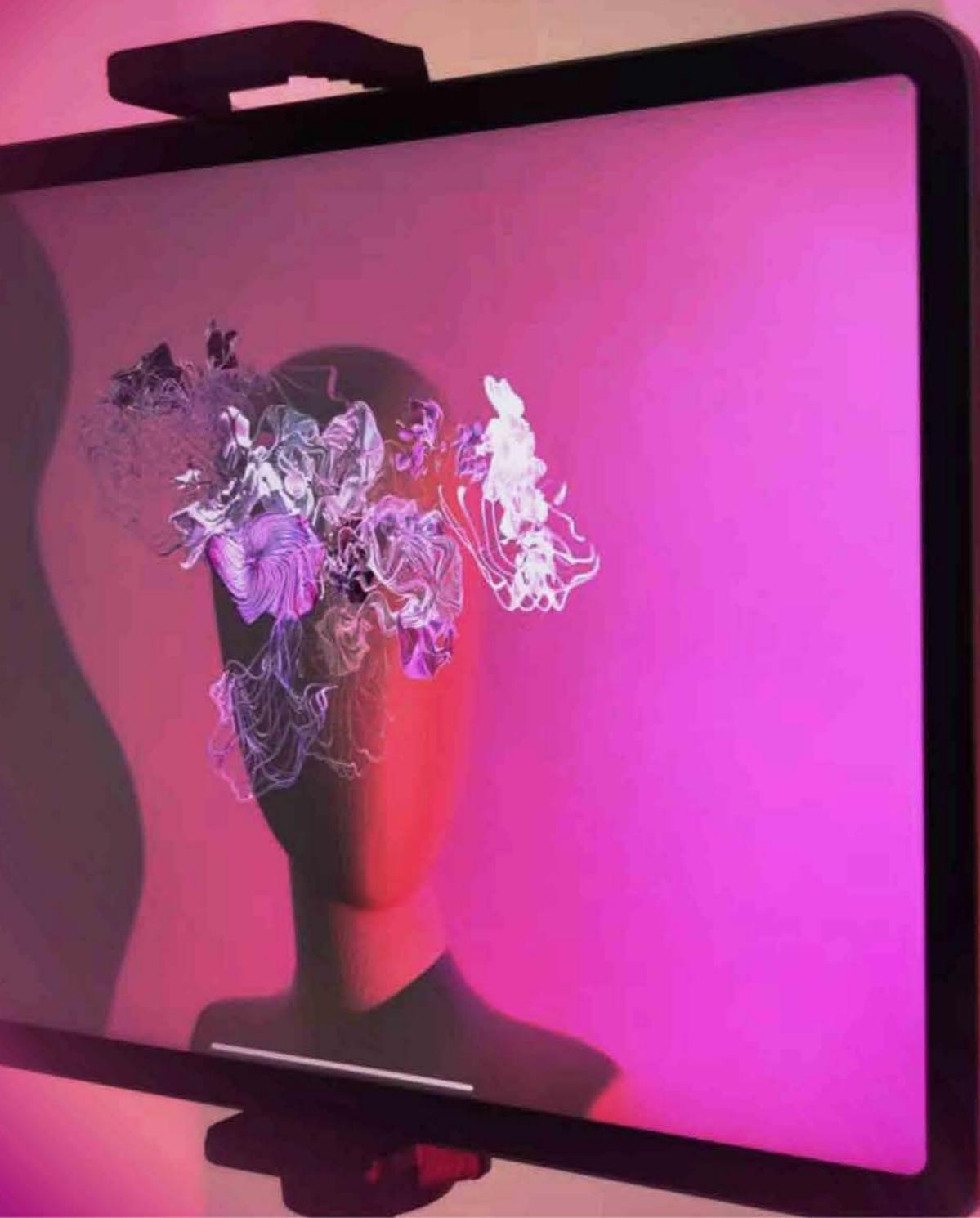


THE THIRD EYE

The world I see = my imagination + the real world. The world is displayed through my thinking and imagination, generating a self-expression symbolic ornament.



BACKGROUND

Context of creation theory and practice

Gill Deleuze, a philosopher, pictures today's world as a "generative flow", which vividly describes process of rapid virtualisation and digitisation of physical reality. Traces and veins of human's desire to "reshape reality" are found in the artistic expression of Dadaism and surrealism. Taking this as the clue, comprehensive application of AR, VR, and MR technologies will bring us a new expansion of "reality".

AR

- Virtuality and reality can be clearly distinguished. It has no effect on the real world.
- The real scene is used to enhance the three-dimensional effect.
- Combination of the virtuality and reality: real-time interaction.



Metaverse

Metaverse was born in Avalanche, a science fiction in 1992. It depicts a huge virtual reality world where people use digital avatars to control and compete with each other, thus improving their status.

Slavoj Izek, the scholar, believes that "the metaverse is a original physical space including the reality. The reality is allowed to enter in the form of fragments, but the premise is that the reality must be covered by digital codes that manipulate our perception and interfere with our behavior."

**What will the world's digital codes look like?
How will it construct our form of being?**

In the "Real world" dimension, gene and genetic control technology are breaking the natural boundaries; In the dimension of "The Imaginary", digital virtual objects and sensory experience are "shaping" mirror of "reality" beyond reality. In the dimension of "Symbol", the symbolized consumption order of landscape society is becoming the only way to connect individuals.

Dadaism

Rebellion, nothingness, subversion and power, it is like a hurricane across the literary world, shouting to "negate everything, destroy everything, knock everything down", and rebuilding a new form of artistic expression based on nihilism and anarchism.



VR

- Clarify that one is in the virtual world.
- The device is used to generate virtual influence, producing immersive purpose with environment.
- Immersion Interaction fantasy Closeness presence perception



MR

- Virtuality and reality cannot be distinguished in the ideal state
- Integration of virtuality and reality, interaction, reality, control sense, crossover media



RESEARCH

Return to reality

Returning to "reality" means to rebuild observation, experience, thinking and expression ability of the natural senses to physical world, breaking through the existing symbolized discipline. The expression and value of individual emotions and thoughts are explored in the real situation. Design materials, forms, methods and thinking are broken.



The "world" is reconstructed, breaking through the physical space-time dimension of the world with the digital virtual content integrated into the original imagination of individuals, and displaying more potential and possibility of thinking to construct the new dimension of the world.

Mirror theory

The other is the first step of establishing the subject.
⋮

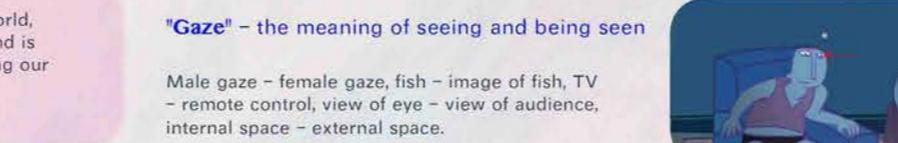
The subject: it is constructed, cultivated by the environment. Because the cultivated environments are different, so people in different times have conflicting interests, thus generating the gap.



The reversed image in dissimilating mirror constitutes the subject of the self, and society sometimes forces the formation of the subject of the self, so there are more and more self-conflict among people.

Gene and genetic control technologies are breaking the boundaries of nature; In The "Imaginary" dimension, digital virtual objects and sensory experience are "shaping" The mirror of "reality" beyond reality. In the "Symbol" dimension, the symbolized consumption order of landscape society is becoming the only way to connect individuals.

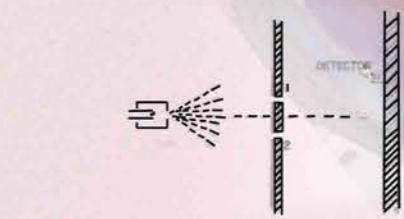
"Gaze" – the meaning of seeing and being seen
⋮



Being the entrance to the visible world, the mirror is the reversed image, and is internalized as the subject, becoming our mental image.

Male gaze – female gaze, fish – image of fish, TV – remote control, view of eye – view of audience, internal space – external space.

Two-slit experiment



In the two-slit interference experiment, an experimenter's observation affects the movement of electrons. While in another experiment, called the delayed experiment, it is proved that observation of human can change the facts of what has happened. In this experiment, an electron passes through two slits in a superposition state, and then it is observed whether this electron passes through one slits or two slits.

