



GNOSIS

Video address -https://youtu.be/BU9qfxo5Q_c

INSPIRATION



The practice of chuma is a witchcraft culture in northern China. Chuma in which animal spirits inhabit humans to help them tell fortunes and thus increase their spiritual power. The possessed people are mostly found in backward towns in China. There was one such witch in my hometown. She tells people the fate of everyone in the county in an obscure dialect in a dilapidated hut.

CONCEPT



The work depicts the body of a witch at different stages of her life. The body is treated as an over-blooming flower. It is an imperfect, mechanised female body. The boundaries of the body are constantly dissolving.

NARRATIVE



INCENSE PRAISE

This Incense Praise needs to be recited before the chuma puja. This step is meant to open the local pagan altar and channel the source of the dharma, connected to the divine power. This puja allows the spirits of soldiers and horses to awaken and do puja for others to alleviate the plight of the sufferers.



I

南無香雲蓋菩薩摩訶薩

XIncense Cloud Canopy
Bodhisattva,Mahasattva

This is the charm of incense praise, which can channel the source of the spiritual law and link the divine power. And I, as a God-chosen Messenger, have been utilized for narrating the fate of others via this borrowed divine power throughout my life.



II

爐香乍爇 法界蒙燻 諸佛海會悉遙聞

Incense in the censer now is burning
All the Dharma Realm receives the fragrance
From afar the sea-vast host of Buddhas, All inhale its sweetness.

Little did I contemplate that the child would once be
handpicked by an animal's spirit. Back then, a nasty chill
broke over me, with my torso in anguish as if rusty steel nails
were splitting bones; the terrors of death instantly assailed
me. Aware that this was a portent from God, I consented to
the mission of fortune-telling.



III

沉檀燒燕 無上甚深微妙法
我今見闢得受持 願解如來真寶義

The fragrance of sandalwood, the dazzling glow
The unsurpassed, profound, and wonderful Dharma,
Is difficult to encounter in hundreds of millions of eons,
I now see and hear it, receive and uphold it,
And I vow to fathom the Tathagata's true meaning.

Something was swelling up within my idiosoma before I got conscious of it. During the séance, amidst the burning incense, I overheard someone chanting enlightenment to me. Everybody is regarded as straw by the ruthless behemoth known as Heaven and Earth, which stalks through religion and mythology, igniting with fervor, purity and agony. Yet, as a messenger, I did possess the authority to convert suffering into incense and comfort all beings.



IV

上報四重恩 下濟三途苦
若有見聞者 悉發菩提心 盡此一報身

Rpaying four kinds of kindness above,
And aiding those suffering in the paths below.

May those who see and hear of this,
All bring forth the resolve for Bodhi,
And when this retribution body is over,
Be born together in ultimate bliss.

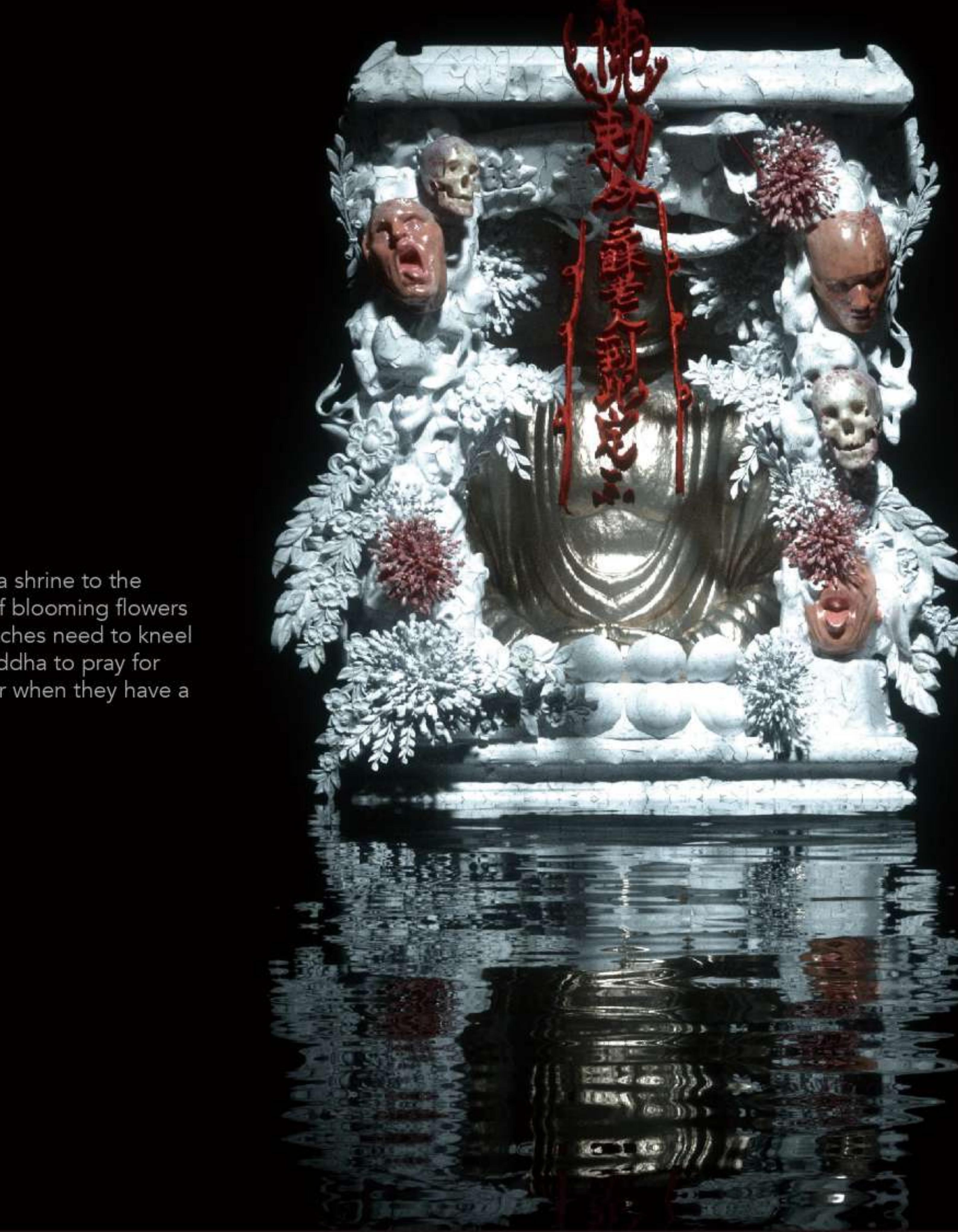
In this life, I have uttered too many words and overheard
too many whimpers. I foresee that when my life withers
and my strength is gone, perhaps I will pass into a vine
climbing the rocks, with my rage crushed by the earth and
my despair sunk in darkness.



