

# Project Highlights

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## DIGITAL TWIN

**Digital Twin** is a project in the making, collaboratively by Zhengzhou and Zhengyang Huang, who are twin brothers who grew up in Chongqing, China and studied art in the states.

Growing up as twins we usually would only have one game, one console, one type of plush toy to play with, to build an avatar on, or to imagine a personality with. Using personal elements from both or each of us, the forefront of this project is about (our)selves, where the Digital Twin is both a joint and an individual effort to re-navigate our twinning relationship and to redefine our shared and separate roles.

On the other hand, this project is to explore digital twinning in the context of data tracking and digital simulation. As a technical term, a “Digital Twin” is defined as a virtual representation that serves as the real-time digital counterpart of a physical object. In constant exchange of data and simulation results with its physical counterpart, the digital twin behaves as a predictive tool and decision making aid. Such twinning based on simulation and imitation is caught in the shadow of regulation and control as corporations, government and bureaucratic policy populate relentless data monitoring, face capturing, and behavior categorization. With Digital Twin, we want to introduce glitches and push the concept of digital twinning beyond the urge of compression and control.

**Digital Twin** incorporates 3D models, animations, images, web-based interactives and performance.

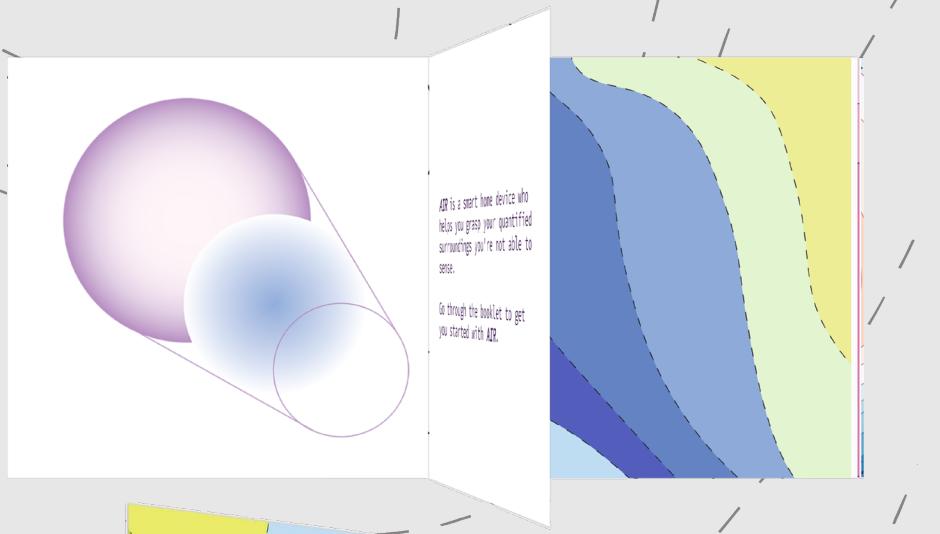
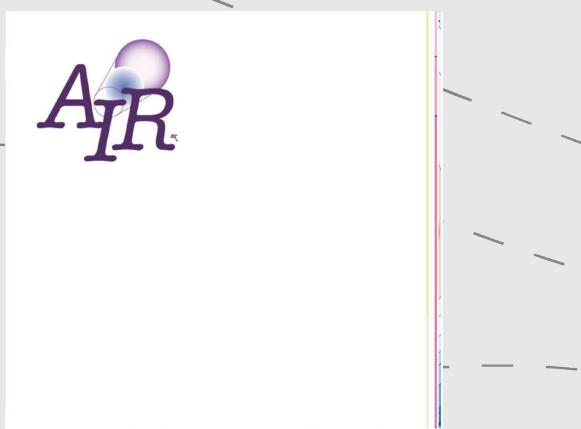
### Intro Video:

[https://drive.google.com/file/d/1h0AQ0lA4f--U0iw7j9lNo\\_f-iChYBfqC/view?usp=sharing](https://drive.google.com/file/d/1h0AQ0lA4f--U0iw7j9lNo_f-iChYBfqC/view?usp=sharing)

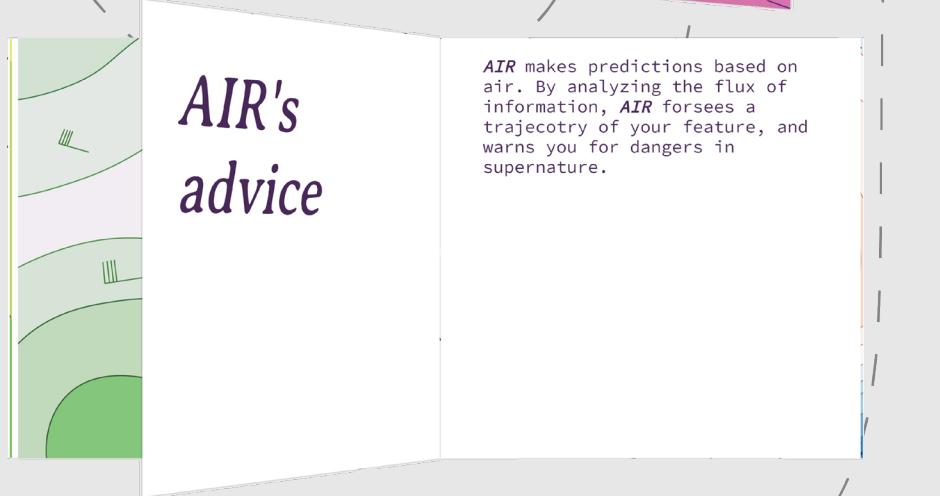
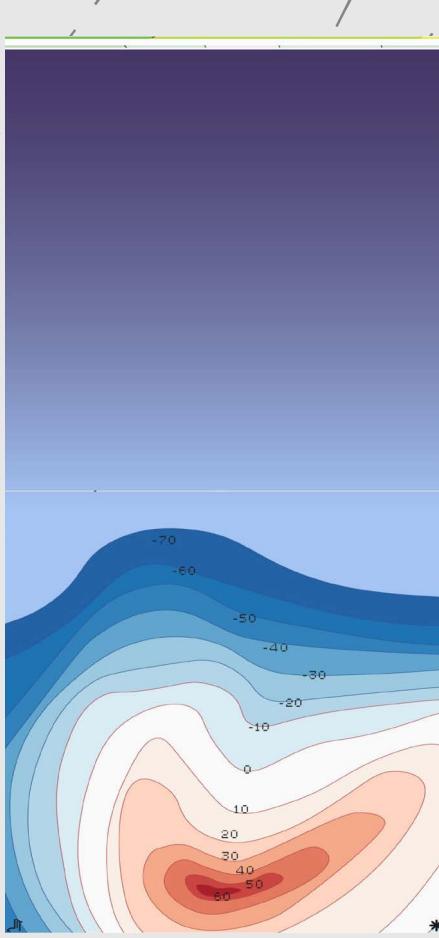
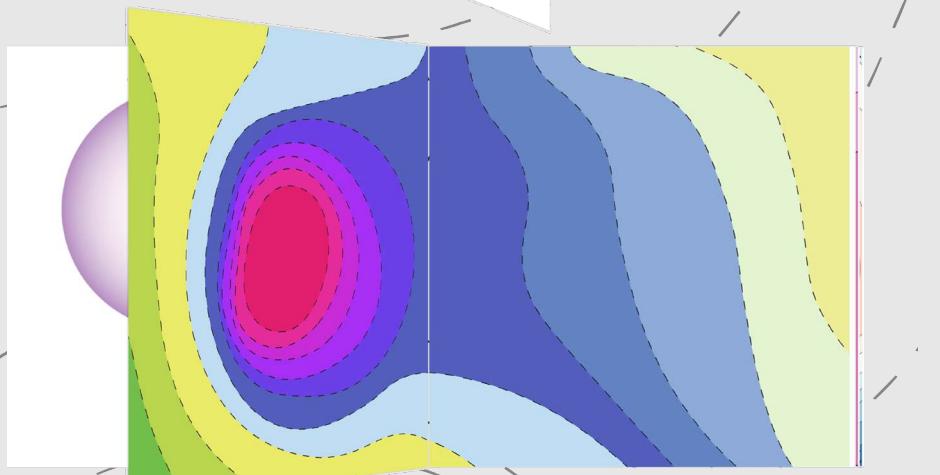
**Air, Water, Fire** is a series of projects done collaboratively by Zhengyang and Zhengzhou Huang. Imaging elemental energy as alternatives to our mineral-based computations, the series of works aims to show alternative ways to perceive or interact with our current reality of feature, software, and the informational space we both construct and dwell. In this series, we borrow metaphors, create narratives, invent new mechanisms and displace interfaces.