The third eye

Point a finger or pen to the area between your eyebrows, not directly touching the skin. At this time, you will have strange, sour and itchy feeling between your eyebrows. It only happens between your eyebrows throughout the whole body. It seems to indicate that there is a sensory organ between our eyebrows that can sense the approach of something. It is called the pineal gland in your brain, which is located on an extension line behind the brow. Because it is shaped like a pine cone, so it's called pineal gland.



CONCEPT

At this time, you will have strange, sour and itchy feeling between your eyebrows. It only happens between your eyebrows throughout the whole body. It seems to indicate that there is a sensory organ between our eyebrows that can sense the approach of something. It is called the pineal gland in your brain, which is located on an extension line behind the brow. Because it is shaped like a pine cone, so it's called pineal gland.



Nomad is used to integrate design contents in UNITY 3D environment, VUFORIA system is combined to build MR realistic environment and interactive experience. Wearable models are generated on the face by scanning pictures.

NOMAD MODEL



DYNAMICS



FINAL OUTCOME



AFTER THE SIGNAL DISAPPEARS

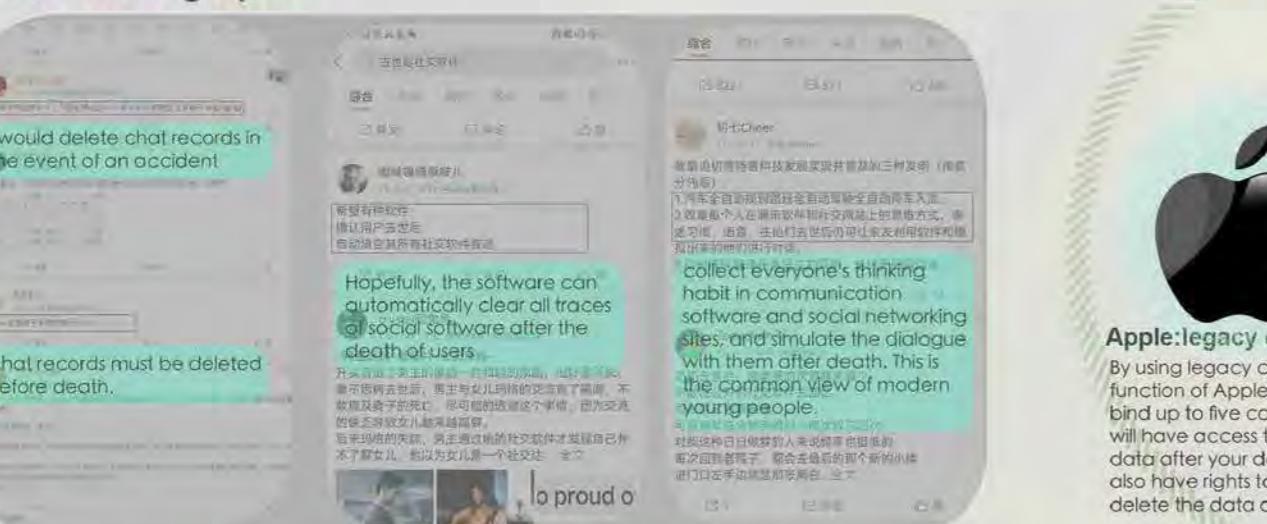
Internet has become a place for a second soul free from the body. In addition to bodies we leave behind after death, there are digital bodies on the Internet. Neither physical bodies nor digital bodies would disappear completely.



INSPIRATION

There is a topic on Weibo where people discuss what to do if they pass away accidentally. Most users think of the information in their mobile phones, including personal information like chat records and photos of social software.
I would delete chat records in the event of an accident.

WEIBO Trending topics



In their opinions, chatting with friends is full of secrets, and even there are many private things that we don't want others to know online.

QUESTION

- How to preserve the data that users leave behind on the network after their death?
- Will the digital information in the future network exist in another form?
- What if these contents were discovered after death?
- Why are the data and contents so important?
- What can be done to preserve the data now?
- What are people of other age groups besides the young going to do?
- Why is social data so important?

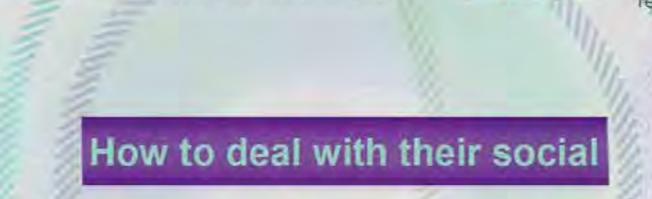
When mentioning accidental death, the first thing that comes to minds of net friends is to delete chat records, because recorded contents are very important. Actually, not just chat records but all digital information that exists on the Web are very significant. The Internet has become a place for a second soul free from the body. In addition to bodies we leave behind after death, there are digital bodies on the Internet. Neither physical bodies nor digital bodies would disappear completely.

RESEARCH

How existing digital remains are handled

Facebook: commemorative account

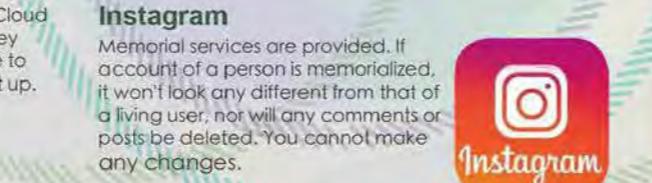
The content remains visible and no one can log in to the commemorative account. But it adds a "remember" badge to your profile. But if a person chooses a "legacy contact" before death, the account can be changed.



How to deal with their social

Apple: legacy contacts function

By using legacy contacts function of Apple, you can bind up to five contacts, who will have access to your iCloud data after your death. They also have rights to decide to delete the data or back it up.

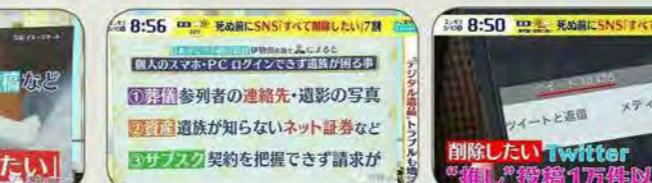


Instagram

Memorial services are provided. If account of a person is memorialized, it won't look any different from that of a living user, nor will any comments or posts be deleted. You cannot make any changes.



Japanese television shows スッキリ on how to handle deathbed community account Computer records issues such as street interviews.



Problems with digital heritage?

- For the sake of interest, the company selectively deletes contents published by the deceased
- A large number of digital heritage occupy the space resources and data storage resources
- The account is recycled and handed over to other people to use
- The deceased cannot choose which data to share.

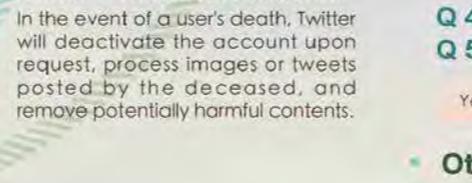
Tencent: Wechat QQ reclaim account

Wechat, another social software of Tencent, also has similar regulations. If users register or create a wechat account or function account but fail to log it during a long period, Tencent has the right to reclaim the account. period, Tencent has the right to reclaim the account.



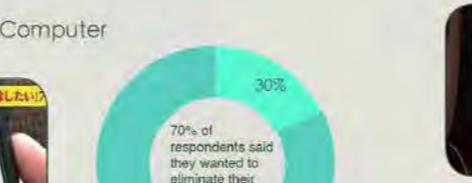
Twitter : Deactivate account

In the event of a user's death, Twitter will deactivate the account upon request, process images or tweets posted by the deceased, and remove potentially harmful contents.



Other Funeral Forms

In a funeral company of Puerto Rico, bodies of the deceased have been used to create a diorama expressing the individual's life before death.



The special way of commemoration is used to let family and friends remember the deceased with the most beautiful face.

Problems of traditional

- The shortage of land resources
- It's difficult to maintain in the future cemeteries
- Only the physical remains of the deceased are processed, and the digital heritage is not well handled
- It's difficult to maintain in the future cemeteries later generations are at a loss when dealing with it.

How existing digital remains are handled

Q 1 Are you aware that your personal data will remain in the Cloud after your death?

NO 52.38%



Q 2 Would you accept someone having access to your Internet data after your death?

Yes 47.62%



Q 3 Would you choose to keep the digital legacy of your loved one after his/her death? What kind of digital heritage you would choose?

