

shawn ma
design technologist

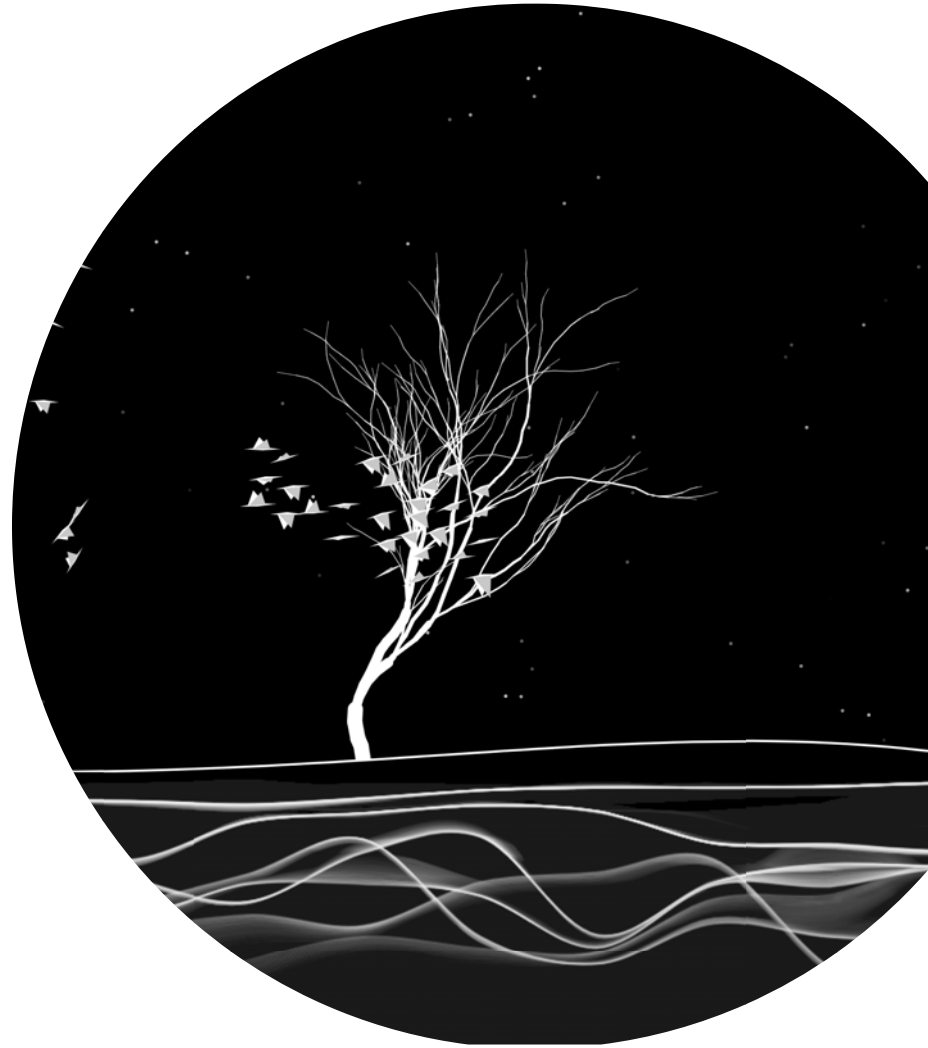


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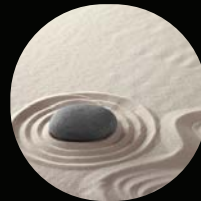
FUTURE FOREST EXPERIENCE

an immersive future forest experience inspired by the Japanese rock garden.

