I am both a fine-artist and a computer science engineer, having crossed over to the Art arena from a substantial engineering background. The concept for this degree show is ‘Artificial Intelligence’, which is an idea originally developed by science, but which is now dominated by the challenge of realizing things that used to exist only in our imaginations and fantastic dreams, which continue to be associated with all kinds of interactions between humans and technology. Through the development of these technologies, humans inevitably test the boundaries between human intelligence and artificial intelligence. To some extent this is because we are subconsciously afraid of the possibility of losing ourselves in the technological, virtual-reality world. So I chose “Genesis” as the reference point for her sculptures, symbolising the relationship between human and android – enlightenment and reciprocation.

Computer science is the foundation of Virtual Reality, the technology which makes approximate simulation and realistically virtual visualization possible. The program demonstrates how the processing of computer graphics works, showing the incremental transformation from the digital world to convincing simulated analogy, that is a representation of how virtual reality worlds are built.

To find out more of her work, please check my instagram: shihletitia

Quote:

“Humans inevitably test the boundaries between human intelligence and artificial intelligence”