Without thinking 36.9%

Leave it to your family 52.38%

Can be viewed by anyone 13.09%

No 9%

Important information 14.45%

Leave it to the next generation 4%

Without thinking 36.9%

Leave it to your family 52.38%

Can be viewed by anyone 13.09%

No 9%

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STORY BOARD



VOICEOVER

The video narration combines the epitaph and last words into a poem.

The sun falls into your eyes
There's a river on your hickey all life mediocre
Throw the ashes to the sea
but colorful

Look carefully at the world
I will hide in some evening wind,
Embrace you in the street at dusk,
You have to continue to love every spring, summer, autumn and winter,
scattered my ashes in the wind, tell my love to a girl,
put my tombstone on the seashore

PROCESS



SCREEN SHOTS

Scene building
Material preparation: projector support projection cloth, hemp rope Bind the projection cloth on the support and hang it between two trees. Install the projector and place the light. Put the video on the screen.

Cast the last words on the plant with a projection

Touching plants is like treating relatives

Plants in any form state are not endowed

The plant leaves what it wants to say on the paper

Share music with plants

Red balloons interact with people in the trees

Speaking background music and narration are combined with influence videos

FINAL OUTCOME

VIDEO LINK : <https://youtu.be/5i8YPMmnvzw> <https://youtu.be/1DlvfHFnSA8>



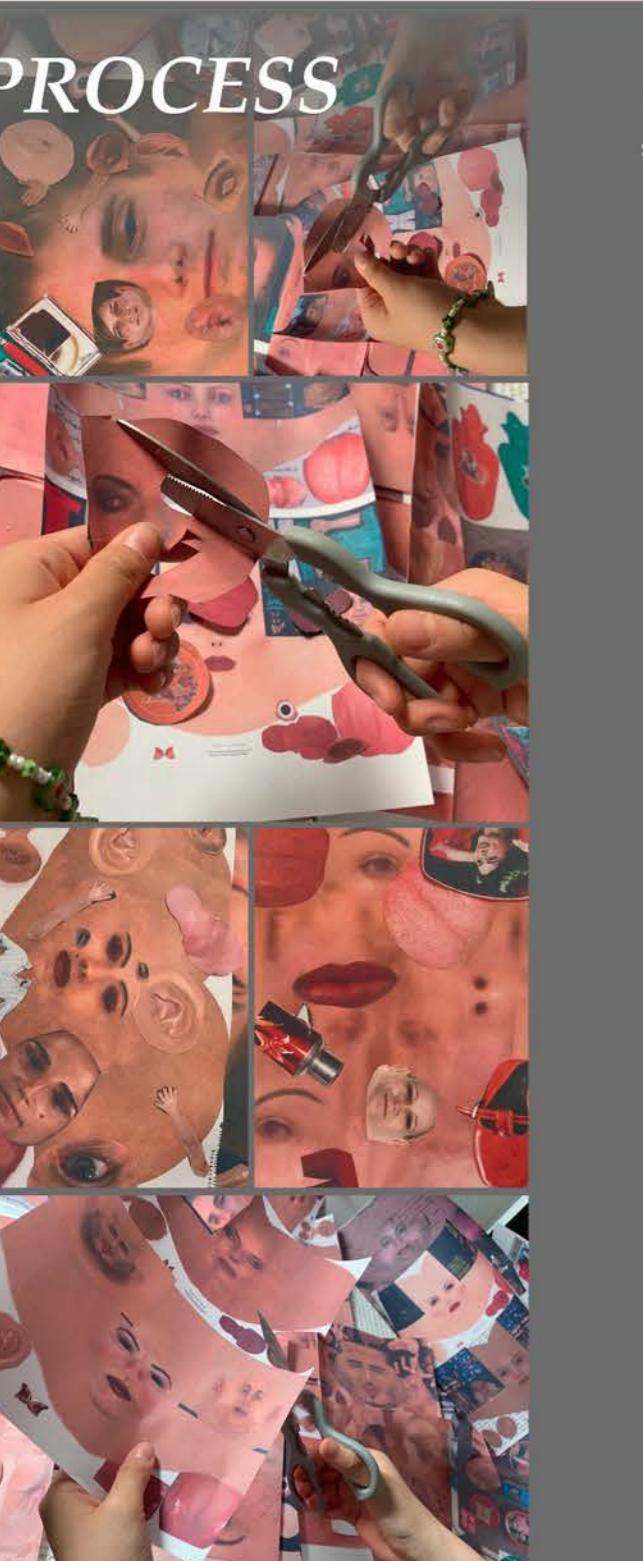
The vanished children



A black and white photograph of a grey metal trash bin with a black lid. A red, translucent plastic bag is tied around the middle of the bin. The bag is partially open, revealing some white text printed on it. The background is a dark, textured wall.

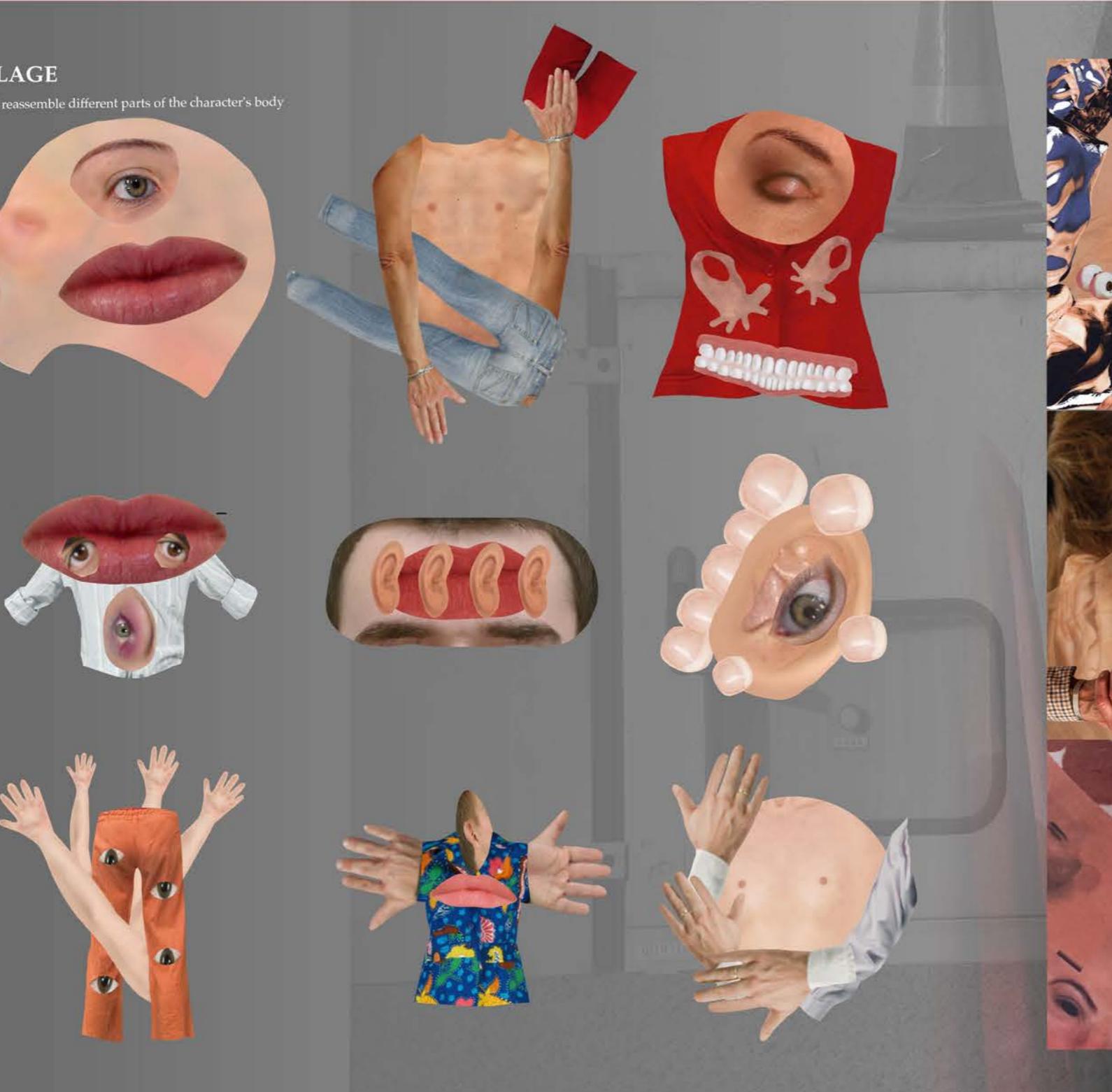
By understanding the children who disappeared from the family planning policy, planning to create fonts and a series of visuals to block the different parts of the identity, it is hoped that this will provoke people to reflect on the era and understand what identity means to humanity.