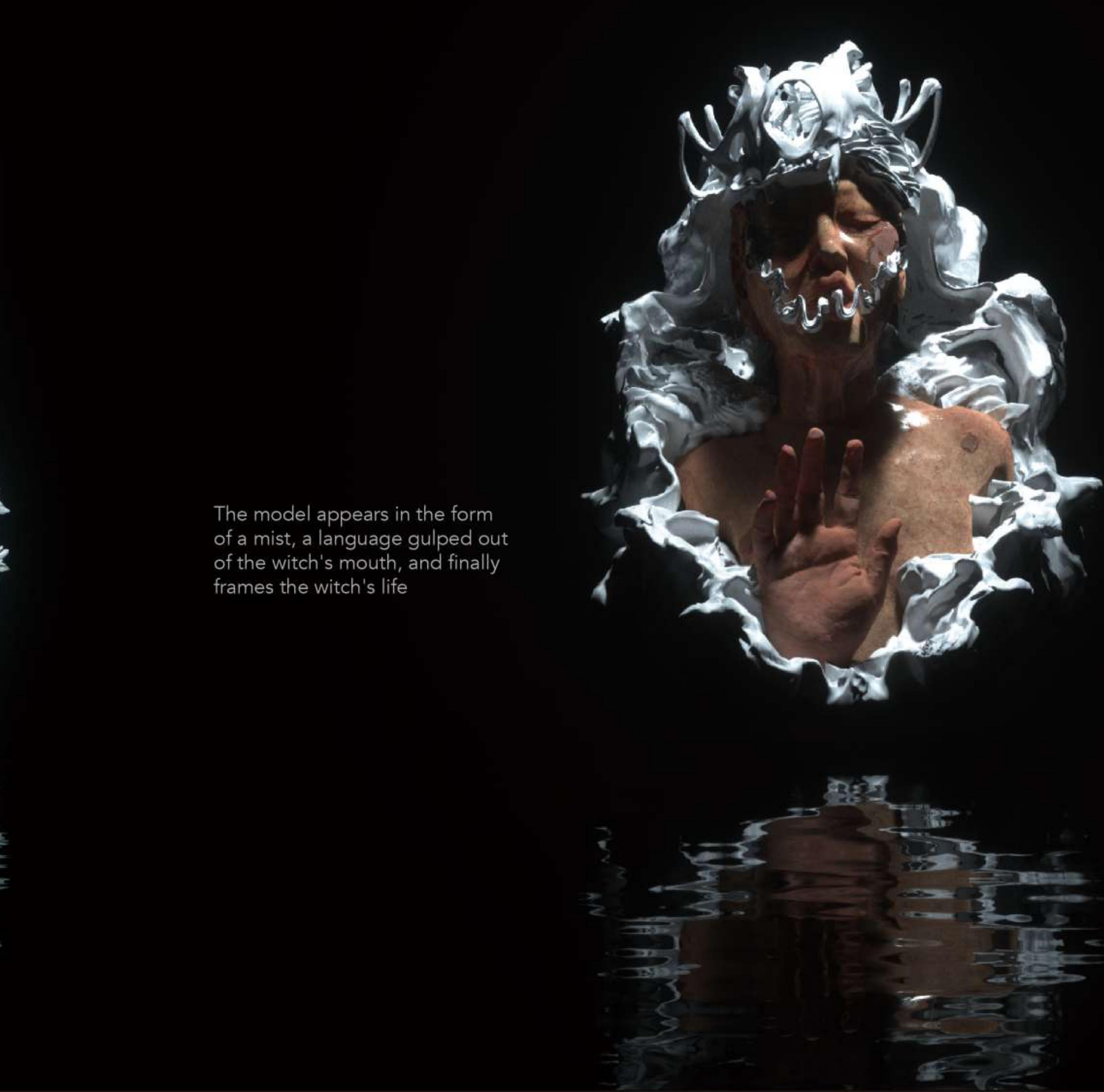
DETAILS



I nailed the child's head to the cross, pierced inside by slippery snakes, to show the pain the body was suffering



This model is a shrine to the Buddha, full of blooming flowers and vines. Witches need to kneel before the Buddha to pray for spiritual power when they have a seance.



The model appears in the form of a mist, a language gulped out of the witch's mouth, and finally frames the witch's life

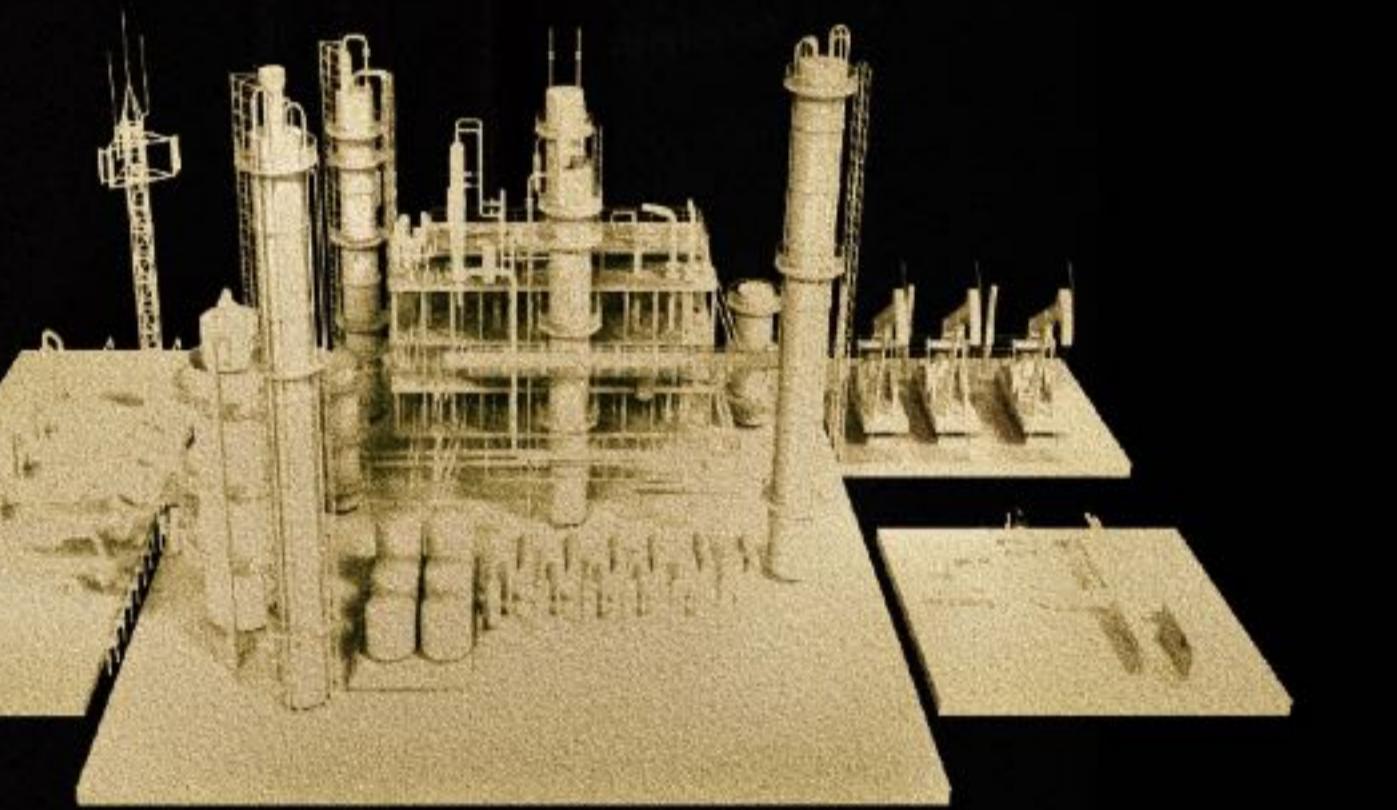




HEART OF VAPOUR

Video address -<https://youtu.be/IaMjBLou7II>

INSPIRATION



The work is a first-person perspective game. The dilapidated chemical factory is physically scanned and the ghost-like figures of the time are restored in 3d in order to achieve an overlap between the memory of the past and the reality of the ruined space.

