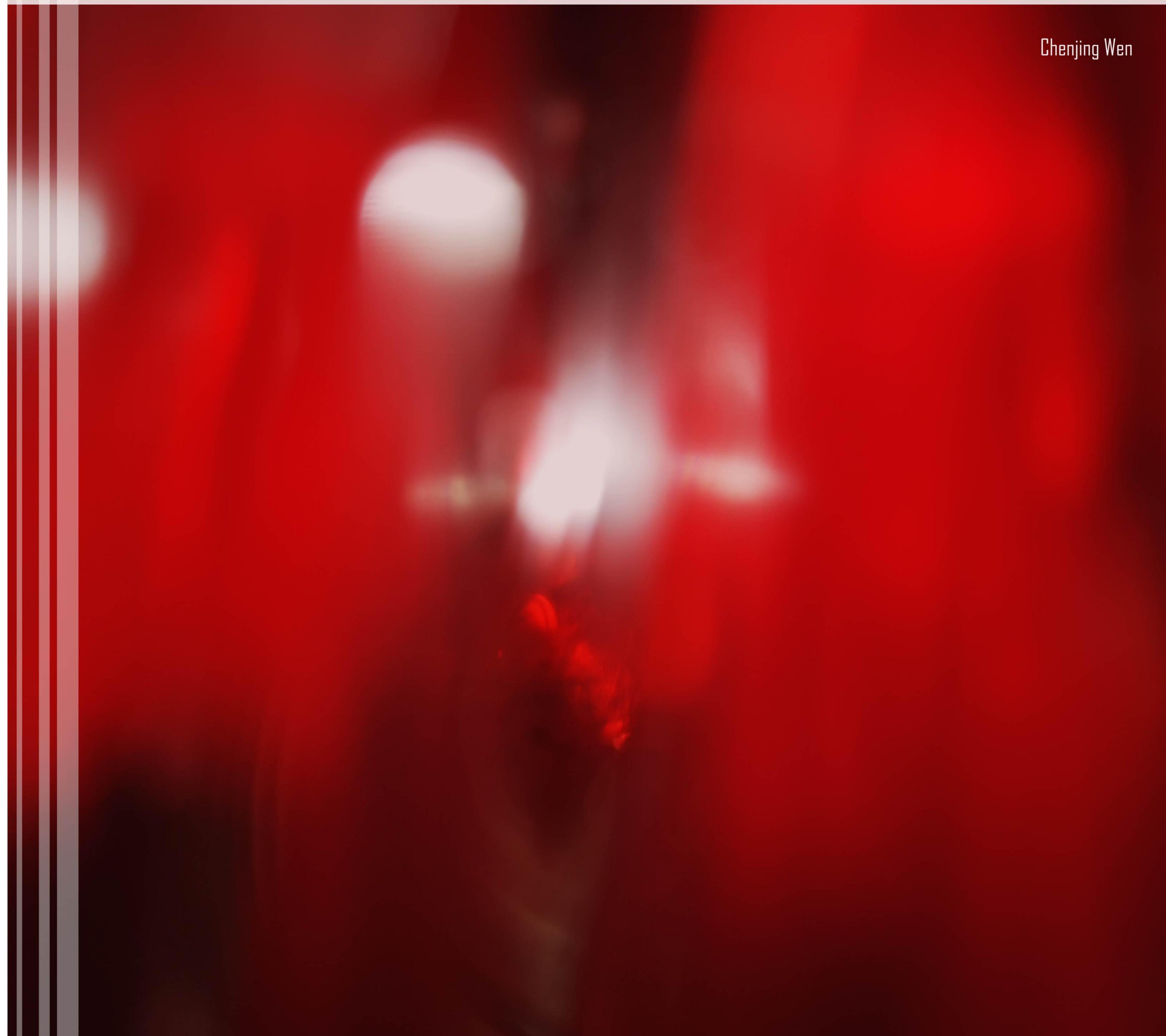




Generation

It feels as if society is demanding more and more from Generation Z. Many parents enroll their children in a myriad of courses and activities from an early age, demanding excellent grades and top performances throughout their rigorous schedules. This pathological, high-pressure environment to strive for success is becoming more common within Asian societies. Though parents believe this unyielding pressure is the best motivator, it can also be detrimental and oppressive to the student. My work, Z Generation, utilizes installation, video and sound to reflect the ethos of educational pressures found in many cultures, specifically Chinese culture.

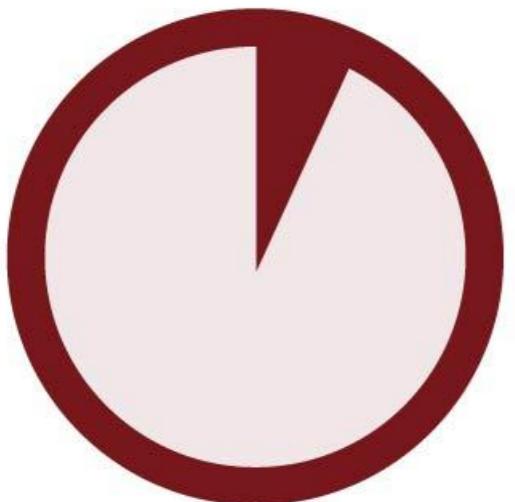
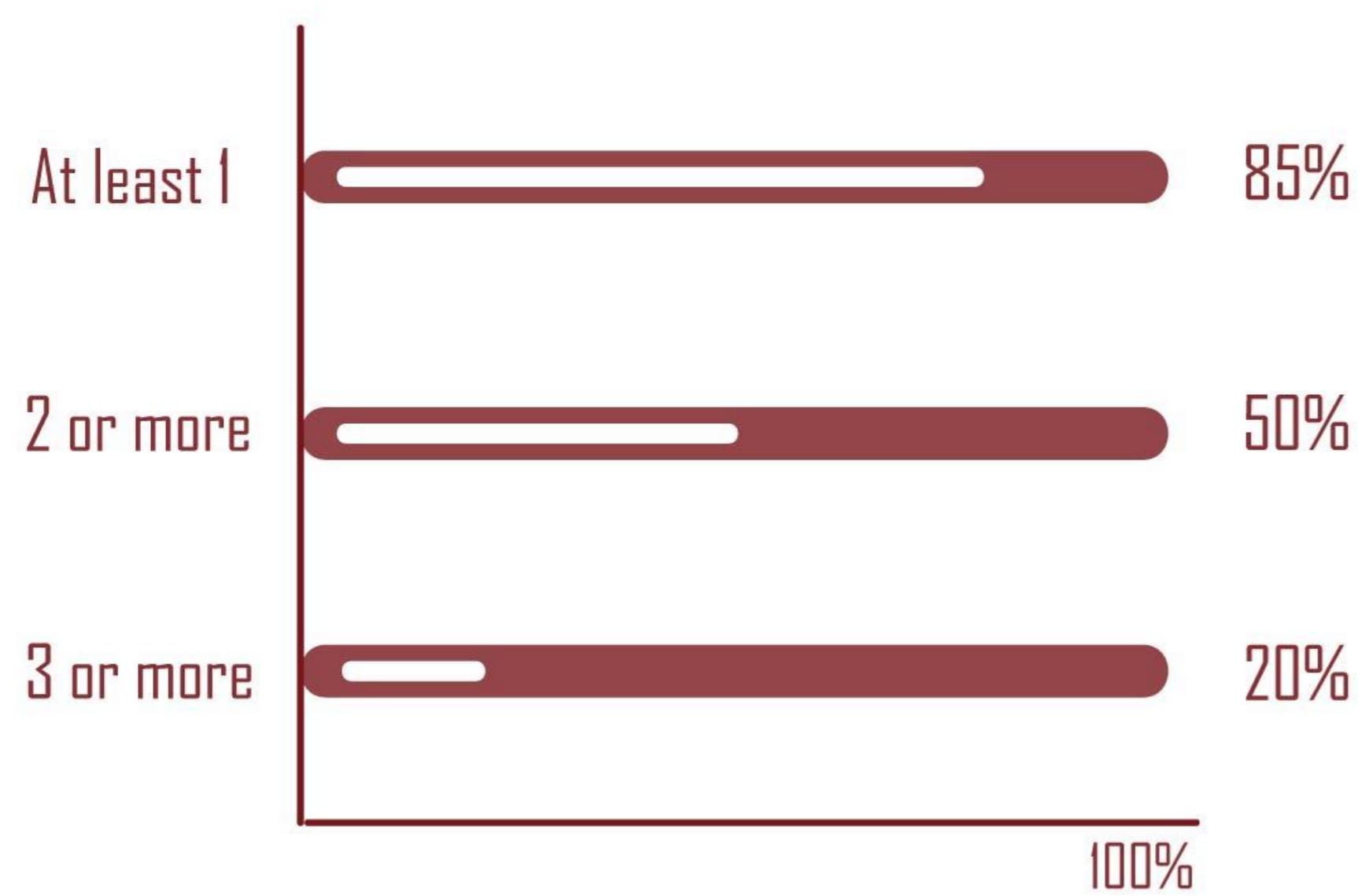




Inspiration

My own experience, along with that of my brother and all of my friends, within this pathological phenomenon of pressurized learning, motivated my desire to express the students' point of view. It is not the parents' instructions, teachers' constant reminders, daily assignments nor weekend classes that can cause a student to breakdown. Often times, the breakdown stems from encouraging words from parents and teachers. So I began by examining those voices and phrases, designed to motivate, and be "good" for us.

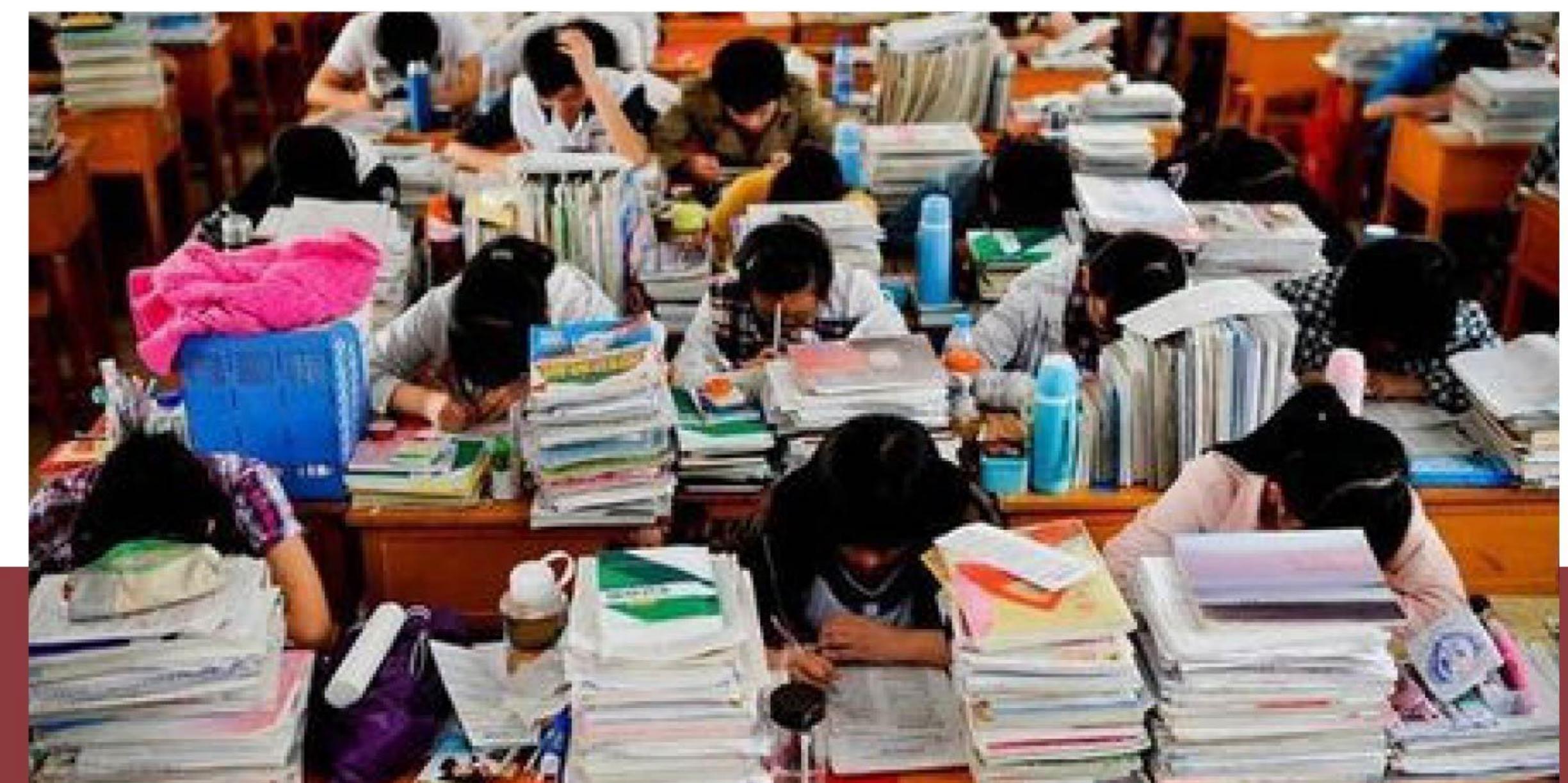
Research



Academic stress was about 88.7%.

Source: thematic survey on mental health by a team from the China Youth Research Centre in collaboration with the Institute of Psychology of the Chinese Academy of Sciences

Students' desks piled high with books and homework

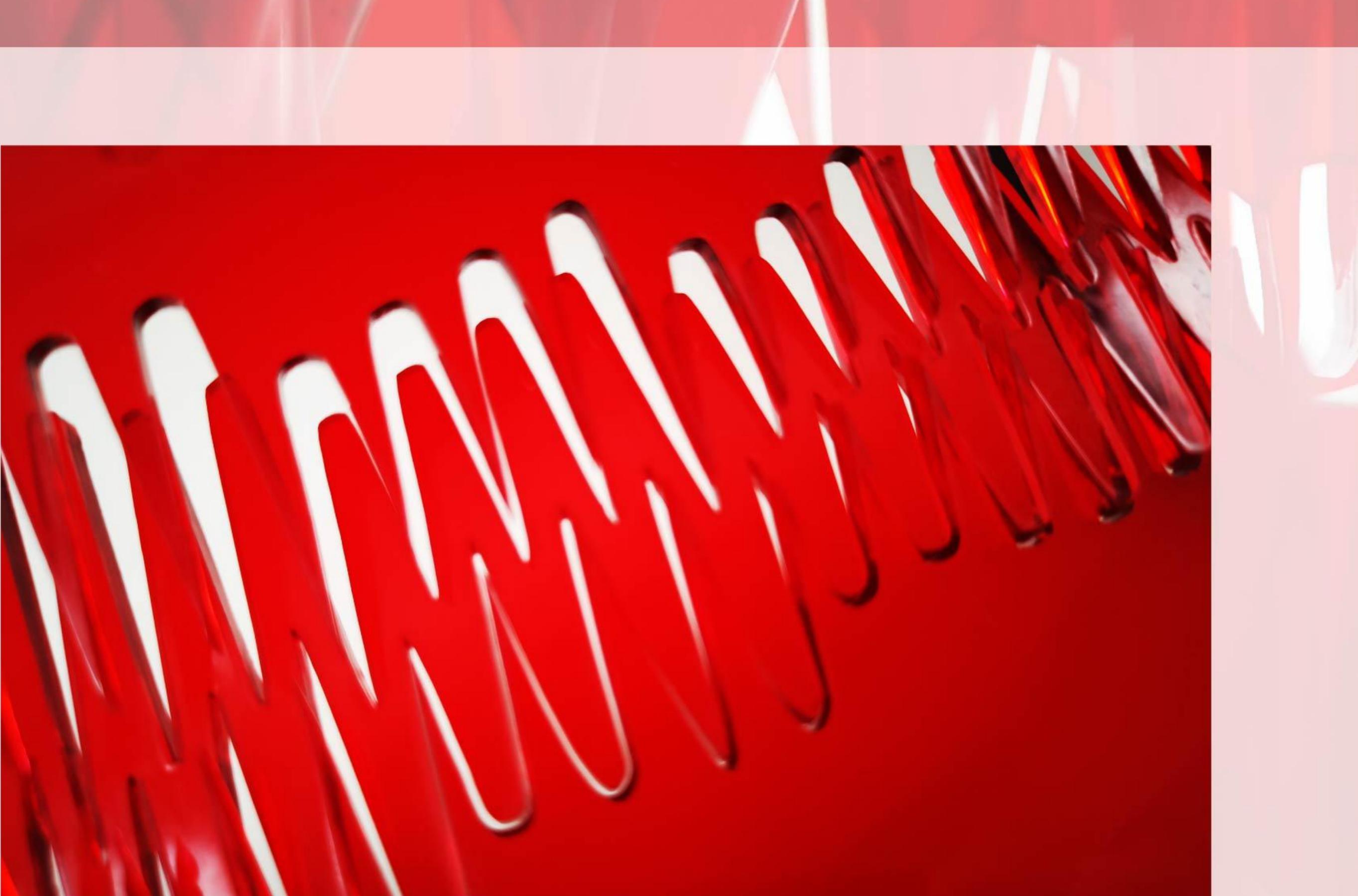


5:30 起床	14:05-14:45 第六节
5:45 早操	14:55-15:35 第七节
6:00-6:30 早读	15:35-15:55 眼保健操
6:30-7:10 早饭	15:55-16:35 第八节
7:10-7:35 早预备	16:45-17:25 第九节
7:45-8:25 第一节	17:35-18:15 第十节
8:35-9:15 第二节	18:15-18:50 搞饭
9:25-10:05 第三节	18:50-19:10 看新闻
10:05-10:30 课间操	19:15-20:00 晚一
10:30-11:10 第四节	20:10-20:55 晚二
11:20-12:00 第五节	21:05-21:50 晚三
12:00-12:45 午饭	21:50-22:10 洗漱
12:45-13:45 午休	

Daily itinerary for Hengshui High School students in China

Prison Management Model

Hengshui Middle School was chosen as an example for this project because it utilizes a 'prison management model' with their students. Their daily life is managed to the minute (see example itinerary image), including pre-designated time limits to use the bathroom. These students are like learning machines, without control of their own lives or ideas. There is no moment to pause or breathe.



Words that parents say to their children can be a source of great psychological stress for the child. The irritation caused by these words can be sharp and painful, similar to the sharp, jagged lines displayed in the vocal pattern of a sound recording. Extracting these vocal patterns from some typical phrases parents may say, I have created 3D forms out of acrylic to express the pain that can arise from these seemingly innocuous phrases.

Sound recording



How can you compete with others if you don't work hard?

Achievement is important.



We believe you can do it!

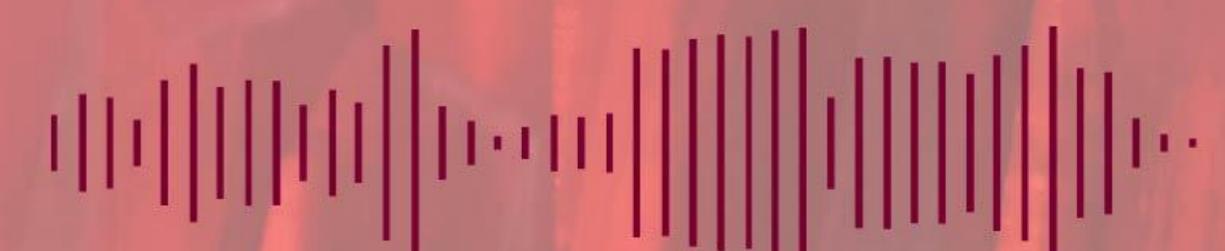
Grades are important and you need to do your best to take them.



How do you know if it's possible if you don't try it?



You must do it ! You can do it !



You can definitely get in!



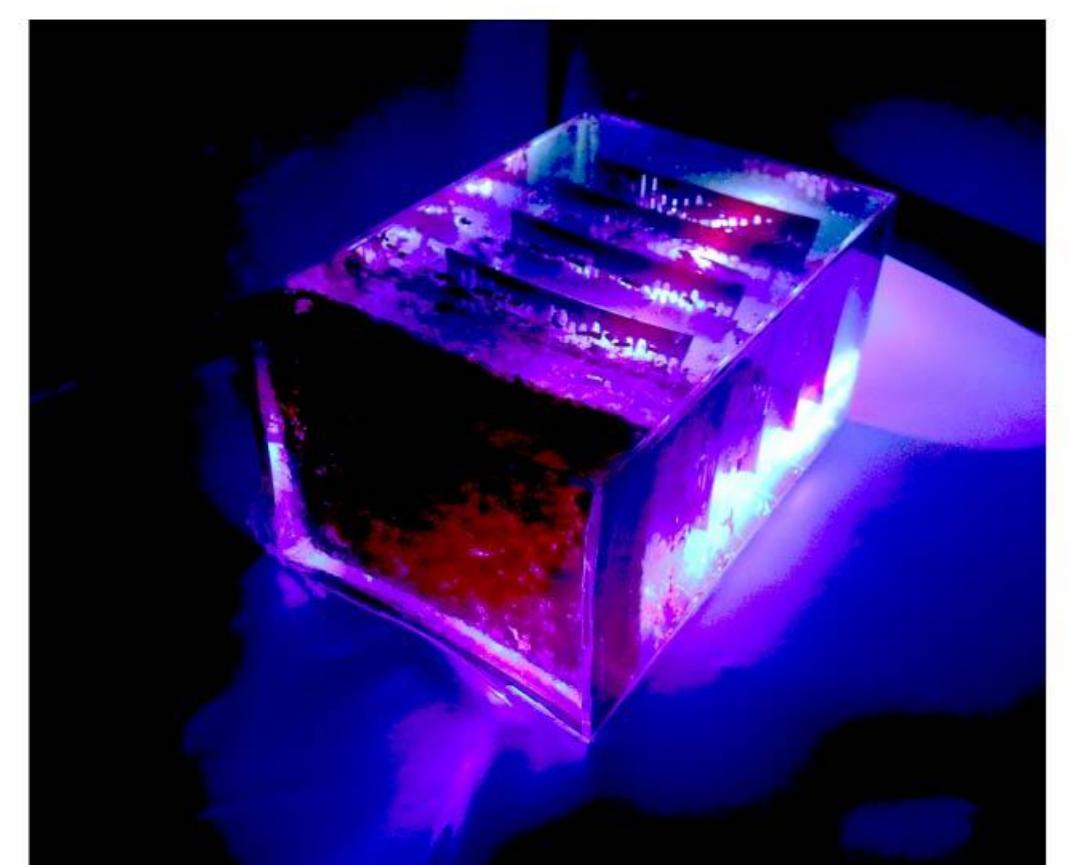
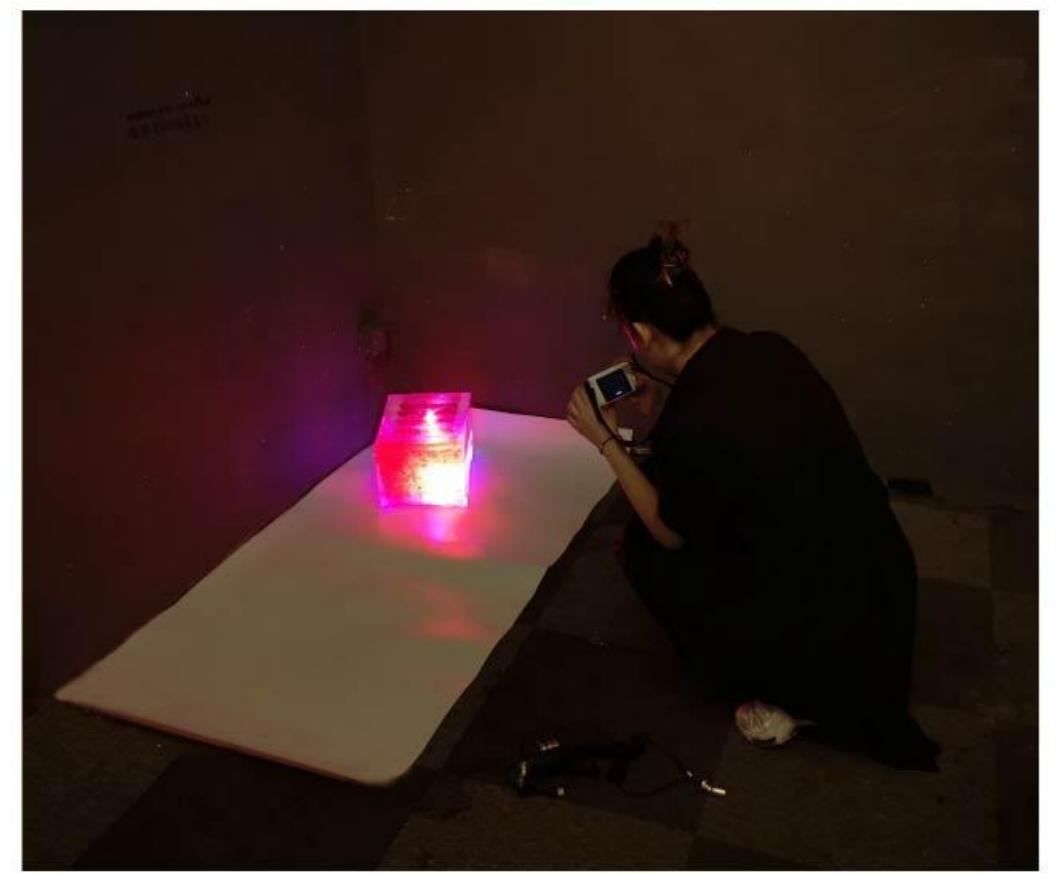
We can't afford to lose at the starting line.