PROCESS



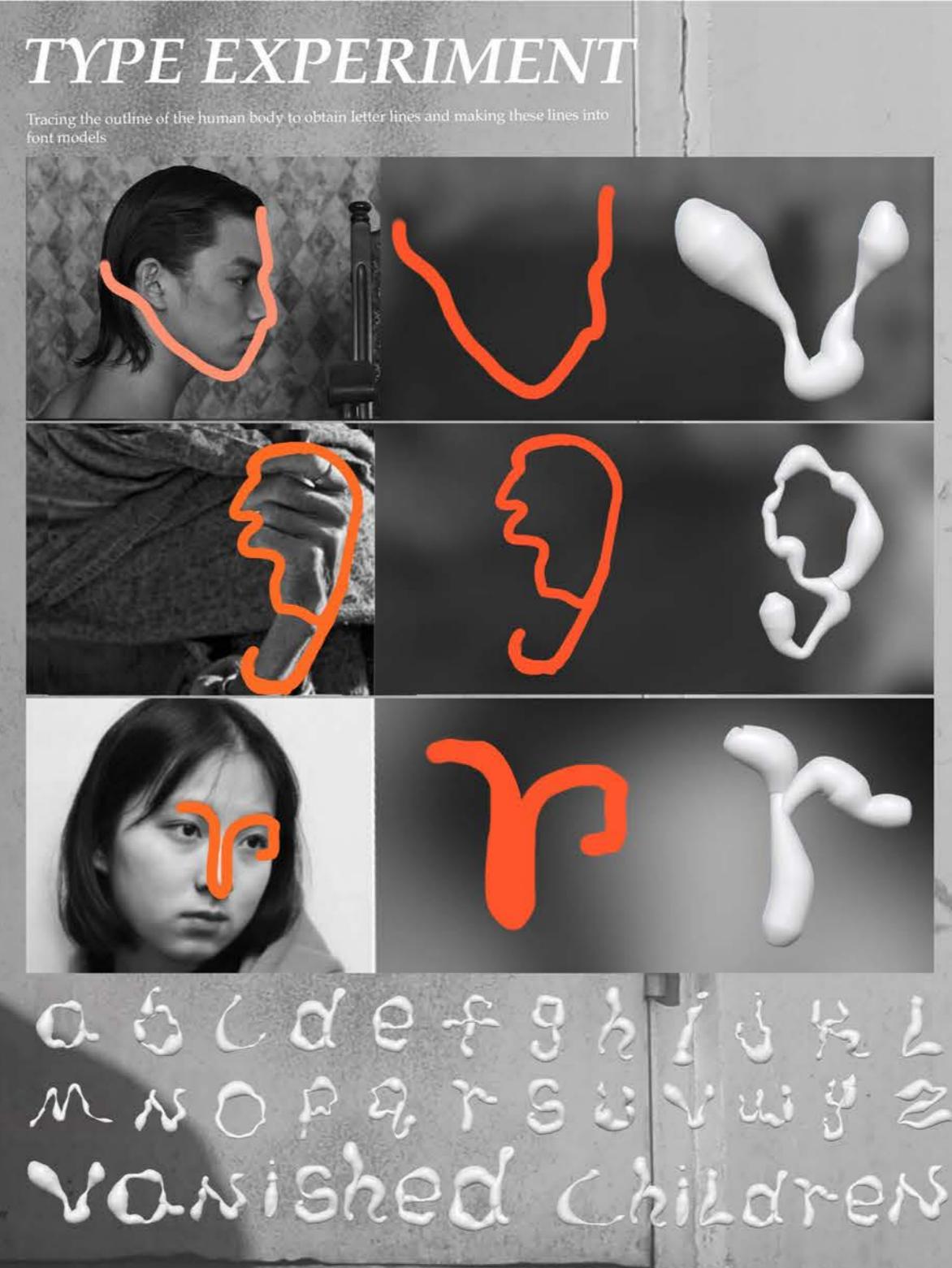
COLLAGE

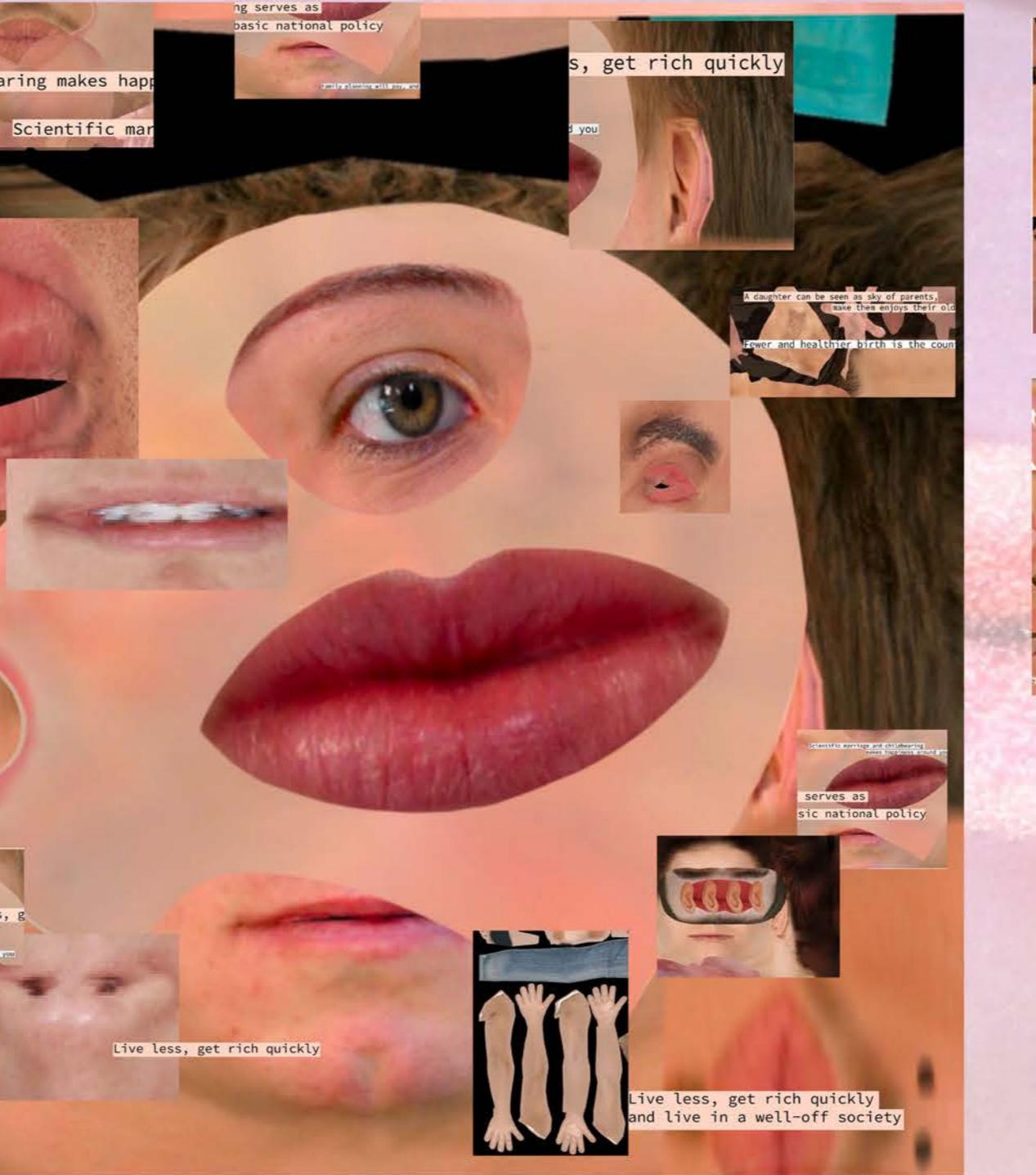
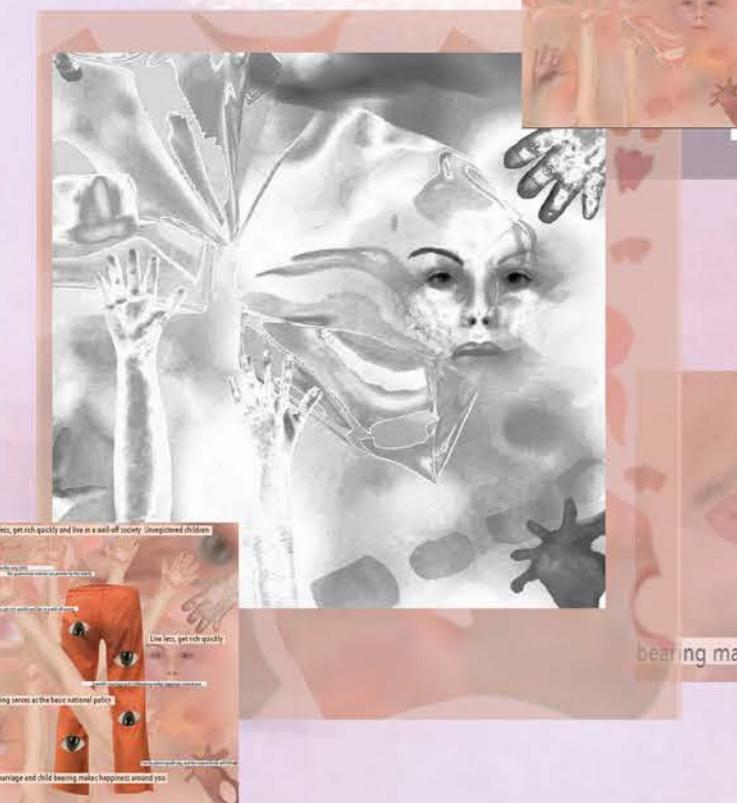
Split and reassemble different parts of the character's body



