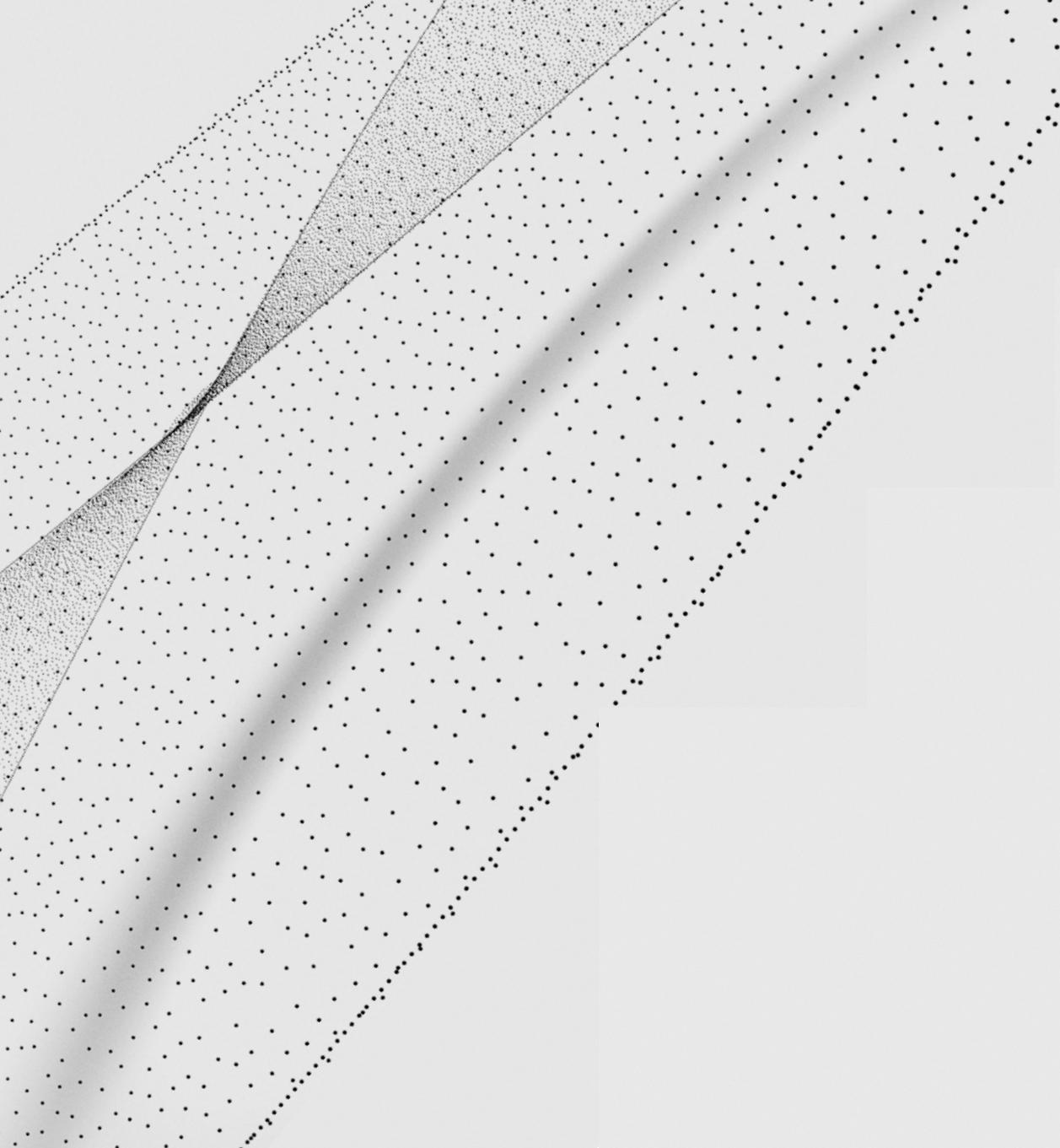


ZIHAO XIAO

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+44 7762859177



INTRO

I am a passionate new media artist and spatial designer dedicated to exploring creative technologies in the realms of projection and interactive art. Throughout my artistic journey, I consistently strive to merge spatial visuals with various artistic forms.

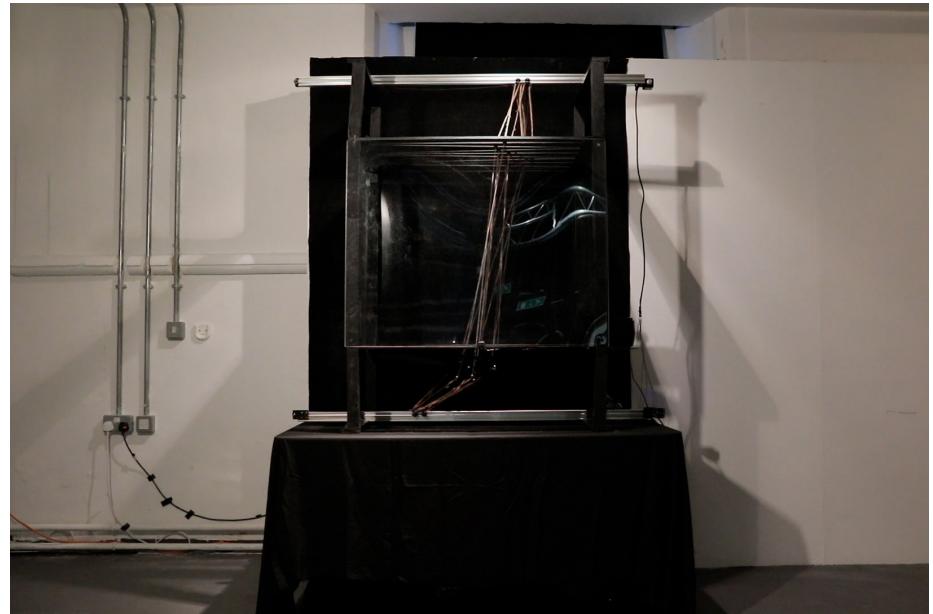
In my work, I focus on the role of humans within visual spaces, seeking to express the interactive relationship between the audience and the art. My primary focus lies in creating interactive or immersive artworks, such as installations and visual projections. In this process, I continuously challenge myself to blend various artistic media in order to convey unique visual and perceptual experiences. Through my academic practice, I aim to apply innovative thinking and experimental approaches to the art world, contributing to the growth and development of new media art.

