

*How is this computational, according to you?*

Digital Insect is a work of art created by artist Risa Okabe using virtual reality technology. It showcases many aspects of digital innovation, including the following:

- 1 Using virtual reality technology to create a new art experience. Digital insects transport the viewer into a virtual world filled with computer-generated insects and plants. The audience can move and explore freely in this virtual environment, getting a new immersive experience.
- 2 Use computer graphics and animation techniques to create realistic insects. The insect of digital insects looks very realistic, and every detail has been carefully designed. This realistic effect is achieved through computer graphics and animation techniques, requiring in-depth study and simulation of the insect's behavior, movement and appearance.
- 3 Use data collection and algorithm optimization to create a better experience. Each insect in the digital insect is designed based on data from real insects, while also utilizing algorithms to simulate insect behavior and actions. These algorithms are constantly optimized and improved to achieve more lifelike and realistic experiences.

*What topic is the piece/artist exploring, according to you?*

With Digital Insects, artist Risa Okabe explores the relationship between nature, technology and humanity, and its implications for our future. This virtual world is full of insects and plants interacting and adapting in an artificial environment. This environment simulates certain features of human society, such as the architecture and public Spaces of cities, and the interaction and competition of ecosystems.

Through insects and plants in this virtual world, the artist explores the complex relationship between nature and human society, as well as the conflict and cooperation between technology and nature. The virtual environments presented in the works also reflect certain issues in human society, such as urbanization and environmental destruction, as well as the power struggle between humans and nature.

As such, artist Risa Okabe explores themes including nature, technology, the environment, society, people and the future. Through the insects and plants in this virtual world, she hopes to inspire people to think about the relationship between humans and nature, and how to achieve a more sustainable and harmonious development in the future.

*What other pieces of art are exploring a similar topic, and how are these pieces of art exploring the topic differently?*

- 1 World Factory: This is a multimedia installation by artist Ai Weiwei. The work explores the impact of industrialization and globalization in China on the environment and society, as well as the

relationship between humans and nature. Through extensive video footage and sound effects, Ai Weiwei shows the ecological destruction and social problems brought about by industrialization.

2 Luminous: This is an installation by Japanese artist Hiroshi Sugimoto. It consists of a swarm of bugs made up of LED lights that flicker in a low light, like luminous light. Through this work, the artist hopes to explore the relationship between nature and technology, and how to create natural effects through technology.

3 Blue Planet: This is a virtual reality artwork created by French artist Jahn Bruce. It takes viewers into a futuristic blue planet and explores the connection between Earth and the universe. Through this work, the artist explores the complex relationship between the environment, nature and technology, as well as the place and role of human beings in the universe.

The artworks explore themes of nature, technology, the environment, society and the future in different ways. They display different visual effects and art forms using different media and technologies, such as multimedia installations, virtual reality, LED lighting, etc. But they all try to explore, through art, the relationship between human beings and nature, and how to achieve a more sustainable and harmonious development in the future.

*Which parts/aspects/elements of this piece of art do you enjoy the most?*

Digital Insects by artist Risa Okabe is a very colorful artwork with several interesting parts/aspects/elements, including:

1 Digital insects: The digital insects in the work are very interesting. They interact and adapt in a virtual environment, such as flying, crawling, hunting, competing, etc. The artists used highly realistic virtual reality technology to make the insects very vivid and impressive.

2 Environmental interaction: The environment in the work is very colorful, including a variety of plants, buildings and public Spaces. These elements are not only static, but can also interact dynamically, such as wind and grass, building changes, environmental light changes, etc. These interactive elements make the entire virtual environment more realistic and engaging.

3 Sound effects: The sound effects in the game are also interesting, as they add layers and realism to the entire virtual environment by simulating natural and ambient sounds. The artist cleverly uses sound effects to enhance the audience's sense of experience and make people more immersed in the virtual environment.

4 Thematic thinking: Digital Insects has an interesting theme that explores the complex relationships between nature, technology, the environment, society and the future. Through this work, the artist arouses the audience's thinking and exploration of these issues, and also provides us with a new perspective to look at these issues.

All in all, Digital Insects by artist Risa Okabe is a very interesting and imaginative work of art that brings the viewer into a novel virtual world through virtual reality technology and colorful elements.

At the same time, the themes and reflections are very enlightening, leading us to rethink the relationship between nature, technology and human beings.

