CHUYI ZHANG

code. design. and remix

Hi, this is Chuyi 🪰

On being a creative coder, front-end developer, and UX designer.

New York University Shanghai, Class of 2020
Major in Interactive Media Arts, minor in Computer Science

1. CREATIVE CODING

2. GRAPHIC DESIGN

3. UI DESIGN

4. OTHERS

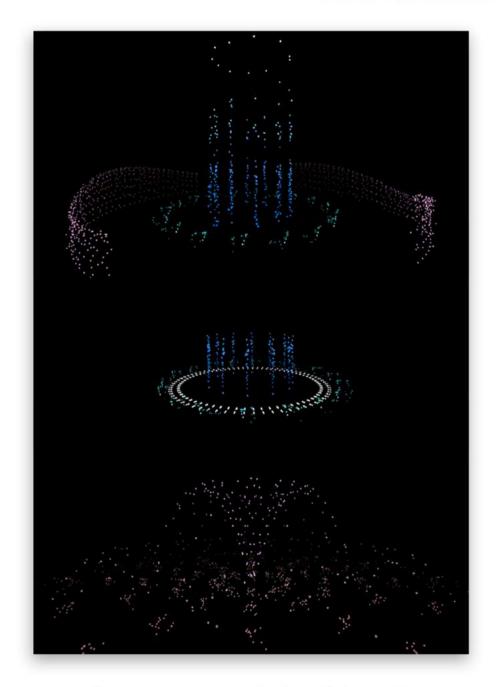# THE SOUND OF POSEIDON ❋

p5.js, music visualization

This project was put on the INFINITE New Born Exhibition in MixCity.
Link: https://shanghai.nyu.edu/news/infinite-dimensions

Poseidon is the god of the sea in ancient Greek myth.
The Sound of Poseidon brings sound and water movement
together. It is a set of interactive 3D musical fountains that
visualize sound and music by changing the color, movement,
and oscillation of several particle systems (as water drops).
The audience can give a sound or music through microphone,
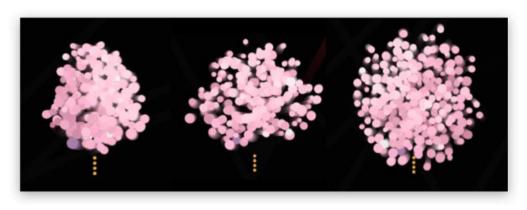and see how it affects the fountains.
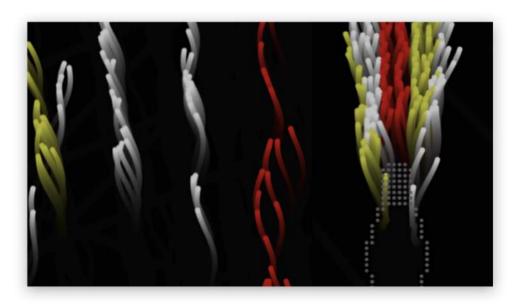

Various Fountains in *the Sound of Poseidon*

TASTE ❋ p5.js, visualization

Inspired by one scene in Ratatouille, *taste* aims at visualizing the taste of food using colors and movements of particles. All effects are realized by physical simulations using p5.js. Through this project I would like to offer an immersive journey for the user to discover tastes of food in a visualized way. The particles have different colors, shapes, and movements that represent the taste.

strawberry

cotton candy

cola

VANISH ✳

p5.js

This is an experiment about how we can bring video games and conceptual art together.The game aims at evoking people's contemplation on death. Through the process of constructing romantic death scenes and watching everything drifting away into a smoke, the player is offer a space to explore the relationship between the romantic imagination and the void essence of death.
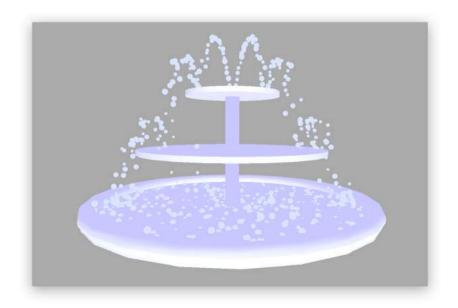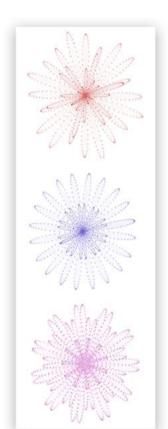
DIGITAL FOUNTAIN ❋

p5.js, reality similation

This is a 3D digital musical fountain written in p5.js. As a reality simulation, this little project aims at restoring the dream-like scene in girl's dream.