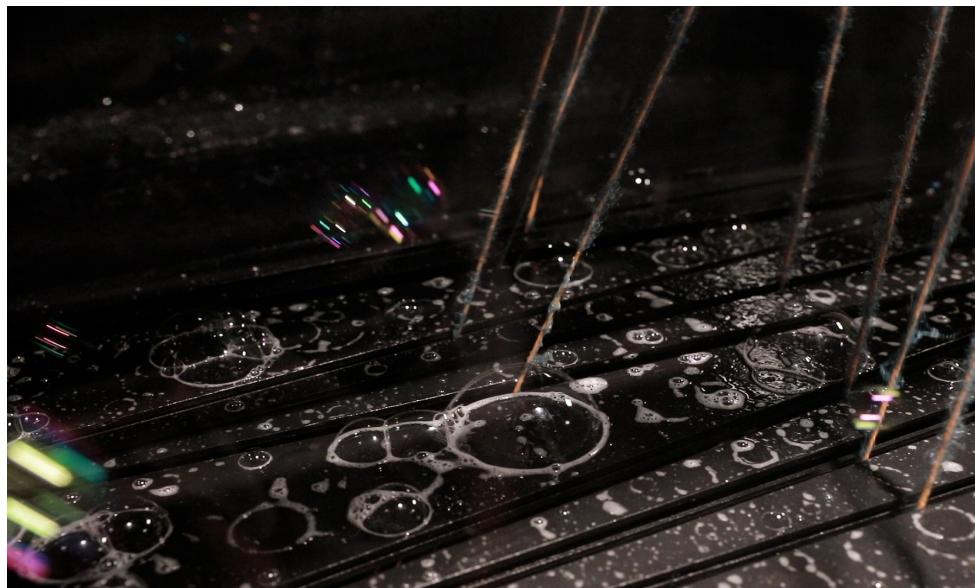
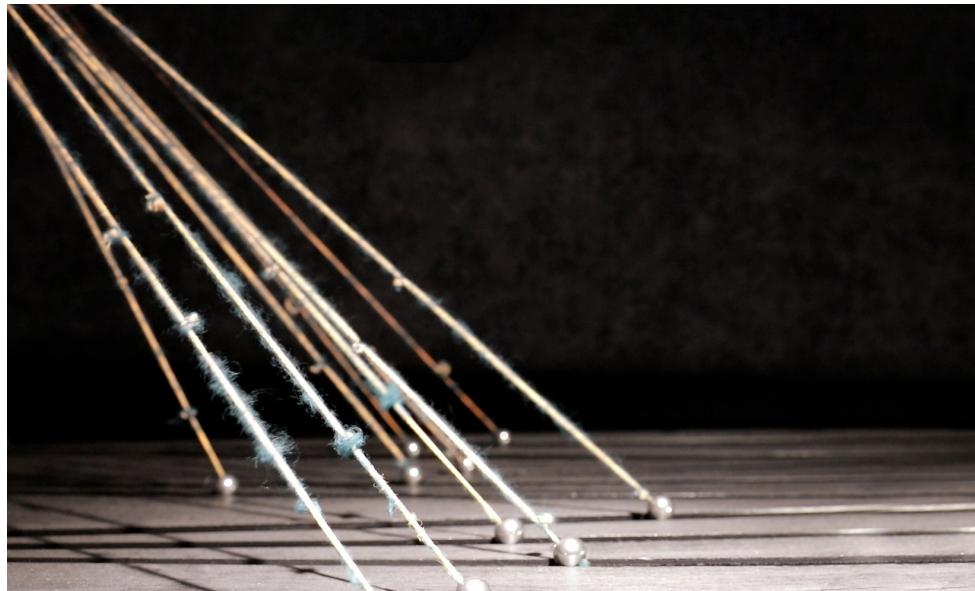
TWINMUR

Interactive Installation (Arduino)

Date | 2023-7 Location | Goldsmiths, University of London

I grew up in an environment where people always had a lot of negativity about me being gay, so I made this installation at the end of my student career in the hope of coming to terms with myself. The installation features strings in perpetual motion and bubbles that are triggered by people's movements. The bubbles represent the negative emotions expressed by those around me questioning my sexuality. These strings symbolize the unwavering support of my friends and family. Help me to constantly break through and dispel these negative emotions.