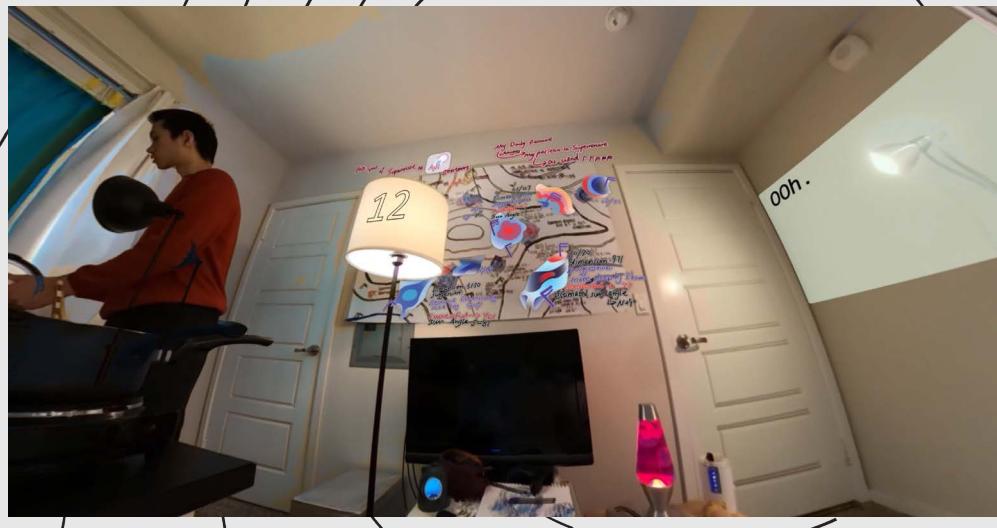
**Air** imagines a speculative world where planetary-scale computation acts like a natural system. In this world, Air is a smart home device that uses the aerial particle system to help people understand data flow in their quantified surroundings which is impossible to sense or recognize. This work is an online user manual leading to a VR video that depicts three mornings of a person waking up to interact with Air. The person's daily features are unrecognized as his data go through layers of compression and expansion.

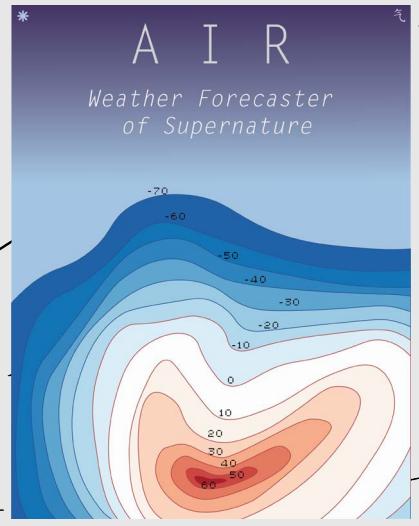
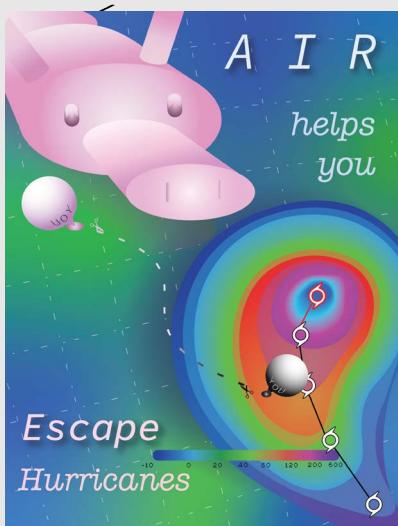
(<https://projects.dma.ucla.edu/exhibitions/mfa2021/air/>)



Website [Link Here](#)







**Water** is an imaginary data structure for people to store, share, and delete their data. Inspired by the history and practice of water memory, this work imagines an unstable data structure as an alternative to the stable stacks of computer memory and its clear interface of data interaction. Moving away from the networks of massive data collection and analysis, Water speculates the life cycles of data within the cycles of water transformations among solid, liquid, and gas.

(<https://projects.dma.ucla.edu/exhibitions/mfa2021/water/>)

# Water

Water is an unstable data structure with which you store, share and delete your data.

[Website Link Here](#)



[-->]

# Clean

Hi! Let me introduce you to the first step of our data transfer process.

[ Hi! ]

[ Sure. ]

Let me introduce you to the full set of equipment and tools we use for the data transfer process.



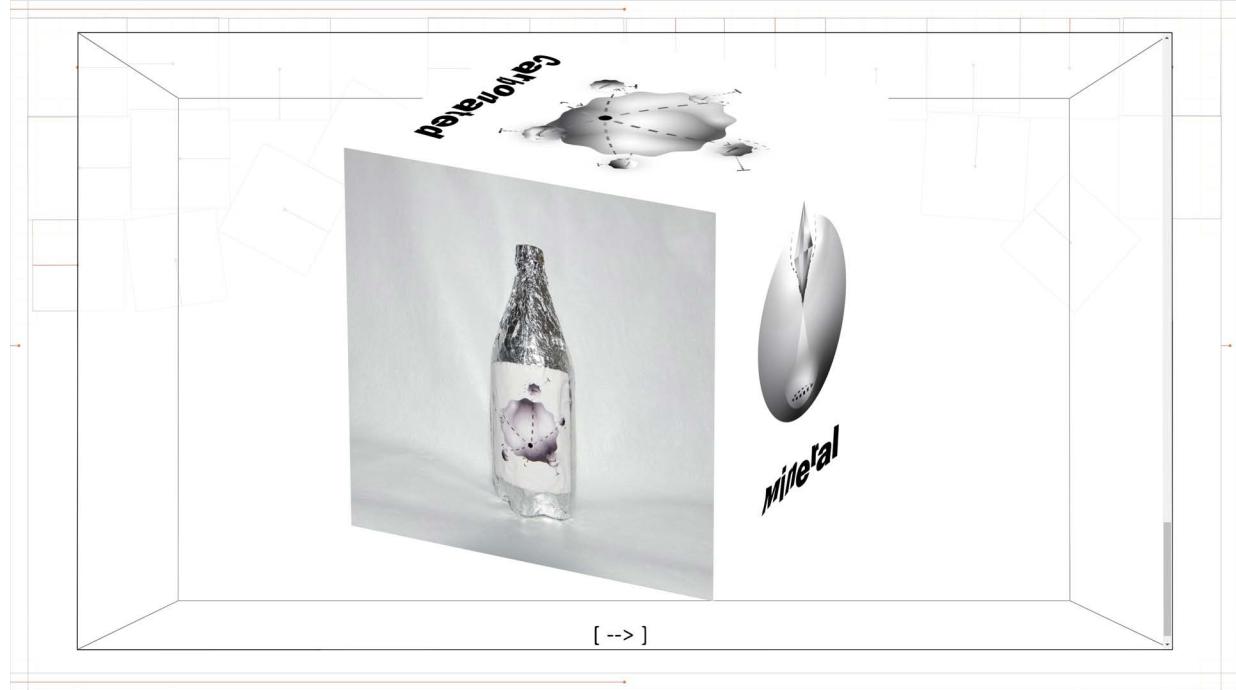
An blacked file ice date on the built.



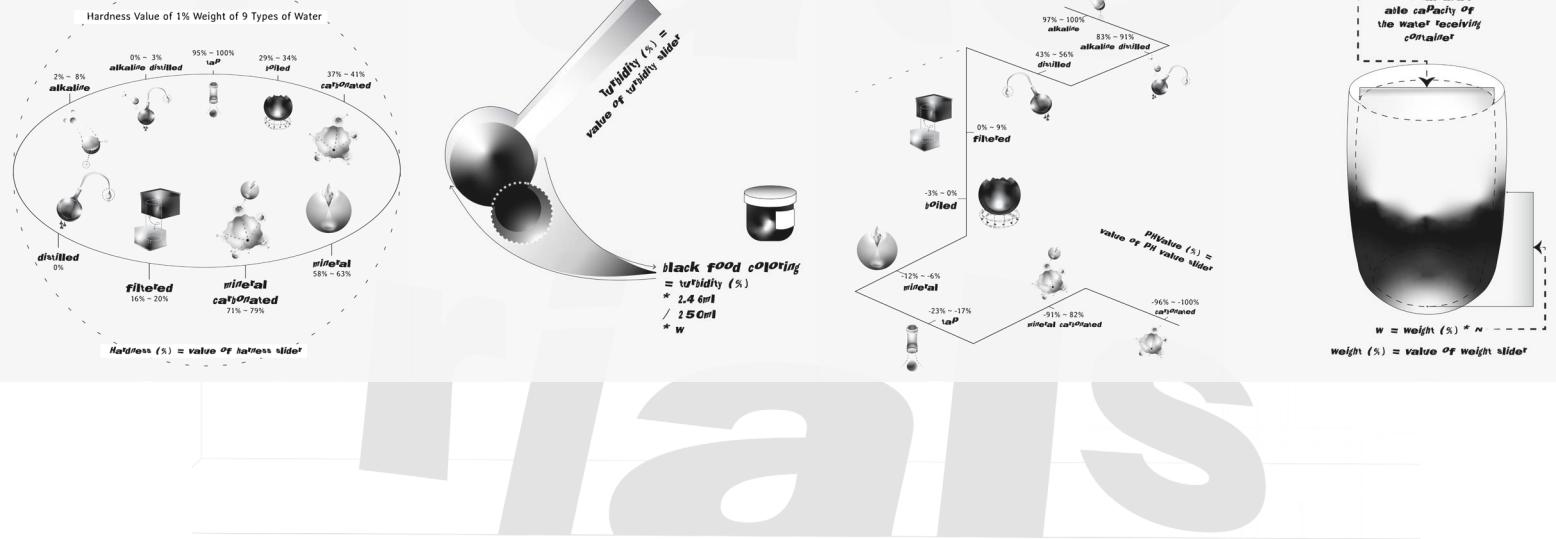
I need for file ice to get smaller.