CONCEPT

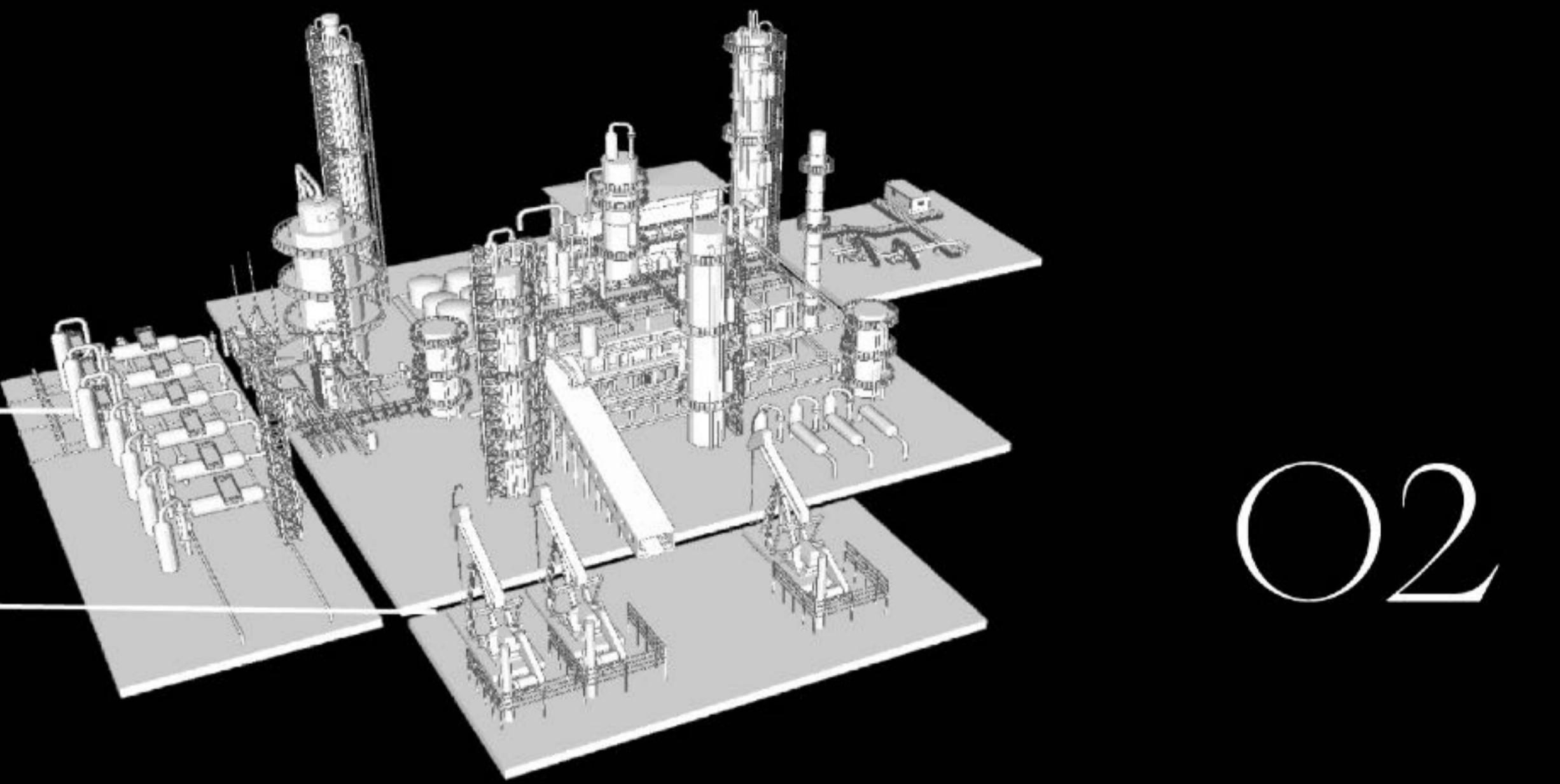
Beijing Coking Plant is where I grew up. My father's family started their business here. As the times changed the plant fell into disuse, but the memories of the past are still haunted in my mind. So I wanted to make a unique game from the memories of the children of the chemical plant.

In 1985, in order to solve the problem of burning coal in the city, the Beijing Coking Plant was built in the southeastern suburbs of Beijing with the approval of the Beijing Central Government. After 30 years of development, the Beijing Coking Plant has become the largest independent coking plant in China, with an annual output of over 2 million tonnes of coke, making an indispensable contribution to Beijing's economic construction and reflecting the capital's glorious industrial development history.

RESEARCH

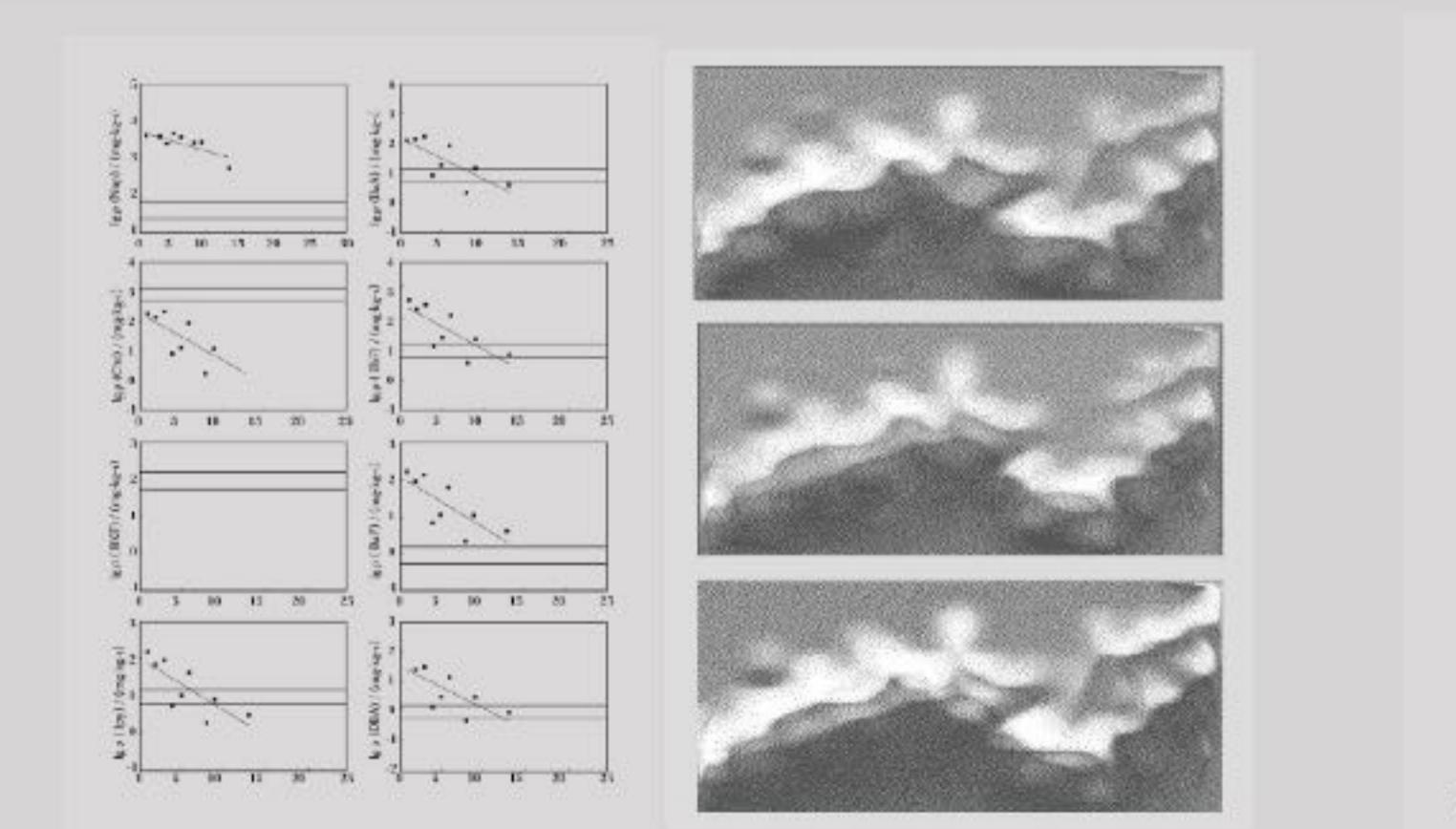
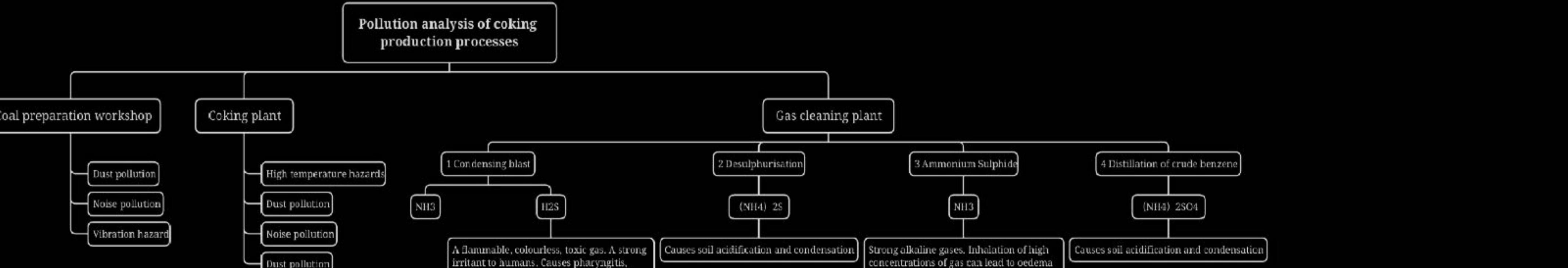
O1

