

GROUP 7

Group Members:

Gabriele Franco
Hao Wang
Karin Kiho
Luhan Li
Zhuzhu Xie
Qiaochu Dai
Yajun Zuo
Isabel Merchante

PLANNING TO-DO

1. How is your student organiser? How will you communicate with each other?

Gabriele is our student organizer. During the tutorial class, we finalized our equipment list and created a WhatsApp group to coordinate arrangements for positions, installations, and descriptions.

2. What are you showing?

We are showing two projection works, five screen-based works and one sculptural work.

3. Write your work descriptions in this document

Please see below for descriptions of works.

4. Who is responsible for what in your group?

Gabriele is our student organizer and serves as the primary communicator between the group and the teaching assistants. He is also responsible for designing and printing our description boards.

Zhuzhu is responsible for team coordination, ensuring smooth communication among members and verifying that everyone receives the correct equipment and assistance, and the pdf design.

Qiaochu is in charge of cable management, ensuring that all cables are organized and safely arranged.

Hao is responsible for setting up tables and curating a comfortable path for visitors to navigate through the installation.

Luhan Li is tasked with documenting the process of installation and setup through photographs.

Karin ensures that there is adequate space for everyone's work to function properly, particularly for the two projection works that require sufficient space in the front.

Yajun is responsible for assisting with lighting, making sure the space is dark enough for the projections to work but not too dark for the hand recognition.

5. Who is going to design the document / change the fonts etc?
Zhuzhu

6. What equipments do you need?

- 2 projectors
- 2 tables
- 1 plinth
- 1 screen

PROCESS

Gabriele Franco (b.1999)

Prolongation, 2025

Light on canvas

This project offers participants an unconventional painting experience. Instead of using traditional digital paint, the act of painting is triggered by a video of real paint, activated by the participant's chosen position and timing.

A Title

Digital design of the description panel



A different Title

Finished description panel



Allocation of the space

WORK DESCRIPTION

PROLONGATION

Gabriele Franco

The project brings the participant to an unconventional painting experience. The act of painting instead of being made with a “digital paint”, it actually use a video of a real paint that triggers based on the participant's chosen position and timing. Control over the canvas is achieved through hand tracking, and the artwork is displayed on a dark background so it can be projected on any surfaces, expanding the interactive space of the user.

NEURONS

Hao Wang

Neuron is a meditaNeuron is a meditative experience piece centered on interactive art, inspired by a concept I have previously proposed - Ecological Mind. The work uses a camera to capture the viewer's movements, and through the alternating changes of the network and red and white dots, it simulates the dynamic responses of neurons in both resting and active states. The core concept of this work is to explore the deep connection between human behavior, emotions and the inner neural network.

Digital Flower

Karin Kiho

This is a video artwork that visualizes the life cycle of flowers from blooming to withering. The animation of three types of flowers

blooming and withering is repeated alongside a progress bar inspired by social media interfaces. As time passes, the flowers become increasingly abstract and symbolic, while the animation speed gradually accelerates.

This artwork explores two themes:

1. Whether the vibrancy of life can still be felt through symbolic and abstract representations.
2. How repeated expressions, much like short videos on social media, compress and eventually trivialize information over time.

Timeless Fade

Luhan Li

The project explores the ephemeral nature of existence, utilizing interactive visuals to illustrate how traces of life fade with the passage of time. As users interact with the camera, their movements create dynamic particles on the screen that fade into the background. This slow fading symbolizes the inevitable passage of time, highlighting the temporary nature of things and provoking reflection on the relationship between the moment and eternity. The experience is intended to be contemplative, inviting the viewer to participate and witness the fleeting traces they leave behind.

I Gaze into a Bright Light, 2025

Zhuzhu Xie

This python generated video work explores the relationship between individual elements and the entirety in physical and digital forms. Have you ever had the experience of looking at a light source and observing diffraction — a phenomenon often captured by cameras but visible to human eyes when squinting and we must exert effort to witness this natural occurrence. For this work, I used TFT screens as

sublayers and a glare-like sculpture as the canvas, serving as a metaphor for the interference and interconnectedness of matters.

Programmed Heart Sutra: Exploring the Boundaries of Technology and Religion

Qiaochu Dai

The project asks whether advanced technology can replace religion as a way to guide people to freedom and spiritual transcendence. In the artwork, the process of achieving a deeply spiritual state—Nirvāṇa—is simplified into running a piece of code, an almost absurdly programmatic method. This simplification reflects the contemporary trend of creating “gods” through AI and addressing issues like the loss of faith and meaning in modern life. The project highlights the limitations of technology and the aspects of human spirituality and core values that technology cannot replace

A different Title

ONE DAY

YAJUN ZUO

This is a project to record mouse usage trajectories throughout the day. By visualising the mouse movement paths, white tracks are left behind that turn grey over time, showing the activity fading away. Areas where the mouse stays for more than 2 seconds generate stars to indicate the length of stay. Users can visualise mouse usage habits and understand which areas are used more frequently.