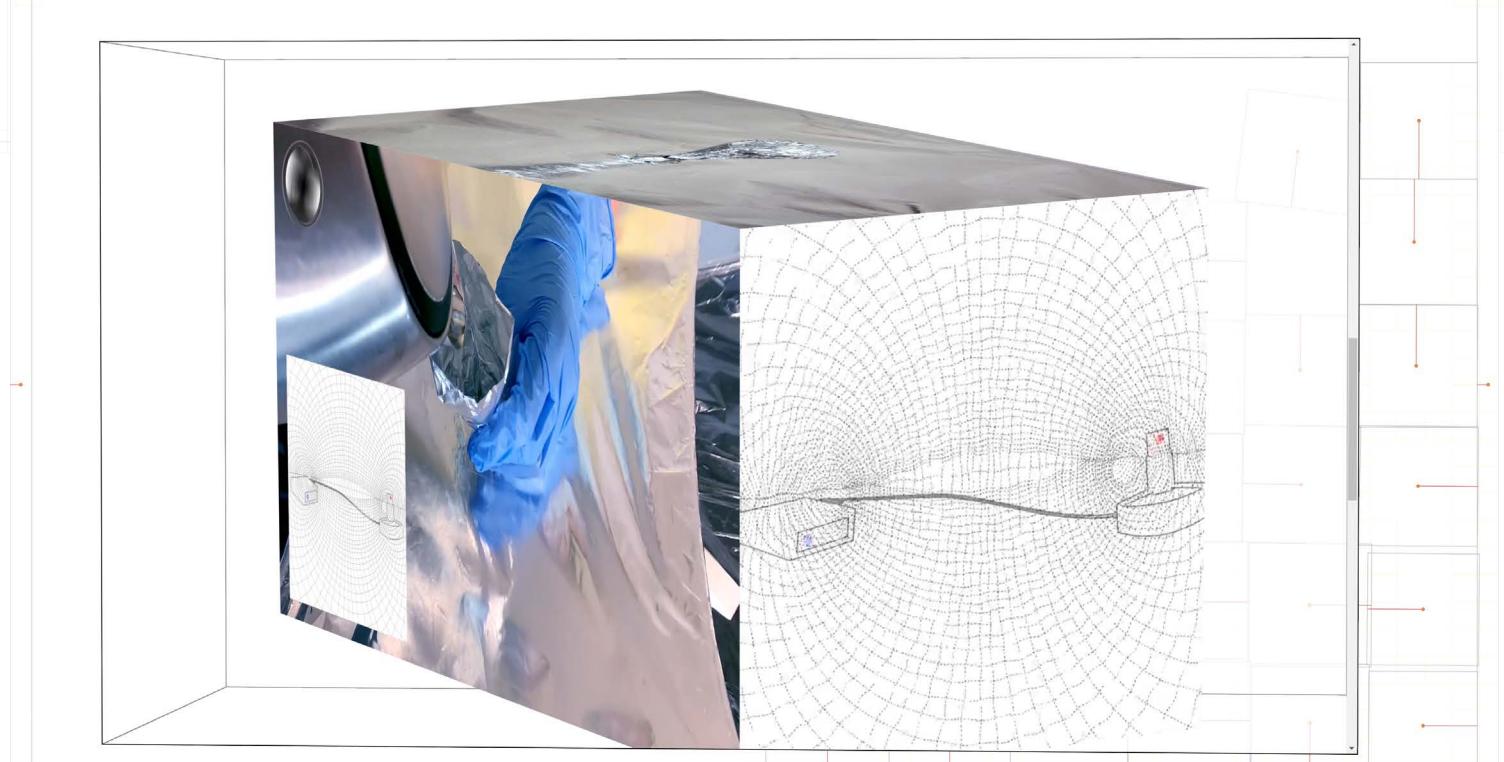
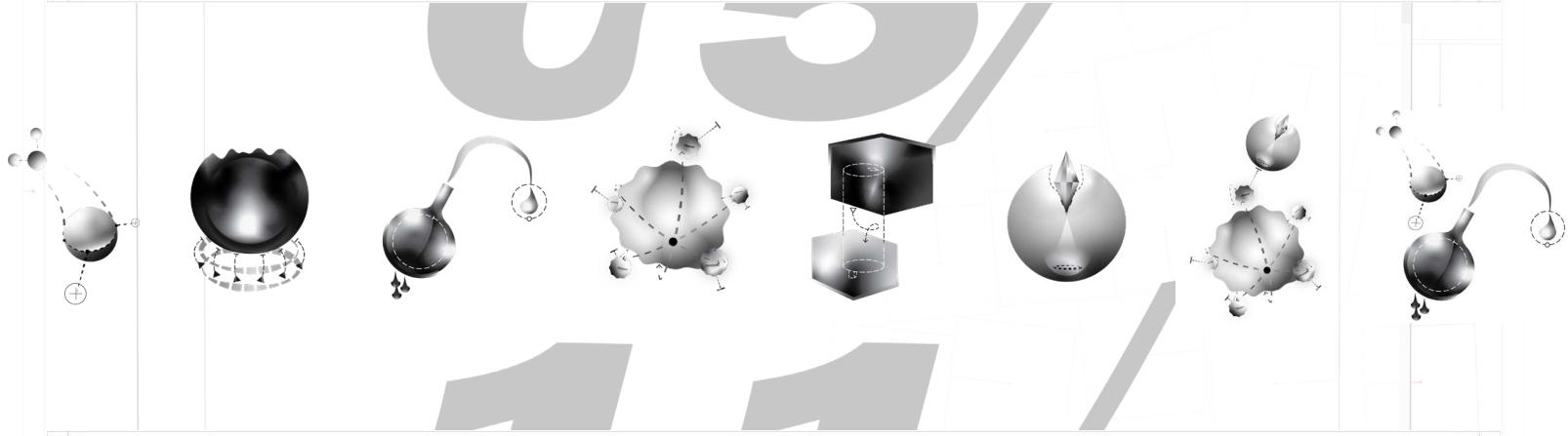
An been put in a cup.