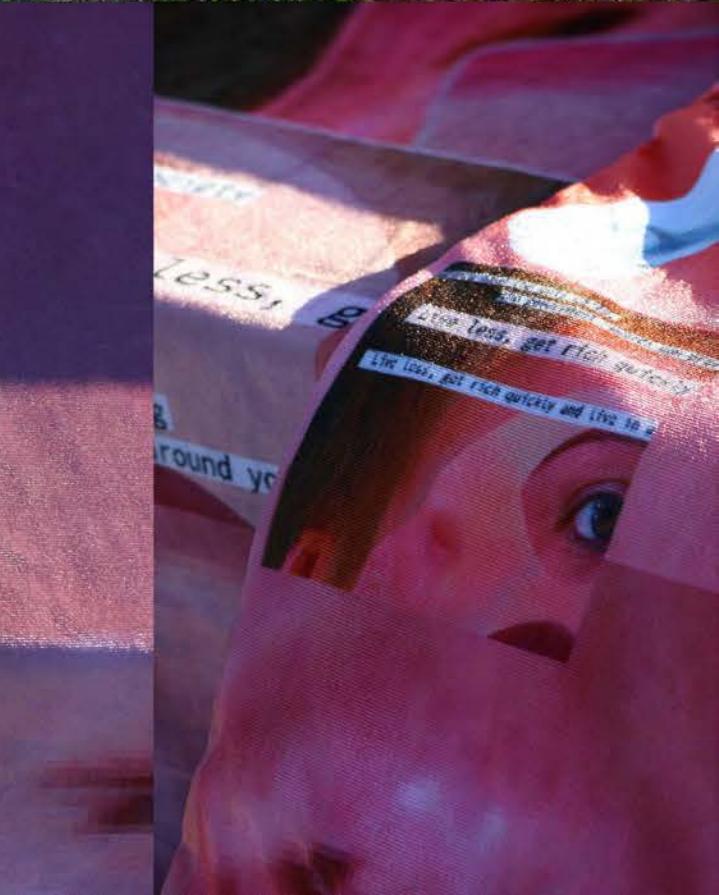
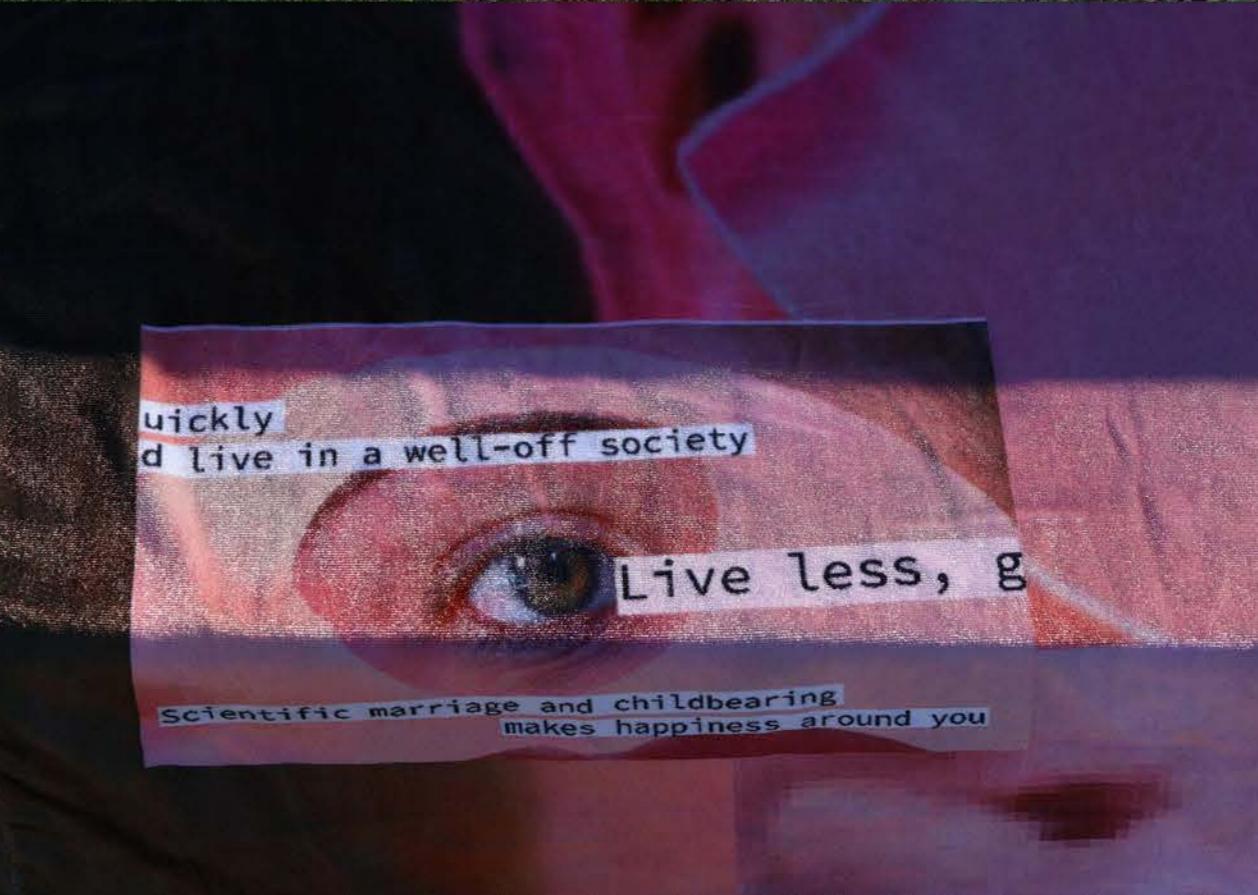
TYPE EXPERIMENT

Tracing the outline of the human body to obtain letter lines and making these lines into font models





FINAL OUTCOME







SUMMARY

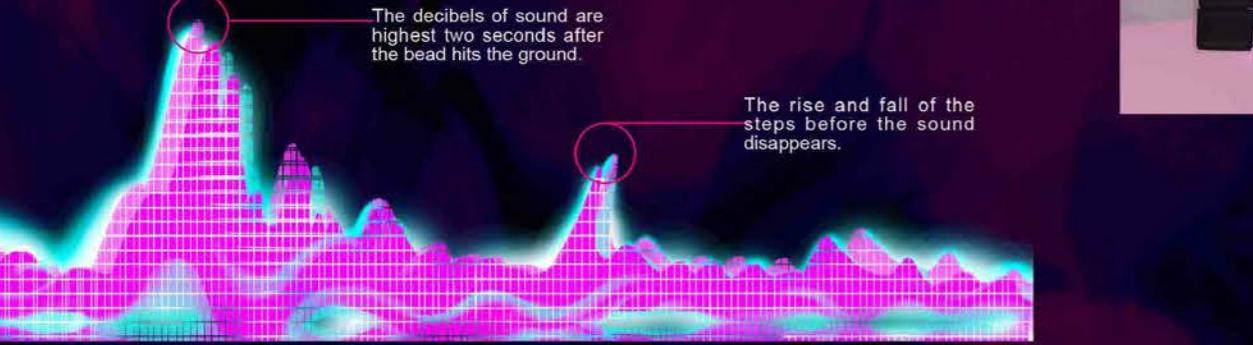
Influenced by the trend of wave art, people emphasize the material nature of specific media for both action painting and wave art performance. The voice in life is collected through the form of integrating artistic sound with experiments, and through automatic writing, people's different feelings and dreams are presented by VJ and Nomad models in the form of hand drawn animation. Immersive image creation is carried out based on "artistic synesthesia", and it is intended to explore the design innovation potential in the digital intelligence era by combining computer vision generation with interaction technology.

