**MEDIA AND LITERATURE REVIEW (2000 words)**

**This section lays out a clear argument towards establishing your perspective on the research question at hand. To do this, you can provide a theoretical or historical literature review and/or case study analysis of works in your medium of choice (i.e. film, installation, fictional narrative, interactive media, etc.). Be sure to keep the discussion focused on precedence that directly speaks to your argument and topic. Do not include unnecessary references that are minorly relevant.**

**论题：机器是否可以读懂中国古诗？**

1. **什么是中国古诗**
2. **什么是读懂**
3. **机器能否读懂中国古诗**

**FINAL OUTCOME (1000 words)**

**This section should focus on clarifying and outlining your final product (i.e., a film, an art installation, a performative piece, etc.). For instance, an installation artwork would include your concept statement, description of the work, an exhibition design and rationale, as well as possible image, audio, and video documentation of the work in its finished state. Please consult with your mentor on what is suitable to discuss in this section based on your medium of choice.**

1. **Overview of Project Outcomes**:
   * Provide a brief summary of the project's final deliverables, setting the stage for a detailed discussion.
2. **The Program: Translating Poetry into Images**:
   * Describe the program developed for converting Chinese poetry into visual art, emphasizing its innovative aspects.
   * Highlight the technical capabilities and the creative potential it unlocks.
3. **Website Interface for Public Access**:
   * Detail the design and functionality of the website that interfaces with the program, facilitating user interaction.
   * Discuss the user experience and how the website serves as a bridge between the program and the audience.
4. **《王维集》Image Collection**:
   * Present the collection of over 1000 images generated from Wang Wei's poems, discussing the significance of this selection.
   * Reflect on the artistic and cultural implications of visualizing such a canonical body of work.
5. **Interactive Website for 《王维集》**:
   * Describe the second website specifically designed for showcasing the 《王维集》 collection and facilitating user votes.
   * Analyze the engagement and feedback received from users, and the impact on the project's reception.
6. **Extension Beyond 《王维集》**:
   * Discuss additional images generated from other famous poems and contributions from peers, highlighting the project's adaptability and broader application.
   * Reflect on the diversity of visual interpretations and the engagement with a wider range of literary works.

**REFLECTIONS (2000)**

**This section is written to put the interpretation of the final outcome into the context of the original problem. Do not repeat the discussion points above or include irrelevant material. The reflection should be based on what you were able to achieve for the final outcome and could also include next step development plans for the work or research.**

**This section includes a clear statement of the problem and the reasons for studying it. Provide a detailed yet concise background discussion of the problem and the significance, scope, and limits of the work. This section lays out a clear argument towards establishing your perspective on the research question at hand. To do this, you can provide a theoretical or historical literature review and/or case study analysis of works in your medium of choice (i.e. film, installation, fictional narrative, interactive media, etc.). Be sure to keep the discussion focused on precedence that directly speaks to your argument and topic. Do not include unnecessary references that are minorly relevant. This section describes your response to the discussions and perspectives laid out above. For creative practice students, this section should describe your creative process, techniques and technologies applied, as well as material used to create your final outcome. For certain types of works such as digital work, games, websites, apps, etc., this section should also reflect your design process and various prototypes, user studies, play tests, etc. For film and video works, you could include discussions on narrative and story development, character design, cinematography, editing and special effects approaches, etc. This section should focus on clarifying and outlining your final product (i.e., a film, an art installation, a performative piece, etc.).**

**For instance, an installation artwork would include your concept statement, description of the work, an exhibition design and rationale, as well as possible image, audio, and video documentation of the work in its finished state. Please consult with your mentor on what is suitable to discuss in this section based on your medium of choice This section is written to put the interpretation of the final outcome into the context of the original problem. Do not repeat the discussion points above or include irrelevant material. The reflection should be based on what you were able to achieve for the final outcome and could also include next step development plans for the work or research.**

Johnson, Khari. “OpenAI Debuts Dall-e for Generating Images from Text.” *VentureBeat*, VentureBeat, 5 Jan. 2021, venturebeat.com/business/openai-debuts-dall-e-for-generating-images-from-text/.

Radford, Alec, et al. “Learning Transferable Visual Models from Natural Language Supervision.” *arXiv.Org*, 26 Feb. 2021, arxiv.org/abs/2103.00020.

Ramesh, Aditya, et al. “Hierarchical Text-Conditional Image Generation with Clip Latents.” *arXiv.Org*, 13 Apr. 2022, arxiv.org/abs/2204.06125.