



# Info Smog – Learning to See Movement

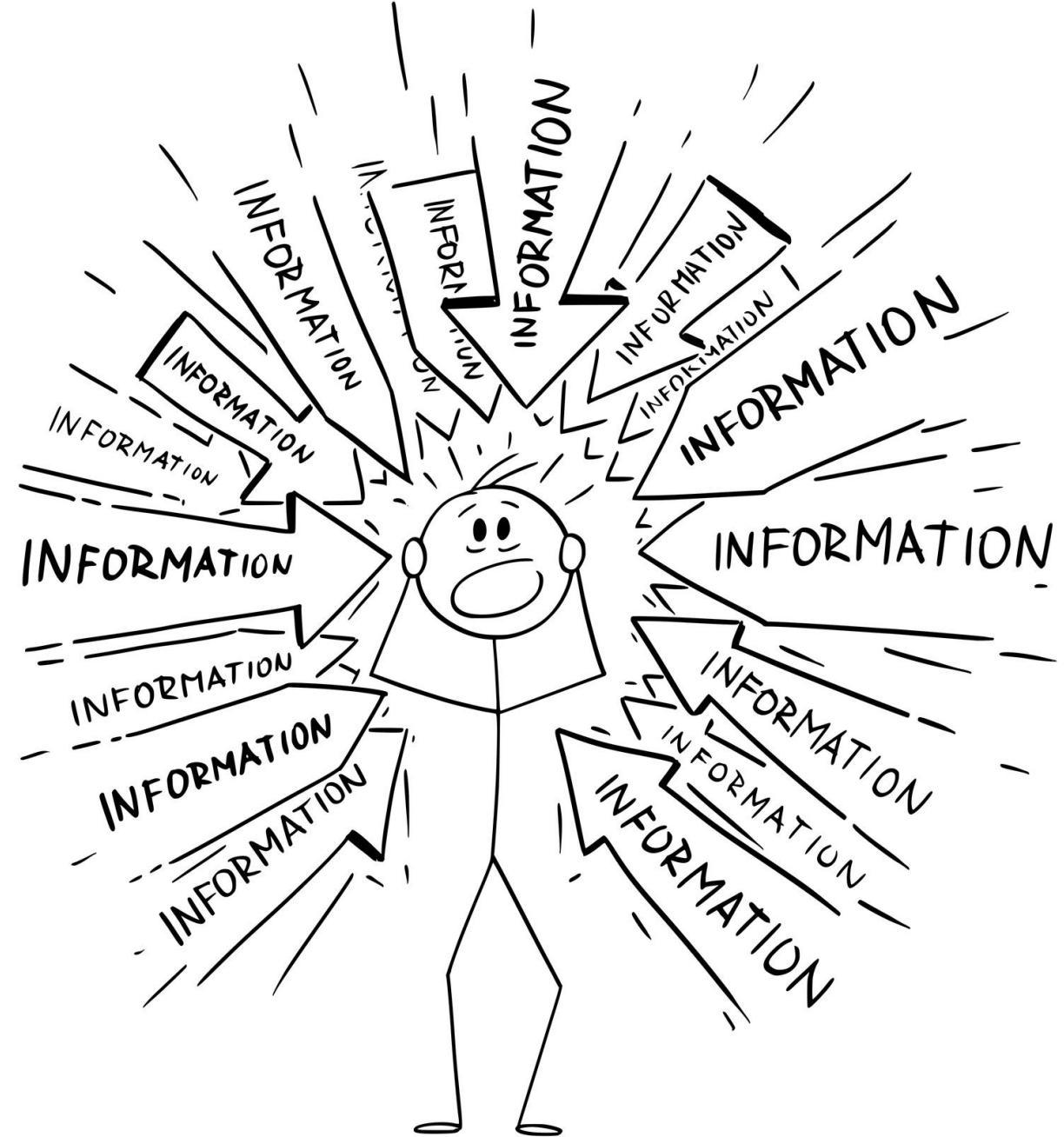
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# Why Info Smog?

**Why did we choose to visualize information as a fog?**

- **We wanted a more meaningful interpretation of movement.**  
From abstract particles → to something that carries real-world meaning.
- **Information overload is a universal, contemporary experience.**  
Notifications, ads, recommendations → forming a “fog” around us.
- **Text is the most direct representation of digital information.**  
Words are the smallest units of attention.



# Concept

- **Each word is a particle of digital information.**  
Notifications, ads, trending words, recommendations.
- **Your body becomes a disturbance inside this fog.**  
Proximity, movement, and screen blocking all affect it.
- **Depth features drive the fog's behavior.**  
Closer = denser  
Chaotic movement = unstable  
Fast movement = storm-like  
High occupancy = suffocation
- **The system “learns to see movement” by responding to your presence.**

# System Overview (How It Works)

## How the System Works (High-Level)

- **The camera captures your distance and movement.**
- **Wekinator learns how these features should affect the fog.**  
Movement → behavior rules.
- **Processing turns these rules into a living information fog.**  
Text gets denser, faster, more chaotic, or more overwhelming depending on how you interact.