This is a teamwork project.
Group number: Hongshuo Liu Xuanfei Du Haohan Ma Jianyue Wang Buyuan Zhang.

DEVELOPMENT

Sound collection

Inspired by the intermittent music and the sound of glass beads interweaving together when the music box is wound. Rotating music boxes, broken pieces, and shadows left by the sound spreading in the air medium.

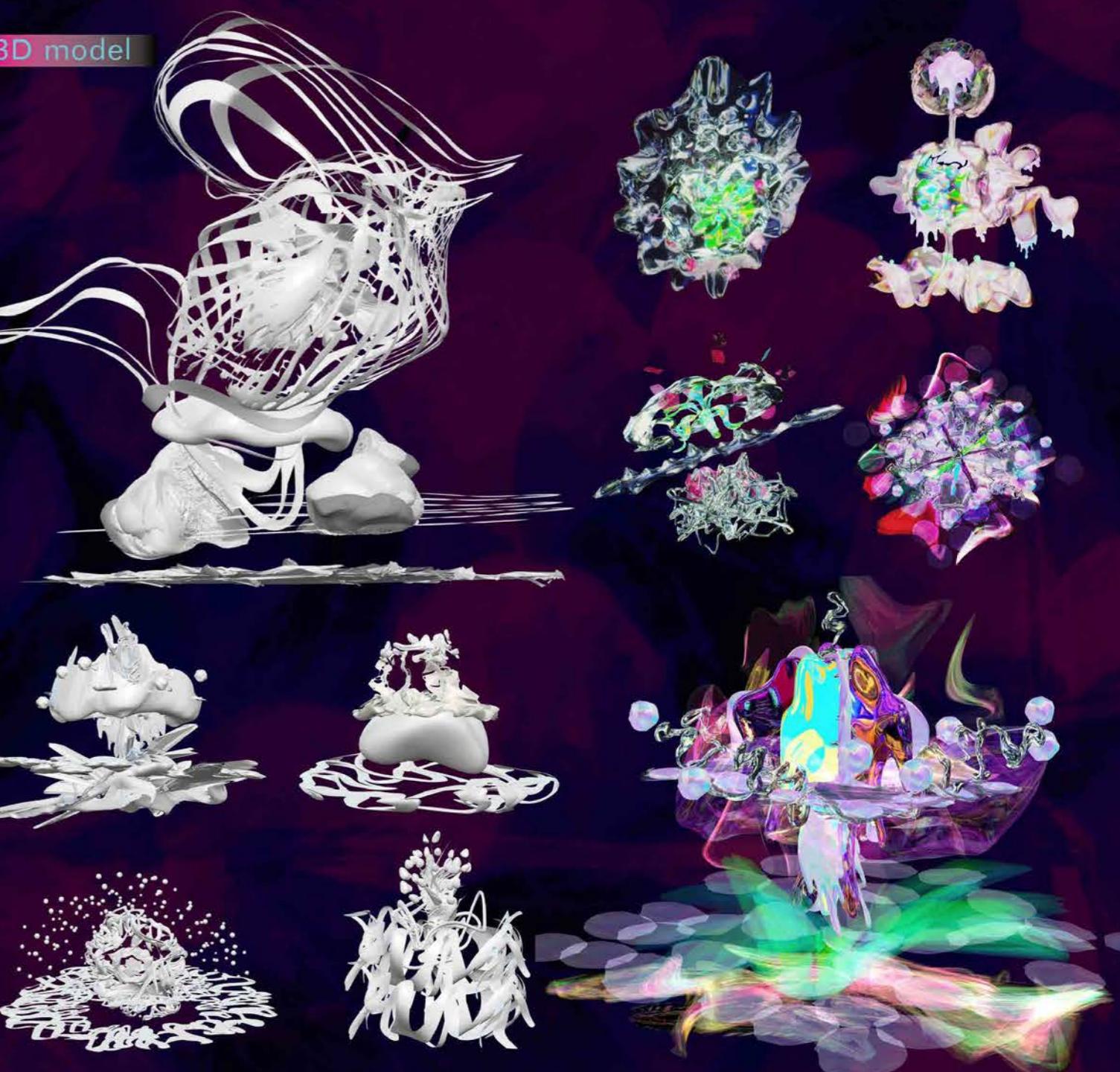


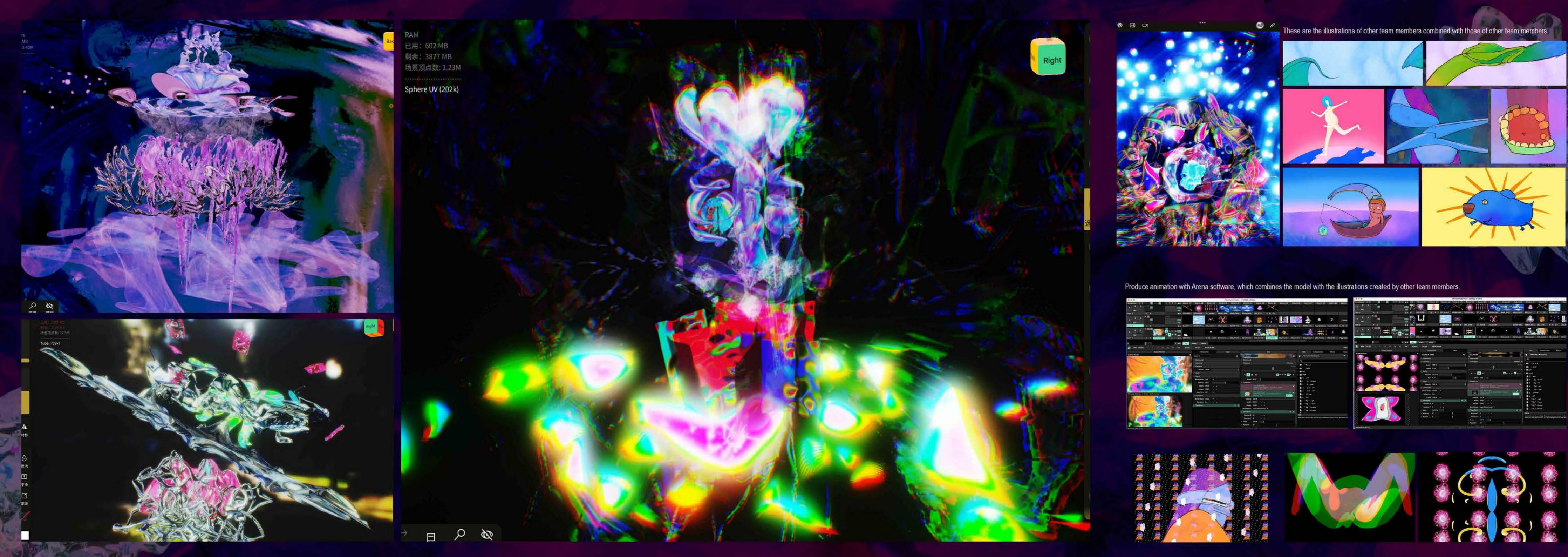
Installation display

Speakers Projectors MIDI Controllers Vintage Monitors



3D model





These are the illustrations of other team members combined with those of other team members.



Produce animation with Arena software, which combines the model with the illustrations created by other team members.