JAVASCRIPT / KINECT

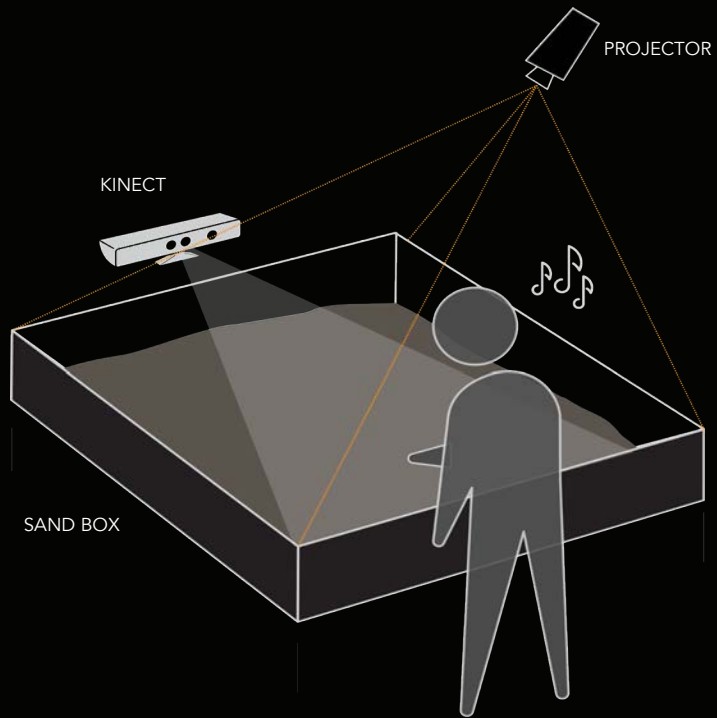
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This is how I image the forest in electronic world. The elements don't look like in the reality but they act as what they are. All animations are performed beautifully by code in Javascript.



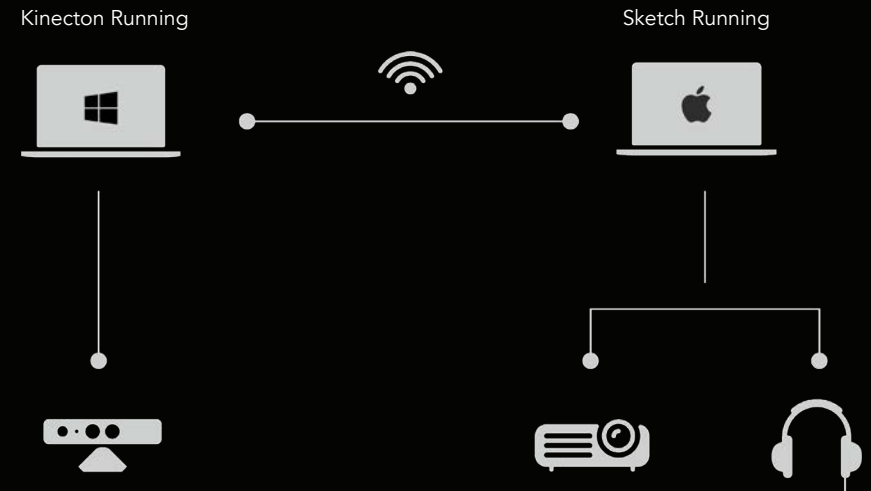
Sand is an essential part in this project. Not only was it used as the projection material, but also it's the physical connection between the audiences and the animation.