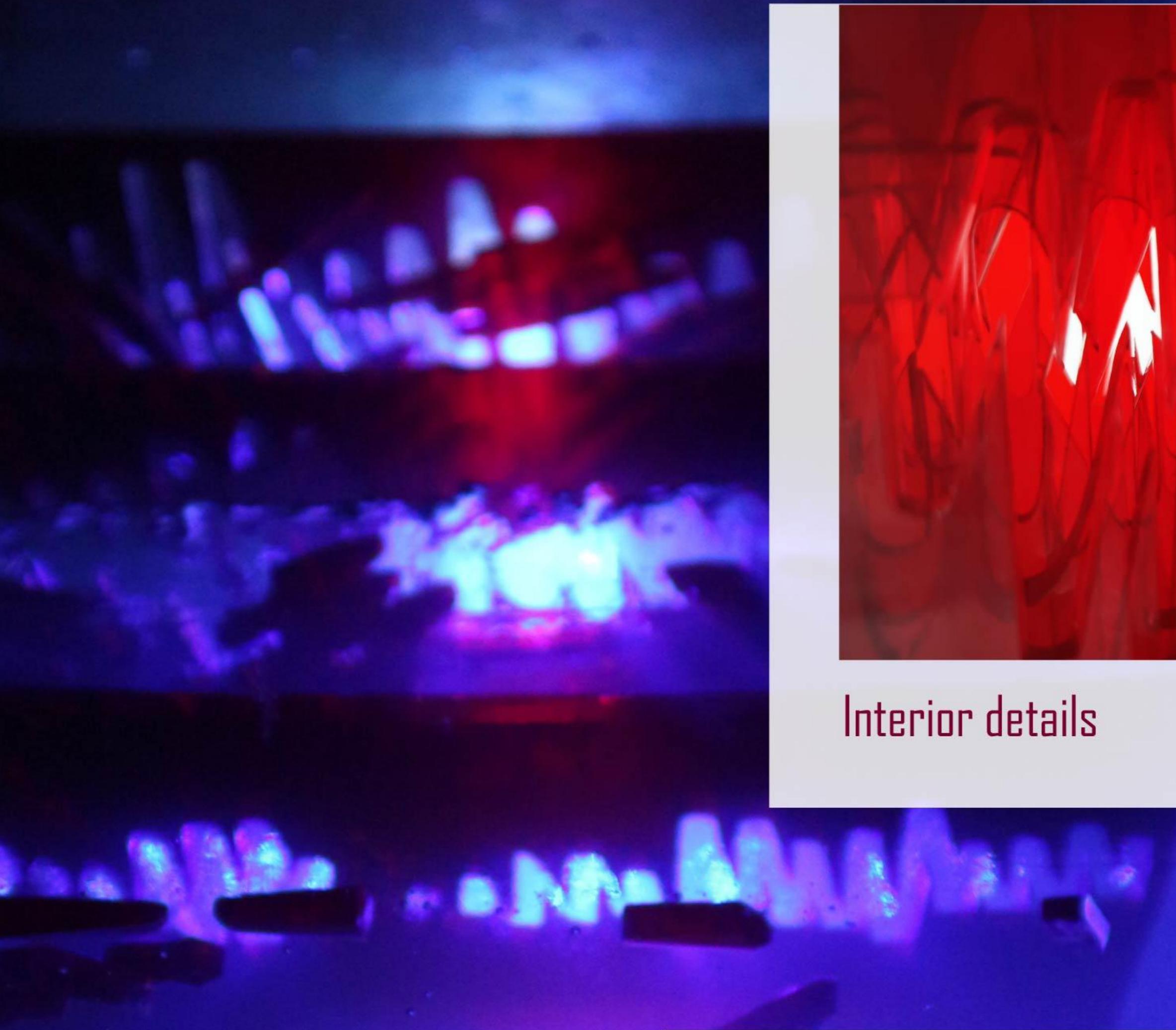
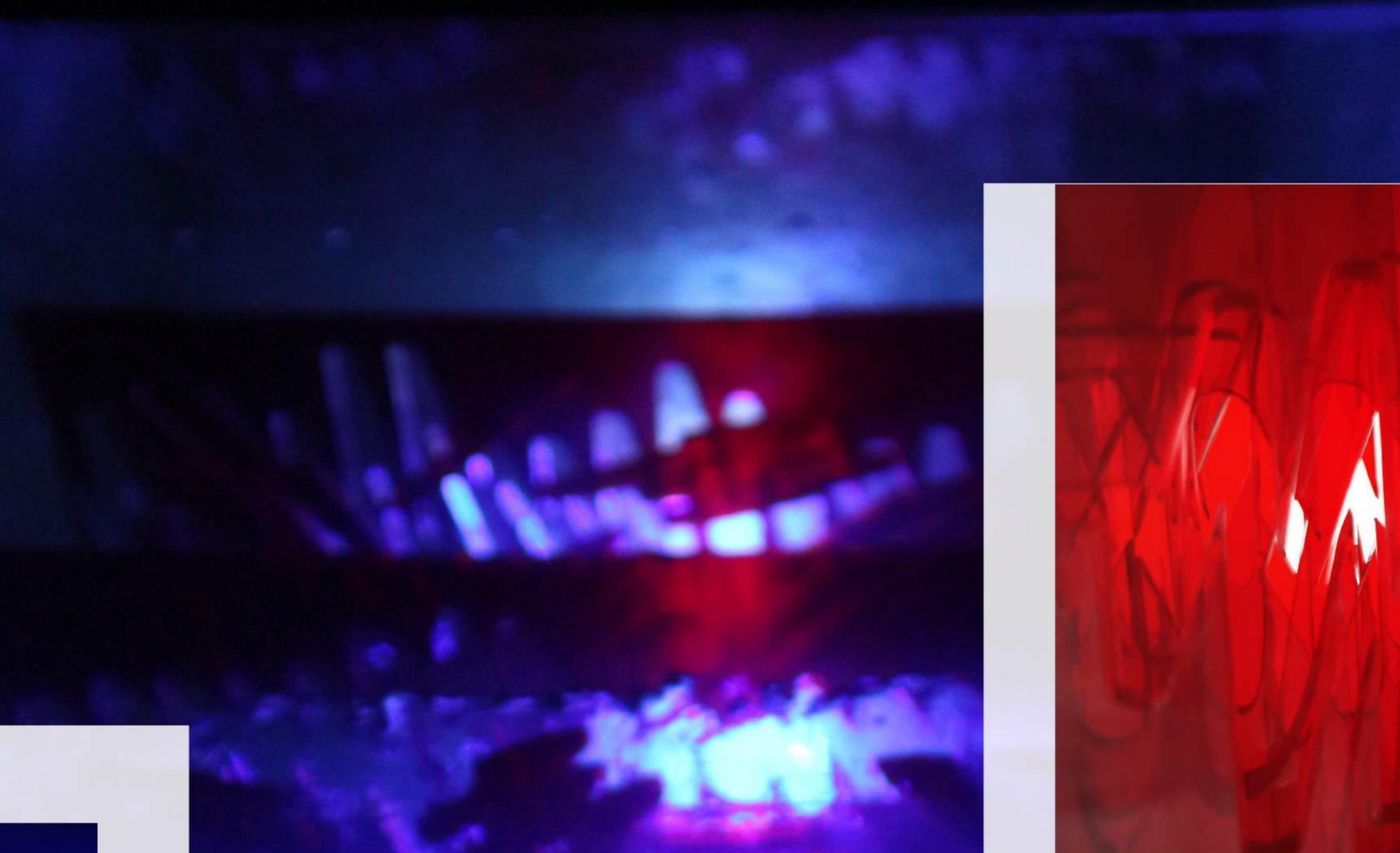
We're all doing it for you, you'll see.



Installation process



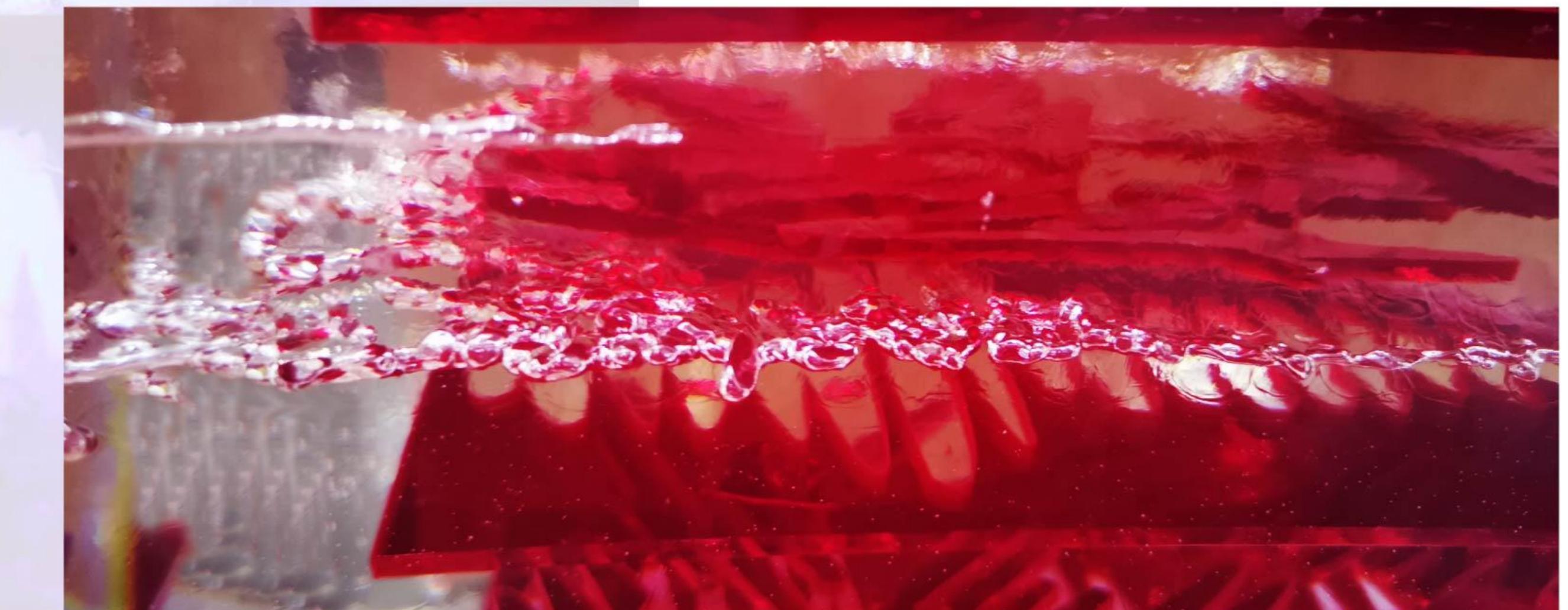
Commissioning lights



Interior details



Making devices with drip glue



Interior of the installation

Outcome

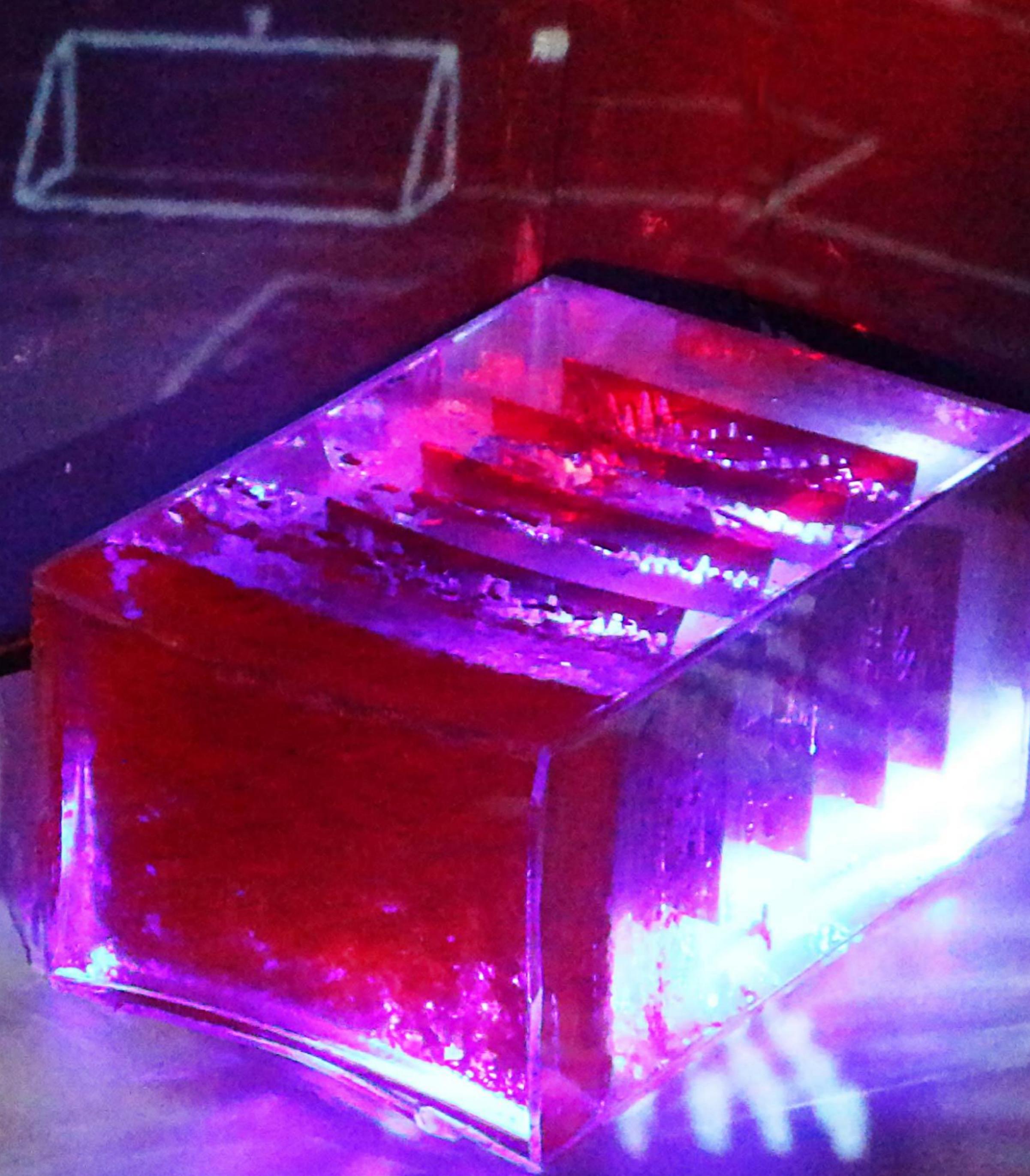
Installation & Video

Video [00:03:23]

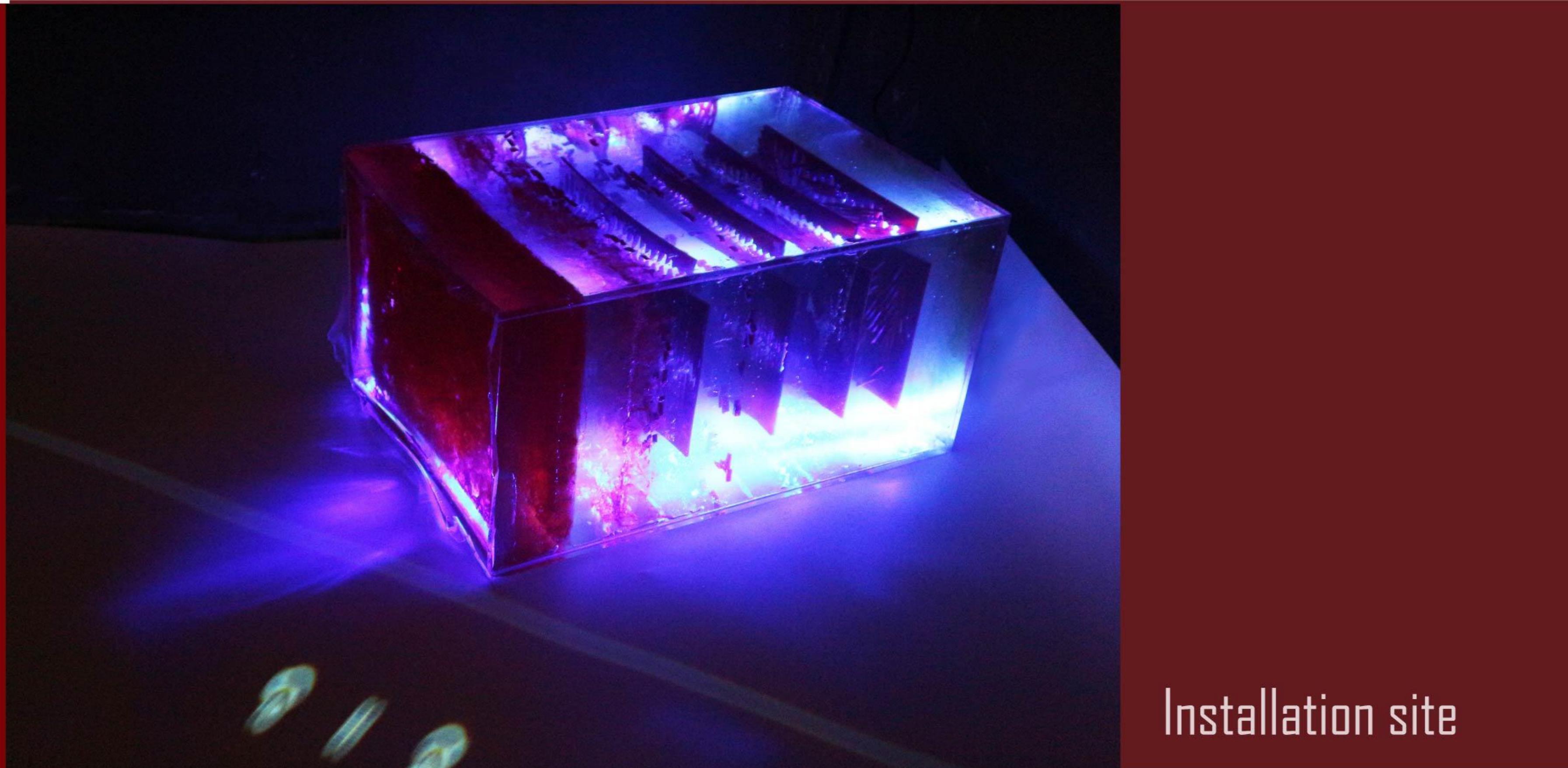
2021

Video : <https://www.youtube.com/watch?v=Gh4HYC0woN0>

Final presentation : <https://www.youtube.com/watch?v=t78Rln8IDfs&t=1s>



Achievement is important
but not the only thing



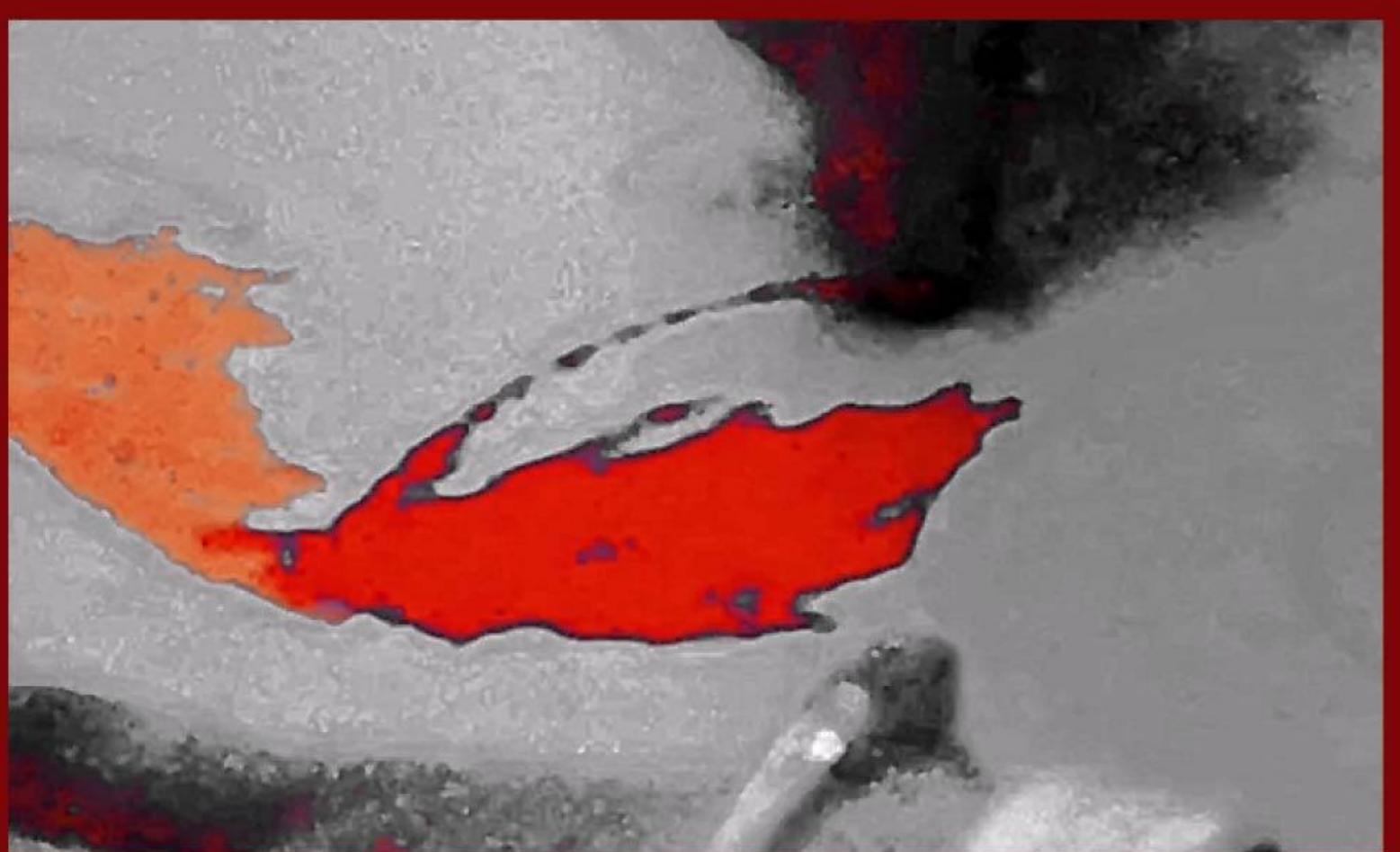
Installation site



Detail



Screenshot



Screenshot

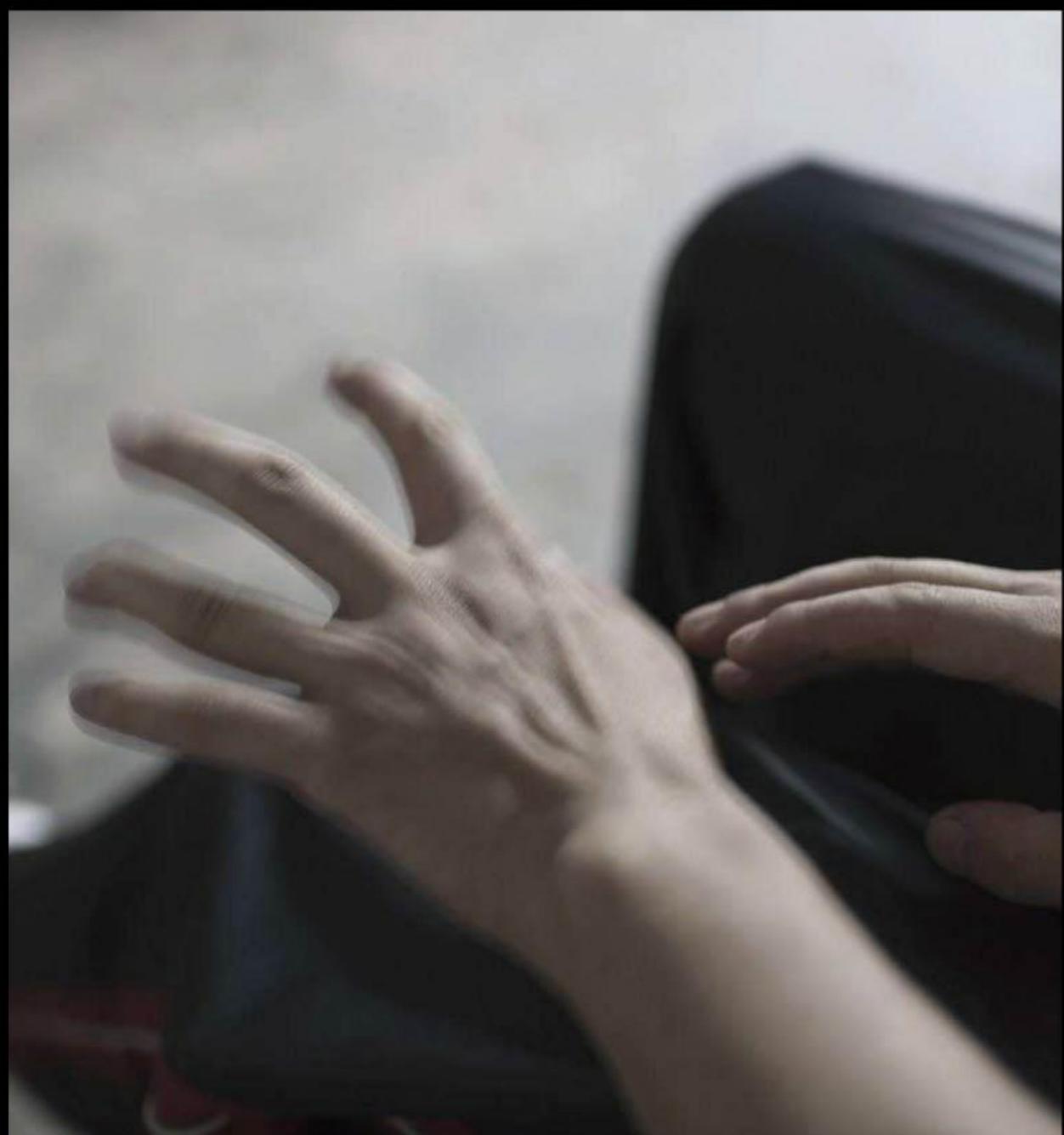


There are various medical conditions that are often overlooked, which cause much pain and suffering to those affected. These people suffer privately, without public knowledge of their pain. Acromegaly, which is a long-standing untreatable disease, is one such condition. I feel helpless when I have a rhinitis attack. Through this work, I express the helplessness I sense they suffer, in hopes to give them a voice, in my own way.