05/  
11/



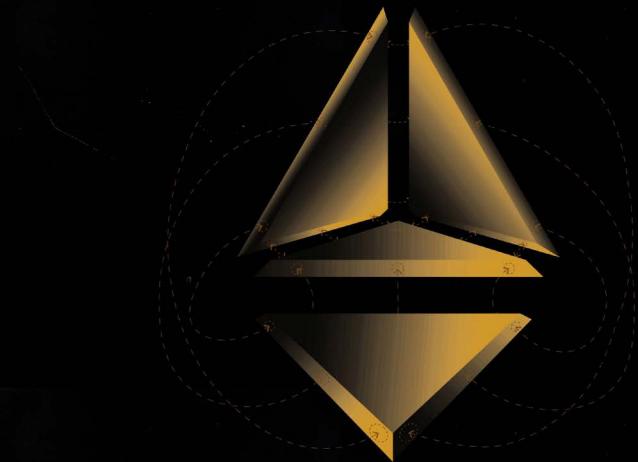
**Mate.**





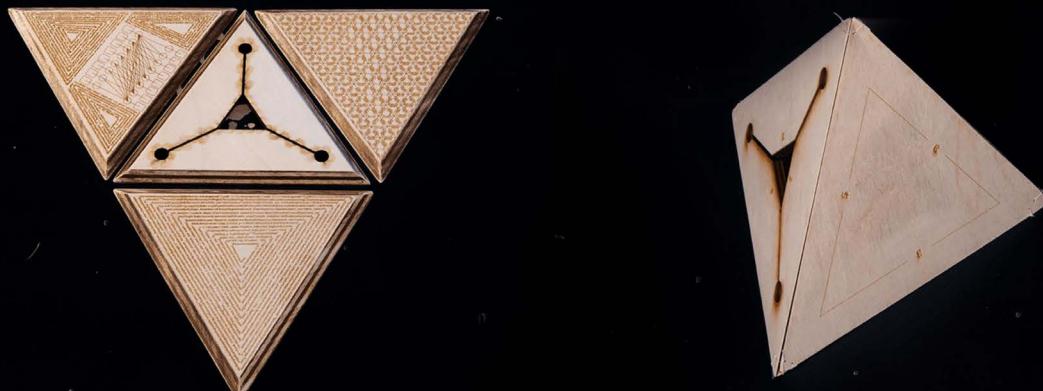
**Fire** is a wood-based GPU, produced with an aim to put a harsh limit on the powerful technology of mineral-based GPU used to train large AI models. In a situation where mineral-based GPUs run out, Fire as a wood based GPU is the only type available for AI training. Fire GPU kit is made out of 4 panels of wooden equilateral triangles with etchings of machine learning scripts and data inputs. Unlike a mineral and chemical based GPU that can run a million iterations over thousands of data inputs for AI to learn, ONE Fire GPU kit can only run ONE iteration of training with a limited number of data specified. The amount of data that can be learned by AI corresponds to the size of the wood to be burned and thus the harm it will do to the environment. Fire provides a situation where the data put into AI and the purpose of training it should be carefully considered. With Fire, the process of training AI via heating up GPU chips becomes a visceral experience of burning data and computer programs on wood.

(<https://projeccts.dma.ucla.edu/exhibitions/mfa2021/fire/>)



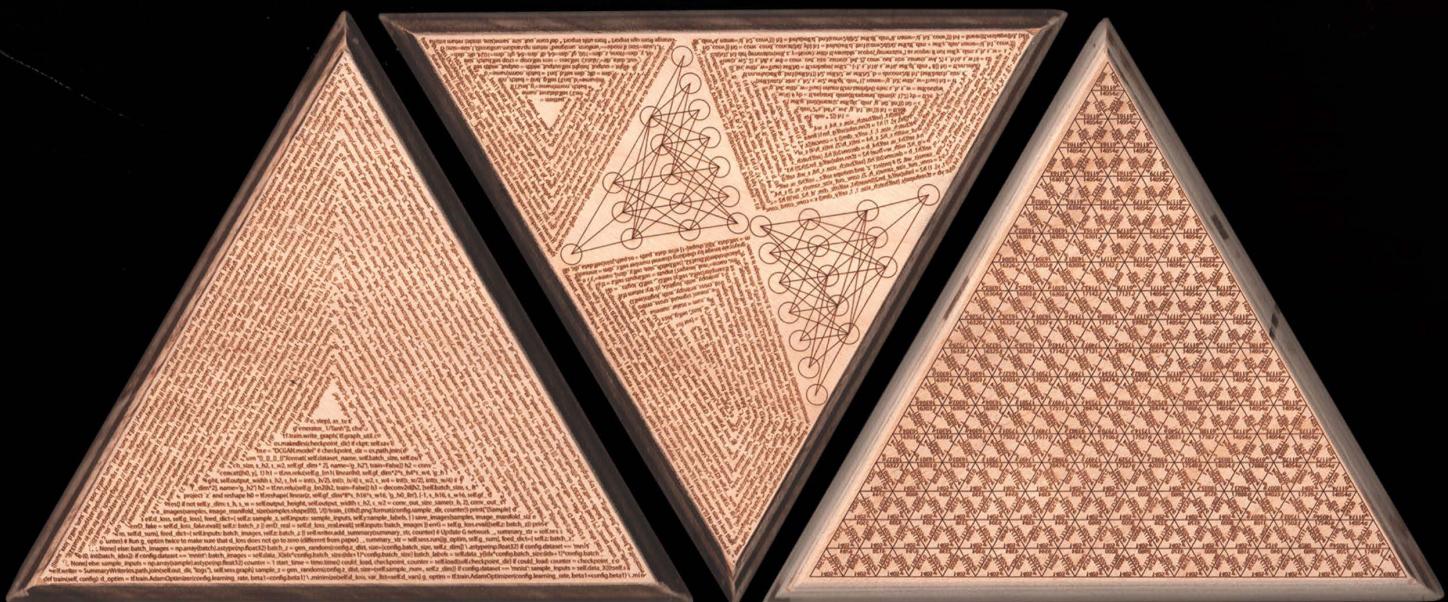
## Fire

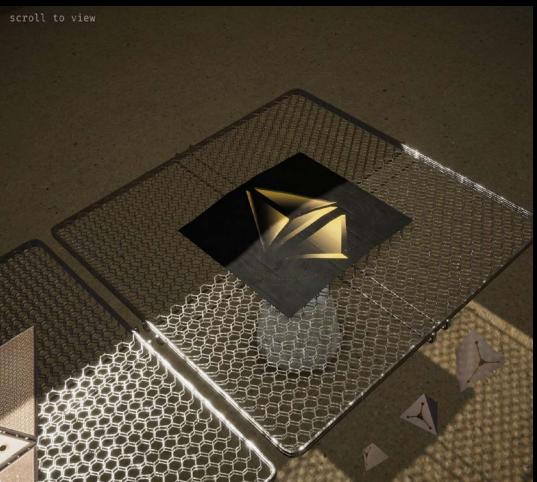
[Webiste Link here](#)



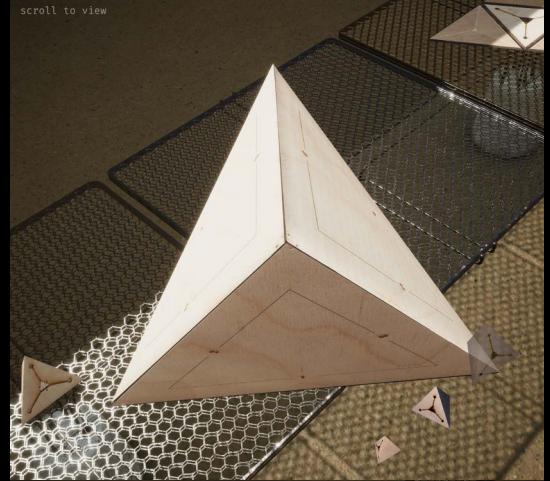
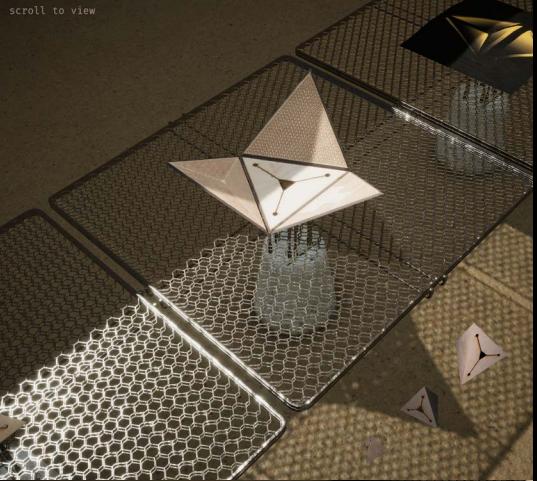
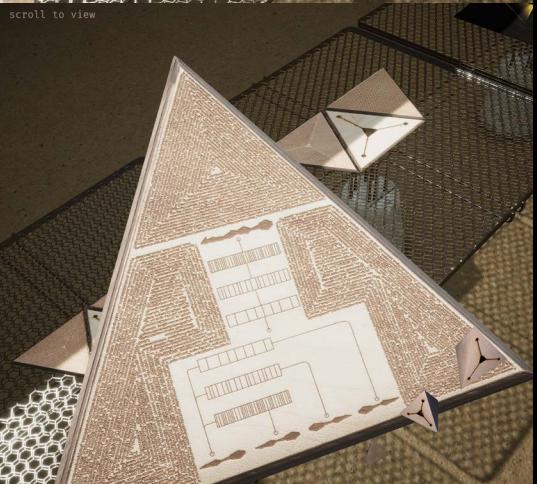
Webpage display  
and manual of Fire

**FIRE324** the training and model scripts are based on [DCGAN](#). It accommodates memory IDs of 324 sample image data.





## Scroll-and-click game demo of Fire



**Pigxell** is a combination of performance and a computer game, where the performer plays as an NPC in the game. This game is, as many other room-decorating games, all about personalization. However, here, gaining control of a virtual personal space means giving up certain controls of one's image. This project highlights the process of personalization, compression and circulation of users' images and profiles in a data driven world.