Flare system .Focus on dealing with toxic gases and steam that cannot be recovered and reprocessed in petrochemical plants

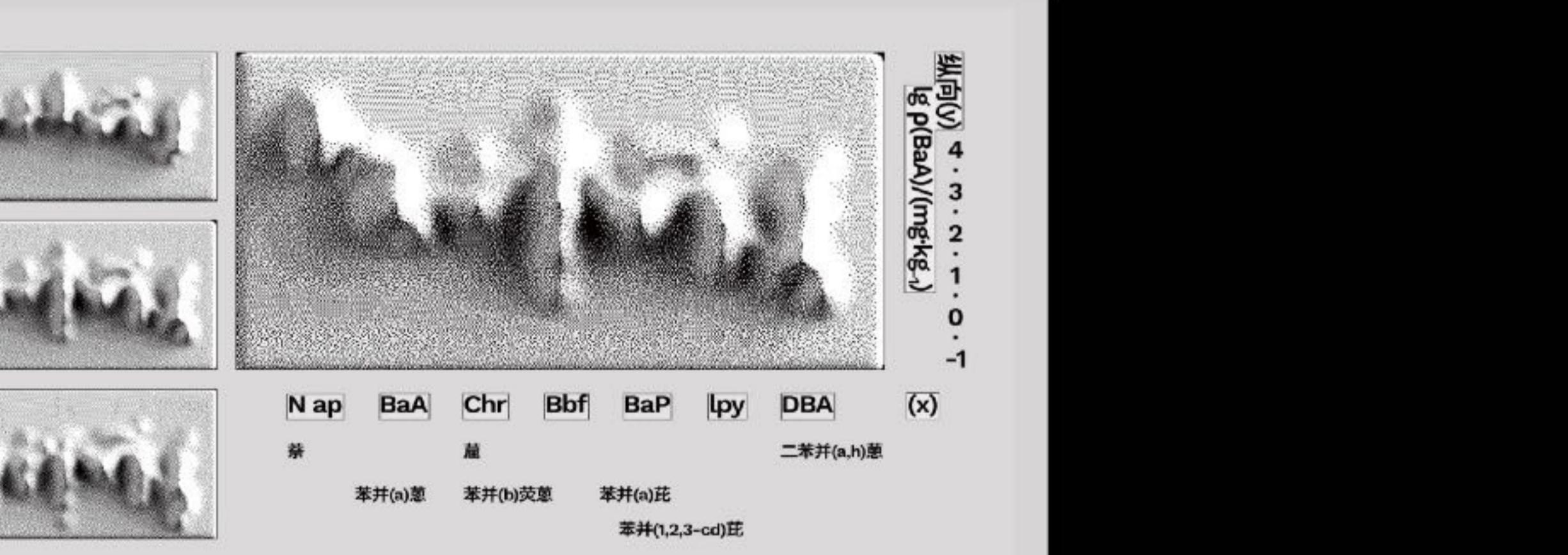


Gas purification workshop.
Focus on sewage treatment.

With the assistance of professionals, I found that during the coal purification process, a large amount of condensate and other harmful waste water will be produced.



Pollution Air Quality Index



Dynamic visualization of vertical distribution characteristics in soil PHAs

Environmental pollution is an unavoidable problem in the industrial process, and it is a beautiful scar in the process of socialism in China. I want to combine this kind of scar with power and handle it artistically, and together with the concrete 3D scene constitute my visual reproduction of the coking factory.



DESIGN PROCESS O1

O1

Ar interaction with the memory ball

Enter the main virtual factory scene

Click on the memory fragment ball

Enter the hallway

ESC

Enter the conference room

ESC

Enter the club

ESC

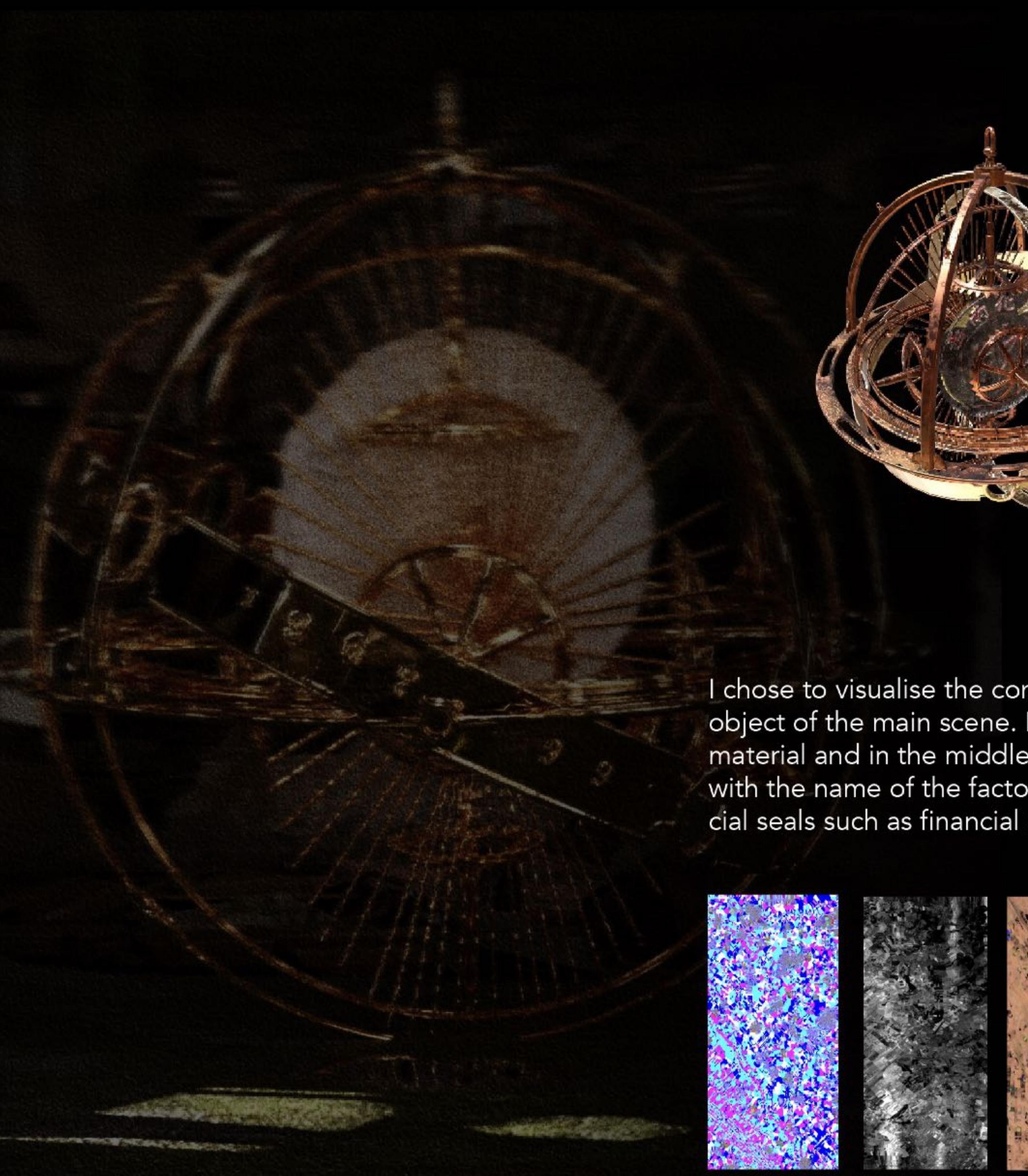
A modelling display of three memory spheres. The scanned 3D material is wrapped in fragmented memories and is primarily used to interact with the people in the main scenes. The three spheres will trigger each of the three scenes.