STRIPPING

RESEARCH

Amyotrophic lateral sclerosis (ALS) is a progressive neurodegenerative disease that causes muscle weakness in people. They have muscle cramps, difficulty walking, will watch their bodies gradually become immobile, lose control and have difficulty breathing, which ultimately leads to death. During this process they are unable to care for themselves and require constant care, which can be extremely taxing on the patients' mind and family.



Patients with muscle stiffness

Ice Bucket Challenge

Participants were challenged to film themselves pouring a bucket of ice water over their heads, then would upload this video to various social media networks, tagging additional friends as a 'challenge' to do the same. The aim is to raise awareness and funds for various ALS associations for the treatment of ALS patients.

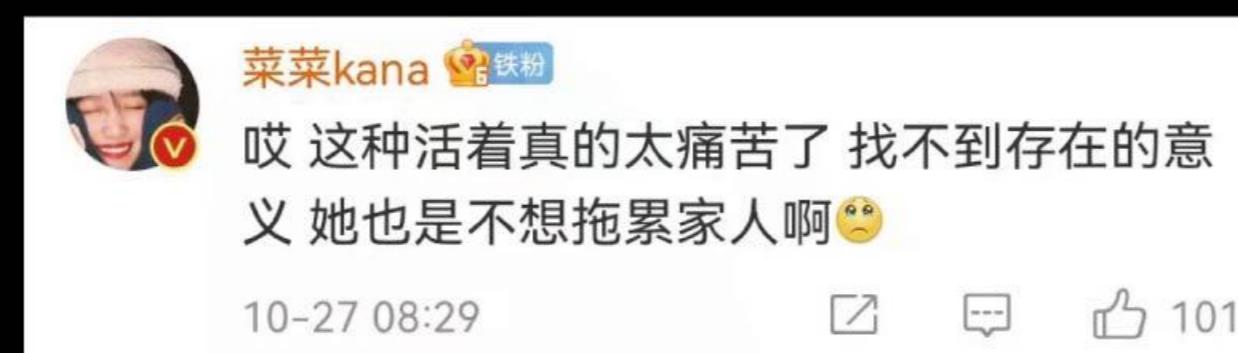


COMMENT

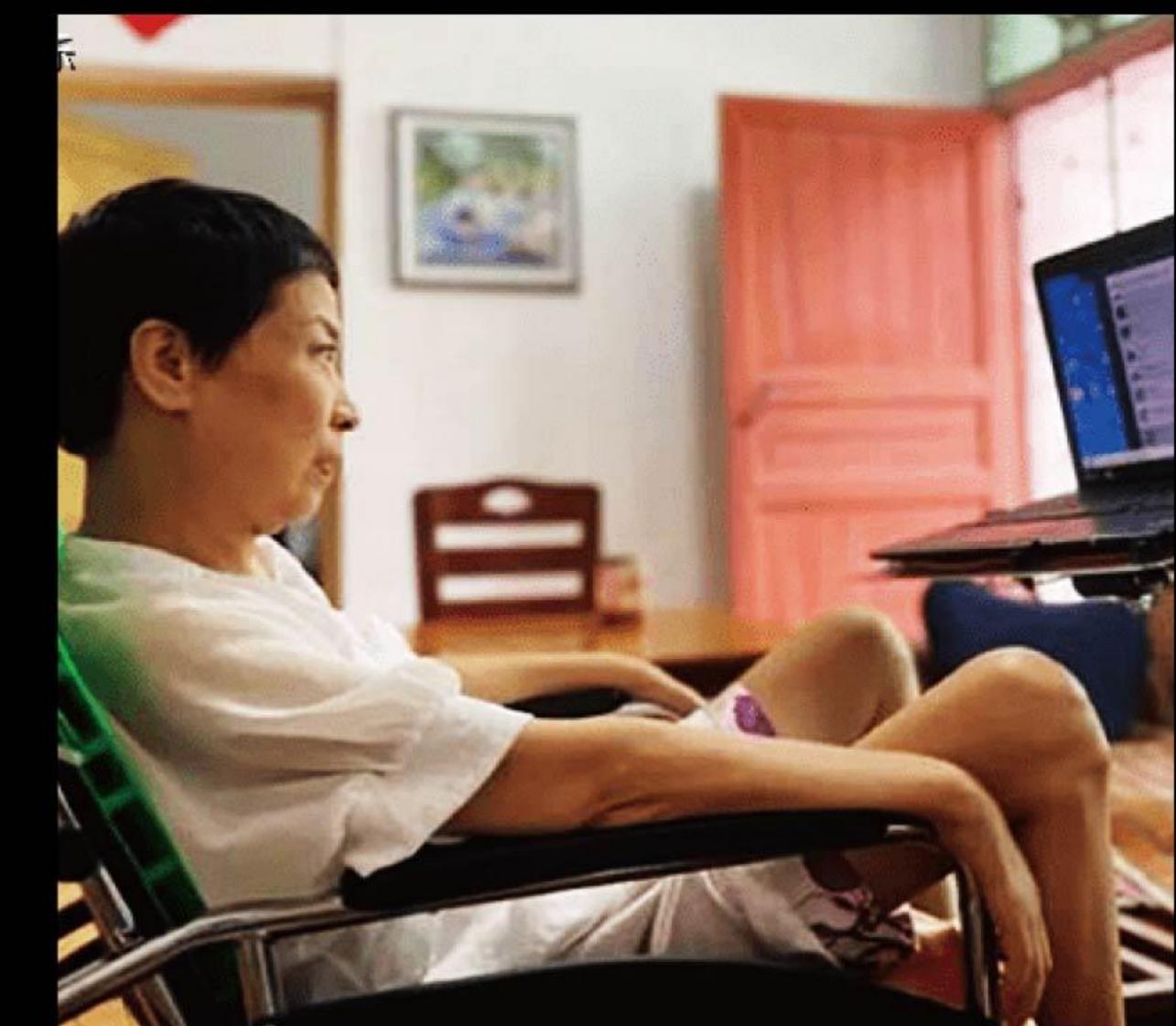
Source from APP : Weibo



To live like this is a never-ending sentence, sitting in a tightly wrapped prison



It was too painful to live like that, there was no point in existing. She doesn't want to



This patient (pictured above) tried to hire someone to kill her, because she could not tolerate the pain and was unable to kill herself.

INSPIRATION

A news story about a patient with acromegaly caught my attention. The patient had no strength, could not move her body and was in a lot of pain. She attempted to hire someone to kill her because she could not tolerate the pain. Suicide by homicide. It shocked me how helpless a person can feel when they no longer have control of their own body. I hope this video can raise awareness of the suffering of this minority group, so more help and care can be provided.

OUTCOME

Video [00:04:23]
2021

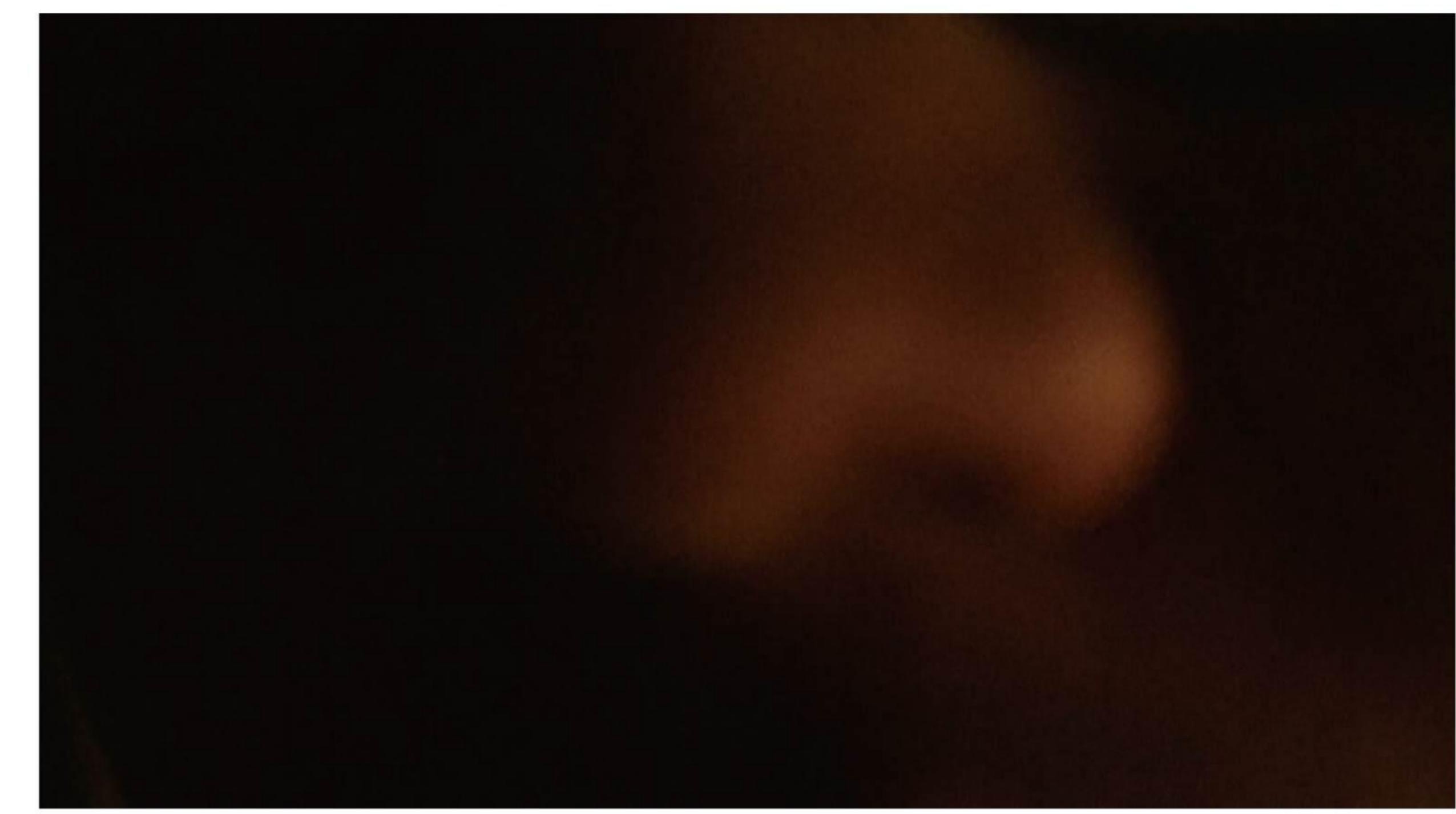
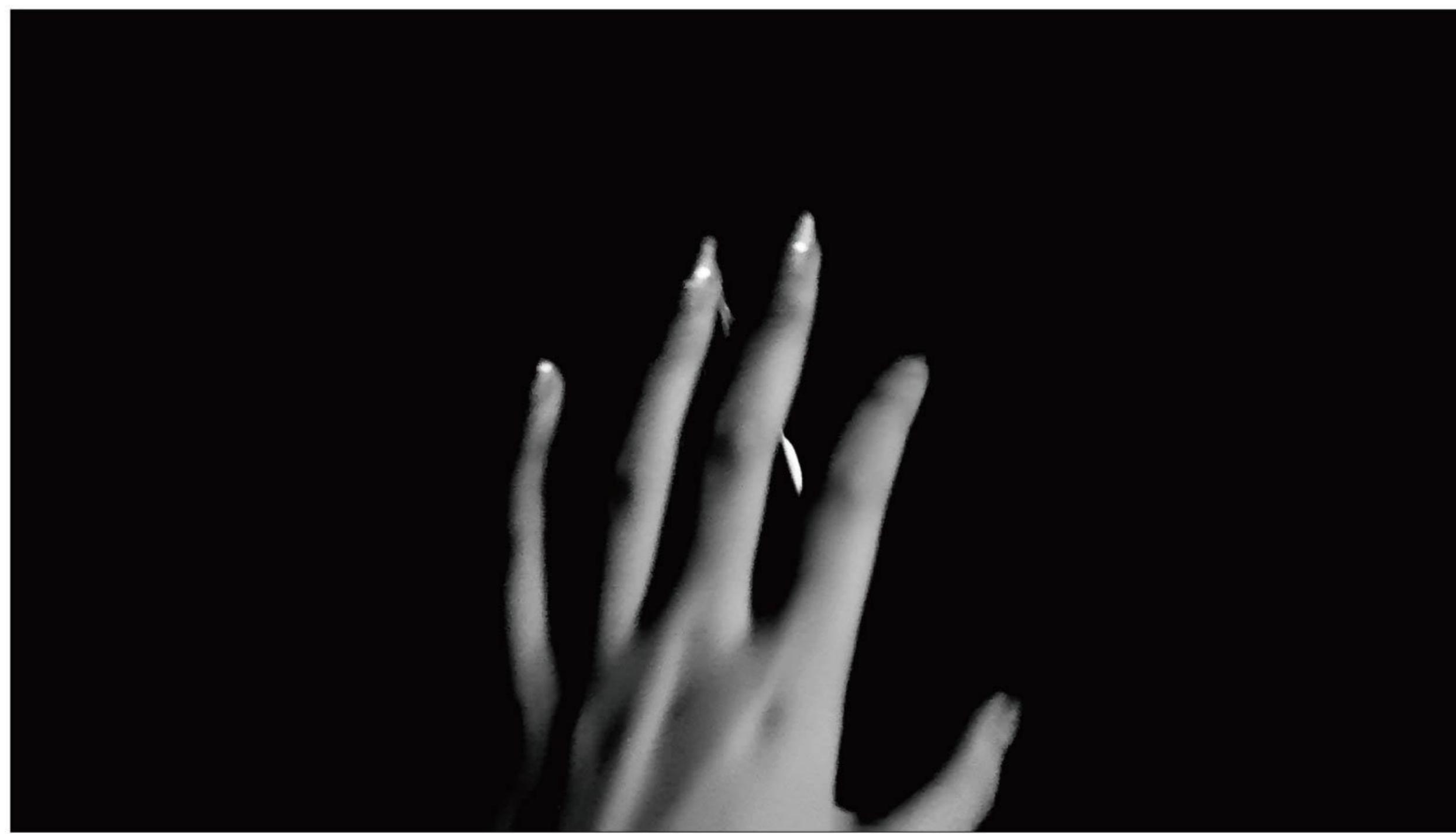


Video: <https://www.youtube.com/watch?v=wrylohn0UGc>

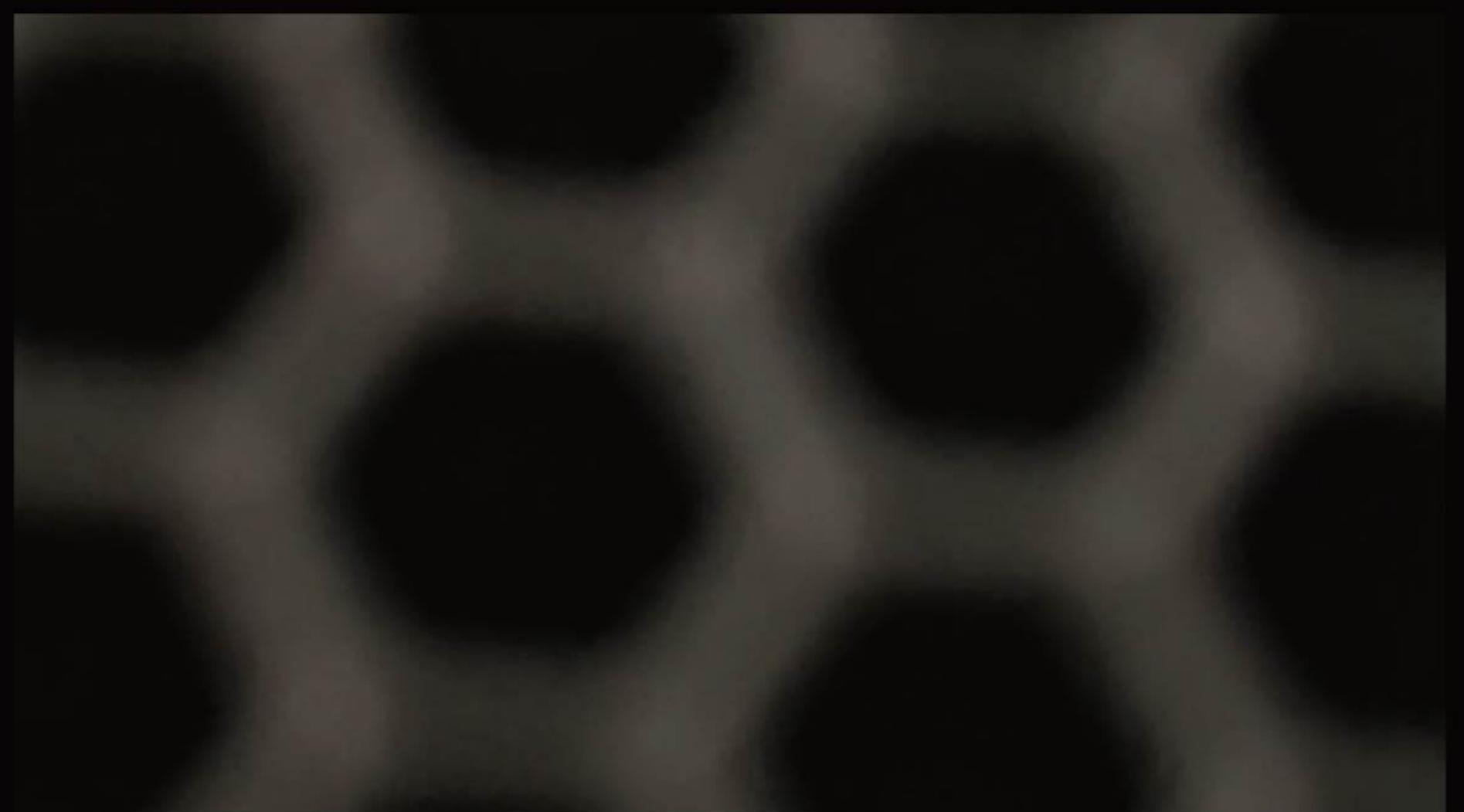
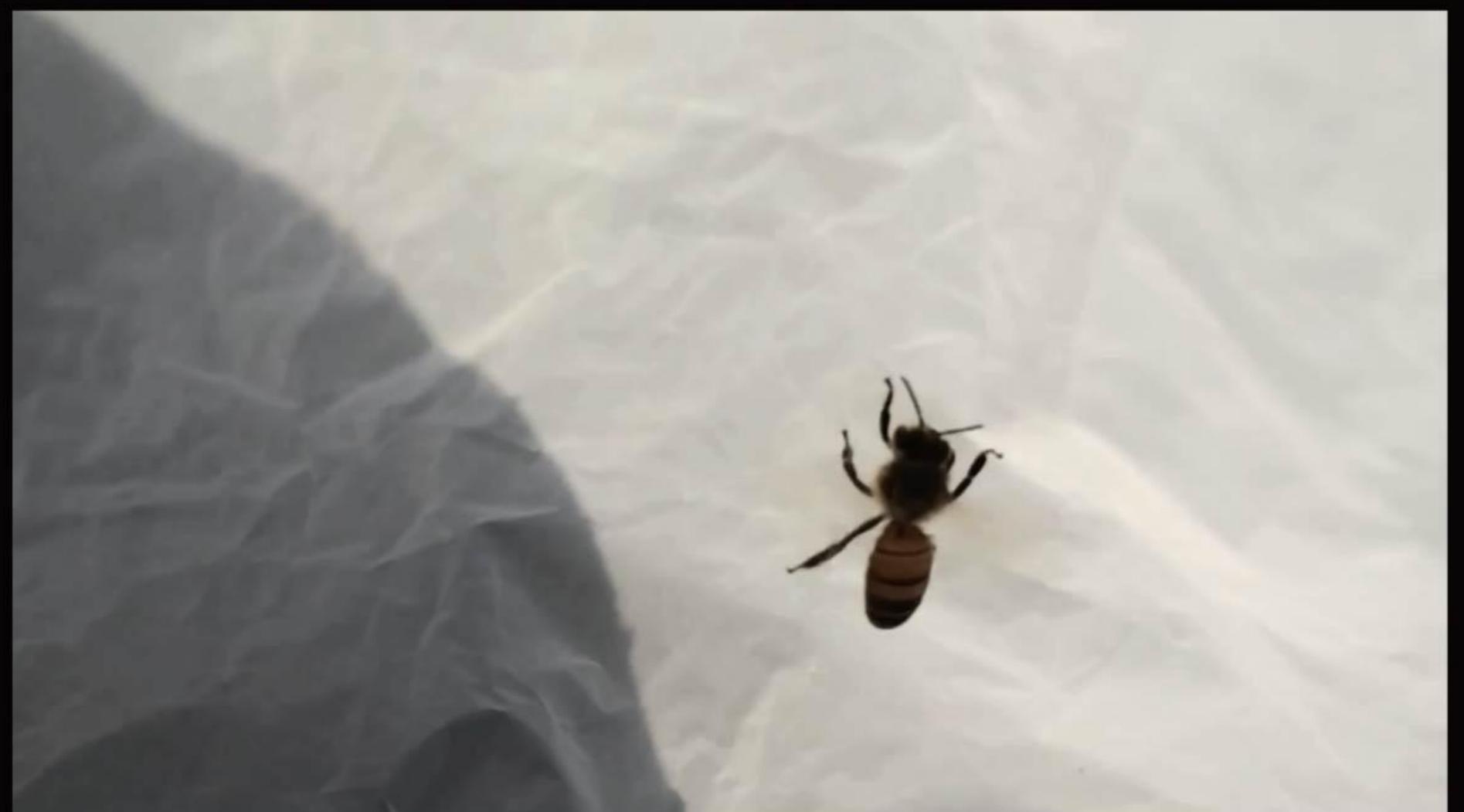
DETAIL



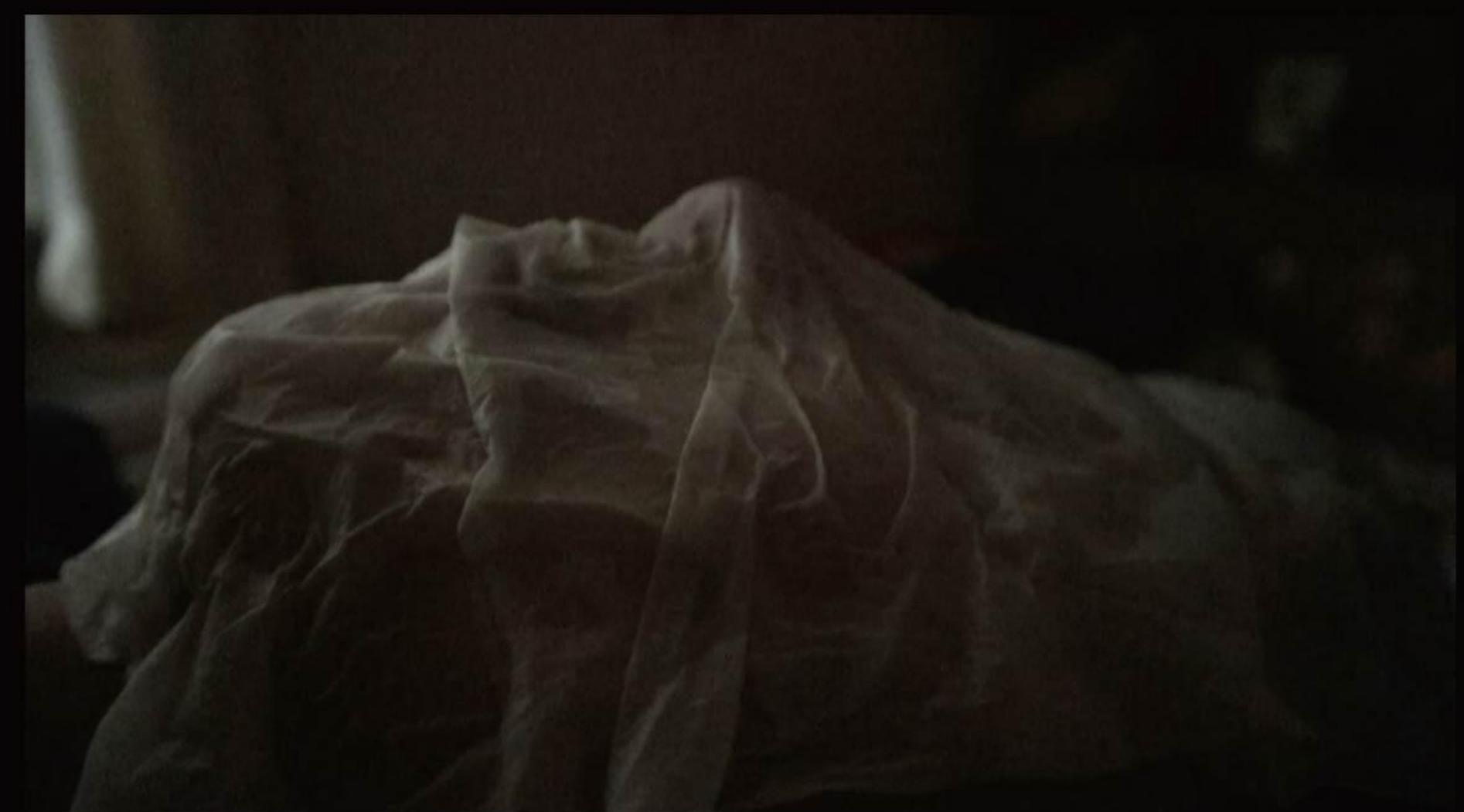
Screenshot



Screenshot



Screenshot



Screenshot

Who are you?