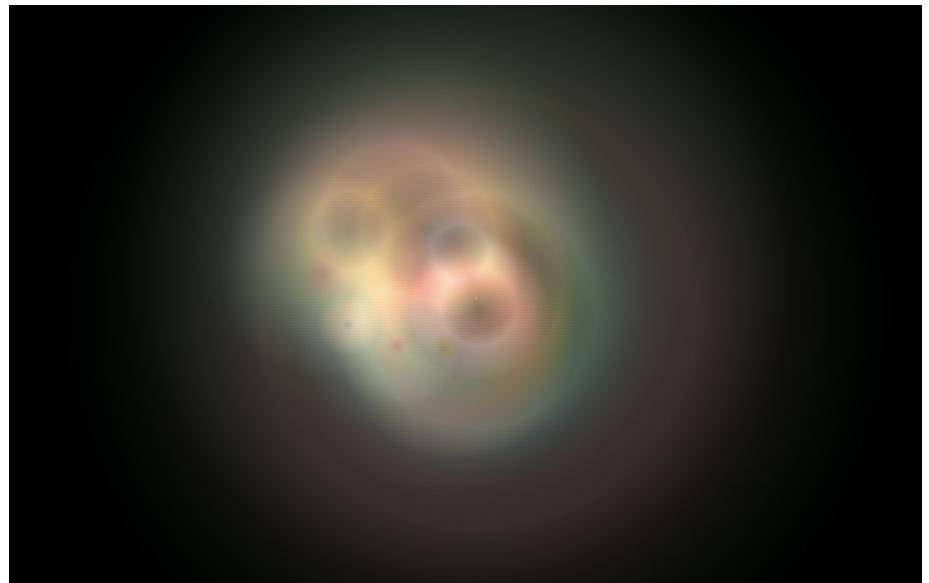


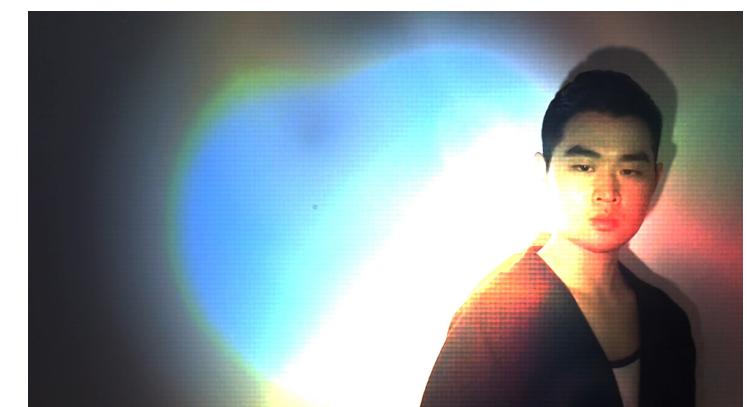
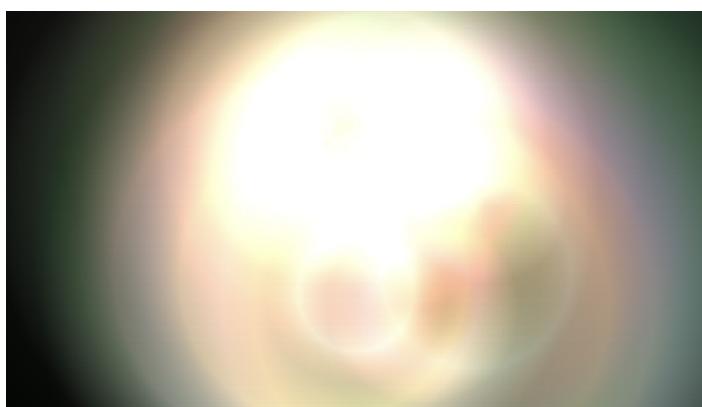
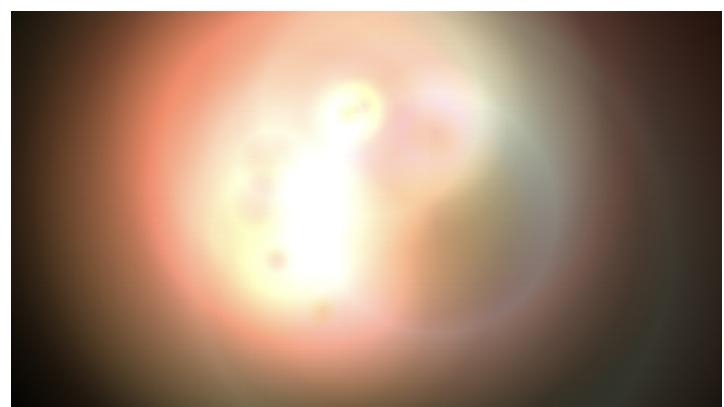
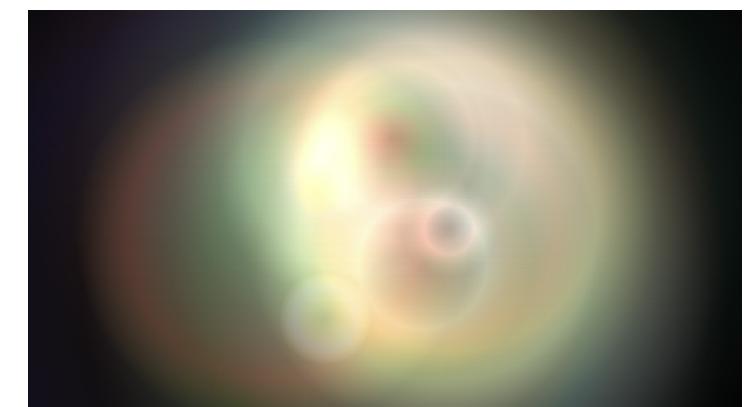
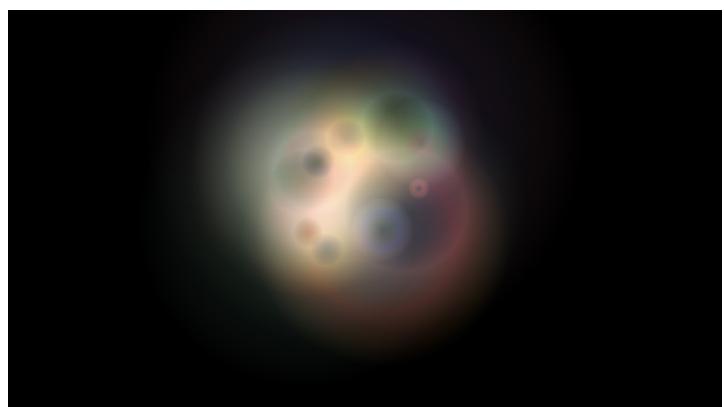
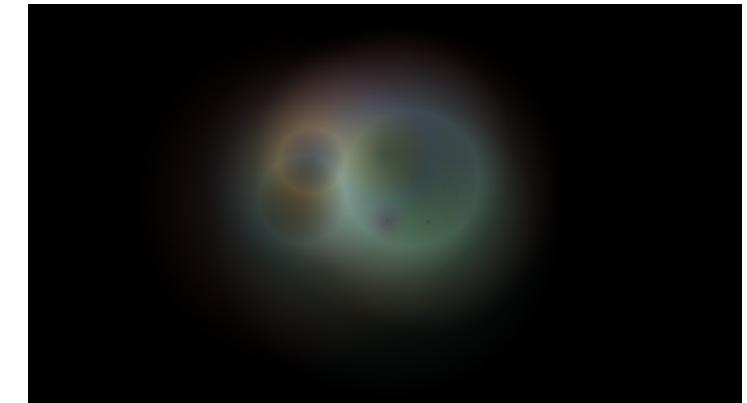
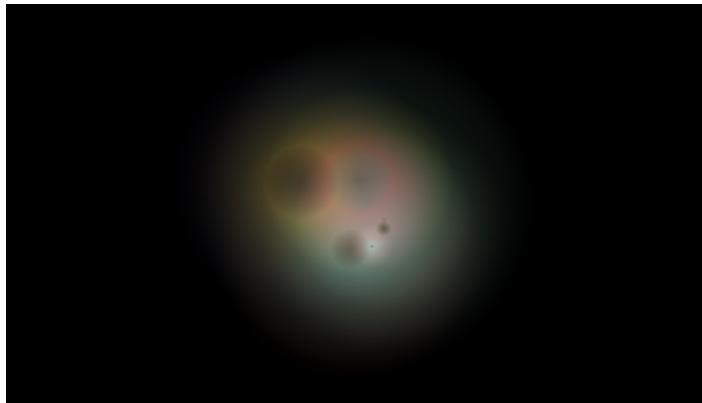
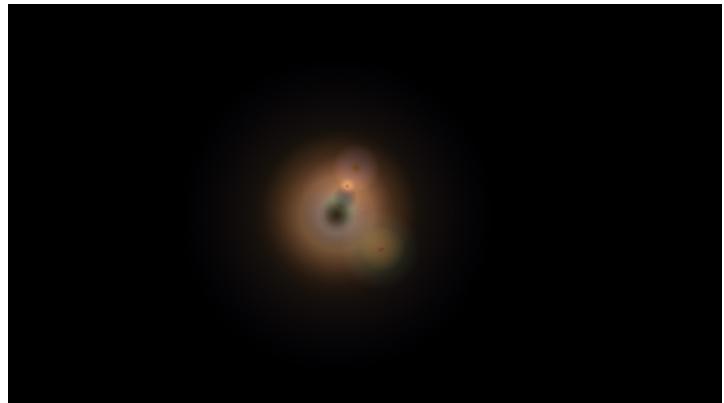
Cosmic Dance