FLOWERS ❋

p5.js, natural simulation

Code generated patterns and flowers.

MAGAZINE COVER

I designed this series of magazine covers during a summer camp in Yuanling No.6 Middle School. As a volunteer, my job was to instruct the students to collect stories around their neighborhood and make a magazine of their own.
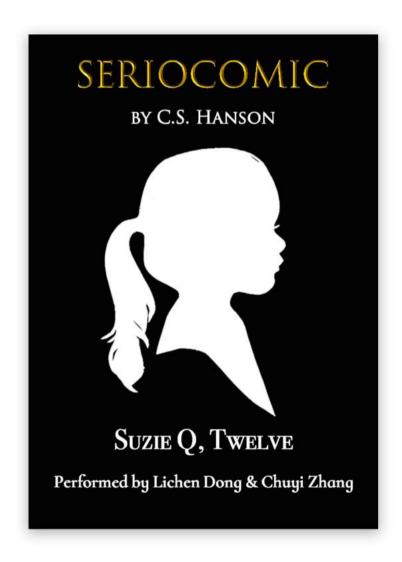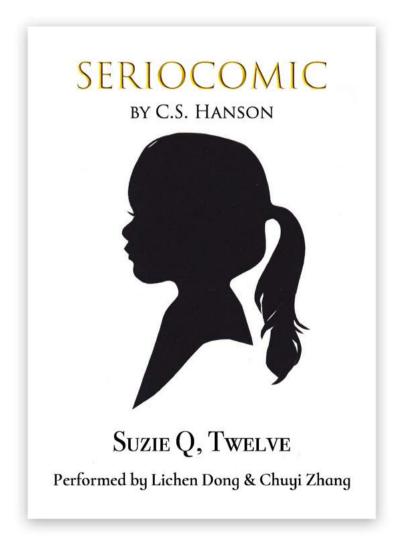
ACTING PERFORMANCE POSTERS

I designed these two posters for me and my partner in out double-speak performance.
The mirror design aimed at showing this special concept: We acted as a twelve year old
girl who gives a long monologue, and took turns to do the performing and the speech.
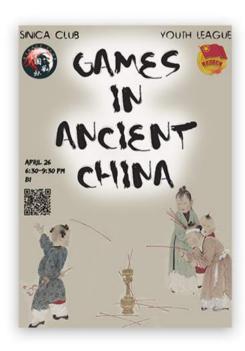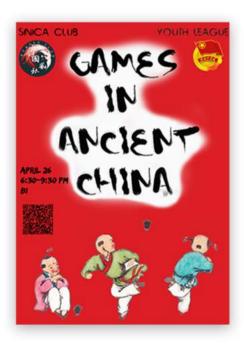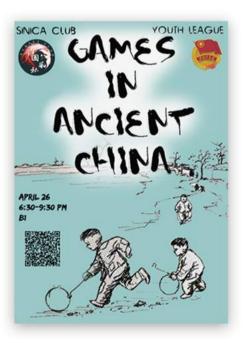
CLUB PROMOTIONS

This series of posters and namecards were designed for our SINICA club event: Games in Ancient China. I chose several ancient Chinese game elements to highlight the event content. Traditional Chinese colors were also used to convey the old feelings.
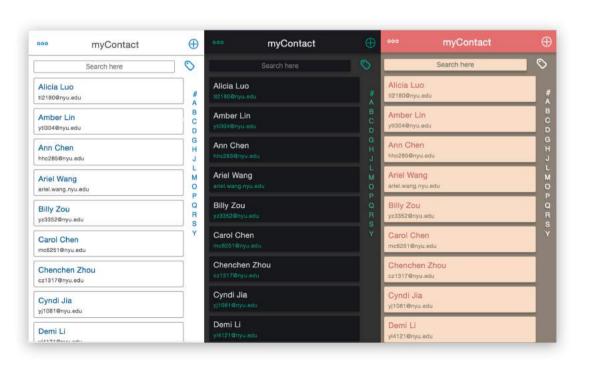
MYCONTACT
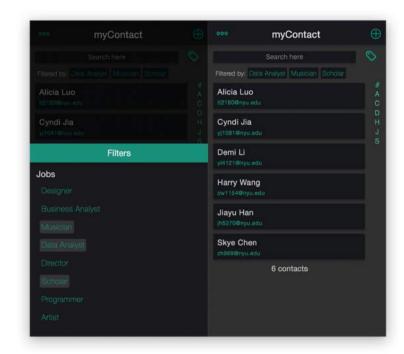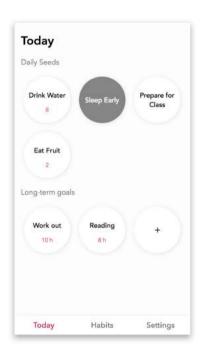
React.js

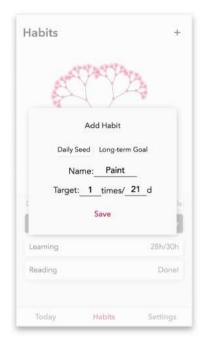A simple mobile contact app that offers various options to change the preview, sorting method and color style. One main thing I want to elaborate here is the user's control over this app about what content style they would like to see.