STATEMENT

With the rapid development of technology, more people are becoming inseparable from electronic products, and some are even becoming addicted to them. The expansion of the virtual world is appearing in every aspect of life. Beyond gaming, smart devices that control our schedules, homes and cars, in addition to facial recognition systems employed by governments, ensure that technology remains steadfast in our lives. Is it a convenience or a hinderance on human life?

RESEARCH

"Doki Doki Literature Club" is a game about high school students falling in love. The human player controls the main character in the story, who is attempting to develop relationships with three female characters in the game. The unique and bizarre aspect of the game is its extension into real life. The player's choices cause specific actions by female characters, with female characters attempting to manipulate the player's choices by encouraging the player to reject interaction with other characters in the game's plot. The female characters will even go as far as requesting the player delete the other character's real life computer source files. This real life peer pressure scenario evoked through a video game is daunting when thinking of the future of the virtual world.

INSPIRATION

This game made me think of the increasing amount of time people are spending using electronics, and the propensity for people to use the virtual world to indulge in fantasies or fulfill selfish desires. Do actions in the virtual world affect behavior in real life? The lives between the real and virtual is becoming increasingly blurred.



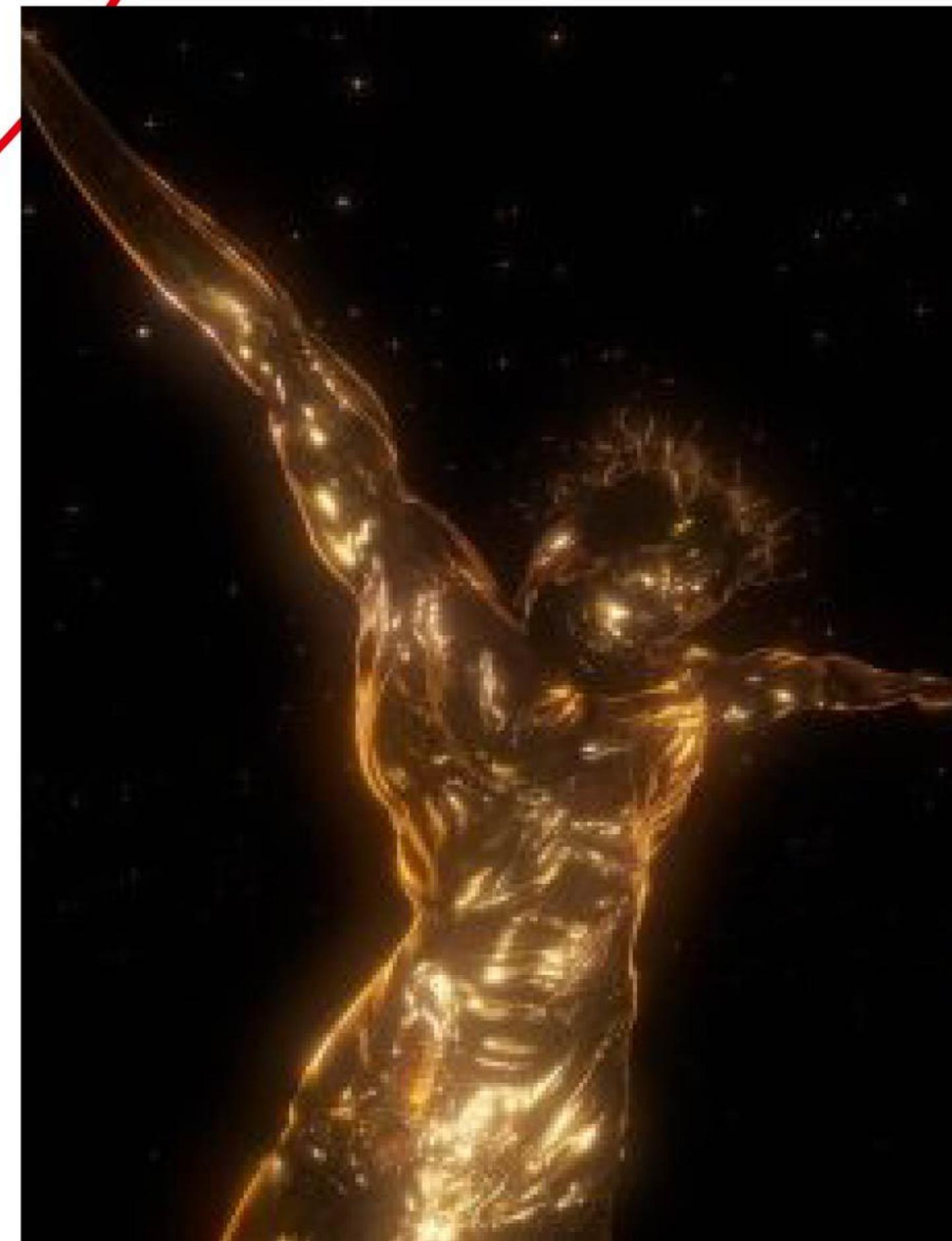
Doki Doki Literature Club

REFERENCE

Cristian Lemmertz
2017

«Apparizione»

What the viewer is presented with through VR media is the fusion between the suffering 'saviour' and the athlete, between the surfer and Christ, the body endures – and this is our death. the death we live.



PROCESS

"The Sims" is the life simulation game that I chose to utilize in the work, Who are you?. In this game, the player is a type of creator, as well as a character, developing a Sims avatar by choosing a variety of physical features. They embody this avatar within the virtual realm of the game. When not actively playing the game, the Sims avatar will continue to generate its own emotions and make choices based on previous player interactions. The Sims character will live their own life within the game, in a parallel time and space, acting as a separate, yet connected individual. In the most extreme cases, for those who play The Sims, the outside world and the inside worlds can become indistinguishable.



Create virtual characters



Try using soft mirrors

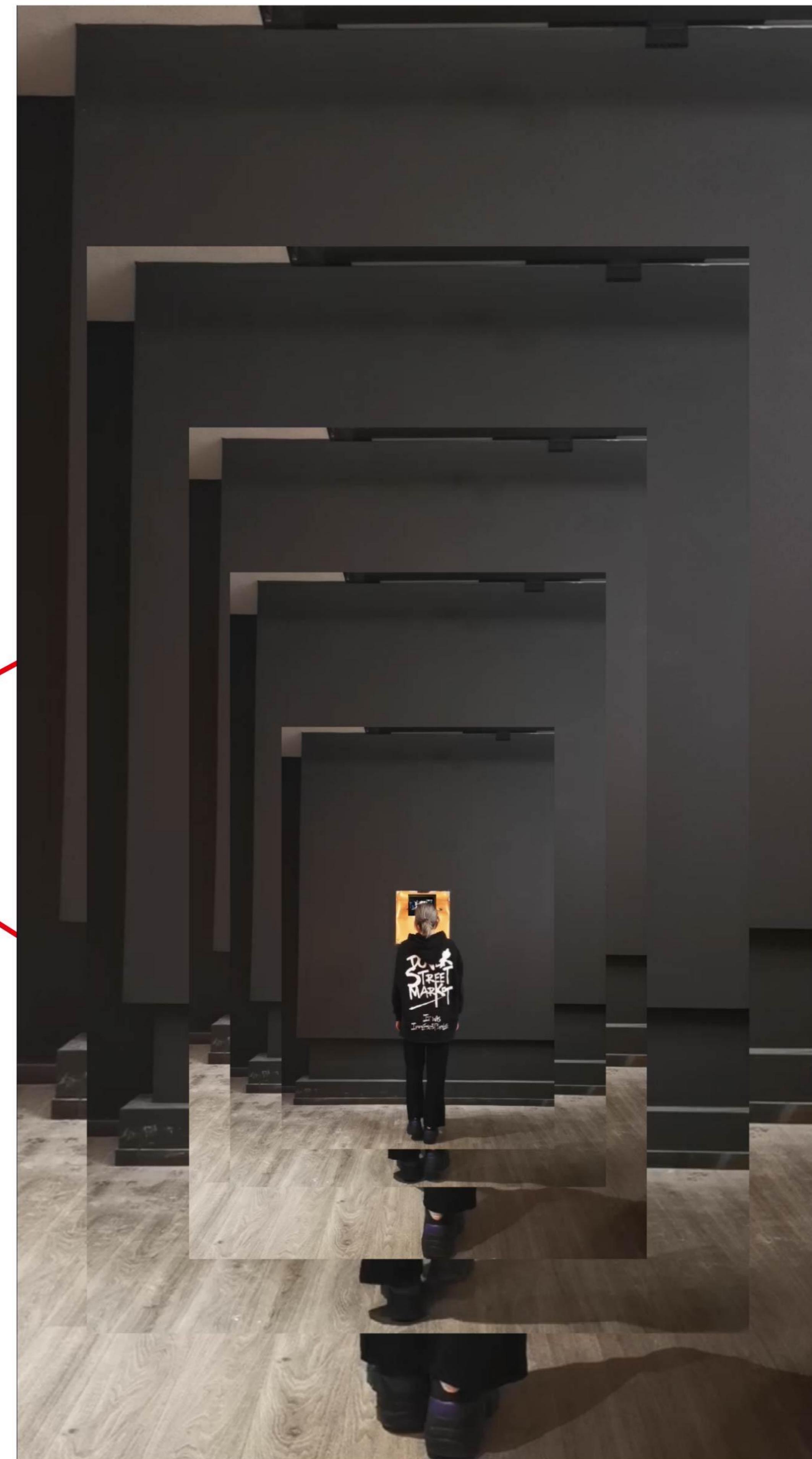


Set mirror position

Chenjing Wen

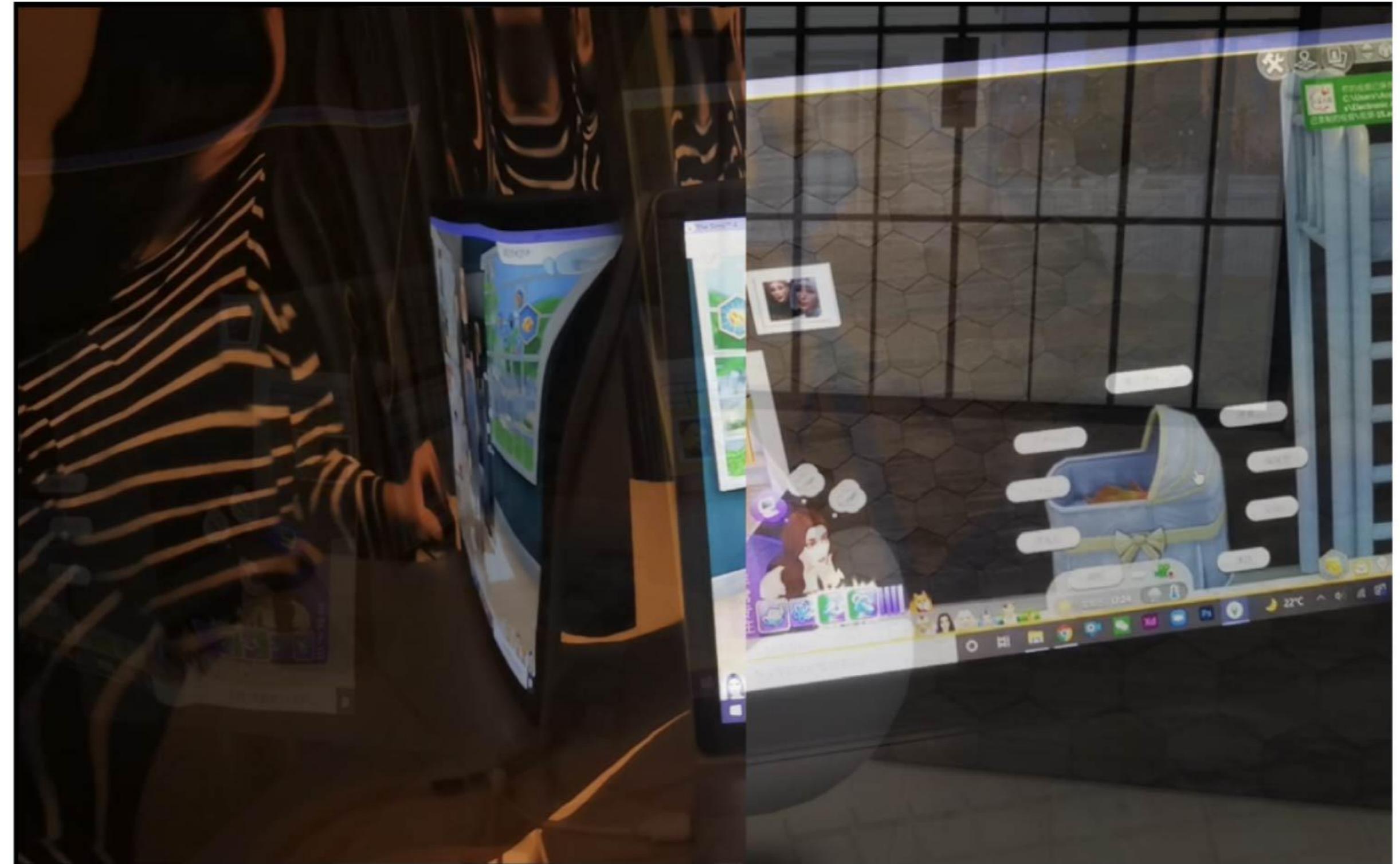
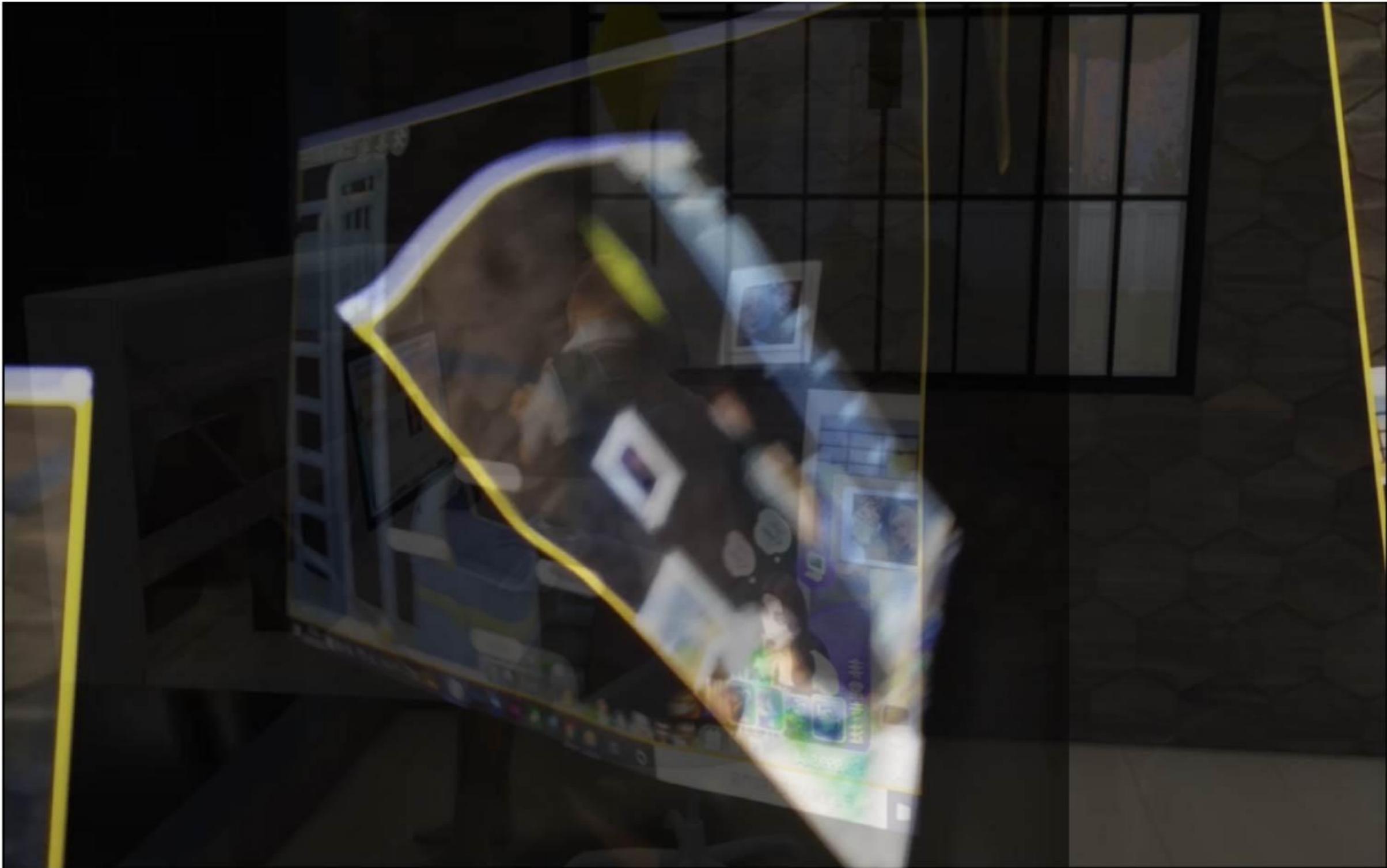
OUTCOME

VIDEO [00:02:09]
2021

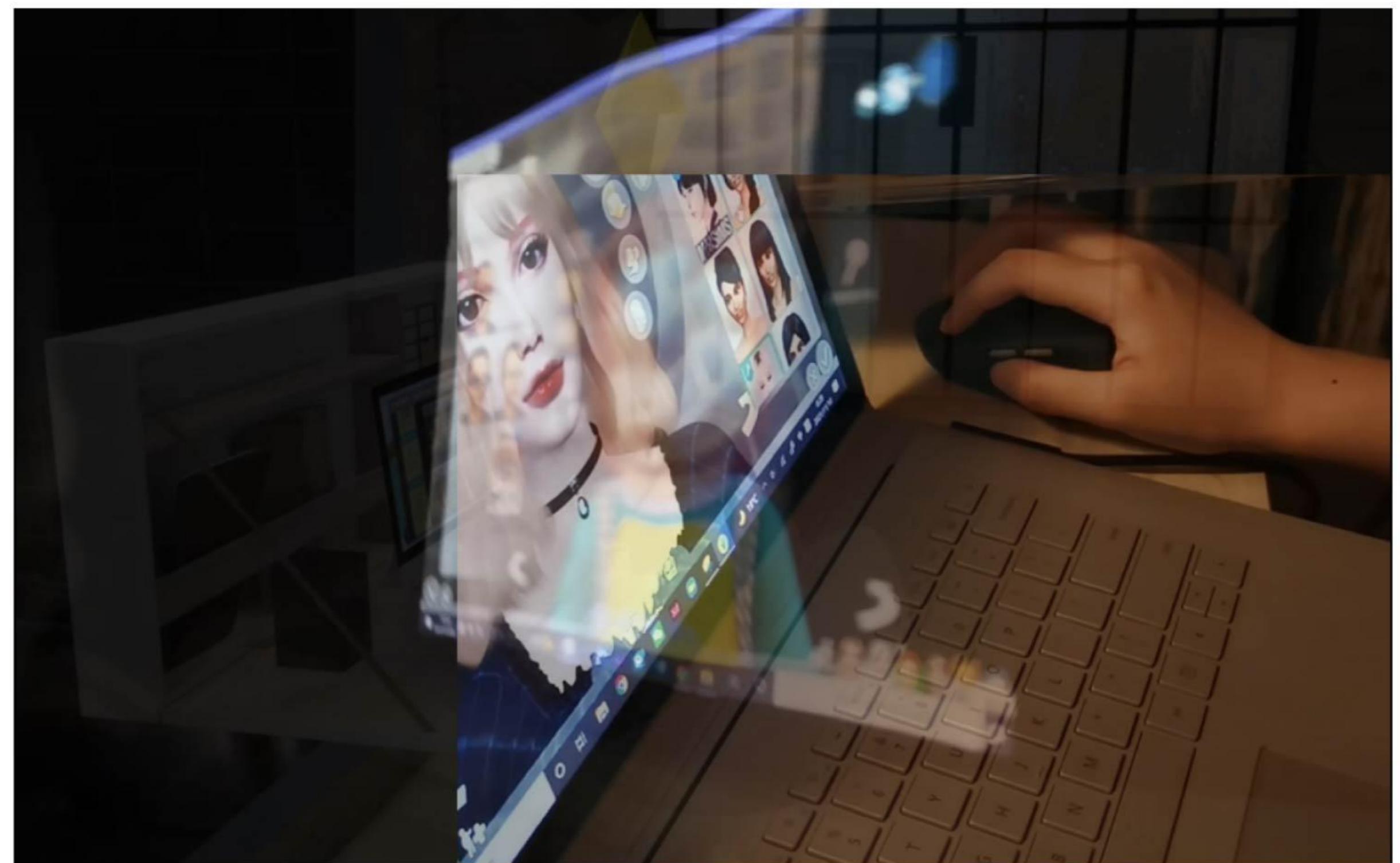


VIDEO: https://www.youtube.com/watch?v=-a_S1Bb1C4E

DETAIL



Screenshot



Screenshot

CHAOS



The development of technology has made it increasingly possible for us to feel the convenience it brings, and our dependence has grown to the point where technology has become indispensable. The thought of losing it can even cause great fear to some.