Eye Tracking Visual Effects Projection
Programming (JavaScript)

Date | 2022-12 Location | Goldsmiths, University of London

Human beings explore and reveal the mysteries of the universe through the integration of science and art. This research is based on the facial recognition technology and chromosome palette of the ml5 library, with gravity theory at its core. Using p5js to implement a visual expression of human-computer interaction





The Future

Urban Architectural Design

Date | 2021-1 Location | Future (Concept Design)

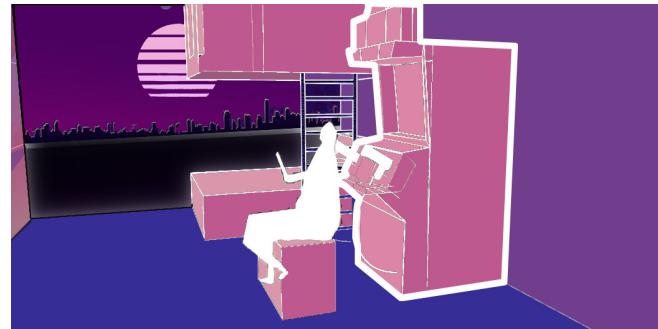
I hope to use stories as a medium to imagine space, and integrate the sense of technology and criticality from science fiction into design. In this project, I set and imagined the development of future technology and future lifestyles, and imagined the things and scenes that ordinary people will experience in the future. Imagine the future life scenes and urban appearance based on the story design.



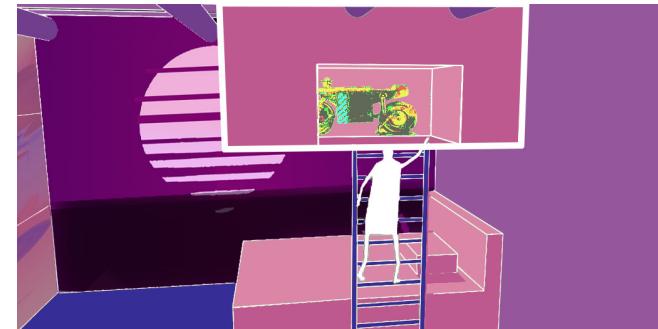
One Day Tour



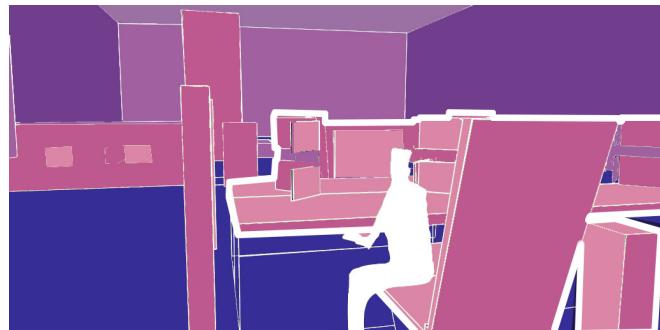
8: 00 Waking up in front of the screen



8: 15 Chip charging



8: 35 Driving a flying motorcycle to work



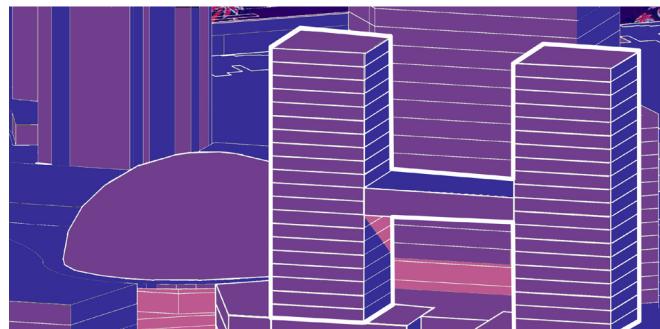
9: 00 Arrival at the office



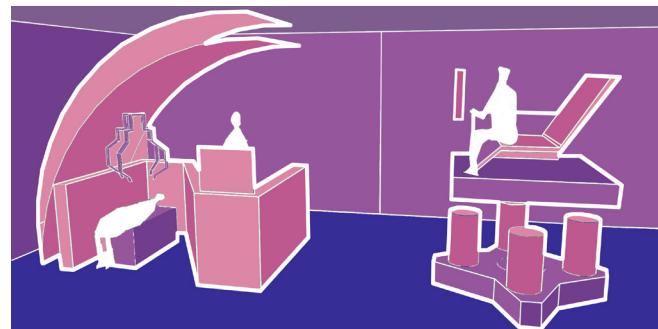
11: 00 Remote screen sharing meetings



14: 00 DNA access control; print experimental results



19: 30 Go to the black market



20: 00 Chip transplant and doctors



23: 00 Spending the New Year holiday alone



Helix Body Lines

Sound Effect Interactive Projection Programming
(MaxMsp)