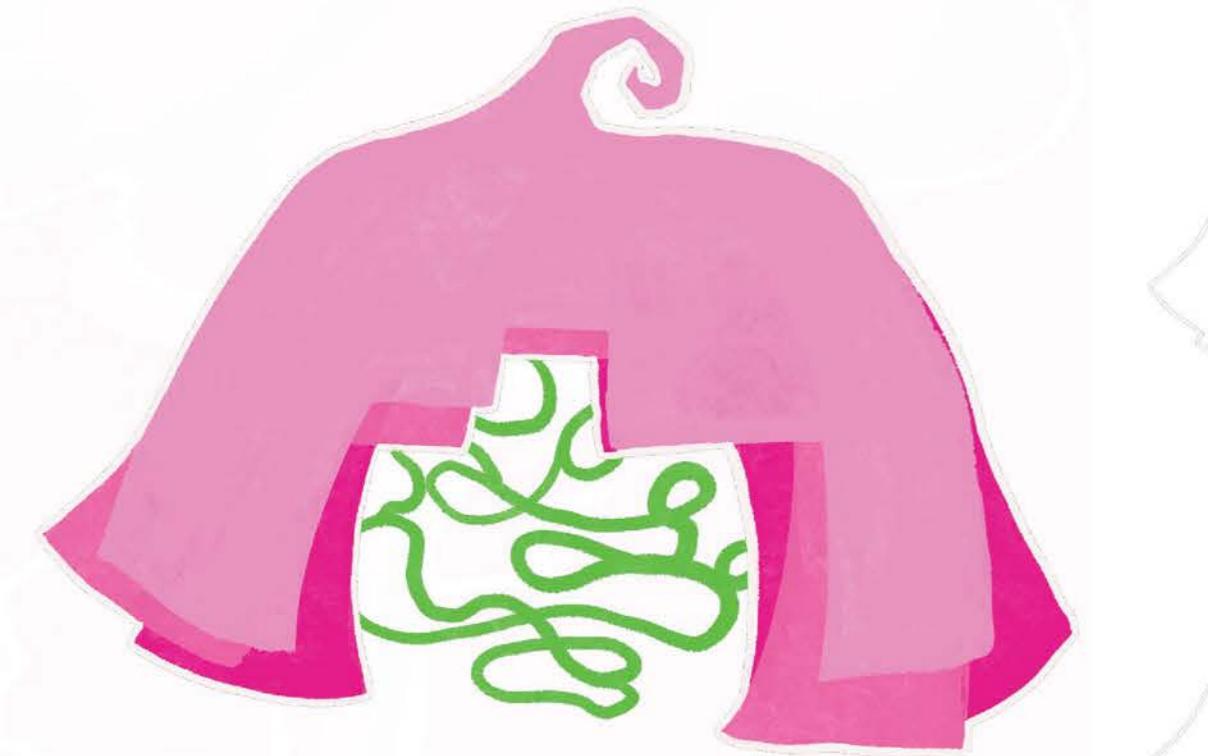
VIDEO

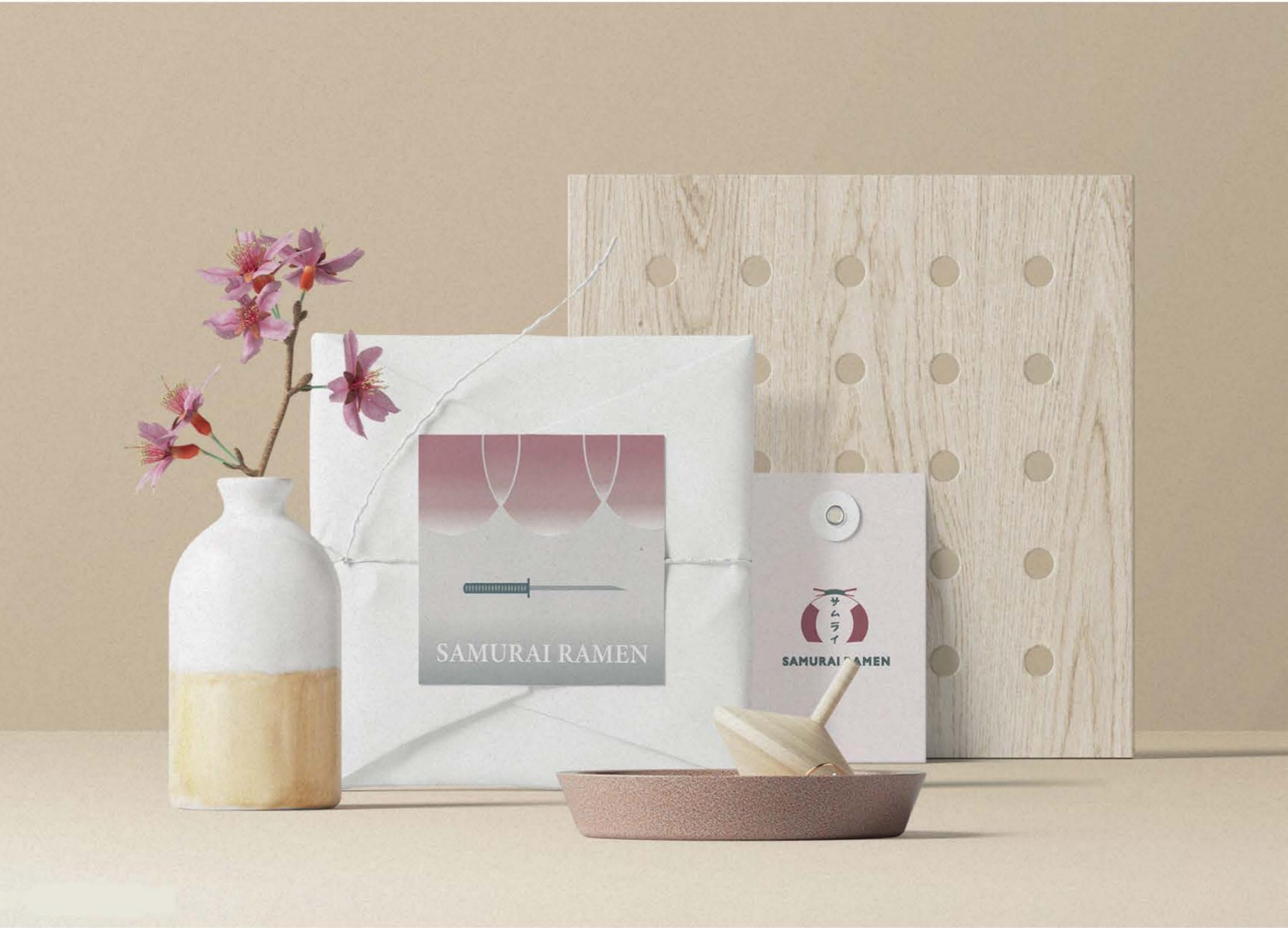
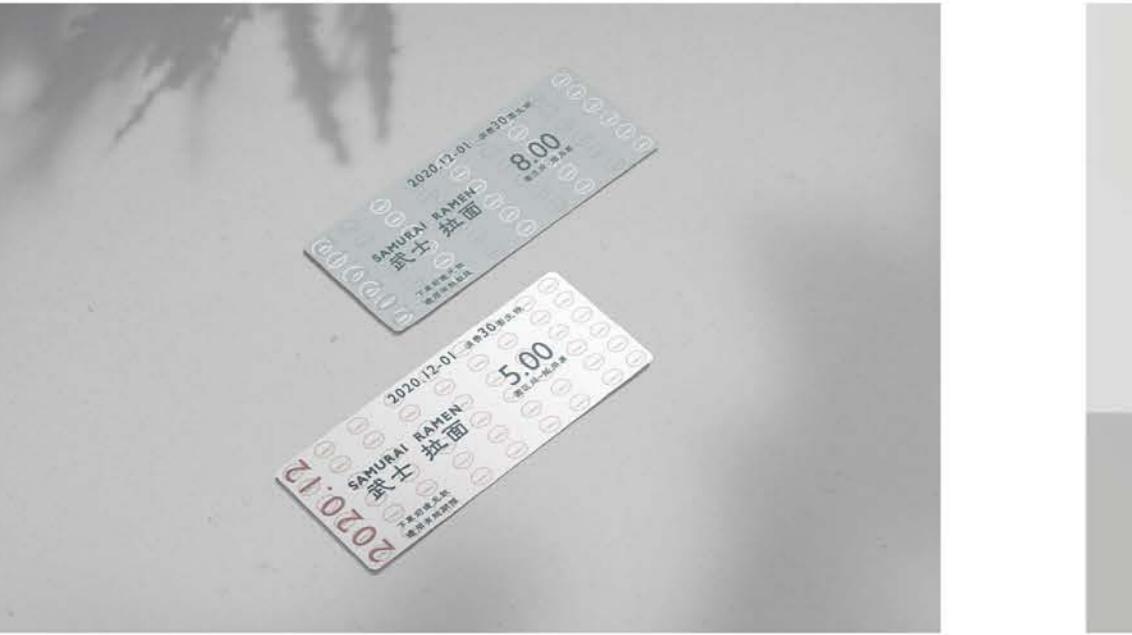


