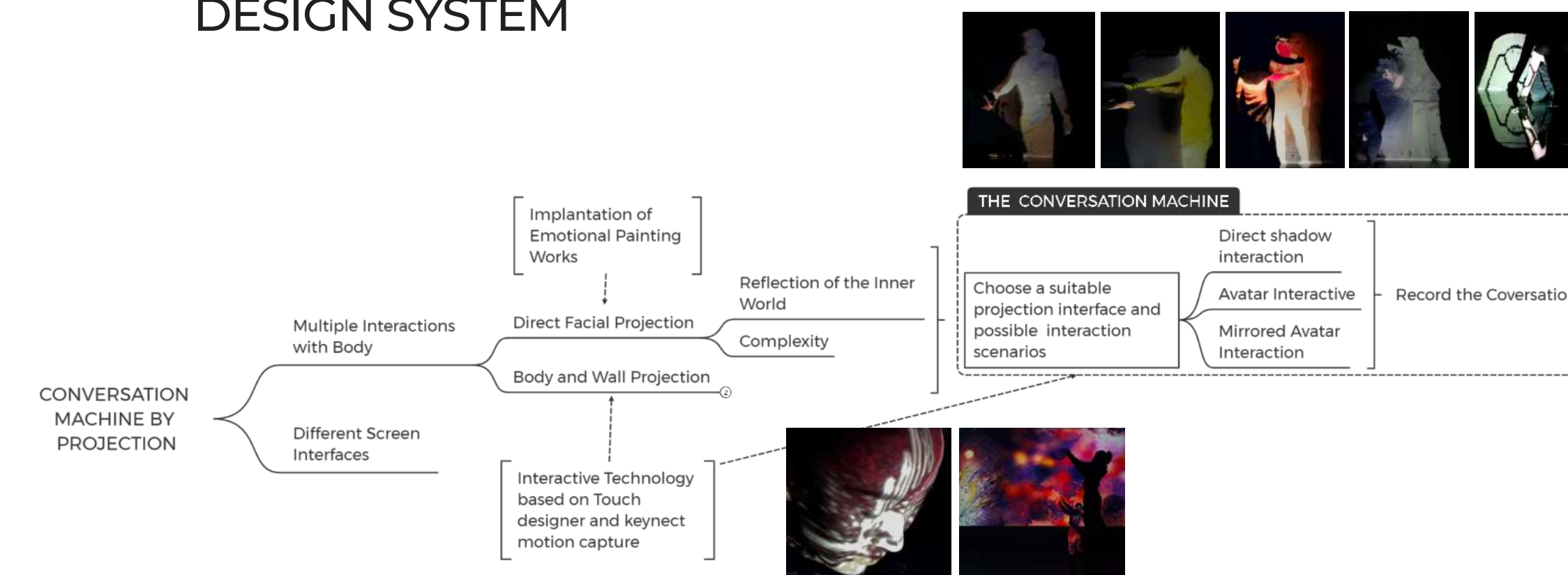
DESIGN SYSTEM



Step1 Create of "Unit"



Step2 Test& Create of "Flow"