Documentation Video:

<https://youtu.be/gi82bXDHebc>

Website Documentation:

<https://youtu.be/dwfIhjpTXU>

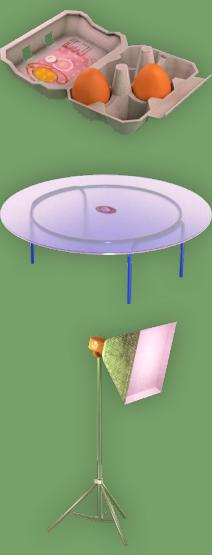




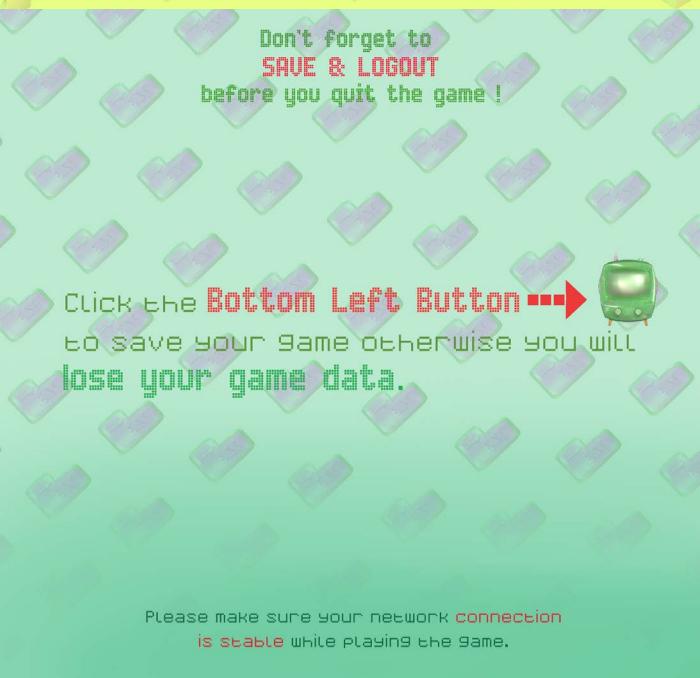
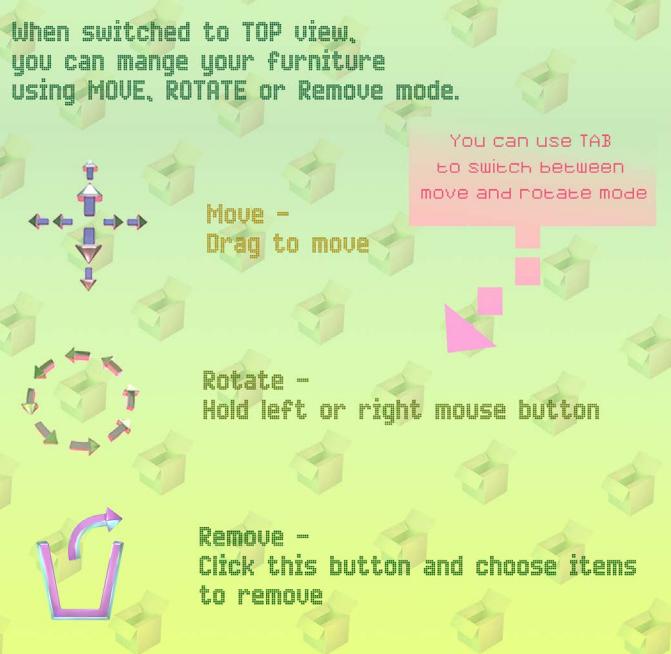
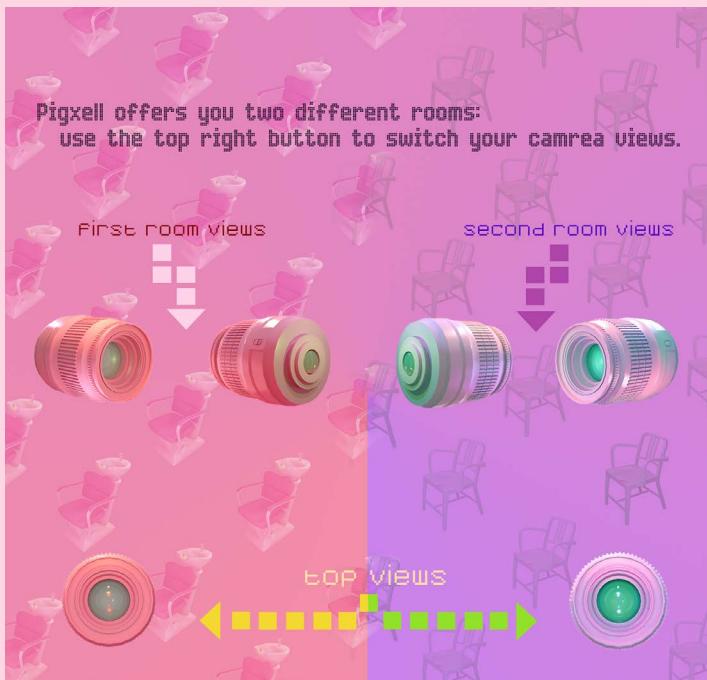
Pigxell is a room decoration game that critically reflects on users and data collection. It involves unique interactive interface for both players and the NPC controlled by an operator.



PIGXEL









Web Display of Game  
NPC's Posters

## ***Exquisite Browser Corpse Project - Part 10***

This is the last work of a series of group collaborated projects called Exquisite Browser Corpse.

Part 10 is a 3-day game project designed and developed by myself. Born out of daily reflecting of pandemic remoteness and looming unverainties, this game invites players to explore a valley of intermittent words, sound, and objects that somehow makes sense as a whole.

In the game, interfacing becomes actual encountering over a eerie landscape.

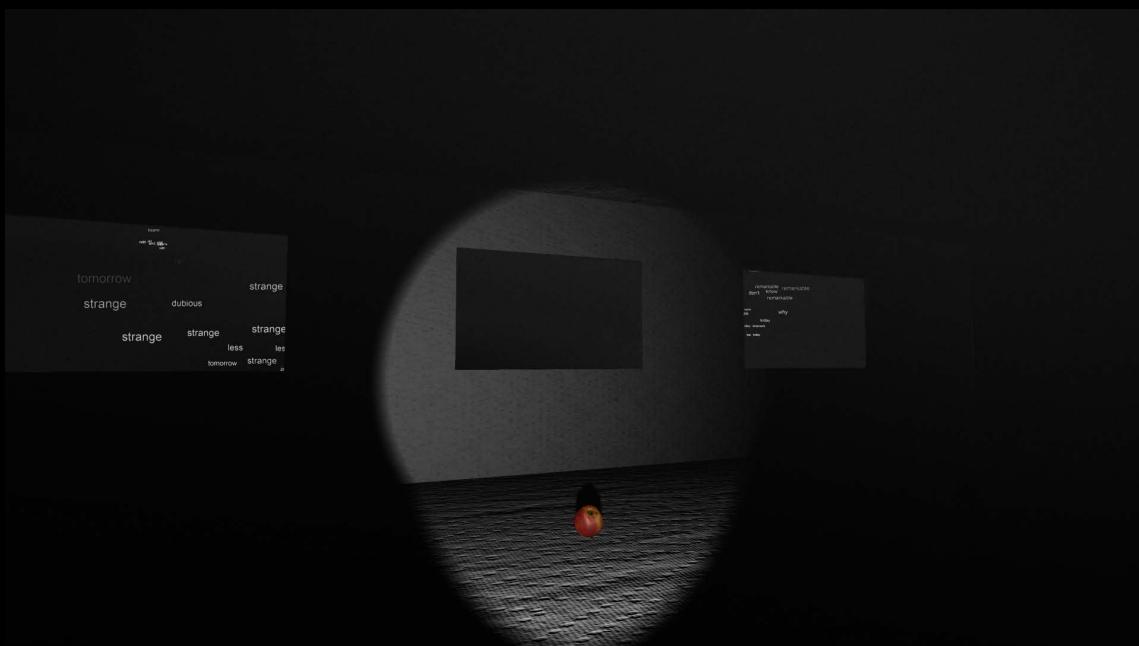
**Video Documentation:** <https://youtu.be/HBfQA987cr4>