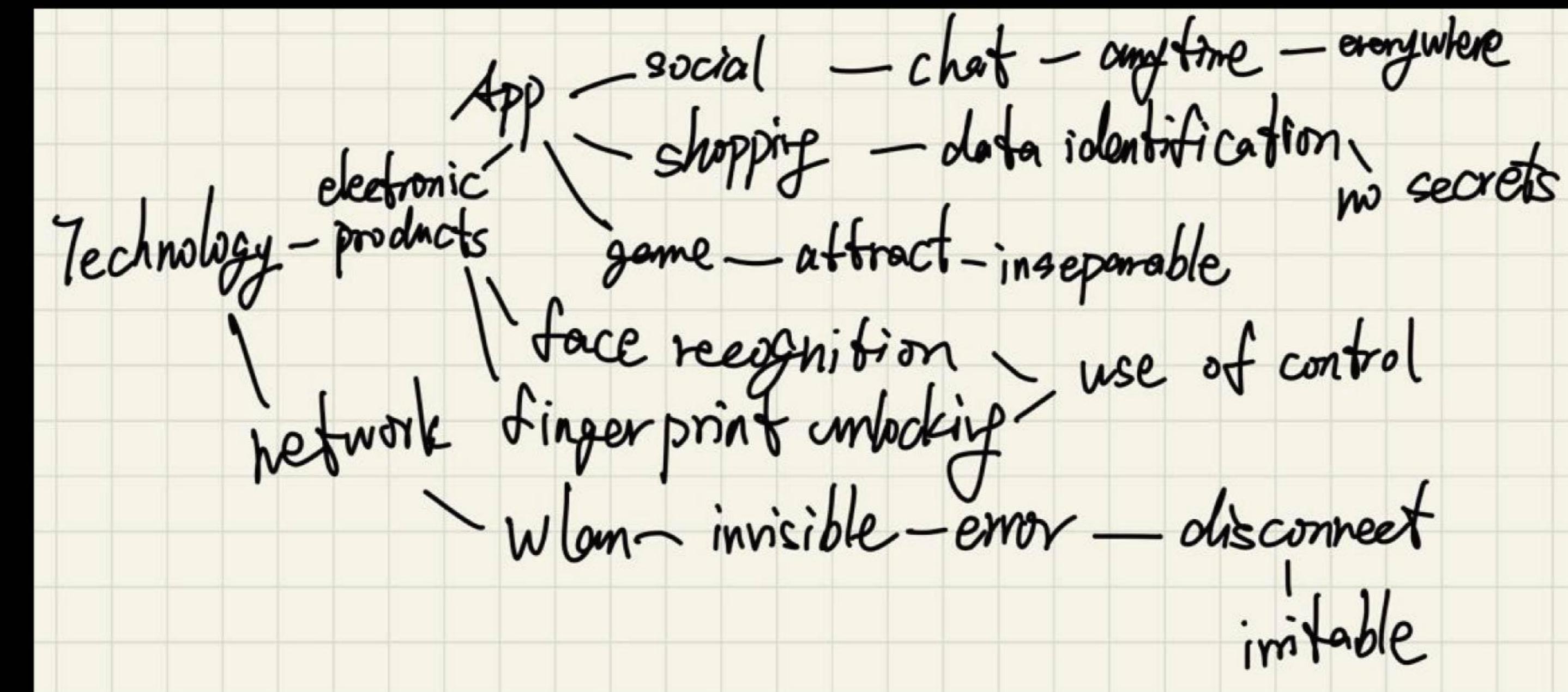
Technology surrounds us like a great, invisible net, encircling us within a living environment of energy: Like a bird in a cage, we are the bird, living in this seemingly beautiful but empty cage. We are enshrouded in digital and technological developments. Seemingly free, we are bound by the invisible "ropes" of technology ~ surrounded by the frequencies of modernism ~ impossible to escape ~ continually connected ~.

Reference

Louise Bourgeois
Cell (The Last Climb)
2008
Materials: Steel, glass, rubber,
thread and wood



Mindmap



John Foster



John Foster

Tara Campbell



Inspiration

I sometimes get anxious because my phone is out of battery, or I've misplaced it, or forgotten it completely, or just don't have internet! Without my phone, I am restless. We are bound by the chords of technology that continually surround us. These "ropes" are like a cage, trapping us within their limits. Utilizing P5.js software to create a visual representation of these confines. Chaos, expresses the invisible fringes of a myriad of technological restrictions to which we are continually subjected.

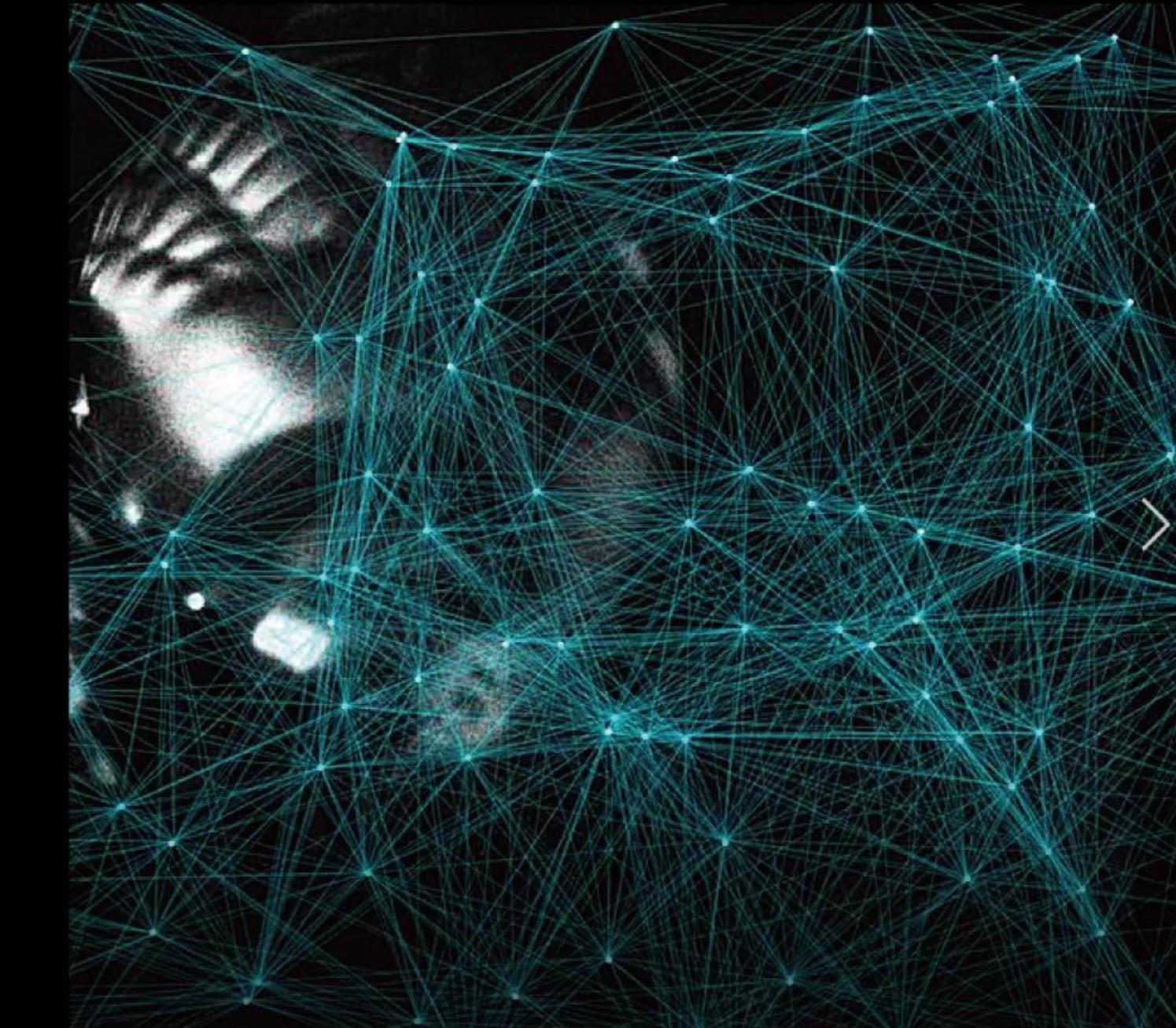
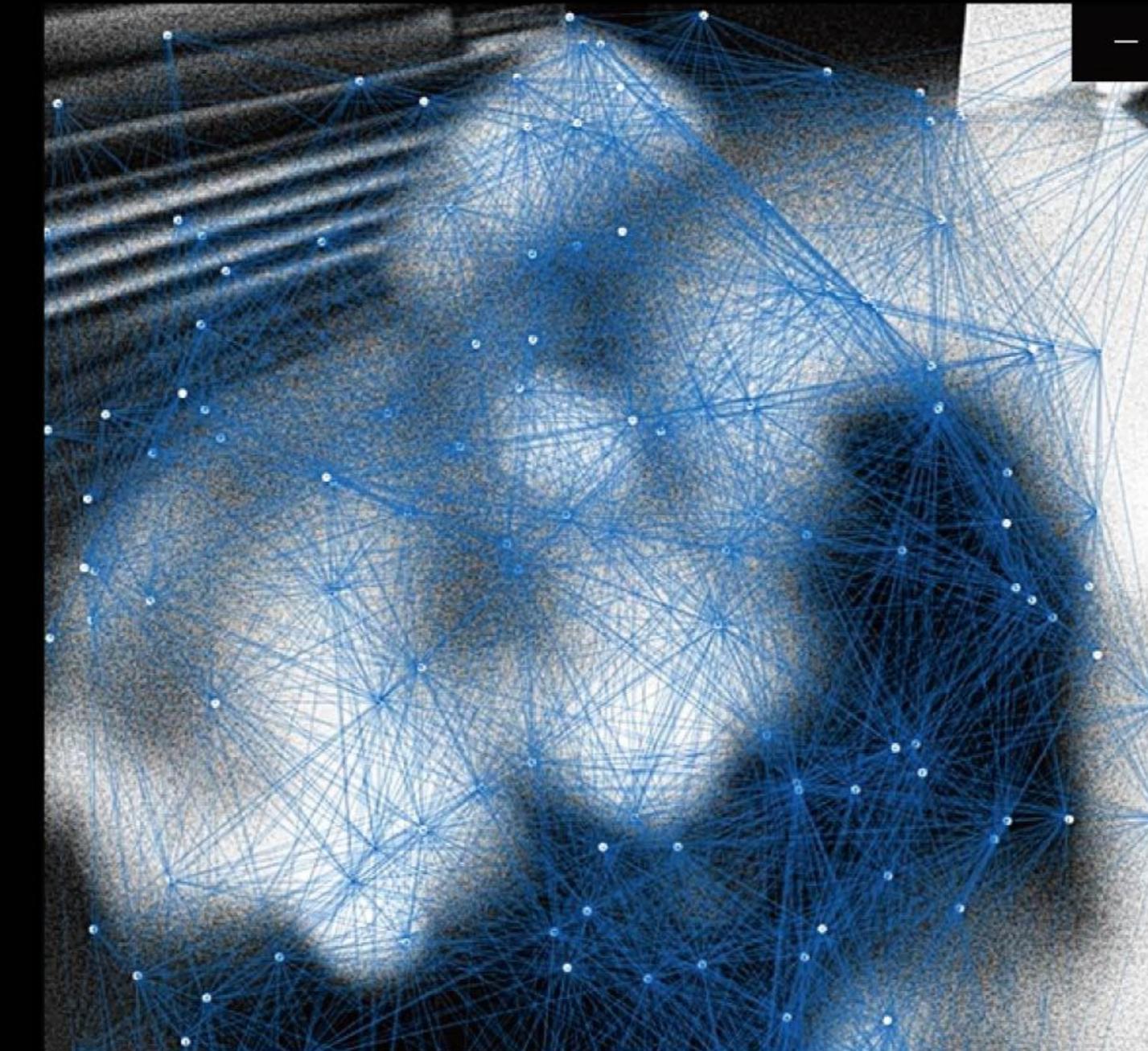


Process

```

1 const particles = [];
2 let img
3
4 function setup() {
5   createCanvas(1300, 730);
6   img = loadImage('改 (3) (2).jpg');
7   //img = createImg("IMG_5320.JPG");
8   const particlesLength = Math.floor(1300 / random(3,15));
9   for (let i = 0; i < particlesLength; i++) {
10     particles.push(new Particle());
11   }
12 }
13
14
15 function draw() {
16   //background(img.position(window.innerWidth / 500 ,window.innerHeight / 800));
17   background(0);
18   //img.position(0,0);
19   image(img, 0, 0, img.width / 4, img.height / 4);
20   particles.forEach((p, index) => {
21     p.update();
22     p.draw();
23     p.checkParticles(particles.slice(index));
24   });
25 }
26

```



```

27 }
28 class Particle {
29
30   constructor() {
31     this.pos = createVector(random(width), random(height));
32     this.vel = createVector(random(-2, 2), random(-2, 2));
33     this.size = 3;//粒子大小
34   }
35
36   update() {
37     this.pos.add(this.vel);
38     this.edges();
39   }
40 }
41
42

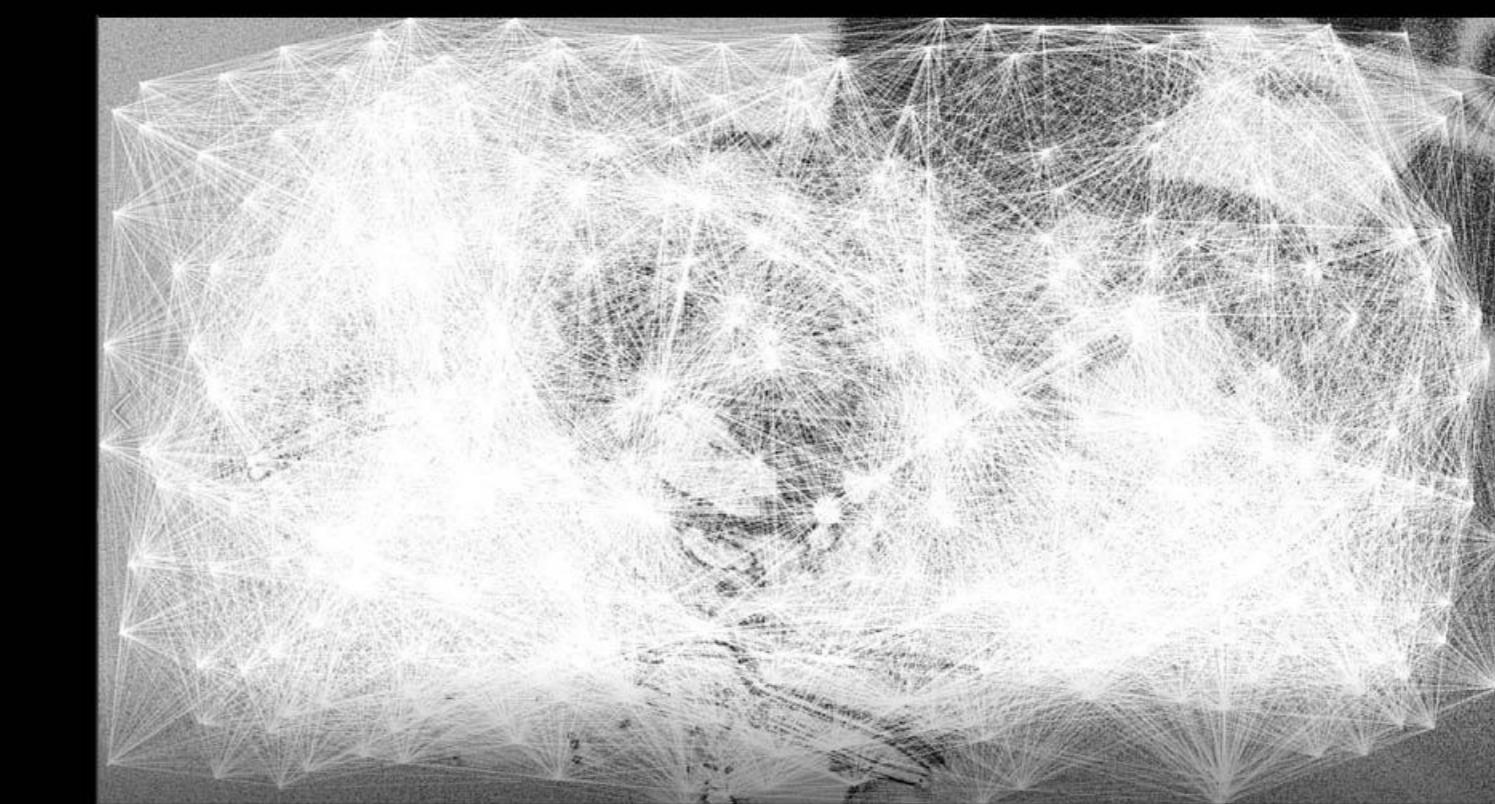
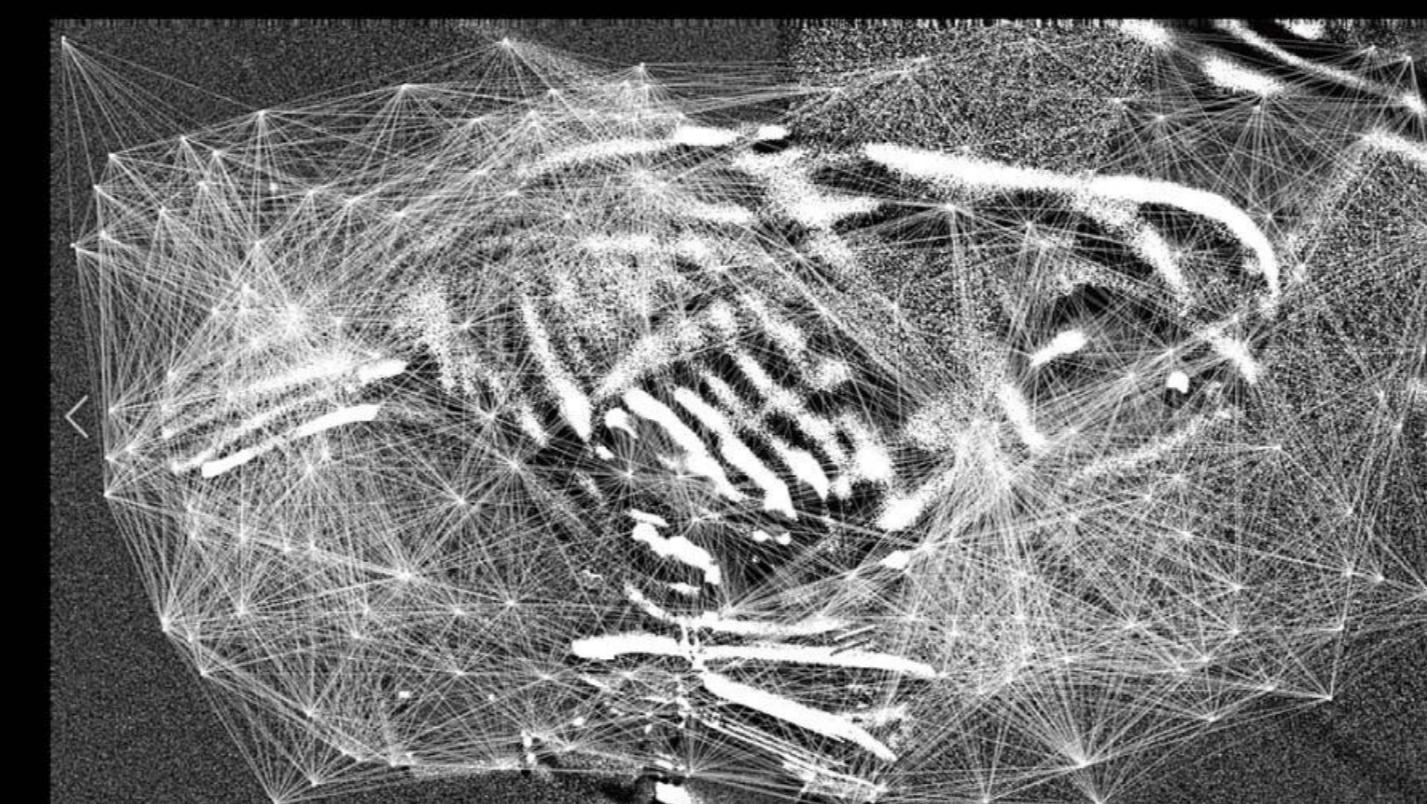
```



```

43
44   draw() {
45     noStroke();
46     fill('rgb(255,255,255,0.5)');
47     circle(this.pos.x, this.pos.y, this.size);
48   }
49
50   edges() {
51     if (this.pos.x < 0 || this.pos.x > width) {
52       this.vel.x *= -3;
53     }
54     if (this.pos.y < 0 || this.pos.y > height) {
55       this.vel.y *= -3;
56     }
57   }
58
59   checkParticles(particles) {
60     particles.forEach(particle => {
61       const d = dist(this.pos.x, this.pos.y, particle.pos.x,
62                     particle.pos.y);
63       if (d < 300) {
64         stroke(255, 255, 255, 90);
65         line(this.pos.x, this.pos.y, particle.pos.x, particle.pos.y);
66       }
67     });
68   }
69 }
70

```



Code in P5.js

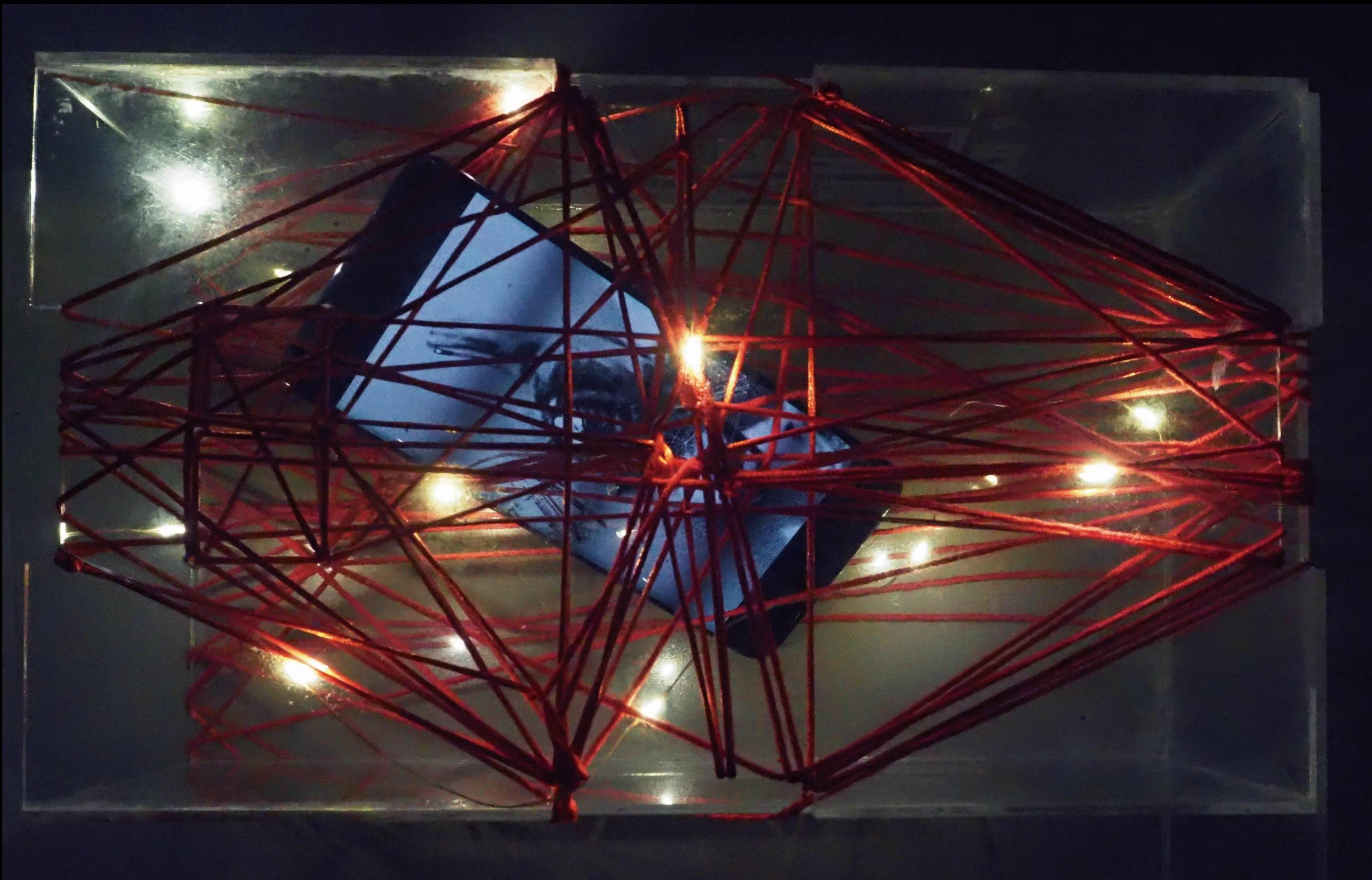
Experiment with different colours and sizes of lines in P5.js

The digital lines were generated by programming and experimenting with different images to create the image of a bird trapped in a cage.