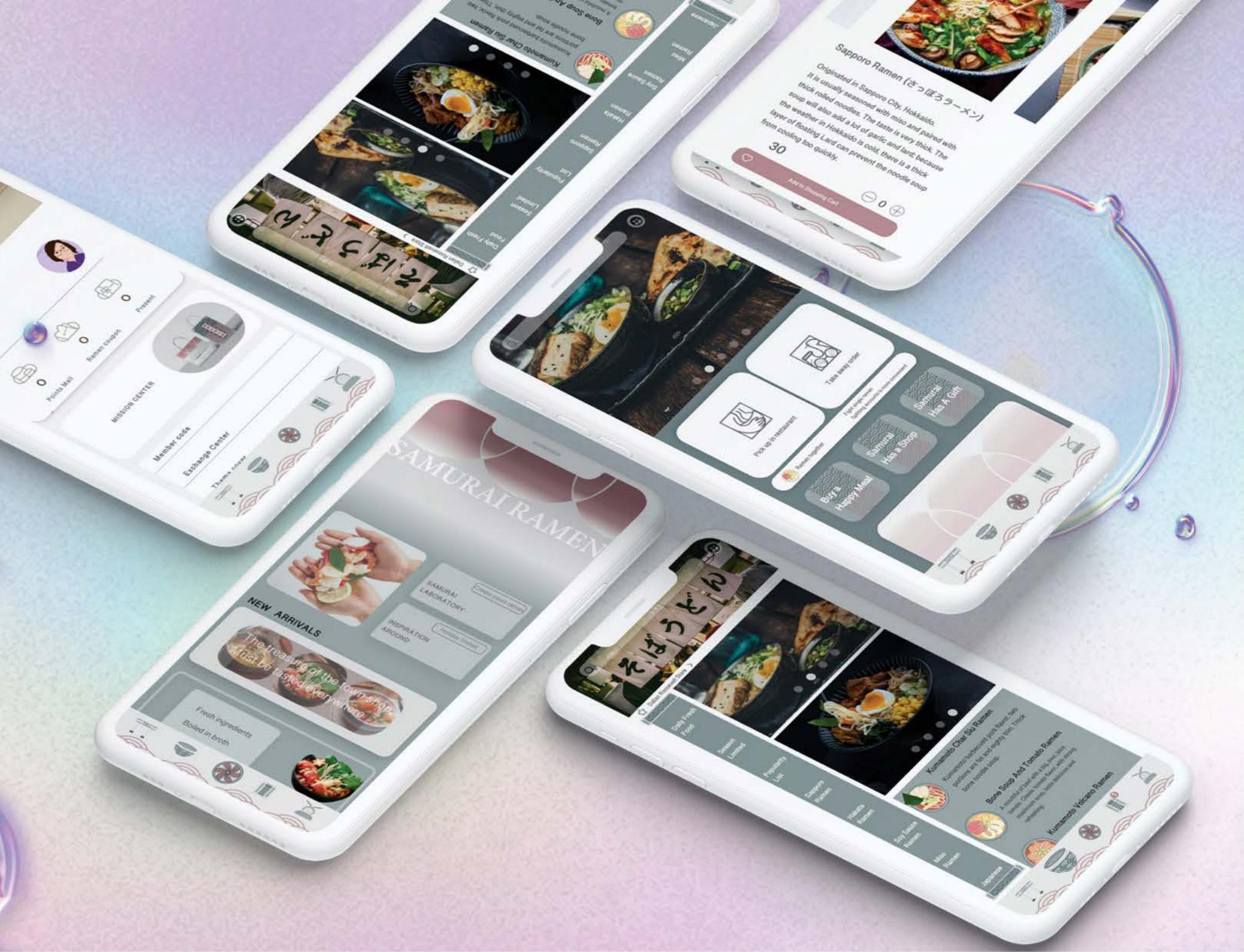
VIDEO LINK: <https://youtu.be/nKzEIA0sLBg>

OTHER WORK









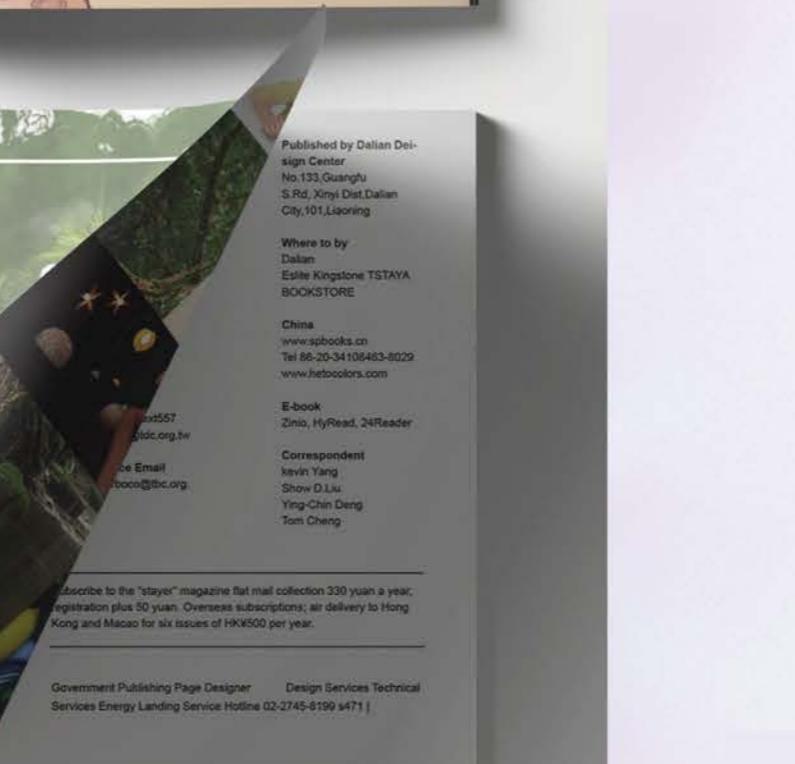
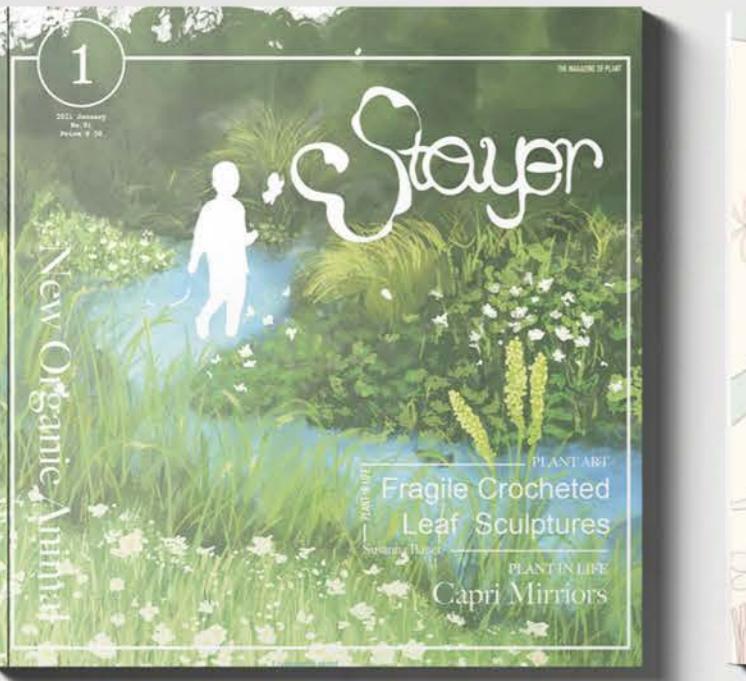


Figure 12 (above) Cover and backcover.