**Play the Game:** <https://nuobe.itch.io/exquisite-corpse-part-10>

what                an                odd



and                bizarre                situation



hope  
is  
dubious  
tomorrow  
dubious  
dubious  
dubious  
is  
less  
is  
is  
hope  
less

circumstances  
you  
**these**  
unfamiliar  
use  
you unfamiliar  
this  
unfamiliar  
this safe  
message

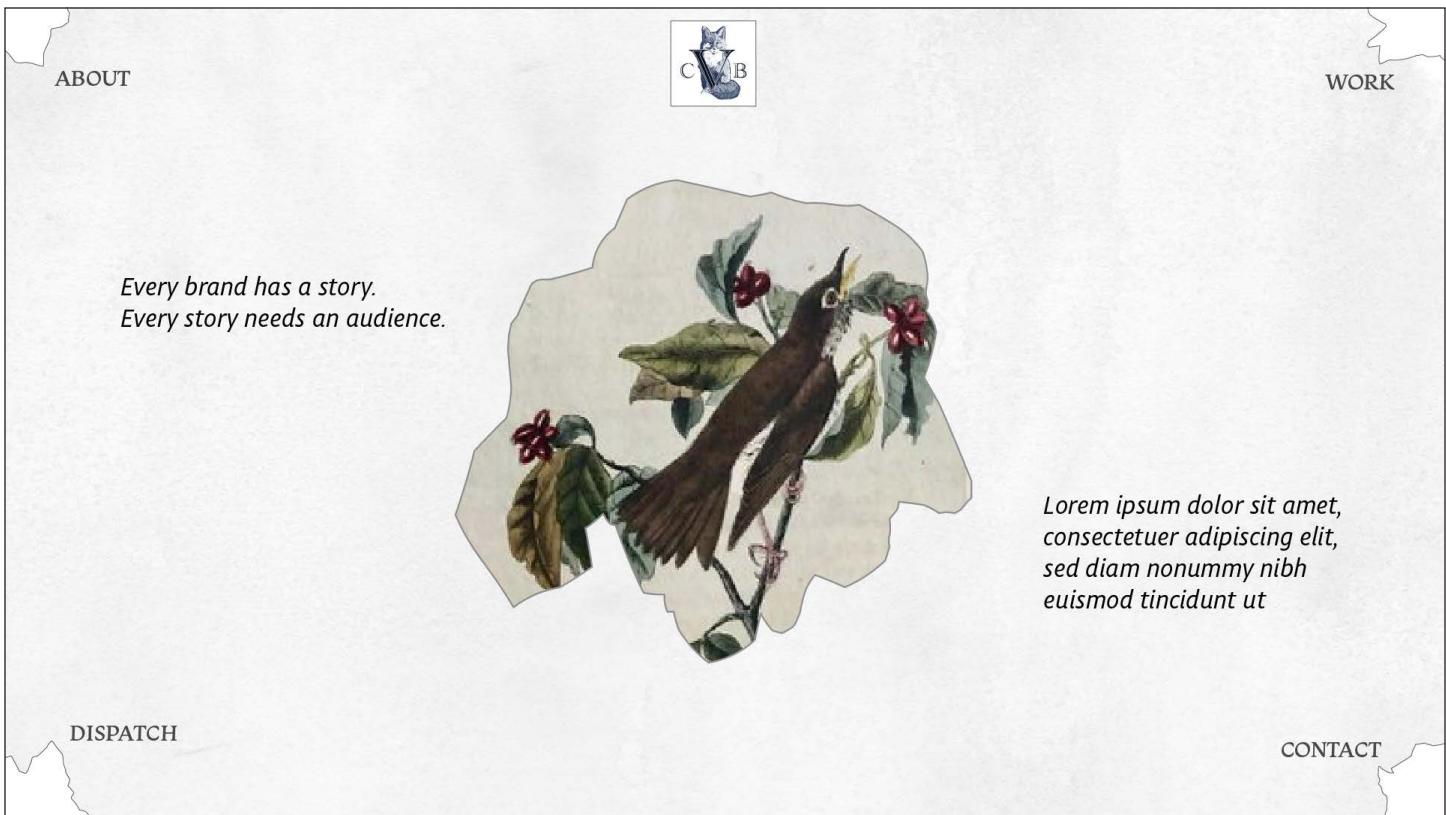


## **Remake of *Paradise Institute***

This is a week-long VR experimental interaction project. The game remakes the video installation, *Paradise Institute*, by Janet Cardiff and Miller. The original work is a physically built prop that simulates movie-watching in theatre, accompanied by layers of in-and-out-of-context visual and audio experiences. The game, while reconstructs the physical structure, adds in another layer of interaction with objects and textures.

Video Documentation: <https://vimeo.com/394875619>





## Homepage Design for Voyageurs Creative Bureau, LLC. (VCB)

I incorporate elements from cyanotype, watercolor and paper ball cut-out shapes. As you interact with the website, one image/background/page morphs into another through animated paperball cutout shapes. This effect can be achieved using SVG path animations as well as SVG masks and clips.



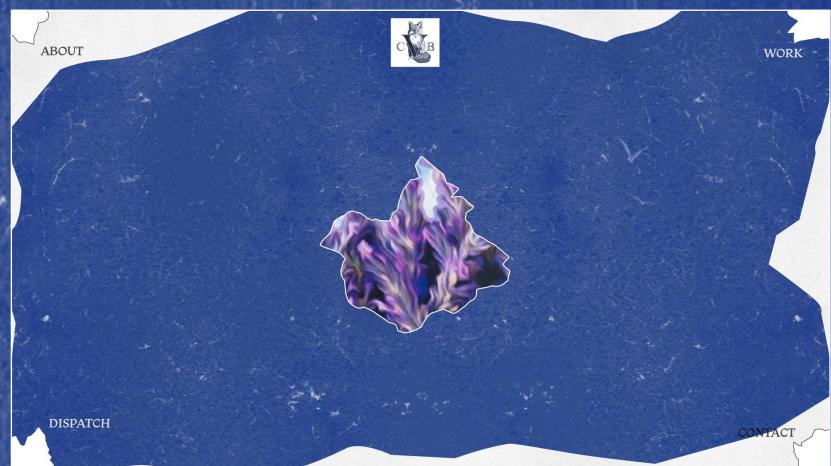
**When scrolling, the shape of the paperball cut-out that contains a preview image will change. So does the background.**



**The paperball cut-out decreases in size while changing its shape, similar to folding.**



**The blue, textured background unfolds behind the paperball cut-out.**



**A new cutout shape with a new preview image unfolds.**





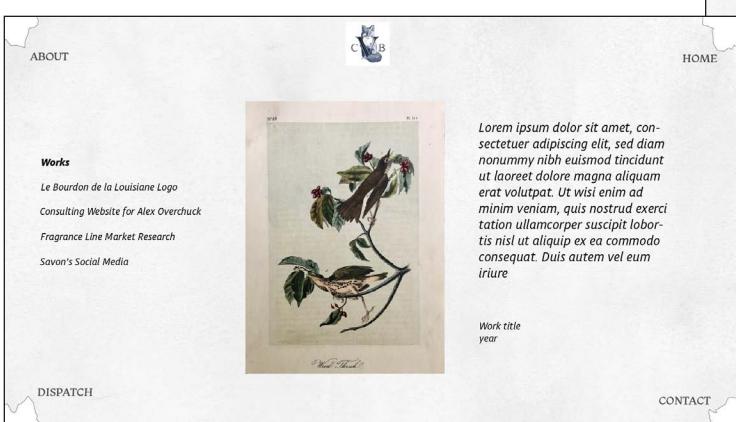
**Menu buttons locates at the four corners of the webpage.**