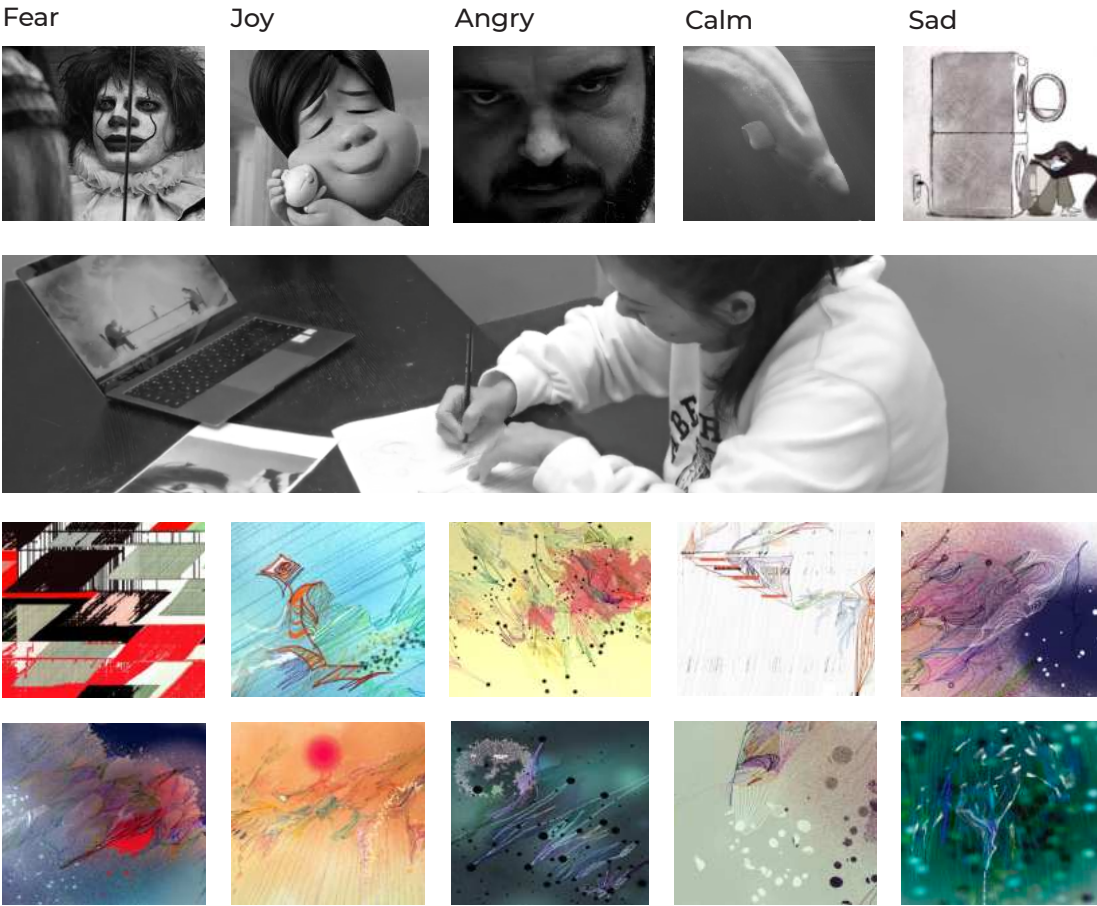


Step3 Digitalization & Interaction Explore



Step4 Final Work "Talk to Oneself"