P5.js link : <https://editor.p5js.org/lucywj1016/present/AIH7bINEe>

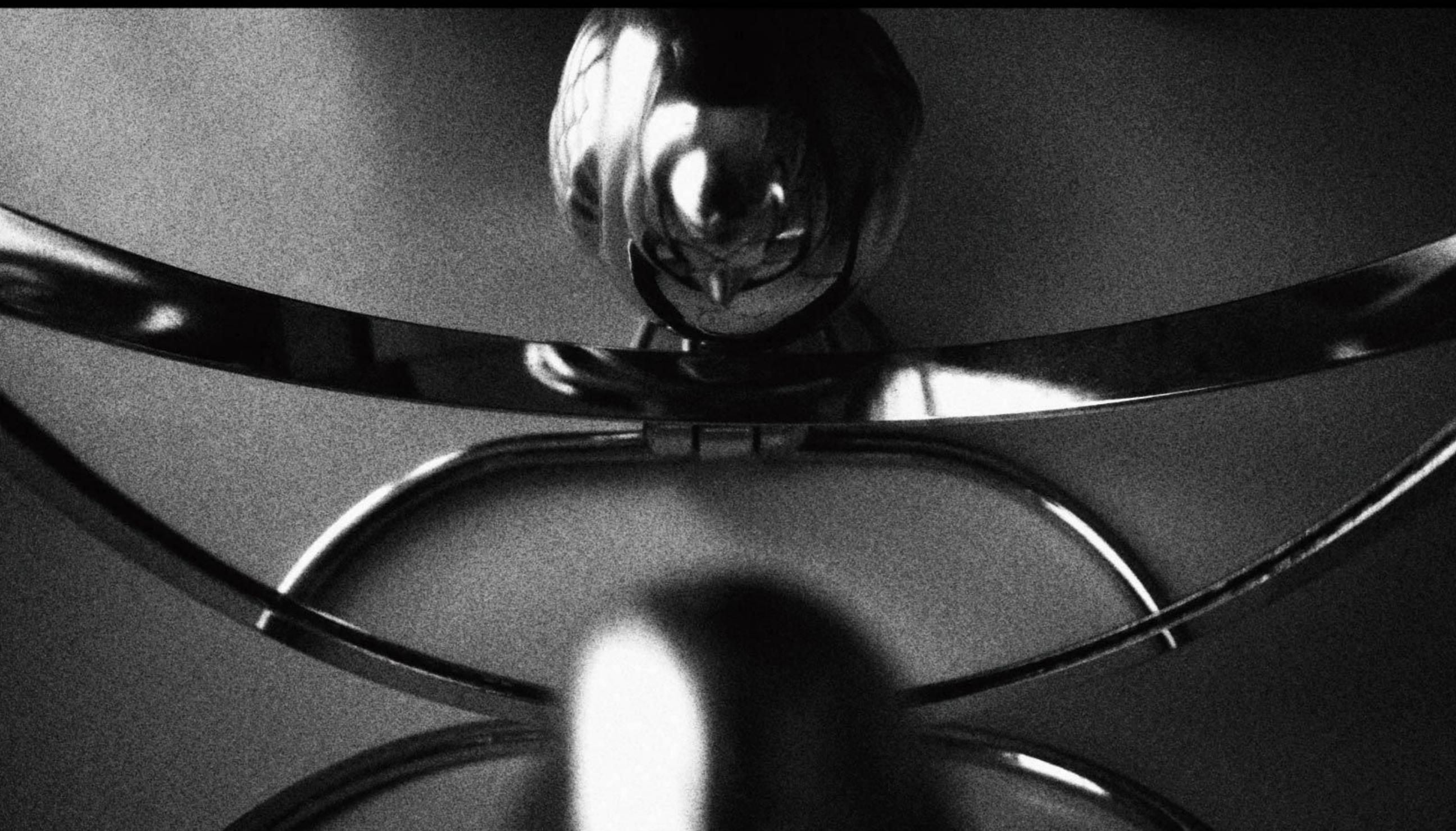
Outcome

Installation & Video [00:0 1:12]
2021



Video: <https://www.youtube.com/watch?v=XAo0LQ9ptNM>

Detail



Video elements



Detail of the installation

GROWING



Although generative art had its beginnings in the 1980's, with the development of technology, and especially the popularity of related creative software, the visual presentation of generative art became, seemingly overnight, the darling of Contemporary Art. Through the programming and the running of data, the visuals that could only be created by human hands seem to have taken on an independence of their own at some point. Independent of us, we seem to have lost our 'control' over creation. This loss of control, or uncertainty in the work, often fascinates me. However, in the process of immersion, as a viewer or creator, I feel that my connection to the work become increasingly illusory. My sense of hearing, taste, touch and even sensation were rendered useless and everything could be replaced by data. The touch of my hand on the grass, the smell of the grass, every perceived physicality of the grass is overwhelmed by a sense of detachment.

PROCESS

```

1  const TOTAL = 1000;
2  let points = [];
3
4  function setup() {
5    createCanvas(windowWidth, windowHeight);
6    colorMode(HSL, 150);
7    background(0)
8    noStroke();
9
10   for(var i = 0; i < TOTAL; i++){
11     points.push({
12       pos: createVector(width/2, height/2),
13       dir: random(TWO_PI),
14       size: random(0.5, 5),
15       color: {
16         h: 0,
17         s: random(10, 150),
18         l: 0
19       }
20     });
21   }
22 }
23
24 function draw() {
25   var time = millis()/1000;
26   for(var i = 0; i < TOTAL; i++){
27     var point = points[i];
28
29
30     point.dir += noise(point.pos.x, point.pos.y, time)-0.48;
31
32     point.size *= 0.99;
33     if(point.size < 3){
34       point.size = random(3, 5);
35       point.pos.x = mouseX;
36       point.pos.y = mouseY;
37       point.color.l = 30;
38       point.color.h = (frameCount/20)% 100
39     }
40
41     point.pos.x += cos(point.dir) * 2
42     point.pos.y += sin(point.dir) * 2
43
44     point.color.l += 0.8;
45     var angle = mod(point.dir, TWO_PI);
46     fill(point.color.h, point.color.s, point.color.l + sin(angle-HALF_PI)* 30);
47     circle(point.pos.x, point.pos.y, point.size);
48   }
49 }
50
51 function mod(n, m) {
52   return ((n % m) + m) % m;
53 }
```

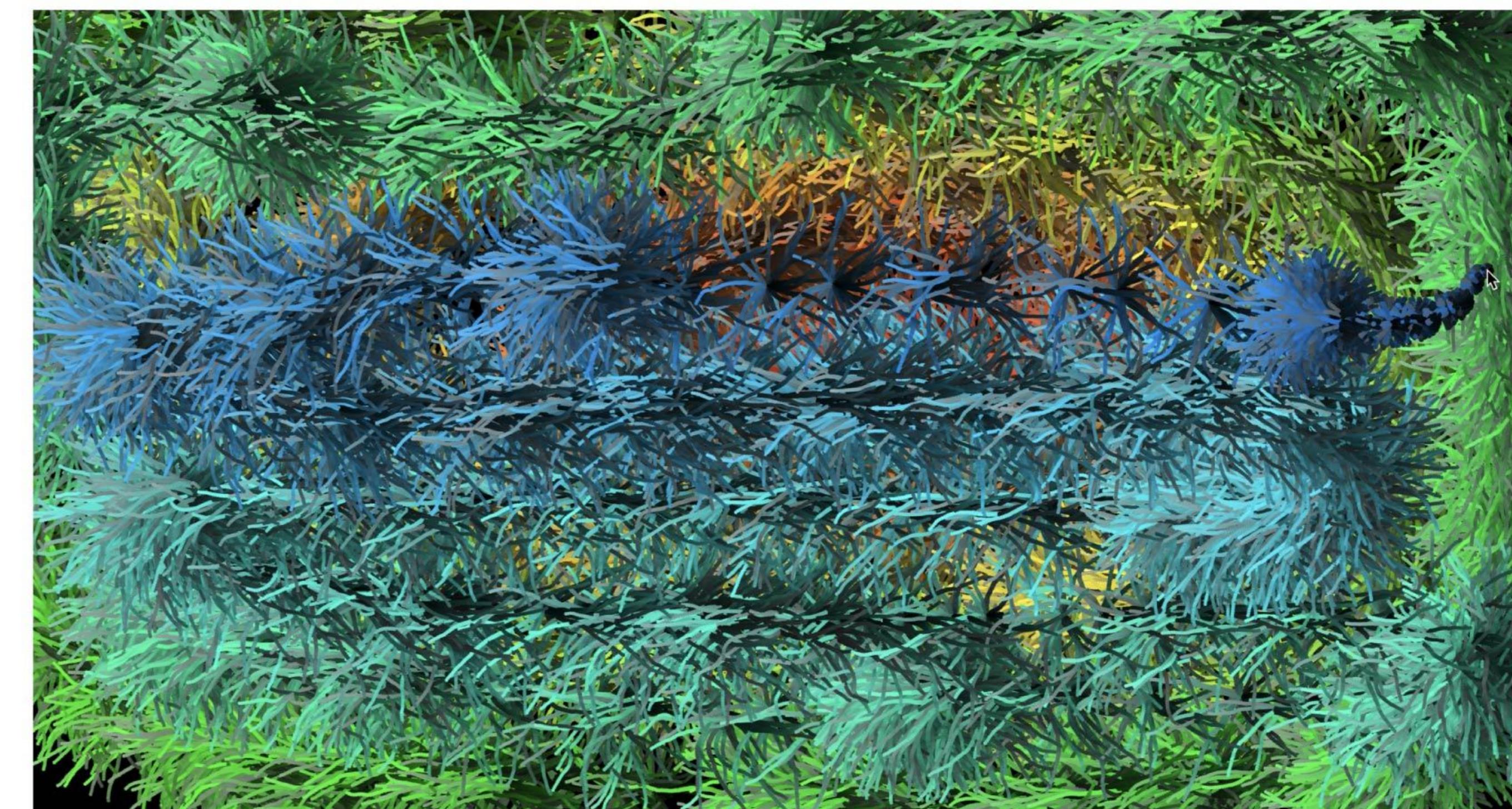
```

23  function draw() {
24    var time = millis()/1000;
25    for(var i = 0; i < TOTAL; i++){
26      var point = points[i];
27
28      point.dir += noise(point.pos.x, point.pos.y, time)-0.48;
29
30      point.size *= 0.99;
31      if(point.size < 3){
32        point.size = random(3, 5);
33        point.pos.x = mouseX;
34        point.pos.y = mouseY;
35        point.color.l = 30;
36        point.color.h = (frameCount/20)% 100
37      }
38
39      point.pos.x += cos(point.dir) * 2
40      point.pos.y += sin(point.dir) * 2
41
42      point.color.l += 0.8;
43      var angle = mod(point.dir, TWO_PI);
44      fill(point.color.h, point.color.s, point.color.l + sin(angle-HALF_PI)* 30);
45      circle(point.pos.x, point.pos.y, point.size);
46    }
47  }
48
49
50
51 function mod(n, m) {
52   return ((n % m) + m) % m;
53 }
```

Code in P5.js

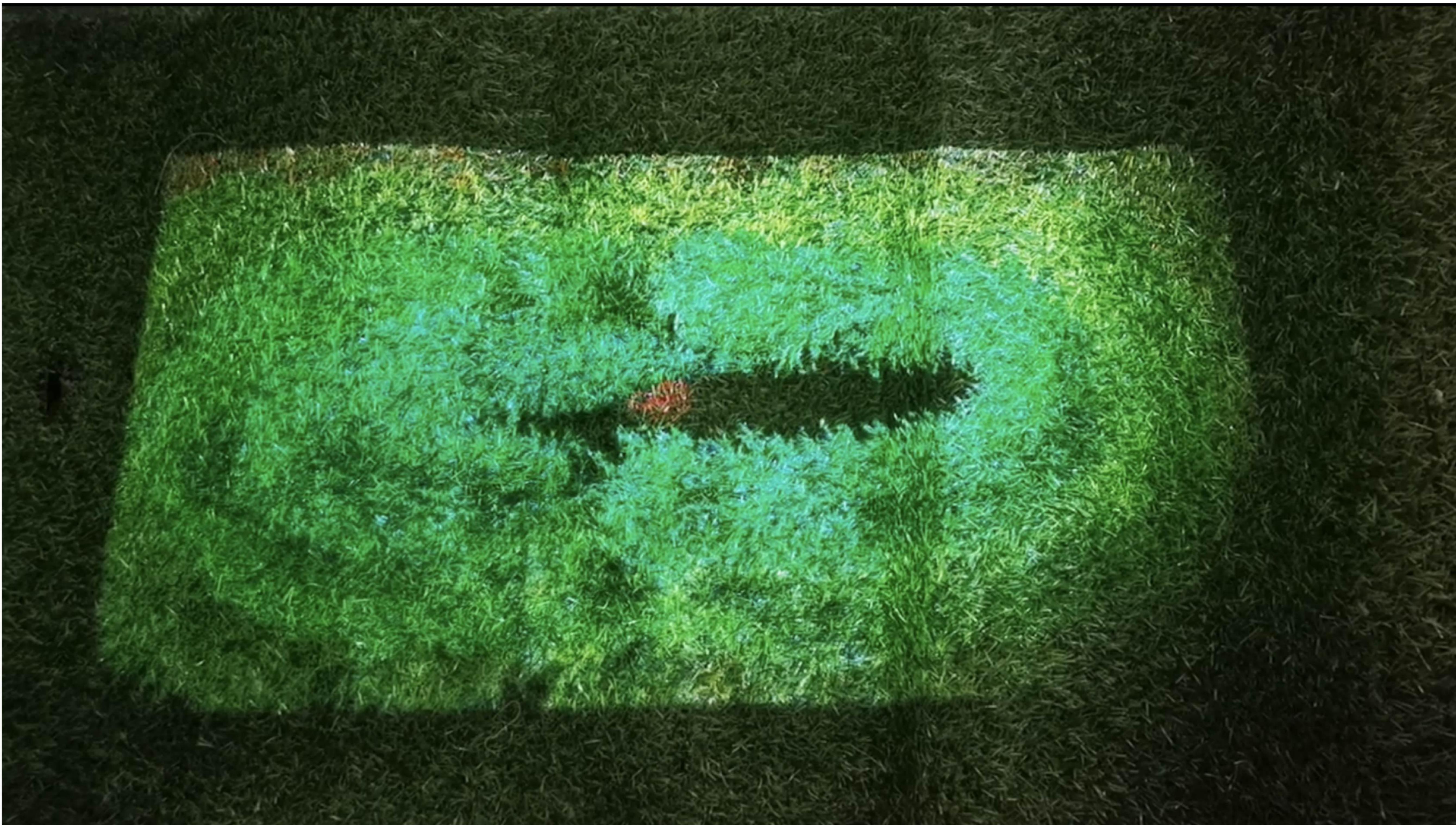


Filming process

P5.js link : <https://editor.p5js.org/lucywcj1016/full/zZy9TqLZa>

OUTCOME

Video [00:00:53]
2021



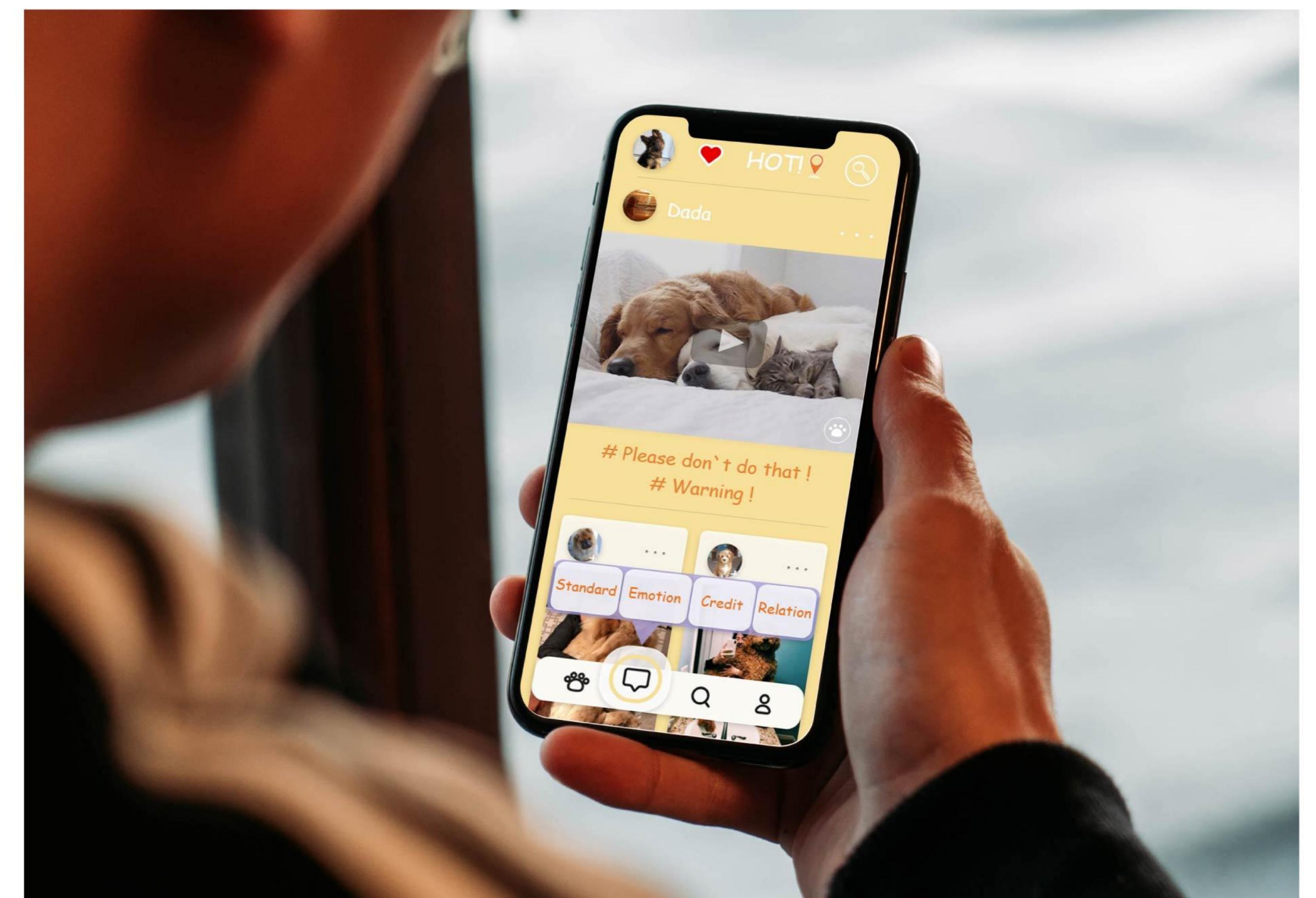
Video : https://www.youtube.com/watch?v=FD9_-S1YkMA

Pampering

APP design
2021

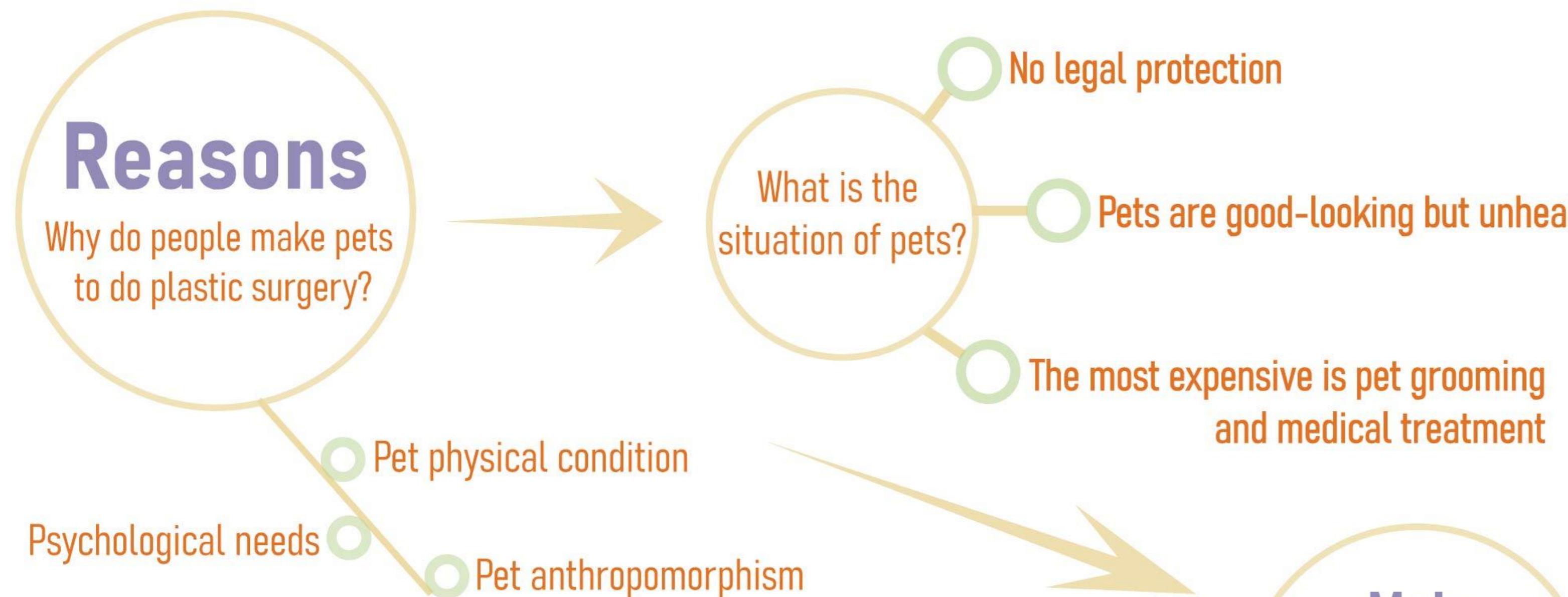
A few years ago, Korea saw a boom in plastic surgery for pets one after another. Similarly, in China, people have started to pay more and more attention to the "beauty" of their pets, giving them cosmetic surgery, double eyelids, face slimming, liposuction, Botox and even wrinkle removal, all the most popular items for humans, but also for pets. They put what their owners think is "beautiful" on their pets. Is this a "good thing" for the pet or is it a form of abuse?

APP for every pet's owner



Research

Pet plastic surgery has become popular, and humans have begun to apply their favorite plastic surgery items to pets.



Break the traditional cognition and want to be different ——— Unique

Curious the difference of plastic surgery on pets and on people — Curiosity

Looks not good, so the owner not reconciled — Comparison psychology

Don't dare to do it on yourself, pass it on to pets — Transfer object

The owner wants his pet to be more perfect — Vanity

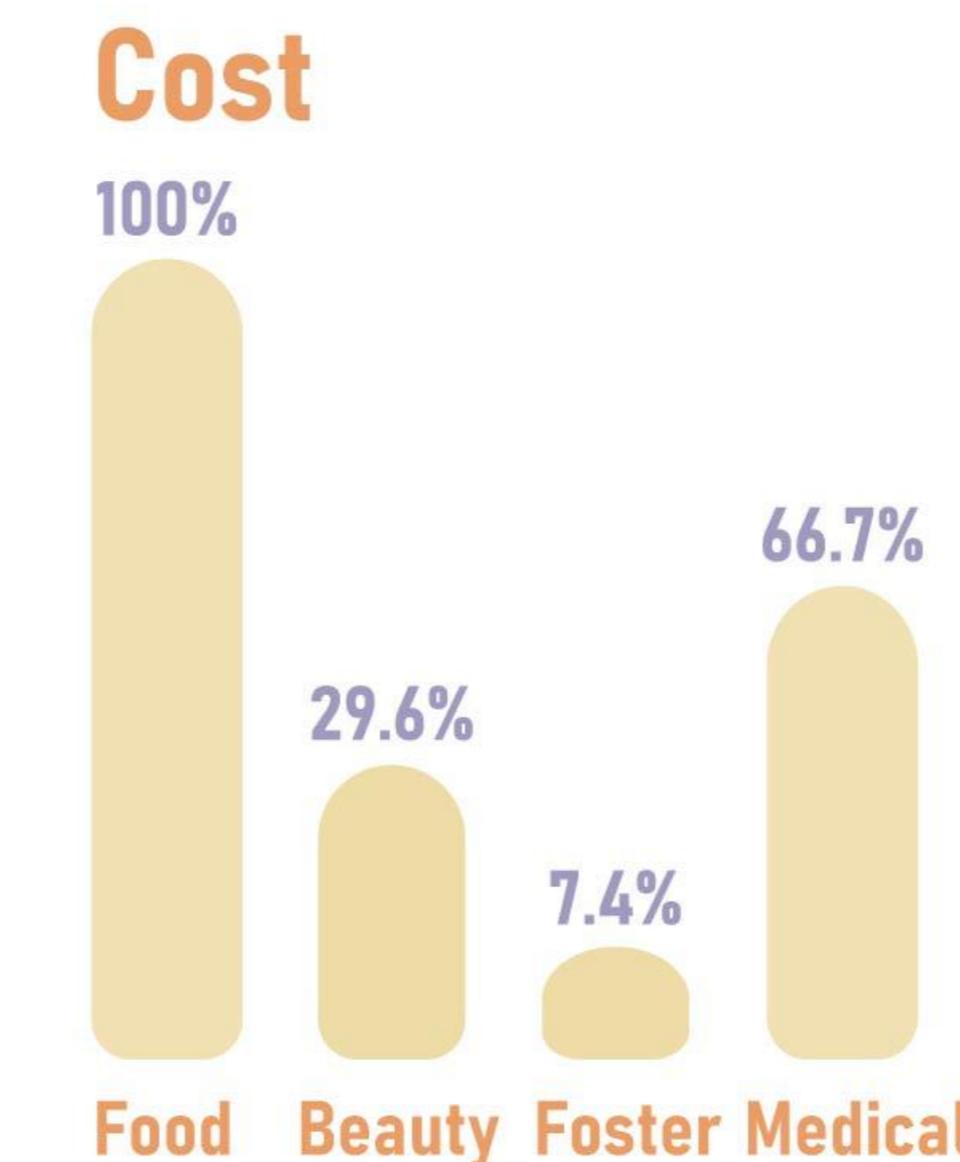
Reflect the phenomenon of pet plastic surgery, reduce
this situation to continue to occur

Reflecting the plastic surgery situation of human beings,
satirizing human beings imposing self-will on pets

Conclusion

- People rely on pets to achieve their goals
- Manipulate the psychology of pets
- Pets become human accessories

Questionnaire



Some people are willing to get plastic surgery for their pets. And, some pets will have plastic surgery for reasons such as poor appearance or curious pet plastic surgery.