Date | 2023-3 Location | Goldsmiths, University of London

An art project that explores the relationship between architecture and the human body, inspired by Kisho Kurokawa's Spiral City design. By wrapping the performers with a black stage and LED light strips, and using Max/MSP and OSC-controlled interaction, an immersive dynamic environment is created, showing the constant changes and interactions between architecture and the human body.





Ivory Tower

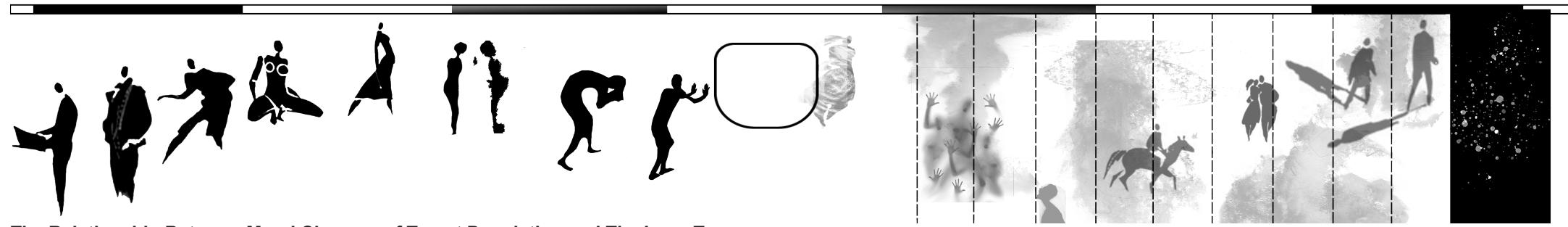
Installation Performance

Date | 2021-3 Location | Hangzhou, China

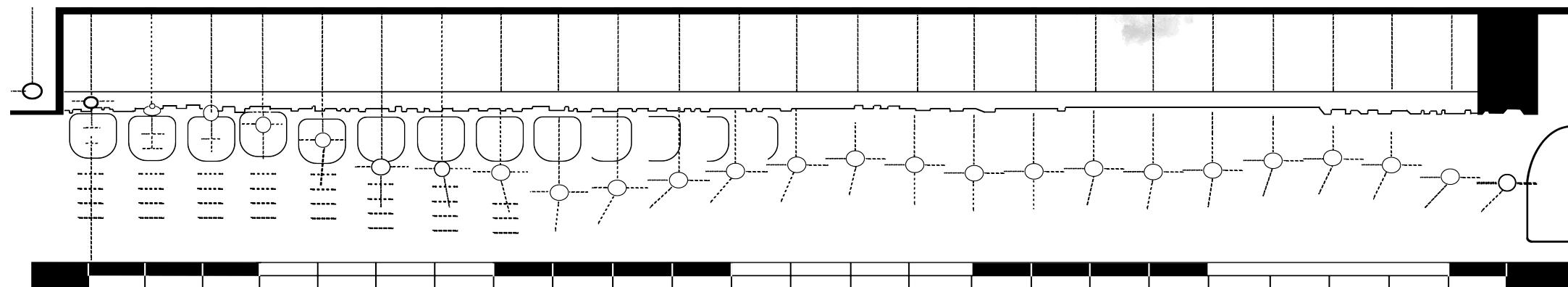
When life is stressful, I seek solace in a small world. I call this small world the ivory tower. But hiding here, can we really relieve our stress? The tower is like the bottom of a well, affecting emotional relief. To get rid of negative emotions, you need to communicate and exchange information with the outside world in order to obtain a complete and objective world view.



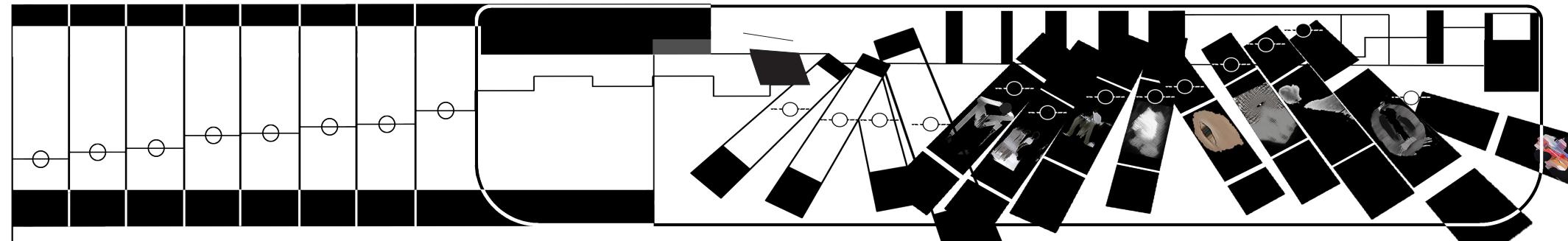
The Before and After Status of The Target Population



The Relationship Between Mood Changes of Target Population and The Ivory Tower



The Psychological Activities of The Target Population and Their Inner World Display