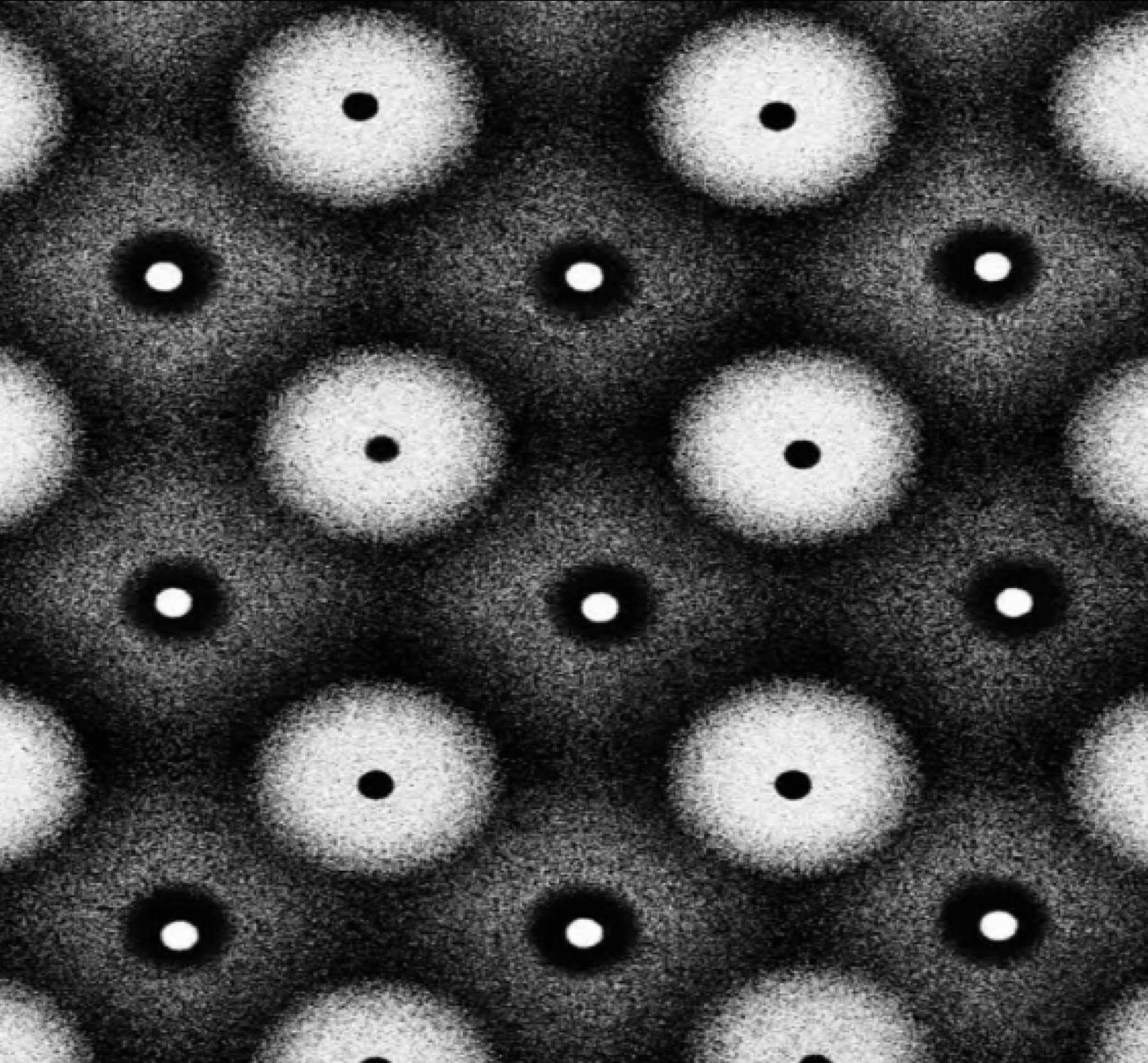
CREATE PROCESS OF THE UNIT



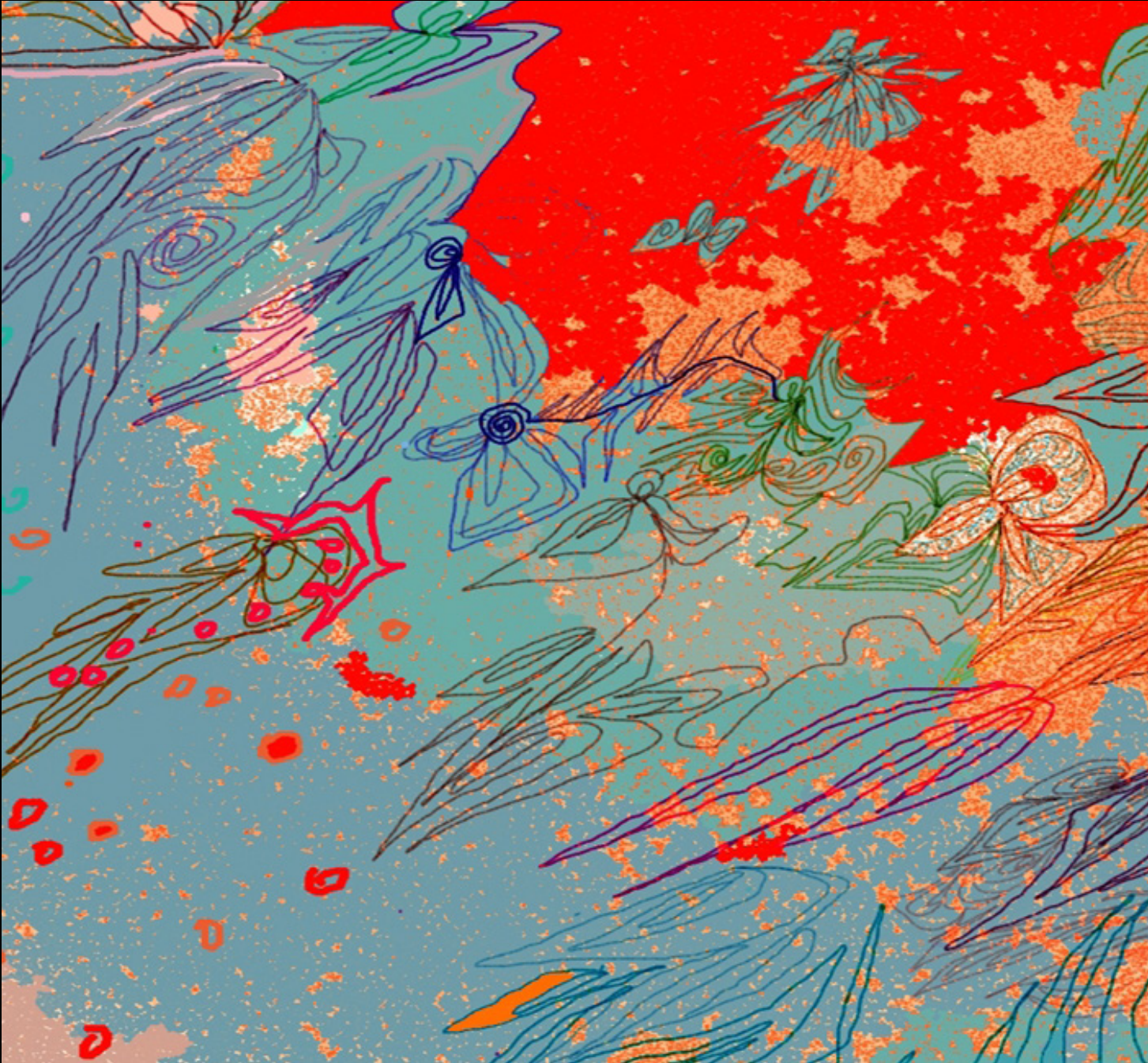
Mood units create

I am totally immersed in the current state of mind and start to carry out line and composition creation in a improvised way after watching horror, comedy, anger, tranquil scenery, tragic film and short films on the basis of arranging the expression of emotional line art in primitive and modern times.