**After a click, one page transitions into another as a white overlay unfolds.**



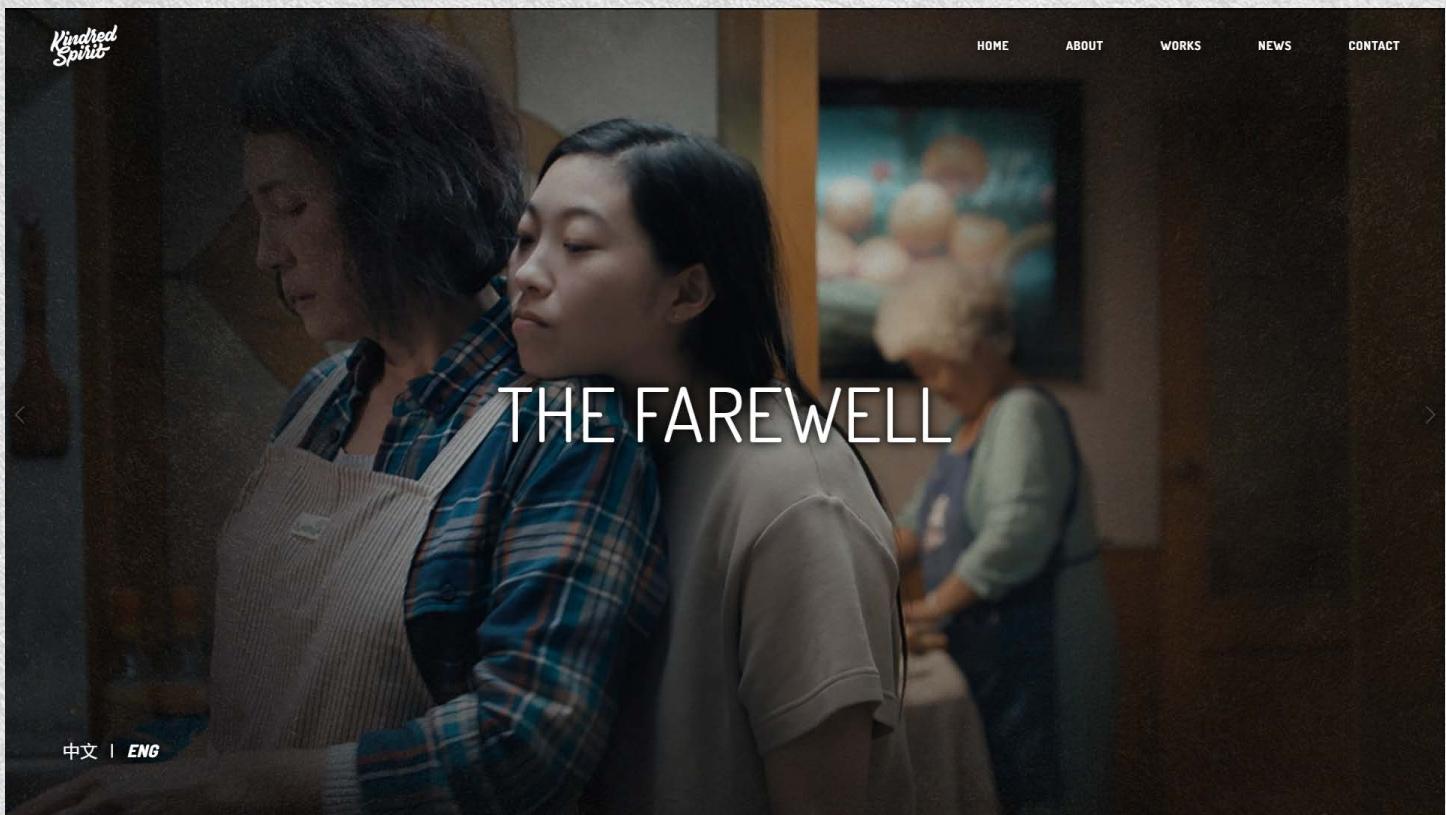
**This homepage design may apply to other pages as well, i.e. the Works page.**

**Images unfold after it finishes loading.**



**The structure of images and texts is implemented with CSS flex, so that it responds to different screen sizes.**





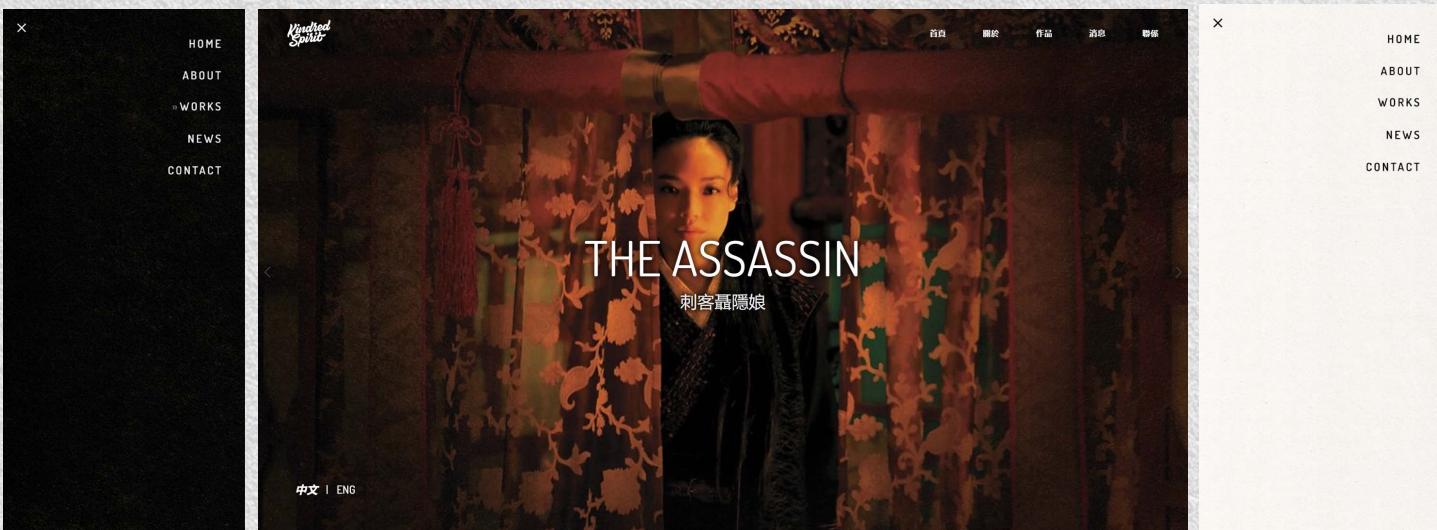
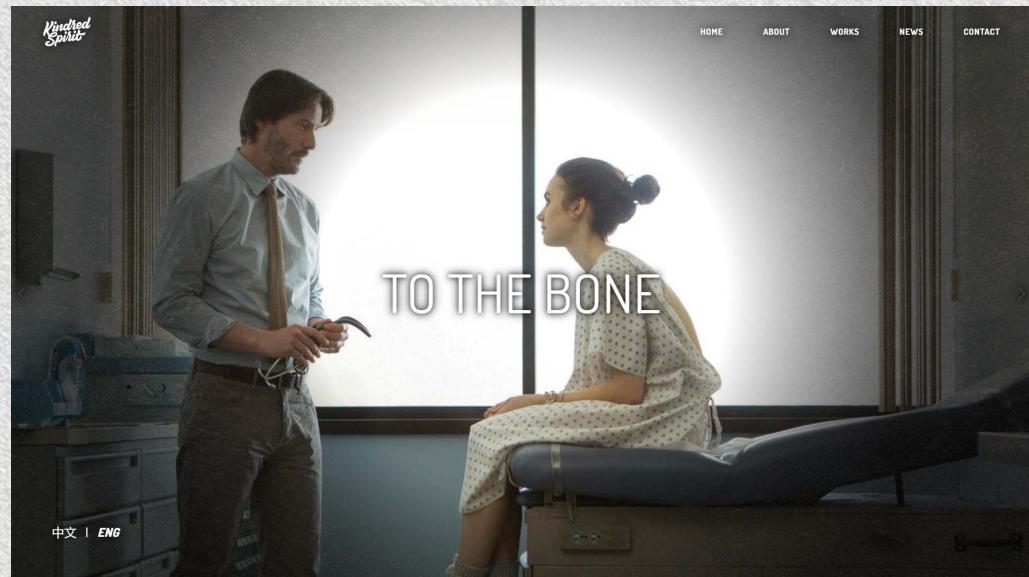
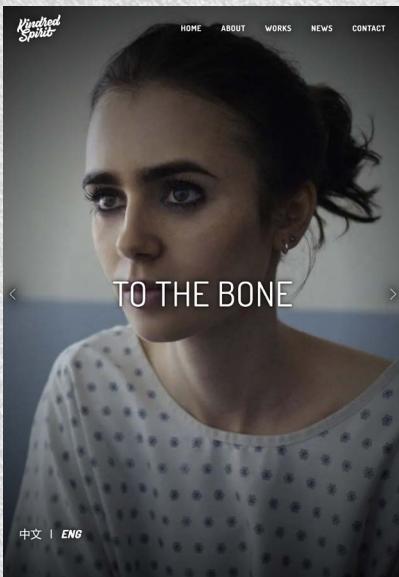
# THE FAREWELL

## *Web Design and Development Project: Kindred Spirit*

Collaborated with a design freelancer, Zhengyang Huang, I designed and developed the website for a film production company, Kindred Spirit. The final website embraces a simple aesthetics that enhances the company brand image using company logo elements and core images. The website also features both Chinese and English versions. It is developed using HTML, CSS on Squarespace.