O3

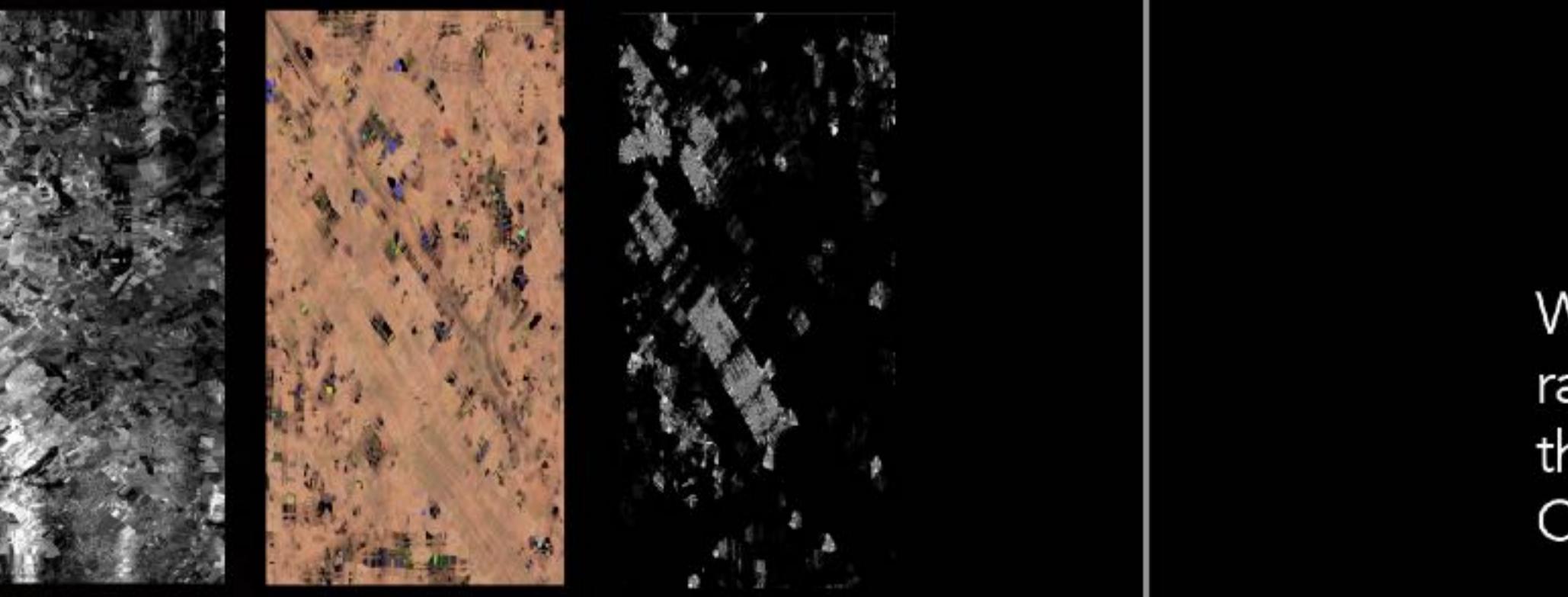


I came to the most prosperous building in the chemical plant in the last century, the club. I 3D scanned three representative scenes in this building, the stairwell, the exercise room and the meeting room. The particle effect of point clouds is very suitable as a form of expression for "memories".