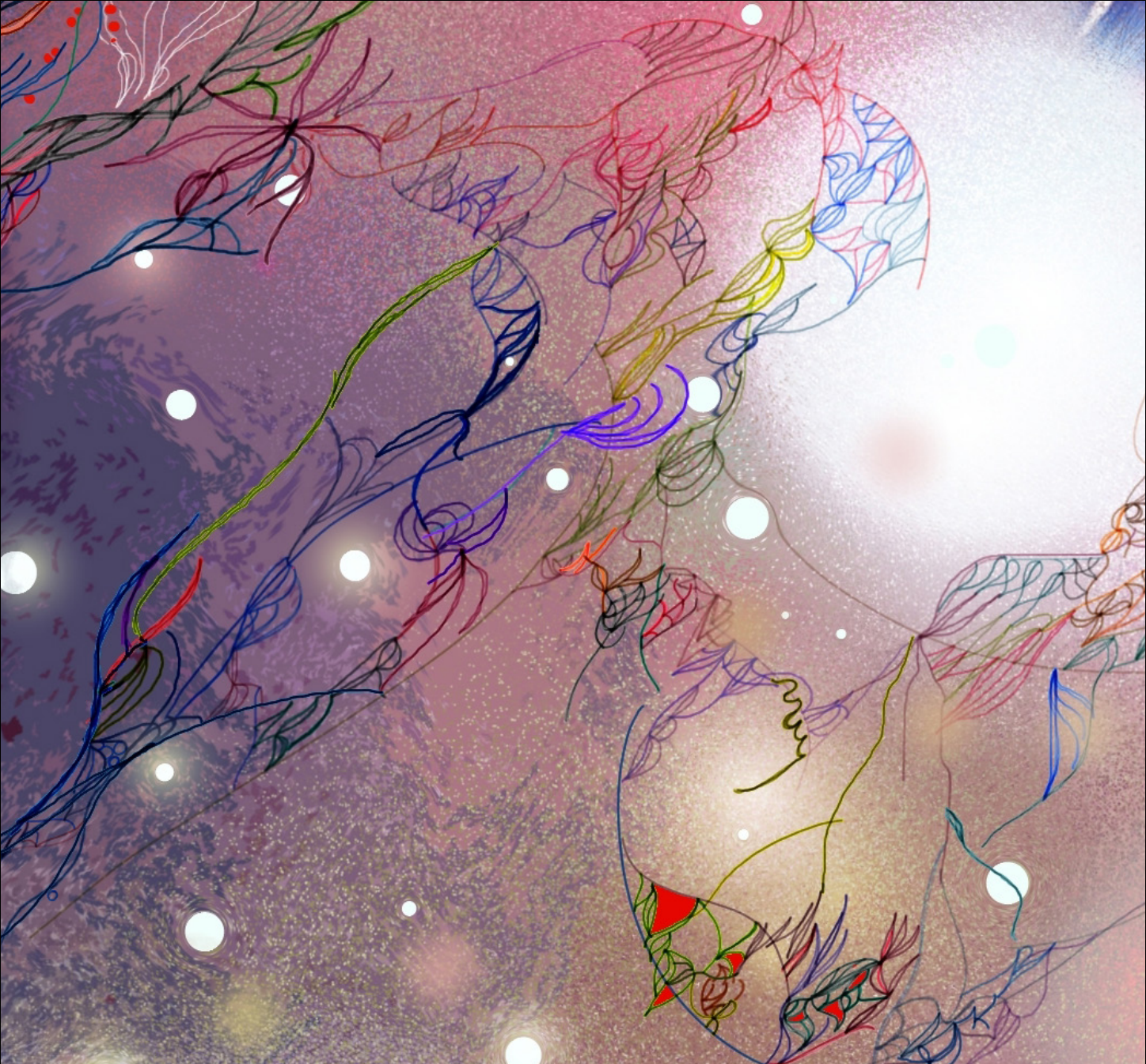
FINAL WORK OF THE UNIT



The Painting of Fear



The Painting of Anger

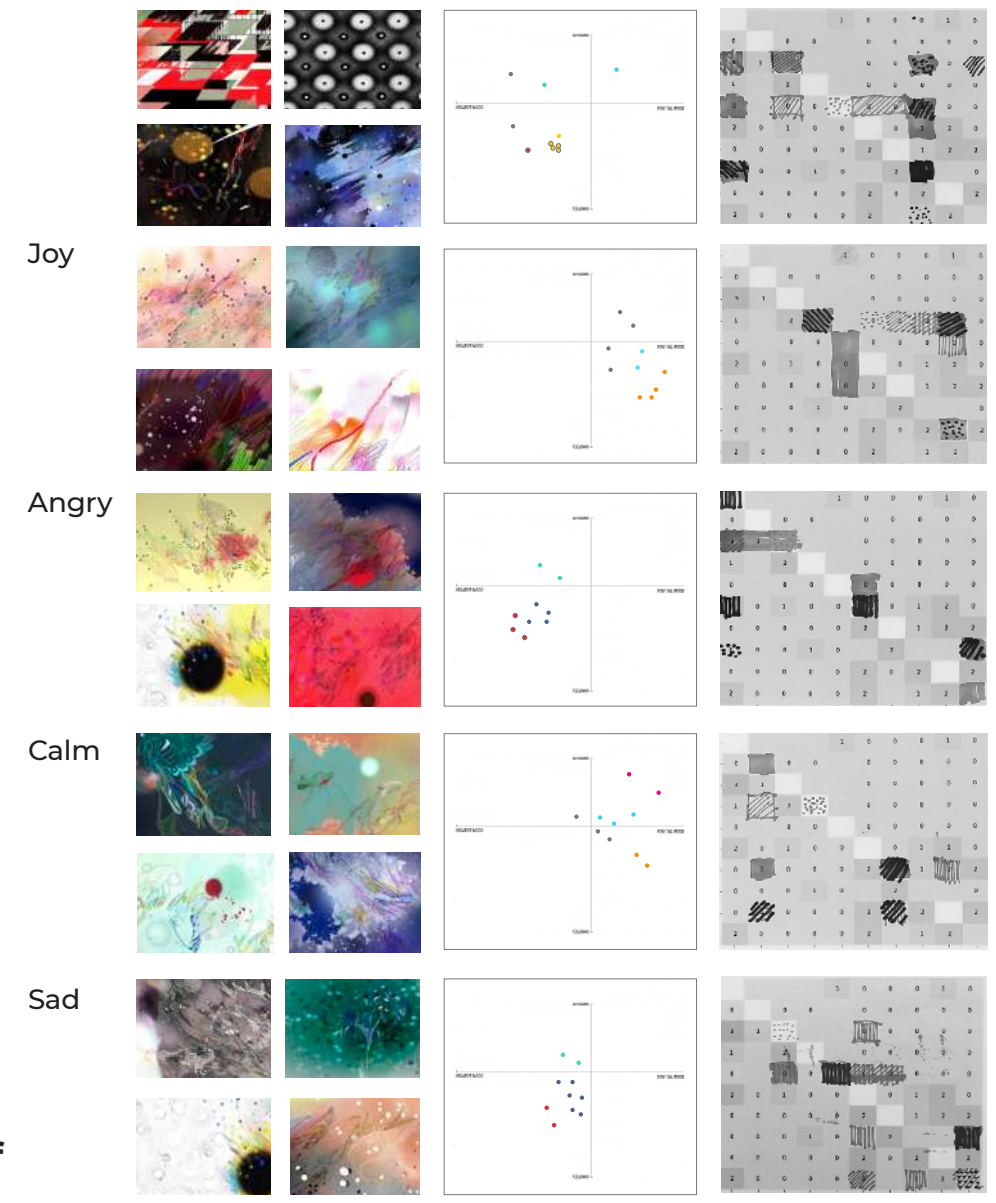


The Painting of Joy

TEST OF THE UNITS



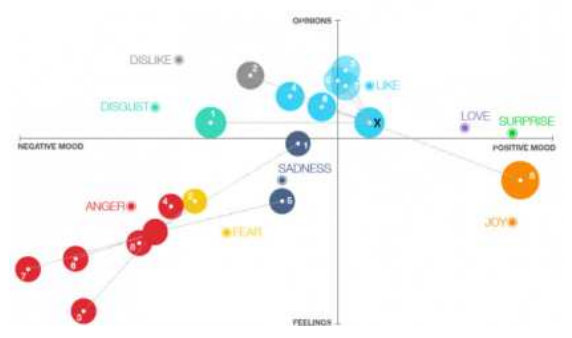
Interview
The total 20 picture units created are classified by the test into the 5 major emotions of fear, joy, anger, clamour and sadness, according to their emotional semantic vocabulary and emotion.



Classification of 5 emotions
On the test, I can ensure that the emotions of my drawing can be communicated directly.

Emotional semantics

Within the four quadrants of opinion, emotion, positivism and negativism, the words with divergent meanings can help to represent the emotion classification and semantics.

