# GUANGYU DU

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I hope to build a shared world that enables individuals to be felt, touched, and connected. It is not a mirror image of reality, but an abstraction that makes personal stories pronounced. Over the years I have been exploring its facets in generative design, multi-modal interaction, geospatial experience, and data visualization. Here are some projects along the way.
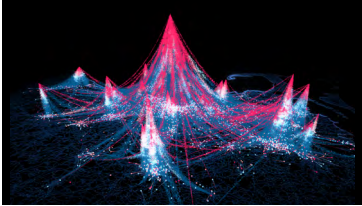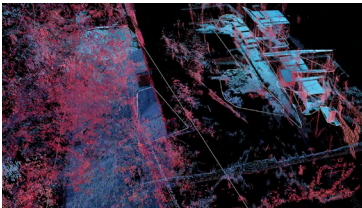

Wanderlust, 2021
MIT Senseable City Lab
Web, Data Visualization
https://senseable.mit.edu/wanderlust/

Xenolith, 2019
MIT SA+P
Unity, Mixed Reality
https://www.dugyu.com/projects/xenolith/

Favelas 4D, 2021
MIT Senseable City Lab
Web, Data Visualization
https://senseable.mit.edu/favelas/

Efface, 2019
Harvard GSD, MIT CSAIL
Unity, Virtual Reality
https://www.dugyu.com/projects/efface/

Loneliness: A Social Story, 2019
Harvard SEAS
Web, Data Visualization
https://www.dugyu.com/projects/loneliness/
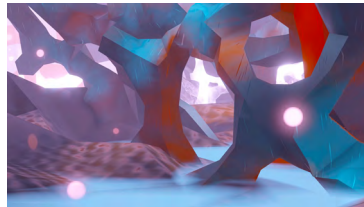
Engram, 2018
Harvard GSD
Unity, Virtual Reality
https://www.dugyu.com/projects/loneliness/
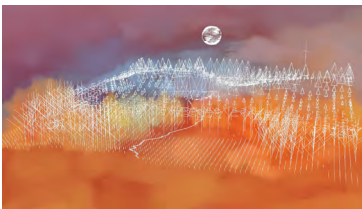
To The Moon, 2018
Harvard GSD
Computational Design
https://www.dugyu.com/projects/tothemoon/

Like Mountain Like Sea, 2019
Microsoft
Unity, Mixed Reality
https://www.dugyu.com/projects/likemountainlikesea/
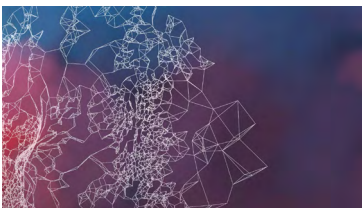
A Rose Is A Rose, 2018
Harvard GSD
Computational Design
https://www.dugyu.com/projects/aroseisarose/
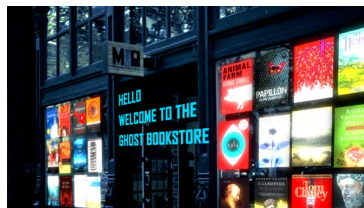
Ghost Boostore, 2019
Harvard GSD
Mixed Reality
https://www.dugyu.com/projects/ghostbookstore/
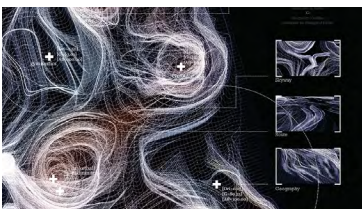
Evolving Decay, 2017
Tsinghua SoA
Computational Design
https://www.dugyu.com/projects/decay/
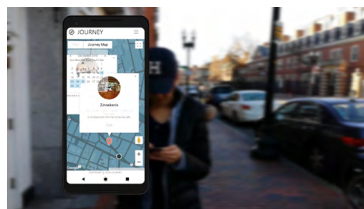
Journey, 2018
Harvard College & GSD
Web, Platform
https://www.dugyu.com/projects/journey/