DESIGN PROCESS 02

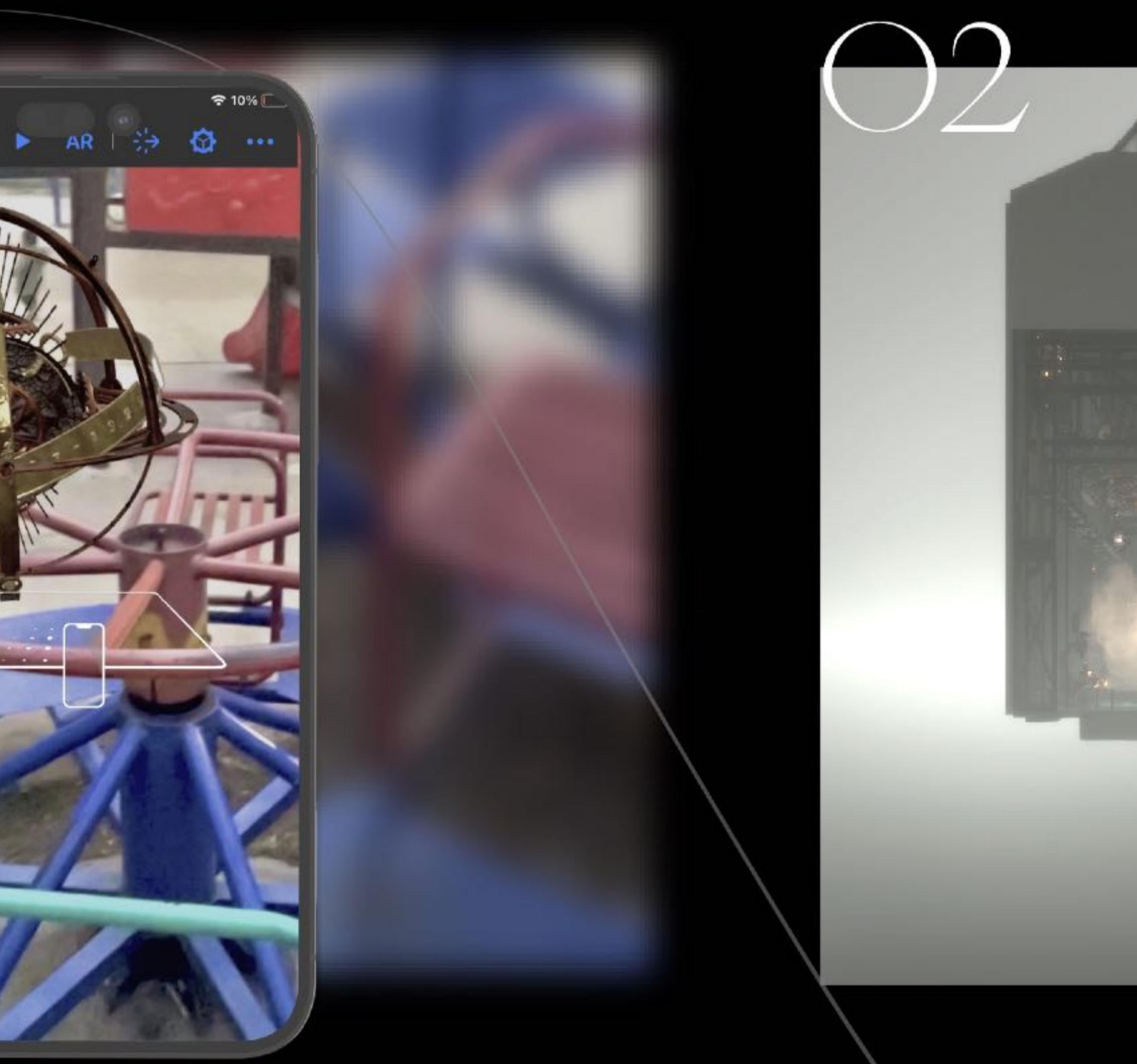


visualise the core of power as the main
the main scene. I used a scrap steel
and in the middle of the model is a seal
name of the factory (mainly used for offi-
such as financial approvals).



LECTION PROCESS

the factory road, they will
heart. Heart of Vapour uses
al reality presentations.
n scene and start the game.

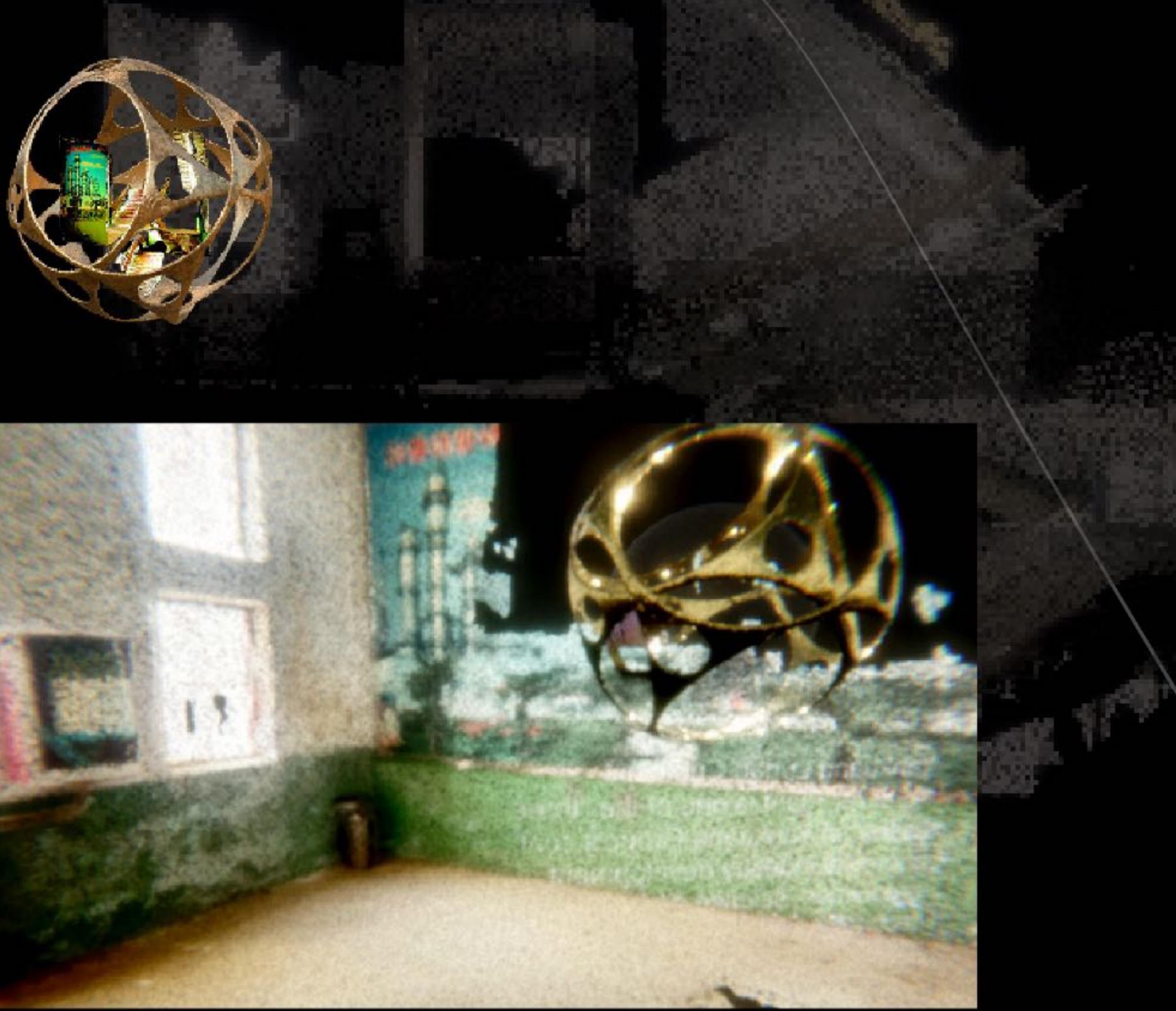


The game begins with the main title screen, where the viewer walks inside the factory. Inside the Heart of Vapour they can interact with memory spheres and jump to explore different sub-scenes.



O3

SCENE 1



The first scene is the stairs scene. The half green wall is a characteristic of Chinese decoration in the last century. Up to now, the old wall paintings and promotional slogans are still preserved in the staircase corridor of the club.

SCENE 2



My parents used to wander here to go clubbing and dancing in throngs. The attire and dance styles of Hong Kong stars were a trend youngsters emulating keenly. In the dazzling spotlights, over the creaking floorboard , youthful feet and bodies moved in harmony with the music, the radiant beams in the night always shine. Young folks had got glitter for eyes, this was their golden hour, belonging to nobody else.

SCENE 3



THE FIRST SCENE IS THE STAIRS SCENE. THE HALF GREEN WALL IS A CHARACTERISTIC OF CHINESE DECORATION IN THE LAST CENTURY. UP TO NOW, THE OLD WALL PAINTINGS AND PROMOTIONAL SLOGANS ARE STILL PRESERVED IN THE STAIRCASE CORRIDOR OF THE CLUB.

CODING

O1

unity first view code

```
PlayerMovement.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerMovement : MonoBehaviour
6  {
7      public Transform m_transform;
8
9      public float m_speed = 3.0f;
10
11     public float m_gravity = 2.0f;
12
13     public float m_jumpSpeed = 5.0f;
14
15     public float _directionY;
16
17     CharacterController m_chaController;
18
19     public Transform m_camTransform;
20
21     Vector3 m_camRot;
22
23     float m_camHigh = 19.5f;
24
25     void Start()
26     {
27         m_transform = this.transform;
28         m_chaController = GetComponent<CharacterController>();
29
30         m_camTransform = Camera.main.transform;
31
32         m_camTransform.rotation = m_transform.rotation;
33         m_camRot = m_transform.eulerAngles;
34
35     }
36
37     void Update()
38     {
39         Control();
40     }
41
42     void Control()
43     {
44
45         Vector3 moveTo = Vector3.zero;
46         moveTo.x = Input.GetAxis("Horizontal") * Time.deltaTime * m_speed;
47         moveTo.z = Input.GetAxis("Vertical") * Time.deltaTime * m_speed;
48
49         if (Input.GetButtonDown("Jump"))
50         {
51             _directionY = m_jumpSpeed;
52             _directionY -= m_gravity * Time.deltaTime;
53             moveTo.y = _directionY;
54         }
55         else
56         {
57             moveTo.y -= m_gravity * Time.deltaTime;
58         }
59
60         m_chaController.Move(m_transform.TransformDirection(moveTo));
61
62         float rh = Input.GetAxis("Mouse X");
63         float rv = Input.GetAxis("Mouse Y");
64
65         m_camRot.x -= rv;
66         m_camRot.y += rh;
67         m_camTransform.eulerAngles = m_camRot;
68
69         Vector3 camrot = m_camTransform.eulerAngles;
70         camrot.x = 0;
71         camrot.z = 0;
72         m_transform.eulerAngles = camrot;
73
74     }
75
76     |
77
78 }
79 }
```

O2

Object rotation code.