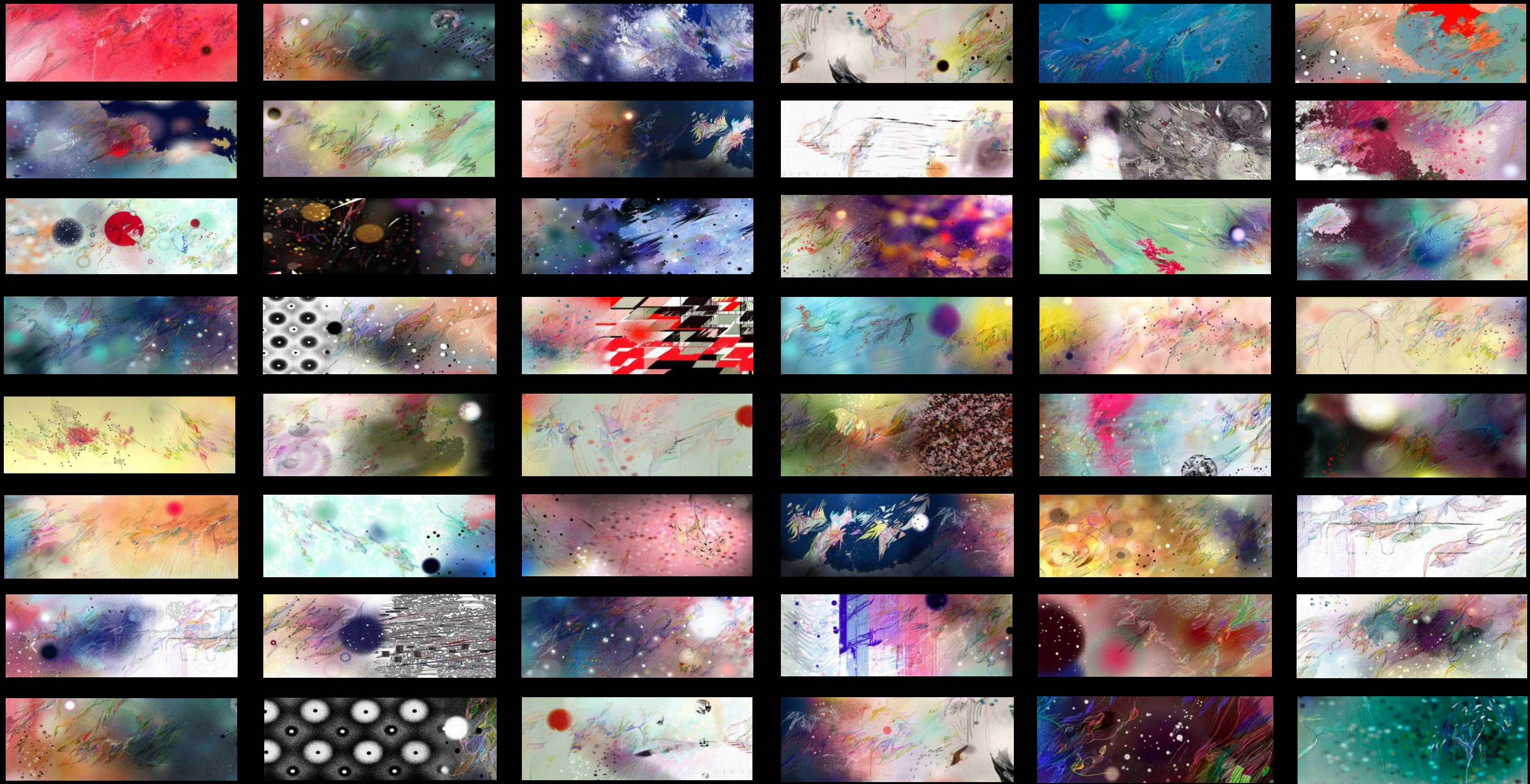


female_angry	19	3	4	5	1	0	0	0	1	0
female_calm	0	26	0	0	6	0	0	0	0	0
female_fearful	3	1	37	7	4	0	0	0	0	0
female_happy	1	5	2	17	7	0	0	0	0	0
female_sad	0	13	0	0	10	0	0	0	0	0
male_angry	2	0	1	0	0	26	0	1	2	0
male_calm	0	0	0	0	0	2	25	1	2	2
male_fearful	0	0	0	1	0	8	2	11	10	0
male_happy	0	0	0	0	0	2	0	2	26	2
male_sad	2	0	0	0	0	2	14	1	2	11

Emotional commonness of gender

The classification signs of males and females are each shown in the ordinate to identify the emotional expression that resonates between males and females.

CONTINURALLY DRAWING MORE IMAGES OF MOODS





bare	pale	circula	inversion	mystical	zeal	burnout
clean	weird	tough	smooth	dense	solitude	flip
inquisite	sincere	fragile	puzzled	warm	fuse	crisis
angry	peace	hope	ambigity	hole	niose	spot
cold	mologue	stabilize	stream	chase	pause	time
sun	metphor	sparkle	sprint	radiate	zombie	bloody

MY 7 DAY * 6 WEEK “FLOW”

The work is finally completed by me after extracting and refining the vocabulary in accordance with the mood and spirit of the day, creating visual units in an improvised way and integrating them into long visual paintings and the 14mins video “FLOW”.



READY TO TALK ?

EXPERIMENT OF FACIAL PROJECTION

I find that projection is the easiest way to get into the state of interaction and flow. First of all, interacting with projection has a strong sense of immersion without being disturbed, and it is also very easy to participate and rich in on-screen feedback. Could I use projection to create a "Coversation Machine" digitally?



Insight

Unable to open eyes, uncomfortable interaction. but the artistic mask based on the face, similar to "make-up", is a dialogue ready to be photographed and preserved, and it is a second way of assigning identity. More low-threshold attempts at interaction are needed.

EXPERIMENT OF WALL PROJECTION



Insight

The body, the shadow and the picture are in conversation. There is a primitive impulse go with touch, hug, wave your arms.



EXPERIMENT OF WALL PROJECTION



EXPERIMENT OF “THE COVERSAATION MACHINE”



The shadow clone is reprocessed through Kinect and Touchdesign software, and the picture delay of the silhouette is increased to leave the trajectory of the body. The current interactive experience satisfies the low-threshold interactive needs, and also attracts audiences in an artistic and dynamic form with a simple reward mechanism. It was unexpectedly discovered that there is a strong desire to interact with the artistic body of the "post-mirror".



OUTCOME : TALKING TO ONESELF /video 6mins

I sorted the materials of different moods into various stage effects of fear, sadness, anger and joy. I recorded the conversation between the volunteers and their own mirrors. They use this self-talk to express stories of past experiences and present emotions. The volunteer Jason enters his own flow of regret over his past experience, laughter and anger at himself, and ultimately peace and self-reconciliation.