In the meantime, it is equally important not to give users too much work so that they get confused. I use a clean and clear layout to enhance affordance and accessibility of the functionalities.

Today

Daily Seeds

Drink Water
8

Sleep Early

Prepare for Class

Eat Fruit
2

Long-term goals

Work out
10 h

Reading
8 h

+

Today | Habits | Settings

Habits   +

Add Habit

Daily Seed   Long-term Goal

Name: Paint

Target: 1 times/ 21 d

Save

Learning   28h/30h

Reading   Done!
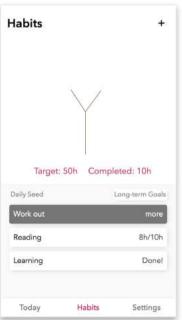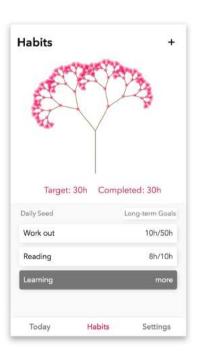
Today | Habits | Settings

HABITREE

React.js, p5.js

A mobile habit tracker app with a clear and useful categorization of habits and a creative stimulation system, realized by a combination of p5 and React.

Every habit has its own tree. The growth of the tree visualizes the progress in developing this habit.

Habits   +

Target: 50h   Completed: 10h

Daily Seed   Long-term Goals

Work out   more

Reading   8h/10h

Learning   Done!

Today | Habits | Settings

Habits   +

Target: 10h   Completed: 8h

Daily Seed   Long-term Goals

Work out   10h/50h

Reading   more

Learning   Done!

Today | Habits | Settings

Habits   +

Target: 30h   Completed: 30h

Daily Seed   Long-term Goals

Work out   10h/50h

Reading   8h/10h

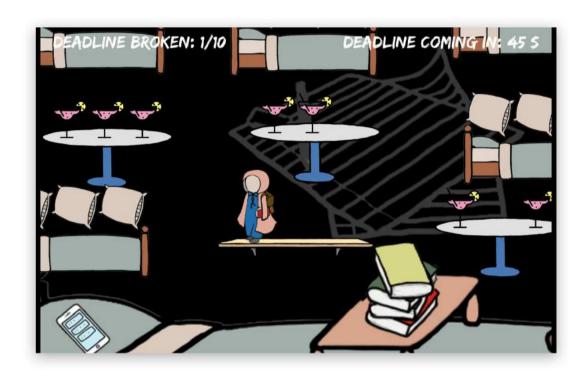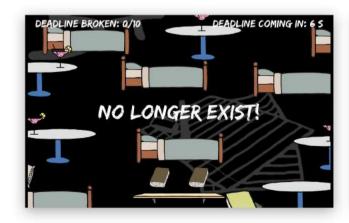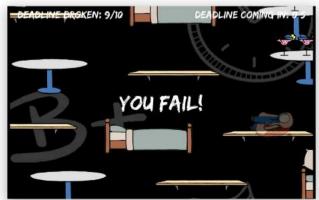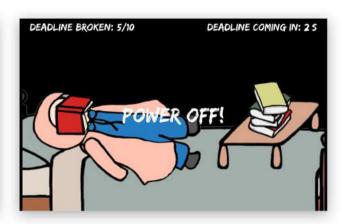Learning   more

Today | Habits | Settings

THE 3S Unity

The 3S is a game that wants to show how a
student manages to handle the balance between
Study, Social, and Sleep. These three essential
activities are inter-related. Each activity has an
advantage that triggers the student to do it while
spending unequal time on the three leads to bad
results. The objective for the player is to help the
student maintain a balanced life through a semester.

THE WATER POINTS ✳

Javascript

This is a series of motion effects that visualizes the water pollution in China's rivers. The little point represents the water qualities of a river in a month by its size and color. The redder and bigger, the greater the pollution is. The dynamic overlay effect shows changes of the water quality over the year.