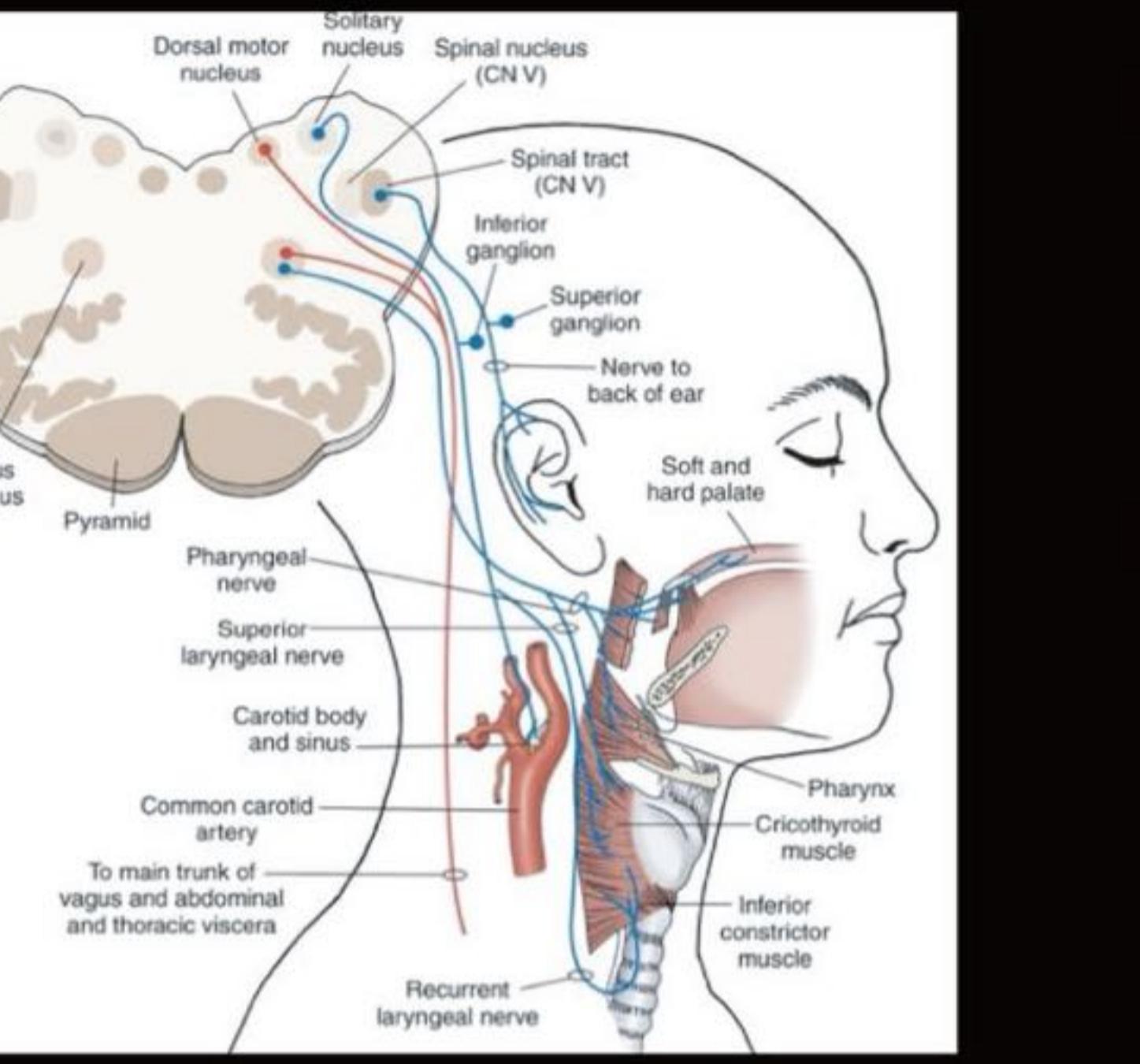
```
PlayerMovement.cs
rotate.cs
无选定内容
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class rotate : MonoBehaviour
6  {
7      private float angles;
8
9      void Start()
10  {
11  }
12
13  void Update()
14  {
15      var target = Quaternion.Euler(new Vector3(0, 180, 0));
16      var t = 1 / (transform.rotation.eulerAngles - target.eulerAngles).magnitude;
17      transform.rotation = Quaternion.Slerp(transform.rotation, target, t * 0.1f);
18  }
19
20 }
```

```
SceneSelect.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
6  public class SceneSelect : MonoBehaviour
7  {
8      public Ray ray;
9      public RaycastHit hit;
10     private GameObject obj;
11
12     void Start()
13     {
14     }
15
16
17     void Update()
18     {
19         if (Input.GetMouseButtonUp(0))
20         {
21             ray = Camera.main.ScreenPointToRay(Input.mousePosition);
22             if (Physics.Raycast(ray, out hit))
23             {
24                 Debug.Log(hit.collider.gameObject.name);
25                 obj = hit.collider.gameObject;
26
27                 if (obj.name.Equals("Scene0"))
28                 {
29                     SceneManager.LoadScene(0);
30                 }
31                 else if (obj.name.Equals("Scene1"))
32                 {
33                     SceneManager.LoadScene(1);
34                 }
35                 else if (obj.name.Equals("Scene2"))
36                 {
37                     SceneManager.LoadScene(2);
38                 }
39                 else if (obj.name.Equals("Scene3"))
40                 {
41                     SceneManager.LoadScene(3);
42                 }
43             }
44         }
45     }
46
47 }
```

O3

The jump scene code on the little memory ball.
After the jump, press esc to return to the main scene.

INSPIRATION



This project draws inspiration from my childhood experiences with vasovagal syncope, characterized by sudden vomiting and fainting. The disorder, surrealism, chaos, and despair brought about by this illness are mirrored and explored within the artwork. Influenced by both illness and this artistic work, I plan to create a series of biomorphic organic transformations, exploring the physical and psychological dimensions of syncope in an artistic manner. The artworks will depict contorted bodies evolving within illness, leading viewers through a journey of self-destruction, obscurity, and the oppressive plague-like experience.

GOLDEN SCREEN



I *Inspiration*

II *Golden Screen*

III *Concept Development*

IV *Design Process*

V *Final Work*



II Golden Screen



The project will utilize projections on a golden folding screen combined with 3D animation as a creative medium. The folding screen serves as a symbol of spatial separation and carries the ancient Chinese significance of meditation and exorcism, aligning with the project's themes and the narrative demands of bodily reduction in three stages.