Soothes the Soul - Dance



Negative Outburst - Graffiti



Frog in the Well - Looking Up



Communicate with the Outside World - Pull & Push



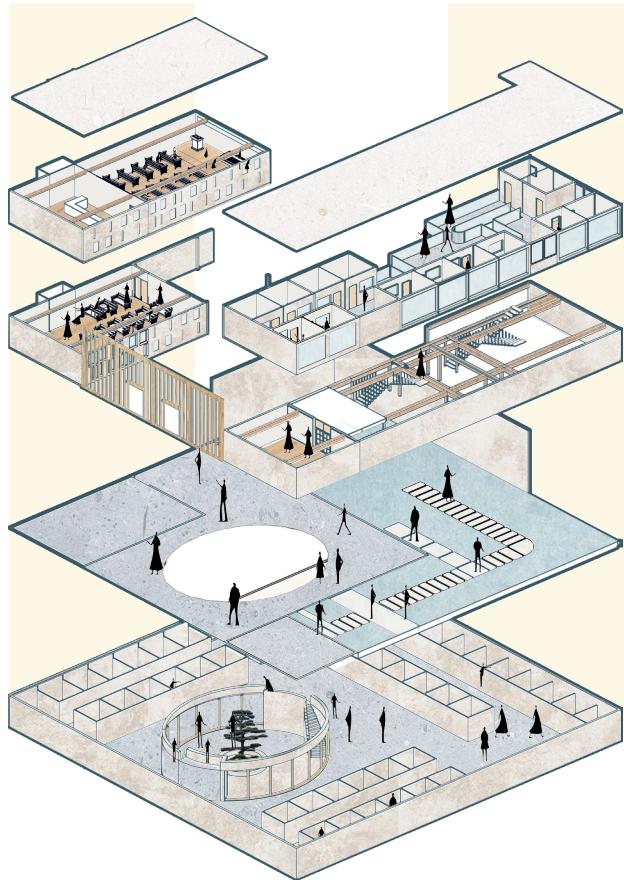
FAREWELL

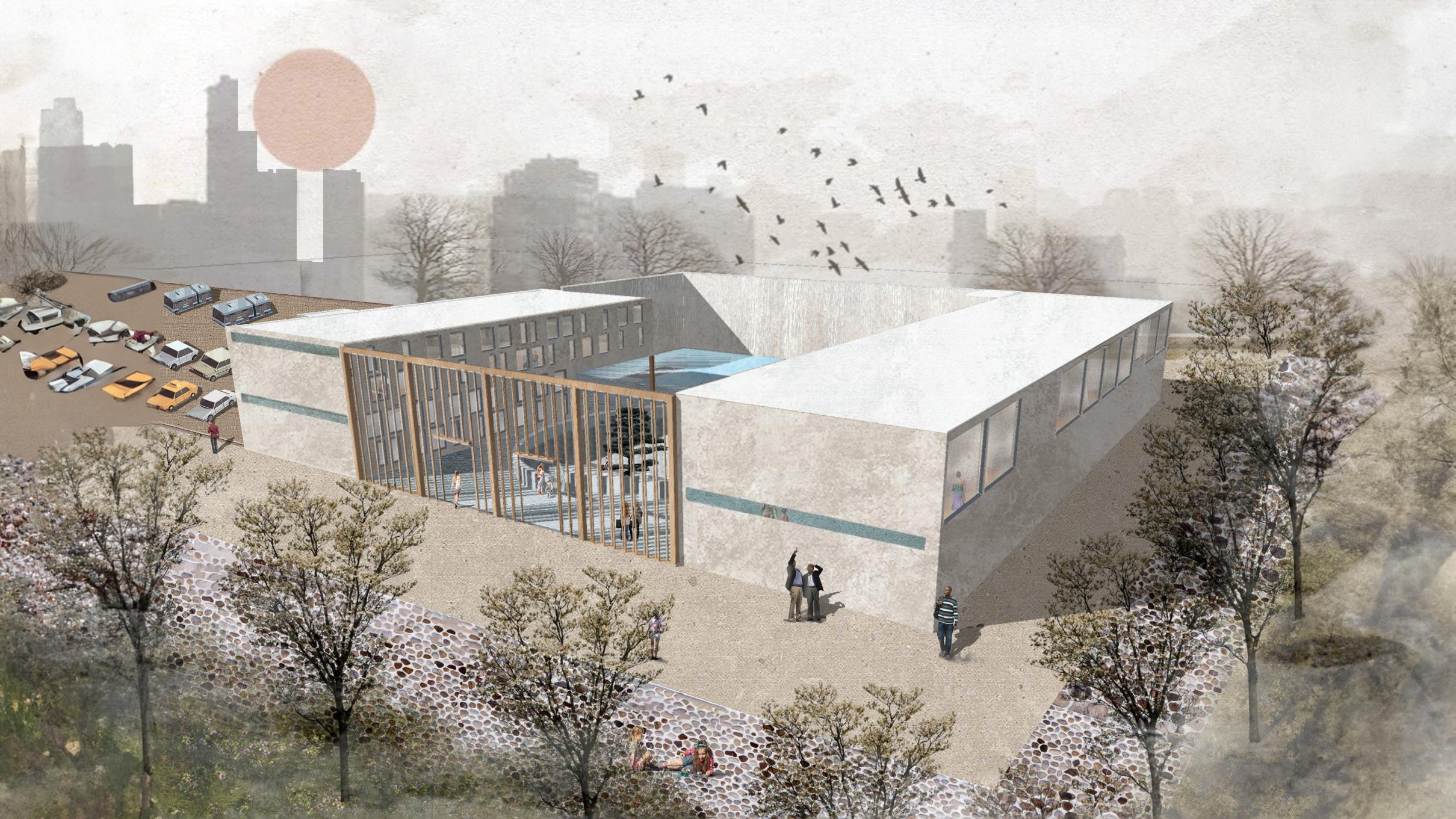
Interior Architectural Design

Date | 2020-3 Location | Wuhan, China (Concept Design)

A building conceived during the COVID-19 outbreak. It combines burial rituals, a repository for the remains and a warm, healing space for the bereaved family. I hope that Wuhan citizens can get rid of their sad memories and regain their vitality through the comfort brought by "FAREWELL".







OWL

Sound Effect Interactive Projection Programming (C++)

Date | 2023-3 Location | Goldsmiths, University of London

OWL is a sound effect interactive installation projection project that uses projection technology to display abstract groups on walls, wooden piles and other flat surfaces to interact with the audience, creating a dual sound and visual experience.