*Which parts (if any) could have been developed further, according to you?*

1 Interactivity: Although there are some very rich elements of environmental interaction in the game, they are still limited. More interactive elements, such as item pickup and interactive mechanism, can further enhance the audience's sense of participation and experience.

2 Precision: Although the digital insects in the work are very realistic, there is still room for improvement. For example, more behaviors and reactions could be added to make digital insects more alive and interesting at the same time.

3 Content updates: Digital Insects can add more content updates, such as new digital insects, environmental elements and interactive elements, so that the audience can constantly discover new surprises and explore.

4 Cross-platform support: Currently, Digital Insect is only available on virtual reality platforms, but it could be expanded to other platforms, such as mobile devices and desktop, so that more people can experience and participate in the game.

*Which skills does the artist have that distinguish them from other artists?*

I think artist Risa Okabe has a variety of skills and characteristics that set her apart from other artists in digital art.

Digital skills: Risa Okabe has strong professional skills and experience in digital technology and virtual reality, which allows her to create highly realistic and stunning digital art pieces.

Biological knowledge: Since digital insects are central to her work, Okabe needed to have some understanding of insects and biology in order to be able to create highly realistic and scientifically accurate digital insects.

Artistic creativity: Risa Okabe has an abundance of artistic creativity and is able to translate her skillful use of digital technology and biology into stunning and distinctive digital artworks.

Teamwork: Digital art requires talents from multiple professional fields to work together. Risa Okabe has the spirit of collaboration and is good at communicating and cooperating with other professionals.

Social consciousness: Risa Okabe's works often reflect her concern and concern for society and the environment, which makes her works deeply meaningful and valuable.

*Does this piece inspire you? If so, how?*

Digital Insects has inspired me a lot.

For example, in the potential of digital art. As a new art form, digital art has unlimited creative potential. Risa Okabe created this piece with digital insects as the core, showing the infinite creative possibilities of digital art and inspiring more people to be interested in and explore digital art.

Another example is the combination of science and art. Digital art combines science and technology with art, which is not only an innovation in the field of art, but also brings new ideas and application scenarios for the development of science and technology. It also provides us with new possibilities to think and explore the fusion of digital technology and art.

*What can you take away from this piece of art? How has studying this piece (potentially) changed your creative practice?*

From Risa Okabe's work Digital Insects, I can learn the following knowledge points and creative methods:

1 Virtual reality technology: Digital Insects is a virtual reality work, showing the virtual environment and virtual creatures realistic and vivid, which needs to use virtual reality technology to achieve. Learning virtual reality technology can help you understand and master the relevant technology and tools of digital art to realize your own digital art creation.

2 Virtual biological design: Risa Okabe creates virtual insect worlds that require the use of biological knowledge and artistic design skills. Learning virtual creature design can help you master biological knowledge and artistic design skills to create more imaginative virtual creatures and virtual worlds.

3 The use of color and shadow: Risa Okabe's works use rich colors and shadow effects to make the virtual world more realistic and vivid. Learning the use of color and shadow can help you better represent the details and emotions of your virtual world to achieve better visual effects.

4 Environmental protection and Social issues: The theme of Digital Insects deals with environmental protection and social issues, which reminds us that artistic creation should also pay attention to social and environmental issues. Learning about related fields can help you better focus on social and environmental issues and incorporate them into your artistic creation practice.

Studying the works of Risa Okabe can help me better understand and master the relevant technologies and tools of digital art creation, as well as broaden my creative thinking and imagination. By studying his works, I can draw inspiration and creative skills from them to achieve better artistic creation practices.

*Give context about the Prize and include information from the interviews with the artist that can be found on the website.*

"Digital Insects" is a virtual reality art work by Japanese artist Risa Okabe that focuses on conservation and displays a virtual insect world using virtual reality technology. Risa Okabe is a digital artist who works in virtual reality, interactive installations, video and more.

In Digital Insects, Okabe shows a vibrant and vibrant insect world in which virtual insects live and reproduce in a highly detailed and emotional environment. The work also presents a theme full of warnings and Revelations, alerting people to environmental protection and ecological issues.

Here is some information about the interview with Risa Okabe:

VR Japanese magazine interview for bedding sand okabe: <https://www.vrjapan.jp/articles/interview/risa-okabe.html>

"Digital artist" website of bedding sand okabe interviews: <https://www.digitalartsonline.co.uk/features/interactive-design/okabe-risa-future-vr-interaction/>