「淨相の持続」 /2004 年 / FUYUKO MATSUI>

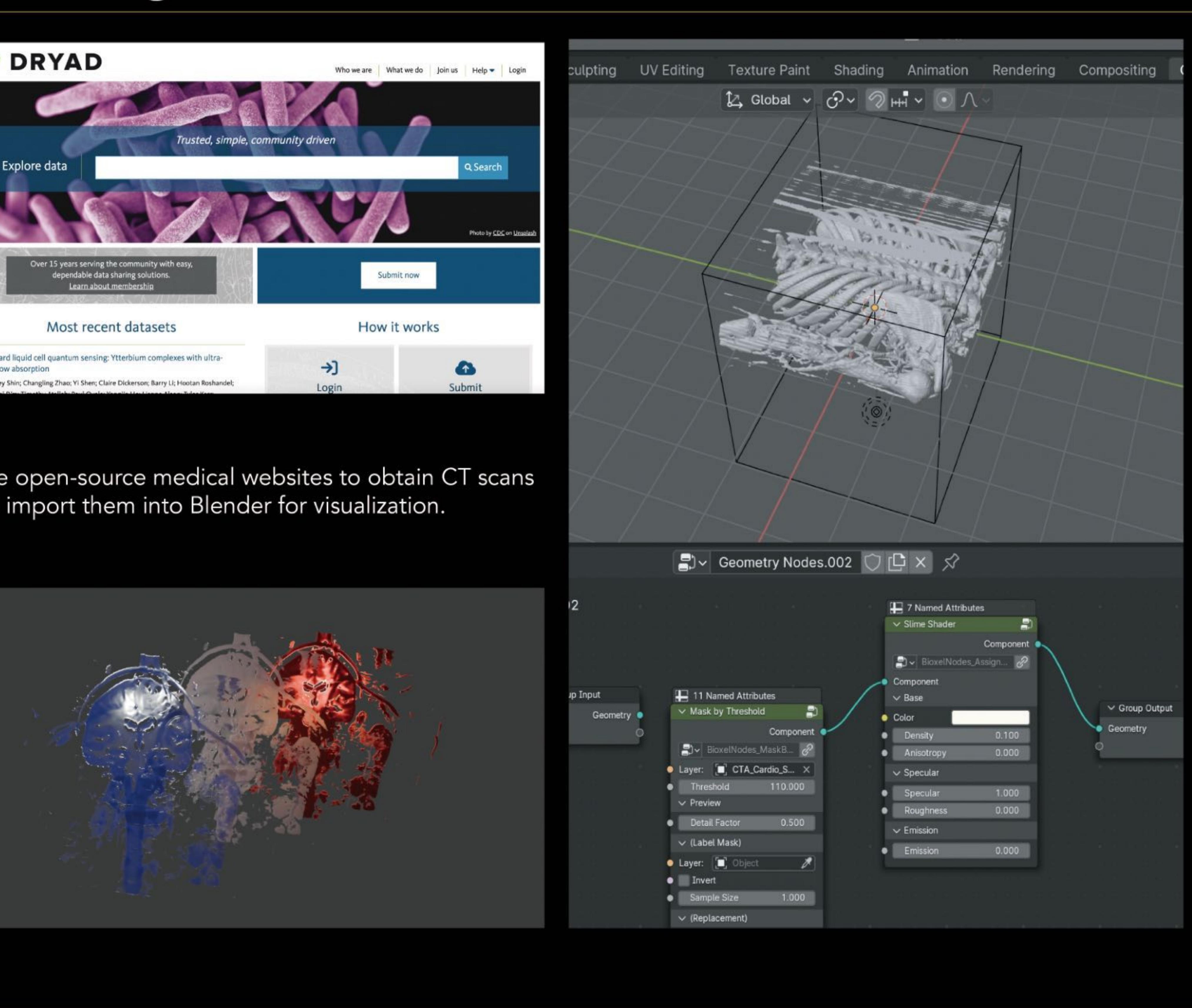
III Concept Development

Vasovagal — Dream — 3d animation
Syncope
Edge
Physical body — CT

The linear journey of audience experience

Audiences will experience emotions of tension, fear, and struggle within "Golden Screen." The project aims to provoke viewers into reflecting on their own vulnerability and existence, transforming pain into profound artistic expression. This presentation is not only a poetic depiction of individual experiences but also an exploration of human vulnerability and strength at the deepest level.

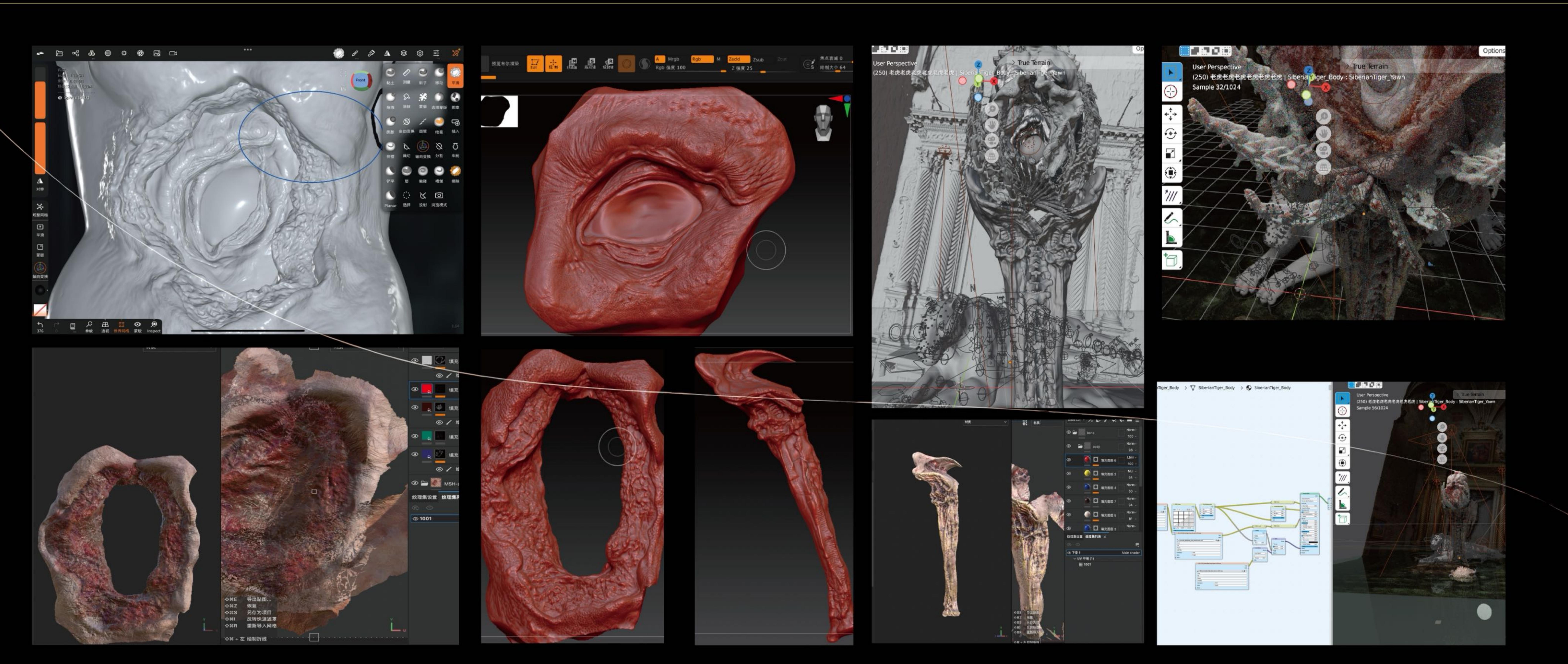
IV Design Process



I use open-source medical websites to obtain CT scans and import them into Blender for visualization.



IV Design Process



Takato Yamamoto:/「Night Mirror 2」/Acrylic on paper>

V Final Work