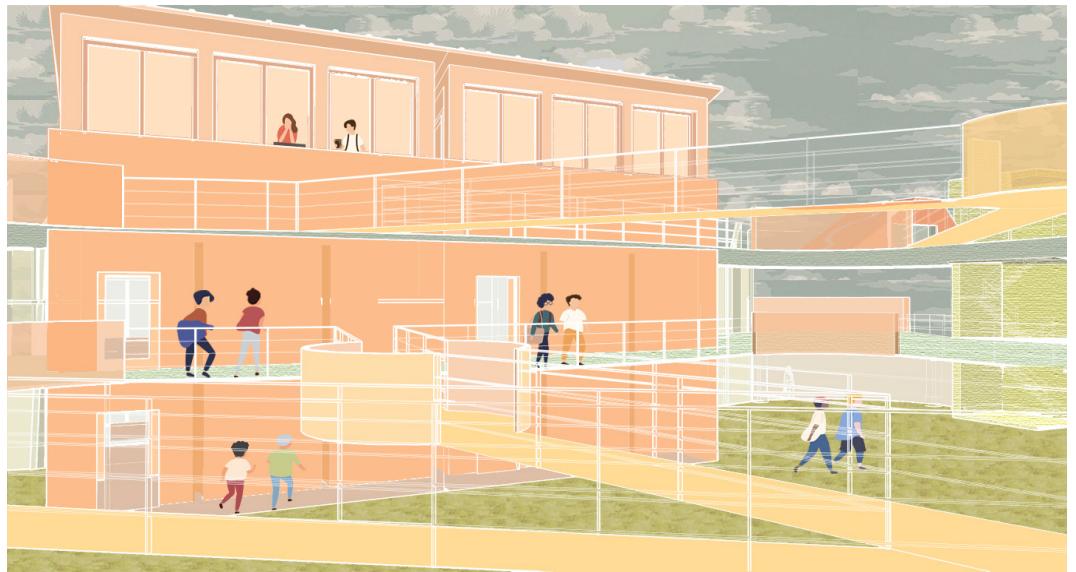


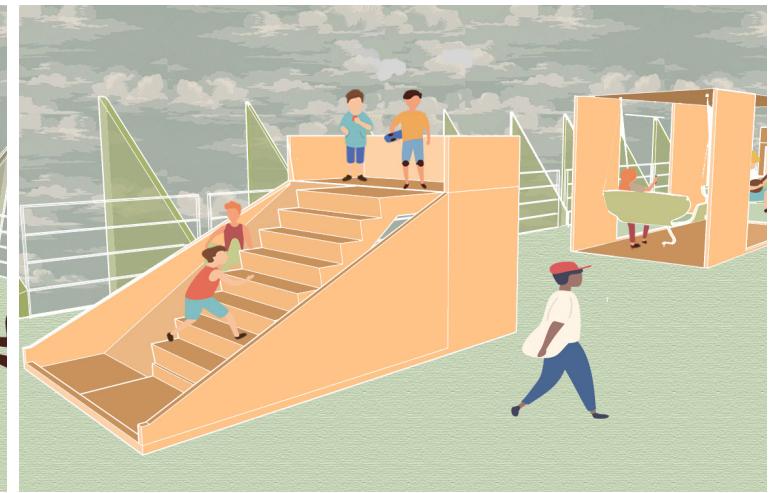
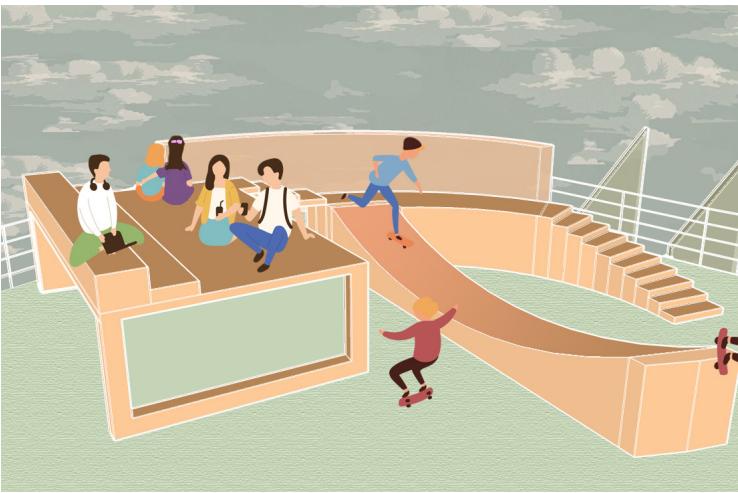
BUTTERFLY