Care about
pet's looks



Interview



Conclusion

- 1、Pet owners are generally concerned about the appearance of their pets
- 2、Willing to spend money on pet grooming
- 3、Plastic surgery can help improve the appearance of pets and satisfy owners' needs for their pets' appearance
- 4、there is a market demand for pet plastic surgery

Personal



Age: 25

Expenses: High

Occupation: Office worker Location: Shanghai

Information resources: Social media & News

Reason: Accompany

Motivations:

Want pretty

A little scared

Pain spot:

Less information

Some hospitals don't do pet
-plastic surgery

Needs:

Regular medical institutions

Safety guarantee Cosmetic information

Goals:

Hope to have more choices Pets look good



Age: 18

Expenses: Normal
(limited by parents)

Occupation: Student

Location: Shenzhen

Information resources: Social media & Friends

Reason: Interesting

Motivations:

Curious

Unique

Comparable

Pain spot:

Cosmetic surgery is expensive

The safety of pets is not guaranteed

Needs:

Where can I do? Low price

Goals:

Pets become unique

Changing the appearance of pets

Empathy map

Says

Still looks a bit ugly

Do you think he (pet) needs plastic surgery?

Is he born like this?

He looks so amazing!

It's really special!

Can pets have plastic surgery?

Is it expensive?

Go to the pet store/hospital and ask about the contents of the plastic surgery program for the pet.

View information about pet plastic surgery to understand the risks and effects of surgery.

Check the reviews of different hospitals.

Compare service items and prices between hospitals

Does

- a. Requirement for pet's appearance
- b. Other people's opinions guide behaviour
- c. Willing to try something new
- d. Mental trend behaviour generation

Thinks

I want to make cats look good.

Do you want the cat to have plastic surgery?

But.. It still sounds a little scary overall.

Their dog looks much better after plastic surgery.

Can my dog look good?

I also want dogs to be unique.

Plastic surgery pets are so cool.

Anticipation

Excitement

Look forward to

Curious

Tension

Worry

Envy

Nervous

Feels

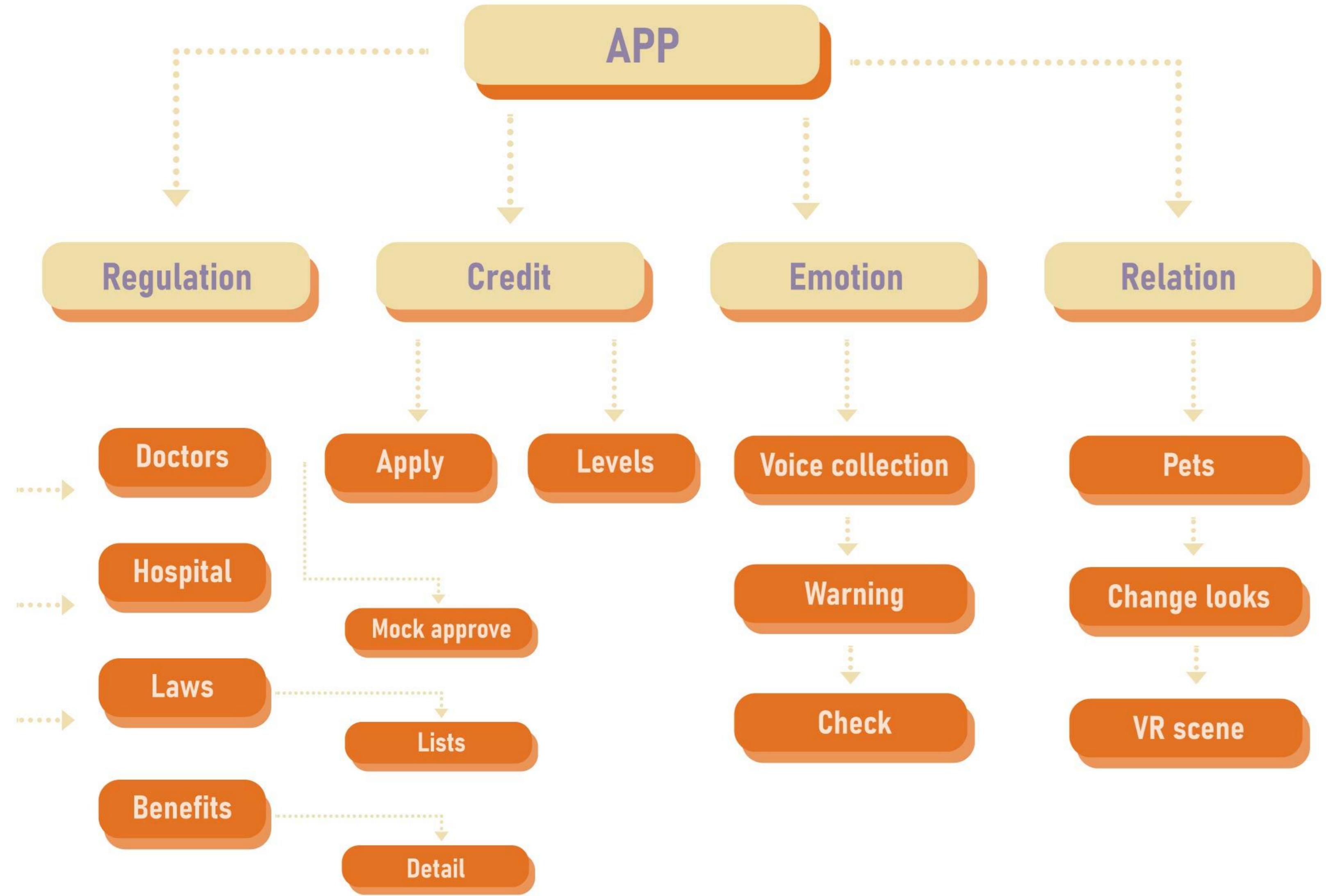
Conclusion

- Adjust the attitude towards pets, keep pets healthy and living environment.
- Correct parenting concept
- Strengthen the norms and restrictions on pets' unethical behavior, and set up legal controls
- Promote the hazards of pet plastic surgery and reduce the occurrence of phenomena

Insight

1. Publicise the hazards of cosmetic surgery for pets and establish a healthy and correct attitude to reduce the phenomenon of cosmetic surgery
2. Correct parenting behaviour and attitude
3. Strengthen the regulation of parenting behaviour and establish legal restrictions
4. Maintain pets in a natural environment

Concept



Technology



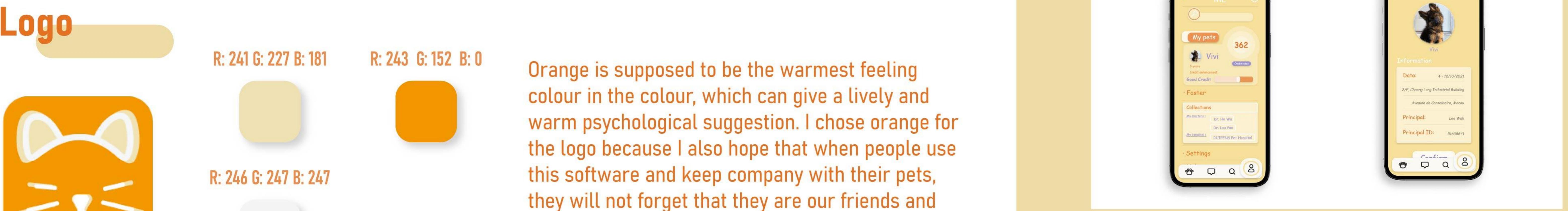
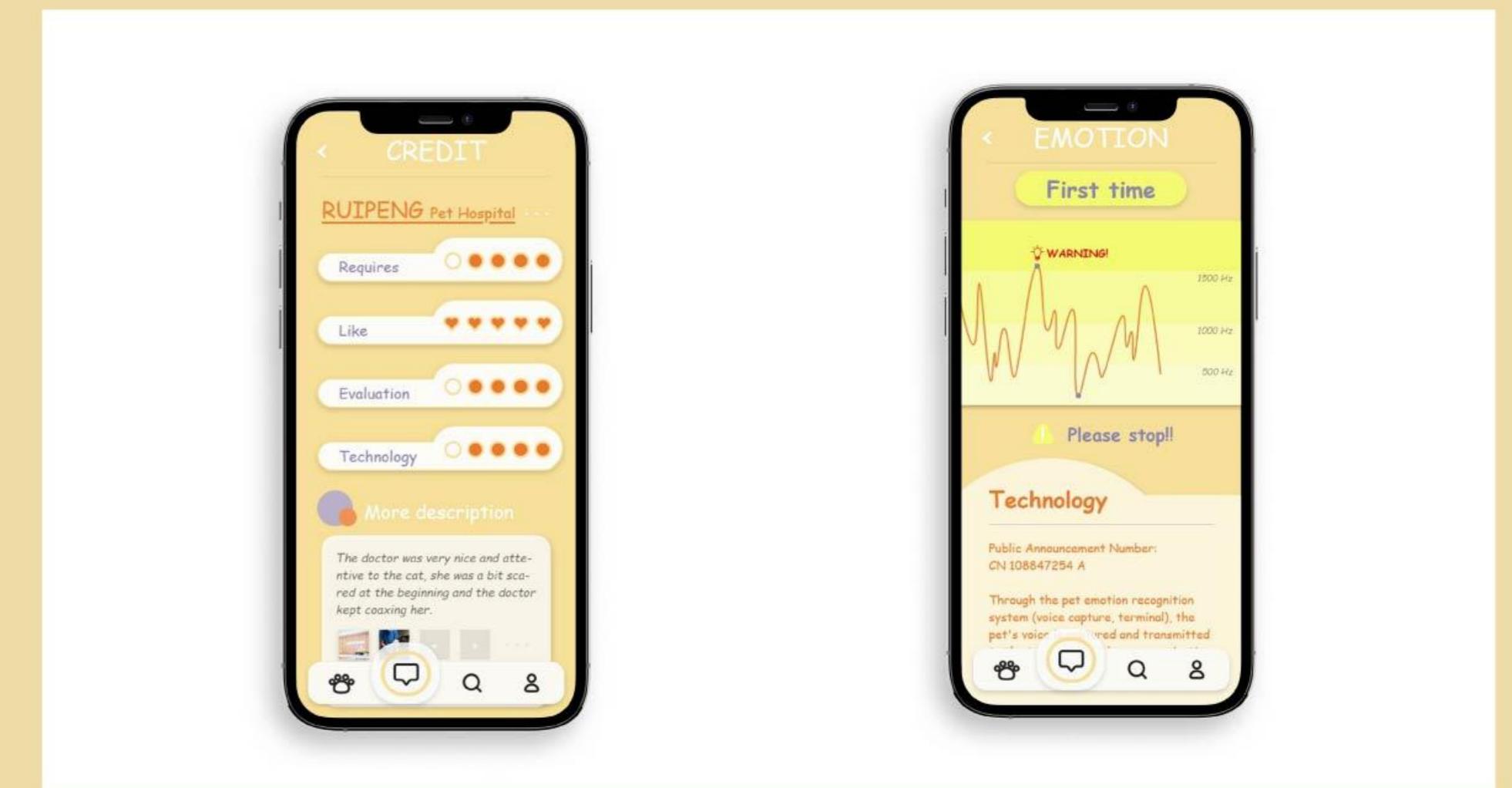
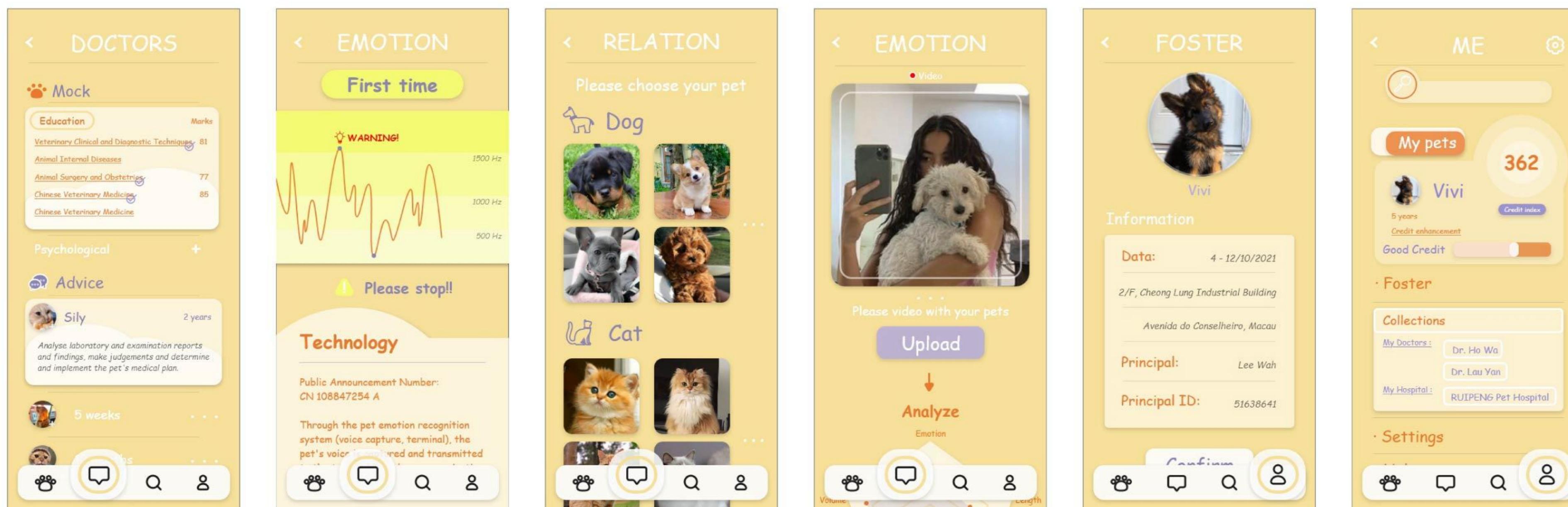
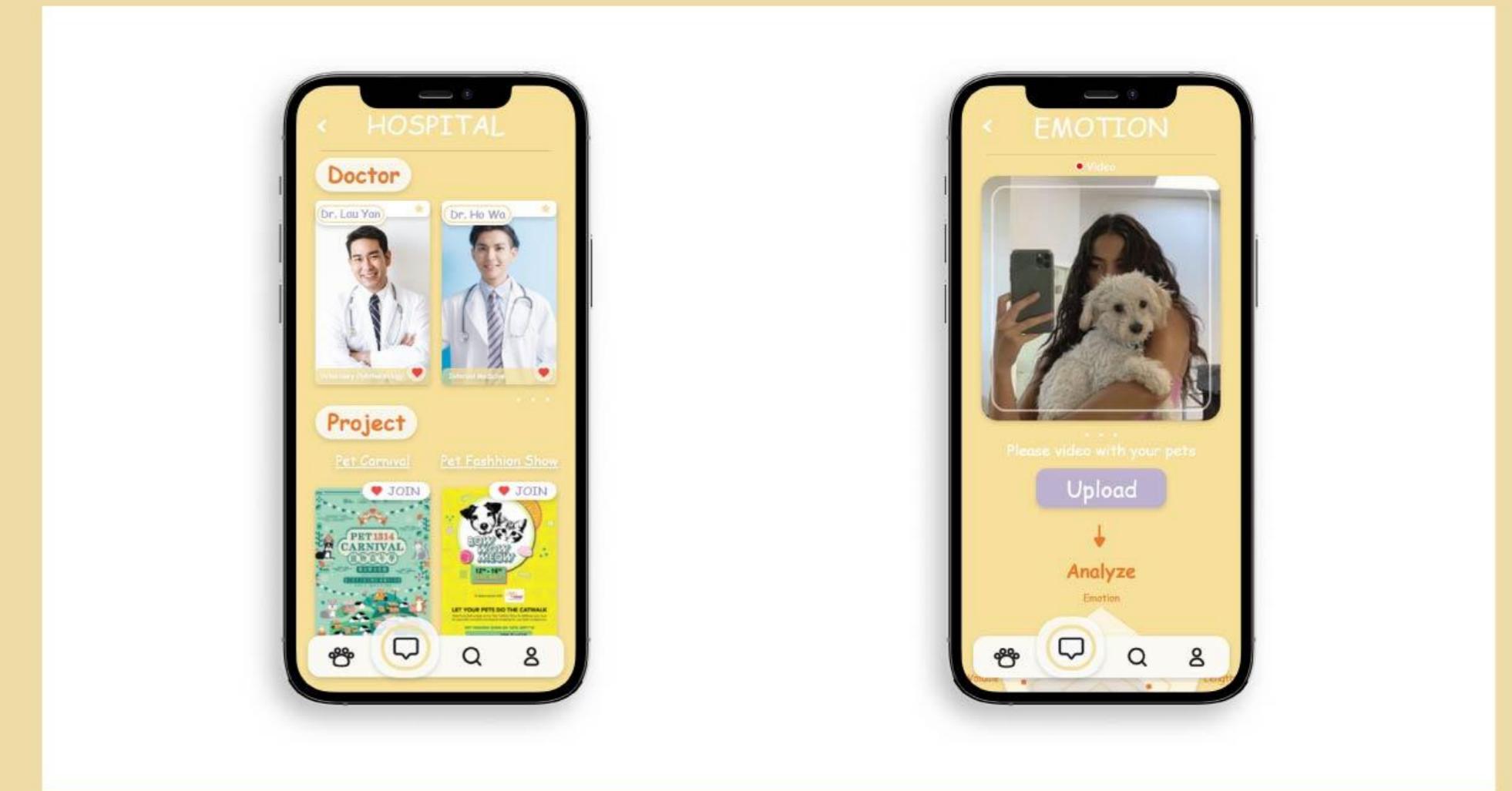
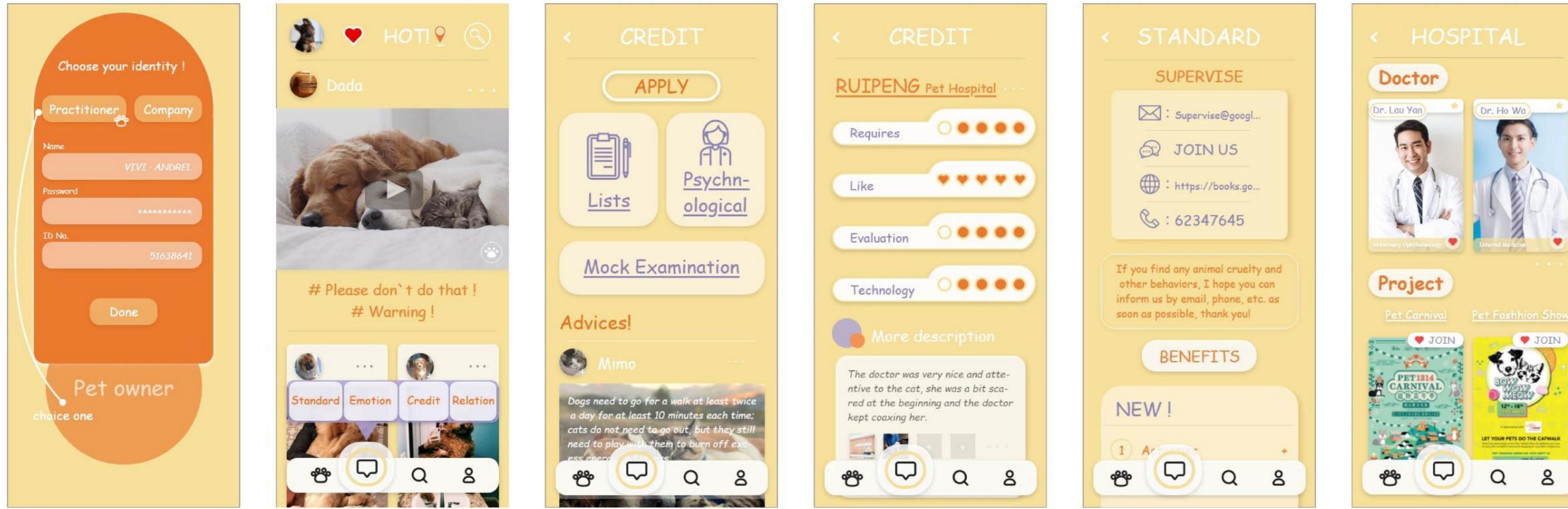
The system extracts the pet's voice, analyses it and connects it to the data in the terminal, correlates the pet's emotions in the database and provides feedback in the terminal's app.

Application for Public Announcement Number: CN 108847254 A

Wireframe



Outcome



R: 241 G: 227 B: 181



R: 246 G: 247 B: 247



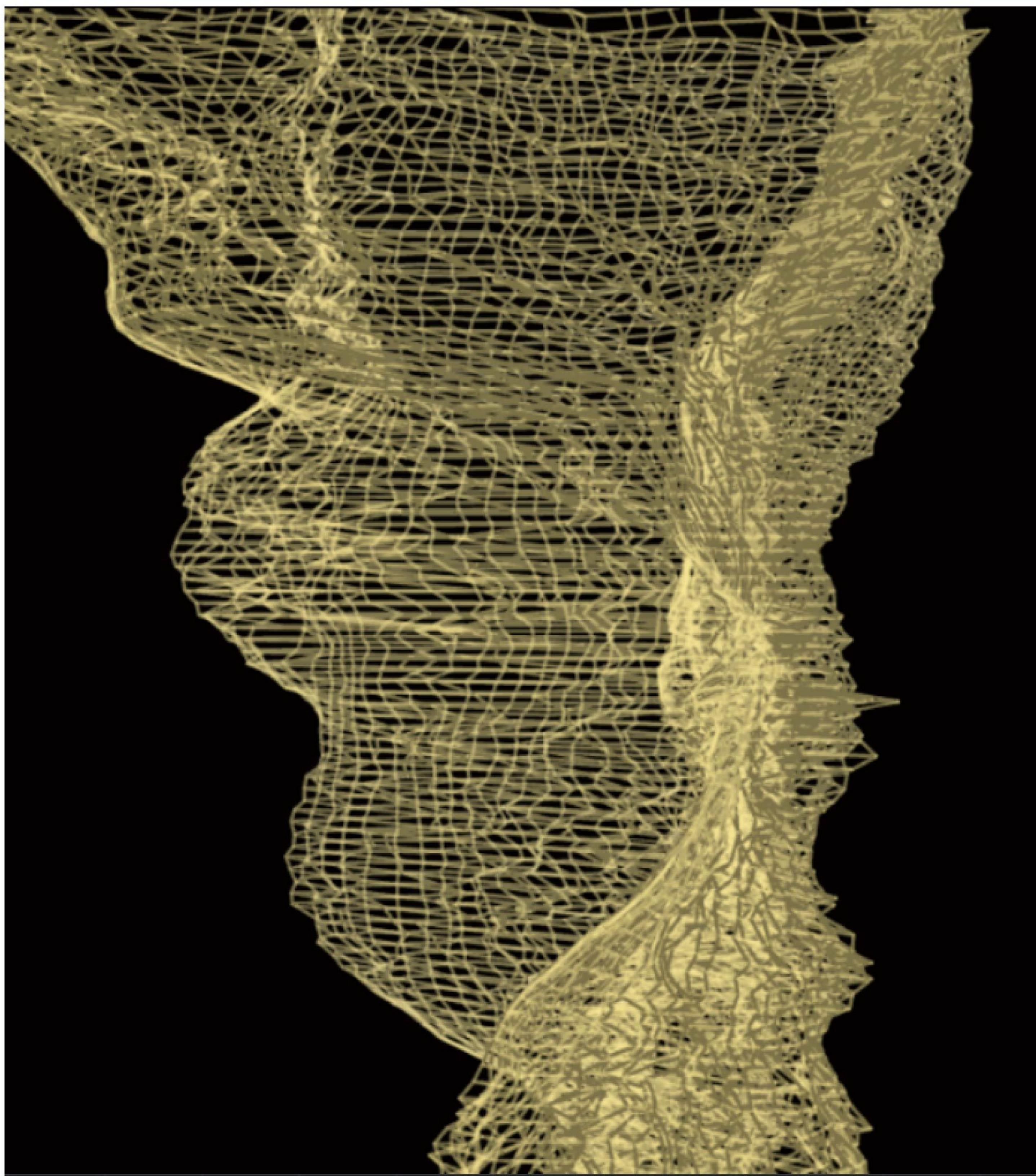
R: 243 G: 152 B: 0



Orange is supposed to be the warmest feeling colour in the colour, which can give a lively and warm psychological suggestion. I chose orange for the logo because I also hope that when people use this software and keep company with their pets, they will not forget that they are our friends and we should treat them equally and give them care.