STAGE DIAGRAM



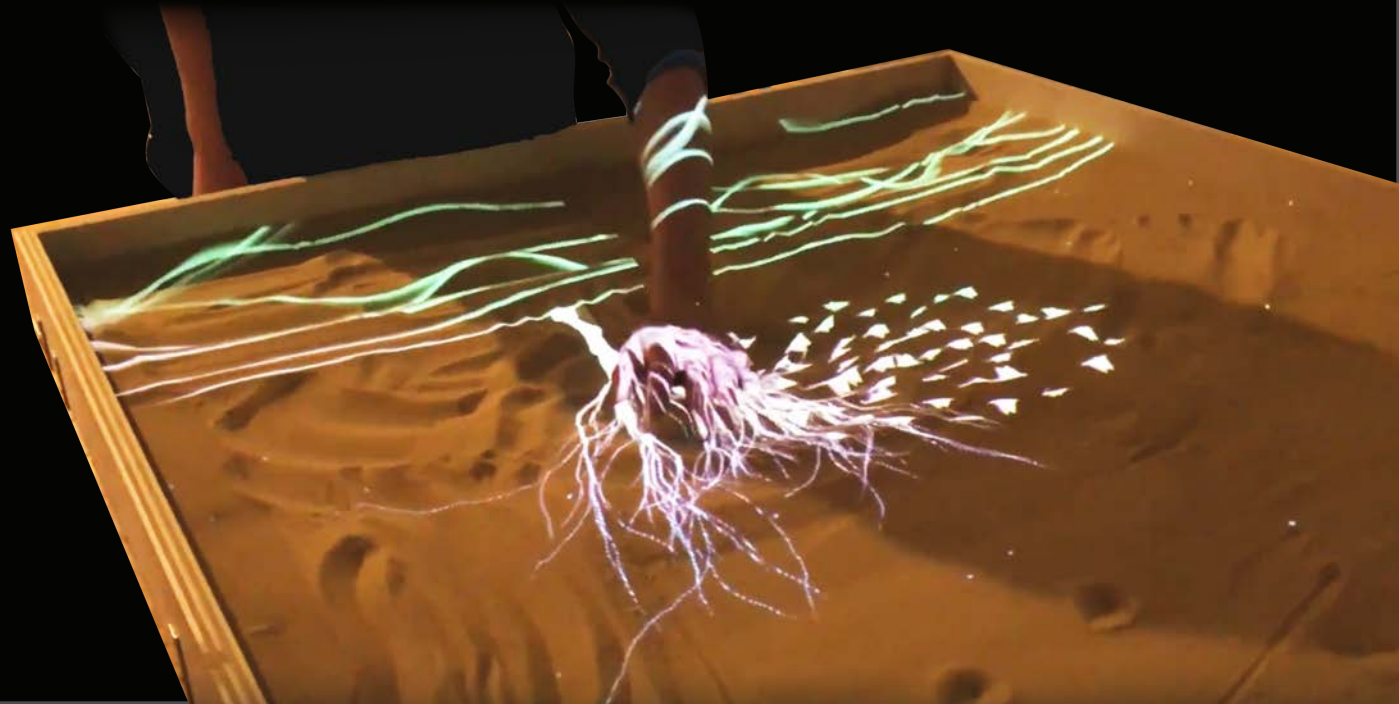
SYSTEM CONNECTION

The skeleton tracking was not supported on macOS with P5.js, so the Kinect was connected on a windows computer and serving the macOS with data for the sketch through Kinetron server. *how I image the forest*



EXPERIENCE ONLINE

(please open in Chrome)



URBAN MAZE EXPLORATION

AN AR project exploring the possibilities of multiple users
in urban areas based on geolocation information.

UNITY / JAVASCRIPT / MAPBOX

DEMO VIDEO

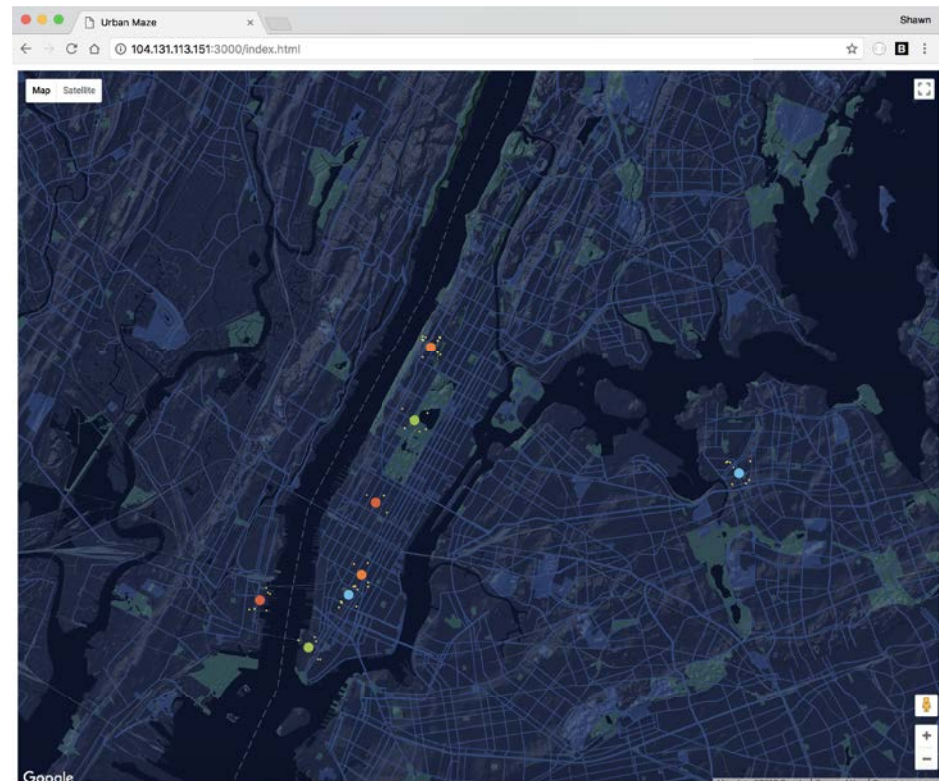
A server was built on Mongo database to save and serve
the data of users and mazes for both website and mobile
platforms.

Mapbox for Google map was used for easy assessing and
displaying on P5.js.

The imagined result is customized mazes around the city.

WEB END

A map data visualization is built to display users and mazes information.



MOBILE PLATFORM

Users can create own mazes in the city by drawing in two dimension shapes, and leave it there for others to explore.