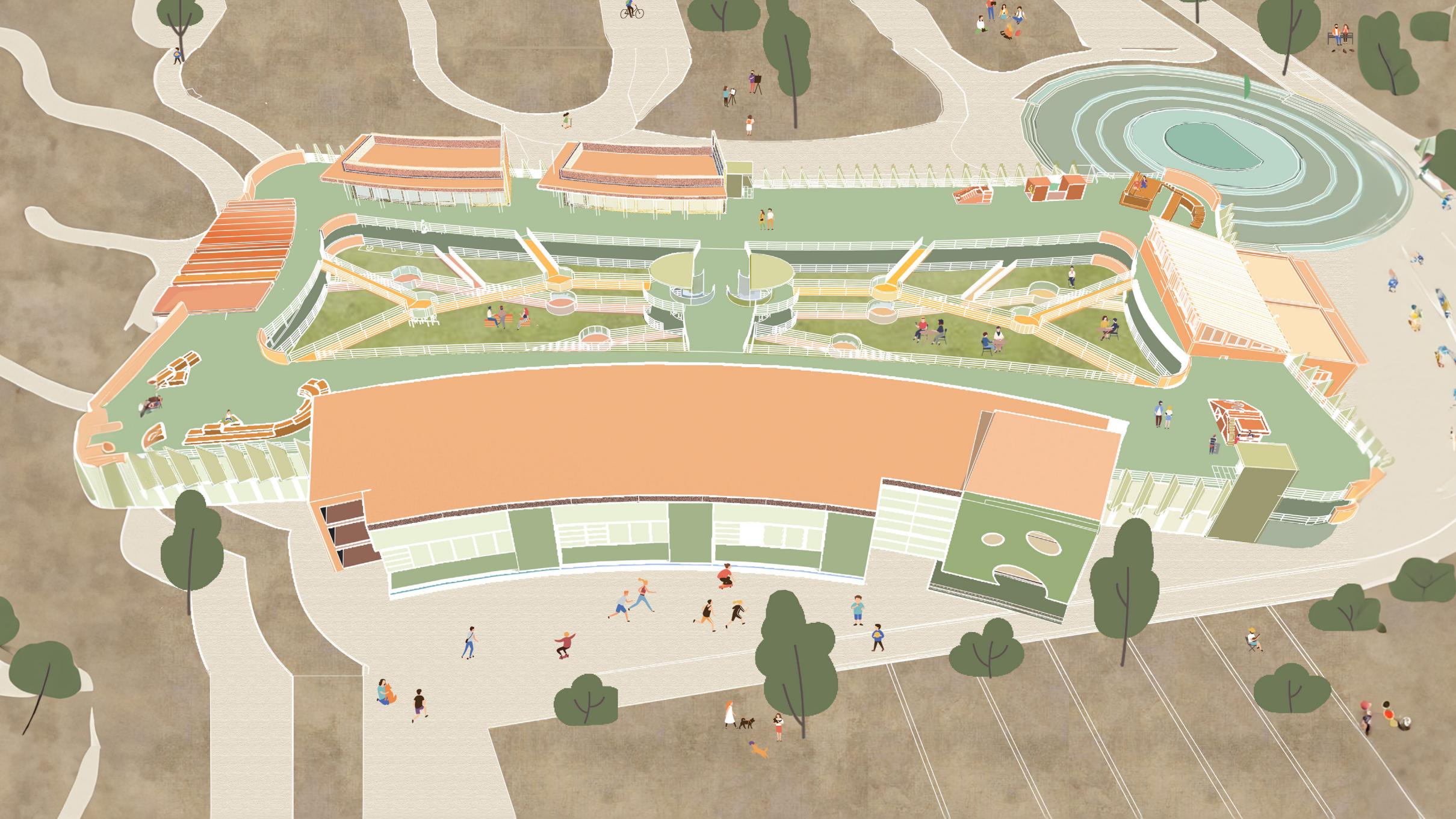
Interior Architectural Design

Date | 2020-7 Location | Baghdad, Iraq (Concept Design)

An orphanage designed for post-war orphans in Baghdad, Iraq. The exterior design is based on the outline of a butterfly, with the central overpass as the body and two wings. There are 5 different play nodes designed according to the orphans' personalities to promote social interaction among the orphans.





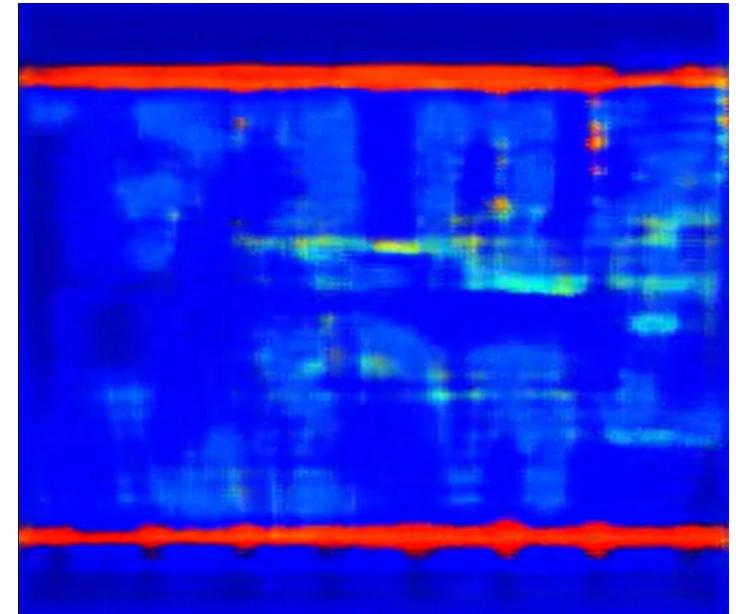


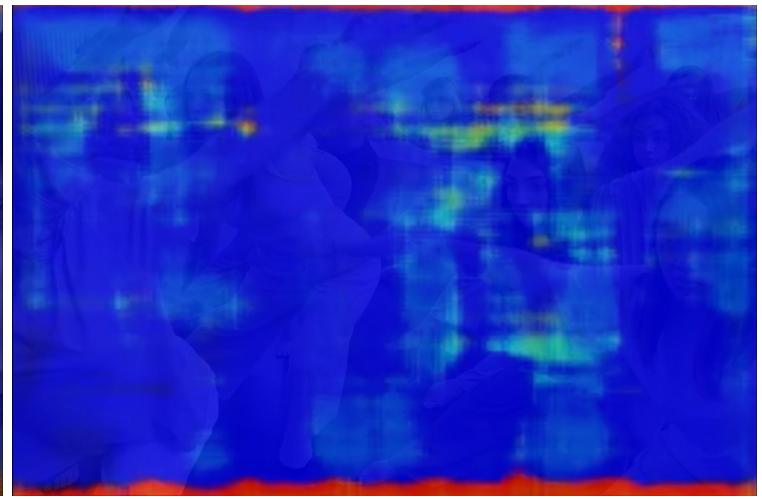
Spatial Migration

Machine Learning Visual Effects Programming (Python)

Date | 2023-4 Location | Goldsmiths, University of London

I try to treat the human body as space, using images of ballet dancers performing as new source images to generate artificial intelligence-enhanced images, providing a novel spatial perspective. Based on Pix2Pix, examine how different visual styles represent various aspects of spatial production in Henri Lefebvre's theory, where refined visual styles represent capitalist production processes, while cyberpunk styles may symbolize the commodification of space.





Kubla Khan

Poetry Visualization WebPage Interaction (JavaScript)

Date | 2023-2 Location | Goldsmiths, University of London (teamwork)

Kubla Khan's web page visuals will focus on the environmental words and "object" adjectives in the poem, and create visual images of the web page by combining them with paintings from the early Mongolian period.