ANSWER

2021 Interactive installa-

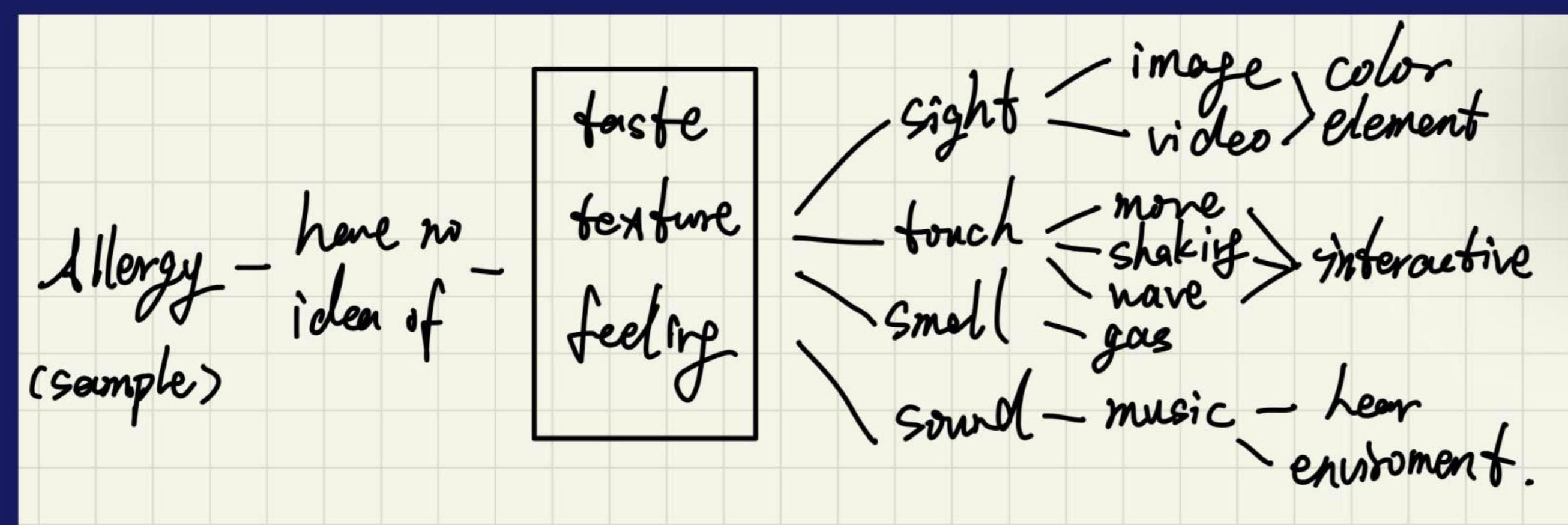


There are five senses which help us learn about our environment, our selves and life. Through a birth defect or accident, some people are missing one or more of these senses, unable to fully experience what life has to offer. Similarly, those with food allergies miss out on the consumption of certain foods. This interactive installation is an attempt to overcome the possible deficits of cognition that exist within our realm of understanding.

Inspiration

The five senses are made up of the five aspects of form - sight, sound, smell, taste and touch. Chinese Buddhism correspond these to the six roots - eyes, ears, nose, tongue, body and consciousness. These eleven elements embody perception.

As one who suffers from food allergies, I am interested in that which I will never be able to perceive, such as the taste of a strawberry or the gelatinous texture of an oyster. This installation seeks to amplify the perceptions of other senses to compensate for the lack of ability to taste, and sometimes touch or smell certain things.



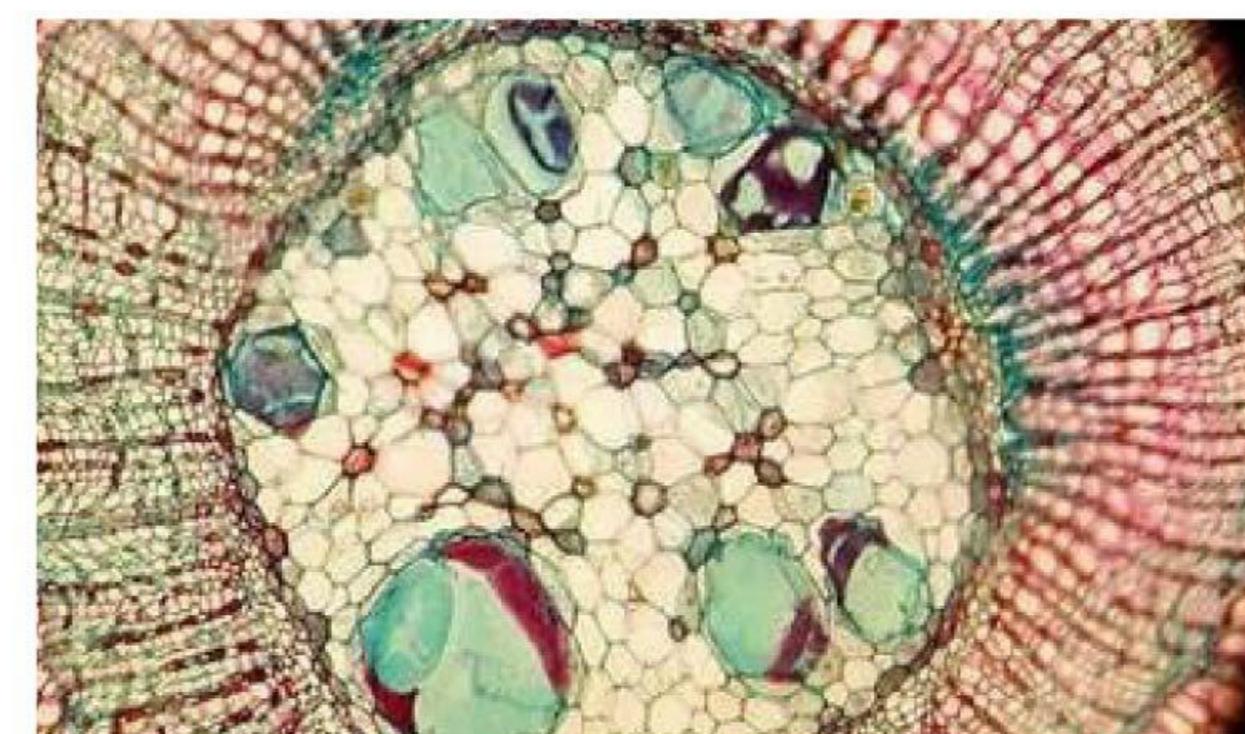
Reference



2011 Next.Screen

An interactive experience that amplifies the perception of the other senses

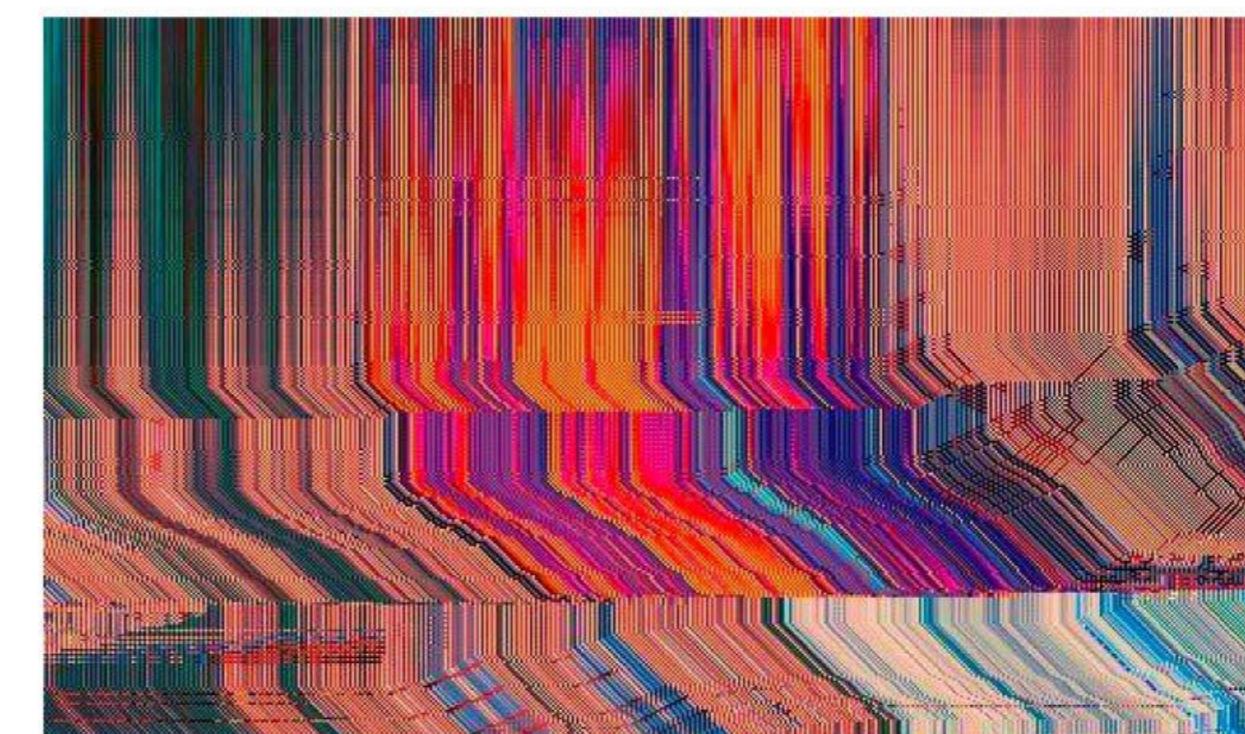
Research



Cells



Indulgence



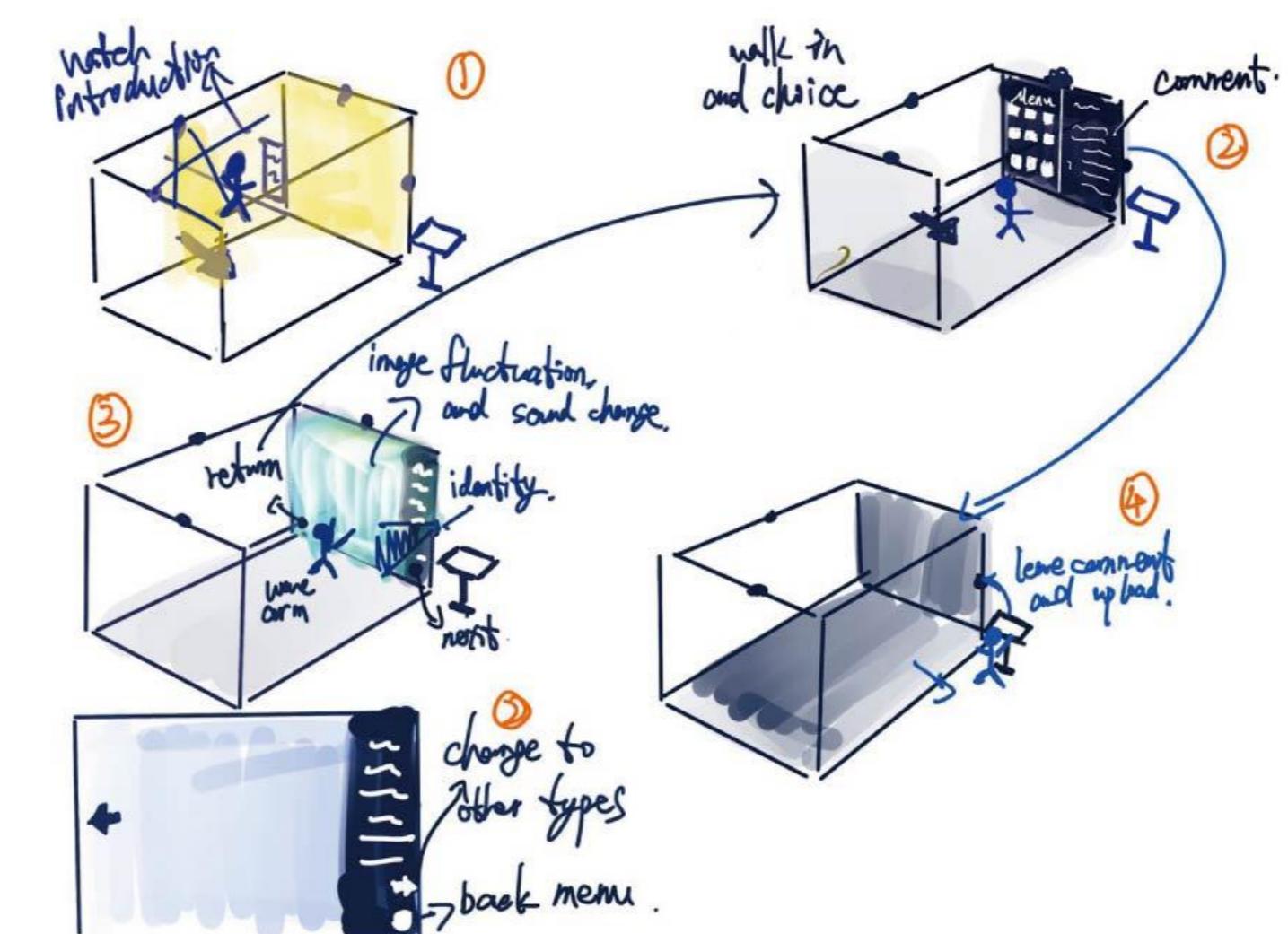
Caton



Enzymes

Eight foods are officially recognized by the U.S. Food and Drug Administration as causing allergic reactions in most people, including peanuts, tree nuts, eggs, milk, shellfish, fish, gluten-containing wheat and wheat products, soy and soy products.

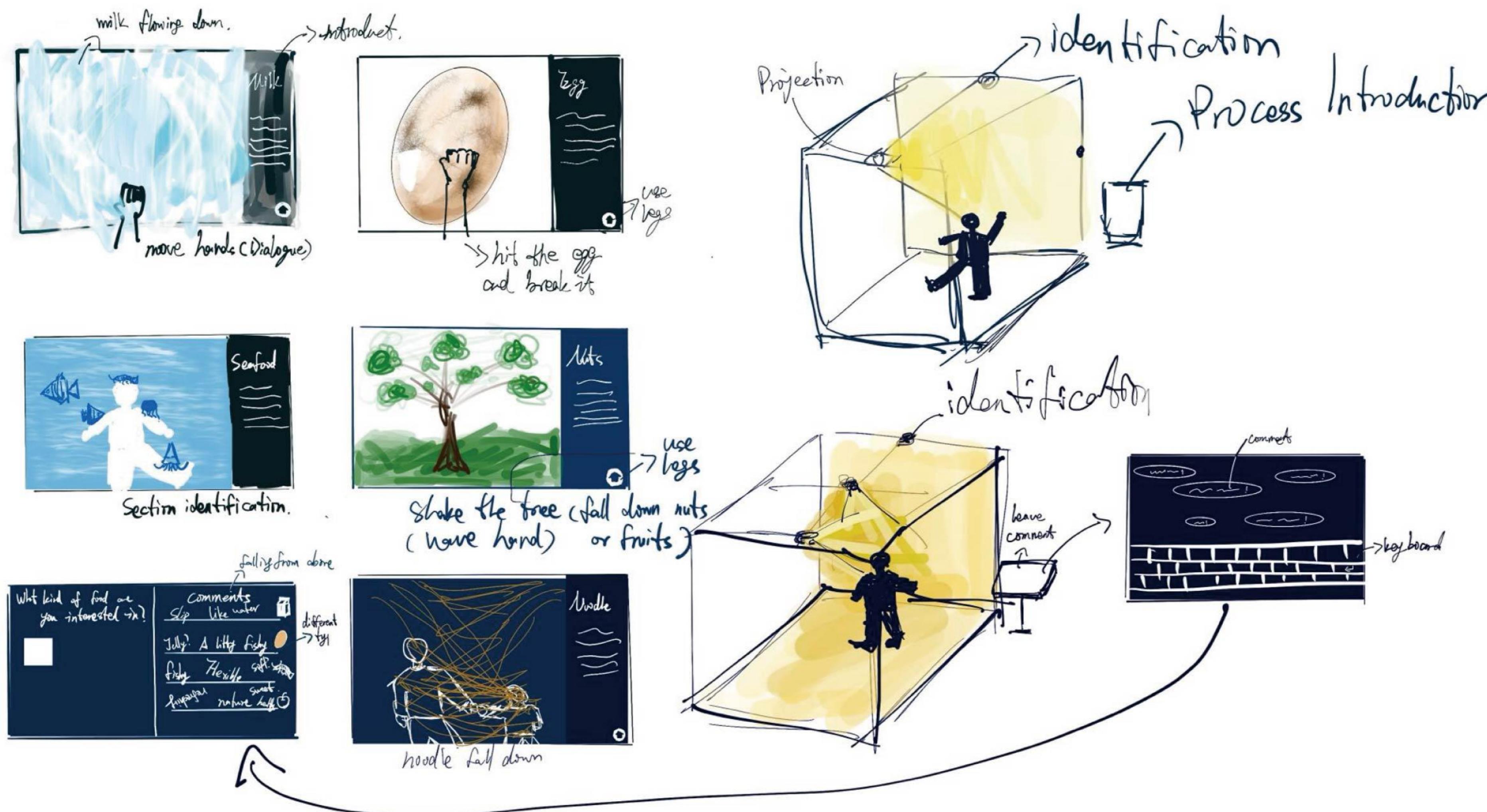
Storyboard



Flowchart



Project break down



Required Hardware

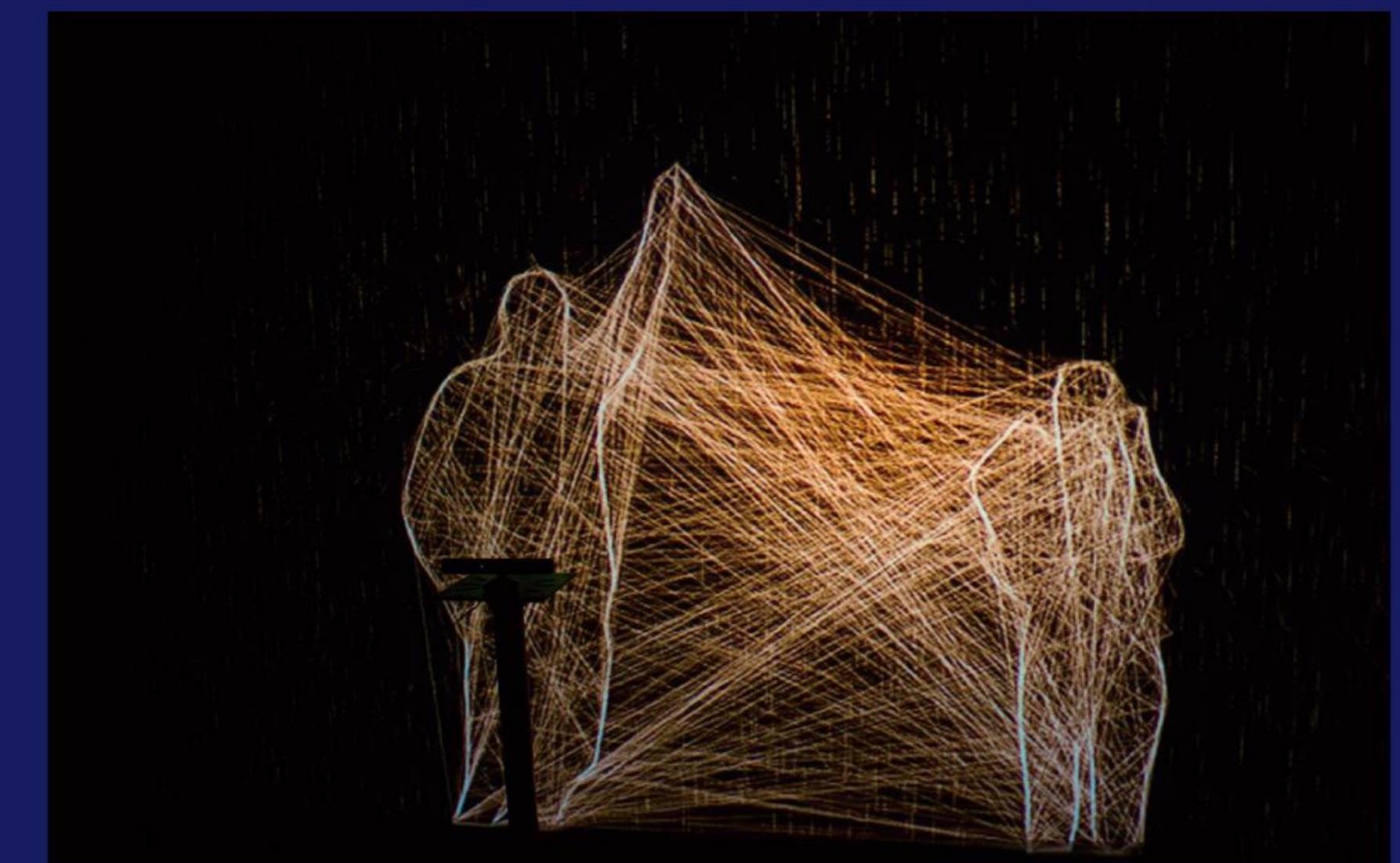


Kinect 2



Projector & Speakers

Key Features



- Kinect hand tracking
- Review System
- Interactive Fluid Simulation
- Interactive Particle Simulation
- Click to play
- Use kinect data to control mouse position
- Click on buttons while hovering
- Change the colour of the material with the mouse position
- Shake the egg by mouse position
- Change ball movement pattern with mouse click
- Leaves a colour trail by mouse position
- Click on the button while hovering

Outcome

MENU

fish fruit

milk noodle

egg

8 calib | 1 lock | camera

COMMENT

X: 0.682
Y: 0.302

This is a project about understanding missing parts of cognition through the five senses. You can choose the kinds of objects you are interested in learning about and different kinds of objects will interact differently so you can move your hands and try them out. And we want you to share or leave your perception, description and imagination of an object with us at the end of the experience so that others can get a different perspective on it too.

leave my comment

https://www.youtube.com/watch?v=KshZqb_LDzc

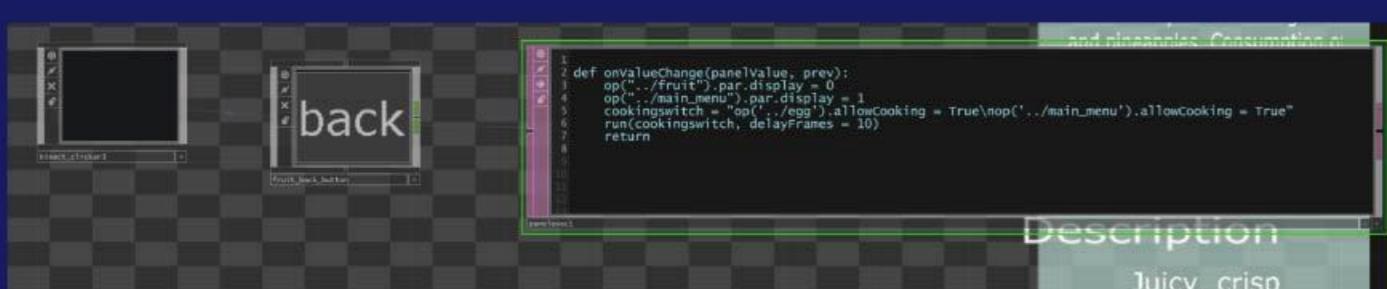
Part of Touchdesigner network



Each button targets a screen for a different type of food and can be clicked on to jump directly to the relevant page content, along with information about the description of the



Enter text message content of different sizes placed in different Kinects and combine them together.



Screen vision