THE SUNDIAL

A piece of dynamic sculpture that simulating the sundial system.

■ ARDUINO / FABRICATION

DEMO VIDEO



■ CONCEPT

I found it interesting to manipulating and showing the cycle of time. Instead of showing the actual daylight time, it runs around three minutes per circle.



THREE MINUTES

It's hard to display the actual time in a small piece of work. So I decided to make it more abstract by compressing the daylight time into three minutes.



NEXT STEP

The next step of this project would be building a larger scale version of it, and display the actual time base on locations.



VISUAL COMMUNICATION

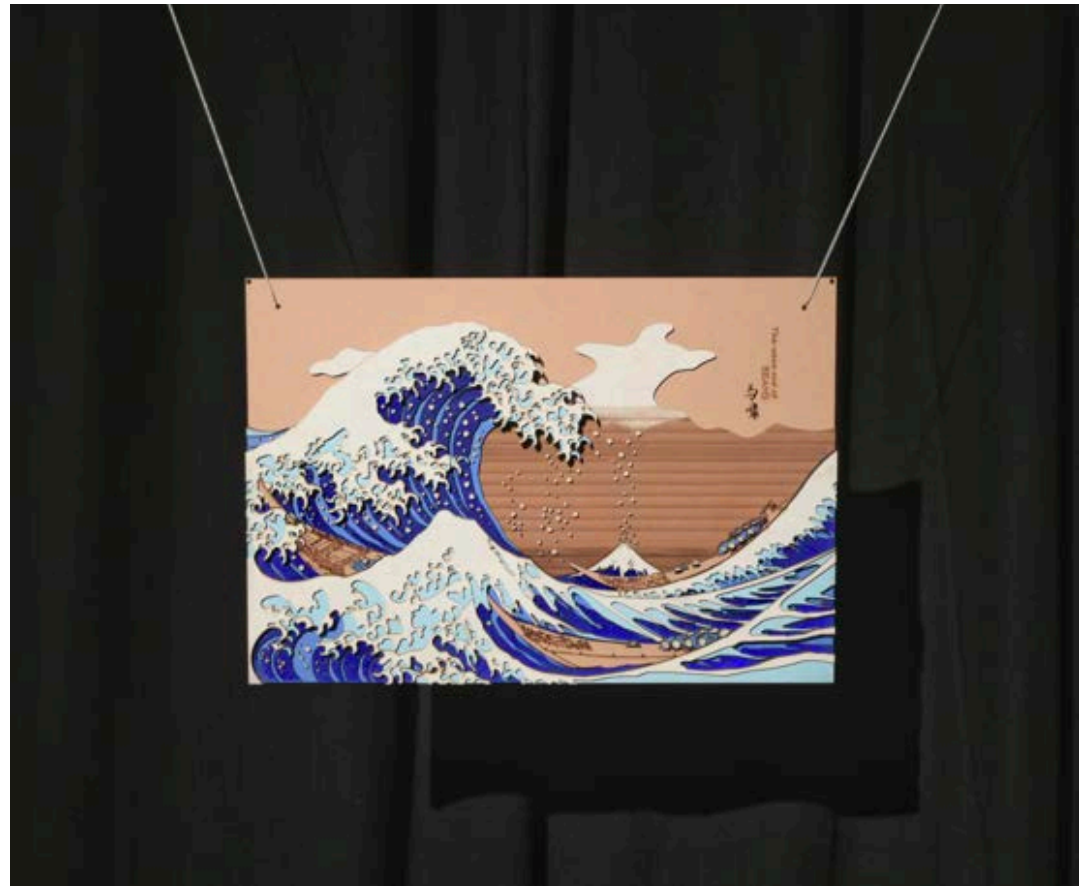
capture the reality and reproduce it in digital.

THE WAVE OUT OF THE BEAMS

Inspired by the famous Japanese artwork: *The Great Wave off Kanagawa*, I recreated it in the Adobe Illustrator and built it in 3D by laser cutter.

"What man has made, man has always been able to make again" As Benjamin, W. once said, we are always reproducing things. I defined my piece of work as a new artwork.

My way to reinterpret the picture is quite another than the original woodblock print piece. Besides, the art forms are different.





2017 ITP WINTER SHOW POSTER

It's inspired by a quote in the hallway of Tisch School of the Arts -

All Human Beings Move, Closer to Machines.

Since we would like more humanity in the poster, I decided to display the transformation from human beings to machines.

For the colors, I was inspired by the movie *Blade Runner 2049* when K is walking alone in the desert.