View the website here: <https://www.beakindredspirit.com/>





## ABOUT

**Kindred Spirit** is an entertainment development, production, and financing company based in Los Angeles. Founded by producer Anita Gou, the mission is to curate purpose-driven and boundary-pushing storytelling in film, television, and new media, with a focus on emerging voices and visionary auteurs.

Sam Intili joined Kindred Spirit at the beginning of 2022. As Head of Creative, they oversee the production and development slate while cultivating talent relationships and bringing in new material. Sam Intili began their career at FilmNation Entertainment, assisting with international sales effort on films such as Pedro Almodóvar's *Pain & Glory*, Sebastian Lelio's *Disobedience* and Lisa Joy's *Reminiscence*. More recently, Sam worked at Animal Kingdom where they focused on sourcing financing and distribution for visionary, emerging filmmakers. Much of their work focused on bridging the gap between the American independent film industry and storytellers making work in other parts of the world. Sam has served as an executive producer on a number of forthcoming features including Andrew Cummings' *The Origin* and Joaquin del Pino's *The Hole in the Fence*. They are also producing Jane Schoenbrun's feature *I Saw the TV Glow*.

Anita Gou is a film and multimedia producer who grew up between Taiwan, Hong Kong, China, and the US. Her upcoming films include Agnieszka Smoczyńska's English language debut *The Silent Twins* (starring Letitia Wright & Tamara Lawrence) for Focus Features, premiering at the 2022 Cannes Film Festival's Un Certain Regard section. She previously produced one of the highest grossing independent films of 2019, *The Farewell* (starring Awkwafina and Henry Golding) (starring Shia LaBeouf and Lucas Hedges) released by A24 and Amazon Studios respectively. *The Farewell* went on to receive a Golden Globe nomination for Best Foreign-Language Film, a Golden Globe award for Best Actress in a Musical or Comedy Motion Picture, as well as an Independent Spirit Award for Best Feature. Anita Gou was included in the 2019 Forbes 30 under 30 list, and was named one of the 10 Producers to Watch by Variety. Past works include: *FOUND* (Netflix, 2020); *Together Together* (Sundance 2021, Bleecker Street); *Assassination Nation* (Sundance 2018, NEON); *Terminal 3* (Microsoft Hologram project, Tribeca 2018); *To the Bone* (Sundance 2017, Netflix); and *The Assassin* (Cannes 2015, Well Go USA).

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Language Switch Buttons

## WE ARE LITTLE ZOMBIES



When four young orphans first meet, their parents' bodies are being used to make zombie dolls. They are zombies; devoid of all emotion. With no family, no future, no dreams, and no way to move forward, the teens decide that the first step is to find a way to bring them back to life. They console an old electric bass, and a charred wok from their former homes—just enough to start a band...and then conquer the world.

## Watch Now

Dir. Makoto Nagahisa  
Starring Keita Nisimura, Saitoh Rihana, Mondo Okumura, and Seru Nakajima  
World Cinema Special Jury Award for Originality at the 2019 Sundance Film Festival  
Distributed by Oscilloscope and Kindred Spirit



## FOUND



**FOUND** is a feature documentary that follows the story of three American women who search for answers about their past after they are blood-related cousins on 23andMe. Their online meeting inspires the young women to confront the burning questions they have about their lost history. When they meet for the first time, they embark on a once-in-a-lifetime journey to China in search of answers.

## Watch Now

Dir. Amanda Lipitz  
Distributed by Netflix



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## TERMINAL 3



An interactive, augmented-reality documentary that explores contemporary Muslim identities in the U.S. through the lens of an airport interrogation.

As viewers put on the Microsoft Hololens, they step into the role of a Muslim imam, and determine the fate of the hologram passenger before them. These interrogations become strikingly personal as the viewer sees what happens when the participant decides if the hologram should be let into the country or not—but there is the twist.

Watch Now

Dir. Asad J. Malik  
Tribeca Film Festival Storyscape Award Nominee 2018



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## 寶貝男孩



一名兒童演員努力工作，試圖修補與他酗酒、犯罪的父親的關係。

## 立即觀看

導演: Alma Har'el

主演: Shia LaBeouf, Don Cheadle, Undine, Marshawn Lynch

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## NEWS

## 2022

April 14 Cannes 2022 Is Auteur Central (Even Without David Lynch)

## 2021

August 23 Netflix Acquires China Adaptation Documentary 'Found'  
Endeavor Content Backed The Ink Factory Adapts C Pam Zhang's 'How Much Of These Hills Is Gold' For TV

April 22 Together Together: Review: A Conceivable Plan

Focus Features Acquires "Silent Twins" With Letitia Wright & Tamara Lawrence

## 2020

May 22 "The Farewell" Producer Anita Gou on Asian-American Representation  
2020 Spirit Awards Winners List: "Farewell" Wins Best Film

December 3 Oscilloscope Teams With Kindred Spirit To Acquire Makoto Nagahisa's "We Are Little Zombies"

January 5 Awkwafina makes Globes history with "Farewell" acting win

## 2019

December 9 "The Farewell" Nominated for Golden Globe for Best Picture, Foreign Film  
December 3 Oscar® Nominees' Nominated One of the Top 10 Independent Films by the National Board of Review

December 3 Meet The Top Young Entrepreneurs Of The Forbes Under 30 2020 List

Box Office: "The Farewell" Surpasses "Avengers: Endgame" For Biggest Theater Average of the Year

May 20 Variety Celebrates 10 Producers to Watch in Cannes

May 15 Variety's 10 Producers to Watch

Shia LaBeouf's "Honey Boy" Lands at Amazon

Awkwafina Drama "The Farewell" Lands at A24

## 2018

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## 聯繫我們

請注意: Kindred Spirit 不接受未經請求的提交。

姓名 \*

電子郵件 \*

郵件主題 \*

郵件內容 \*

提交

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## NEWS

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## CONTACT US

Please note: Kindred Spirit does not accept unsolicited submissions.

Name \*

First Name \_\_\_\_\_  
Last Name \_\_\_\_\_

Email Address \*

Subject \*

Message \*

SUBMIT

**THE FAREWELL**

[WATCH NOW](#)

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The Silent Twins  
Red Hill  
The Wedding Banquet  
Together Together  
Found  
Sad Day  
We Are Little Zombies

**ABOUT**

Kindred Spirit is an entertainment development, production, and financing company based in Los Angeles. Founded by Anita Gou, the mission is to produce purpose-driven, cross-cultural, and boundary-pushing content aimed at a global audience.

**Anita Gou**

**Member 2**

**Member 3**

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**THE SILENT TWINS**

[lap image to switch view](#)

The chilling true story of the Gibbons twin sisters who were entirely silent, communicating only to each other in a private language. They became obsessed with writing fiction, boys, and crime in their teens but their intense bond ultimately turned into something more dangerous.

Dir. Agnieszka Smoczyńska  
Starring Letitia Wright, Tamara Lawrence  
In post-production  
To be distributed by Focus Features

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**NEWS**

<b>2021</b>	August 23 July 7 April 22 April 8	Netflix Acquires China Adoption Documentary <i>Found</i> Endeavor Content-Backed The Ink Factory Adapts C Pam Zhang's <i>How Much Do These Hills Is Gold</i> For TV <i>Together Together</i> Review: A Convincing Plan Focus Features Acquires <i>Silent Twins</i> With Letitia Wright & Tamara Lawrence
<b>2020</b>	May 22 February 8 January 18	The <i>Farewell</i> Producer Anita Gou on Asian-American Representation 2020 Spirit Awards Winners List: <i>Farewell</i> Wins Best Film Oscar Nominees Win Kindred Spirit To Acquire <i>Project Napsosis</i> : We Are Little Zombies
<b>2019</b>	January 5	Awardwinning makes <i>Observe</i> history with <i>Farewell</i> acting win
<b>2018</b>	December 9 December 3 July 14 May 29 May 6 February 2 January 27	"The Farewell" Nominated for Golden Globe for Best Picture, Foreign Film "The Farewell" Nominated One of the Top 10 Independent Films by the National Magazine Association Meet The Top Young Entrepreneurs Of The Forbes Under 30 2020 List Box Office: <i>The Farewell</i> Surpasses <i>Avengers: Endgame</i> For Biggest Theater Average of the Year Variety Celebrates 50 Products to Watch in Cannes Vox Lab: The "Yonsei Boy" Levels at Amazon AwakeLine Drama <i>The Farewell</i> Lands at A24
<b>2017</b>	April 21 January 23	On Terminal 3: a ground-breaking augmented reality piece tackling Isomorphism Huge Dual NFT Team With Russia Bros Let ADBO in \$10M+ Deal For Acronimation Nation - Sundance

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**CONTACT US**

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Name \*  
 First Name  Last Name

Email Address \*

Subject \*

Message \*

**SUBMIT**

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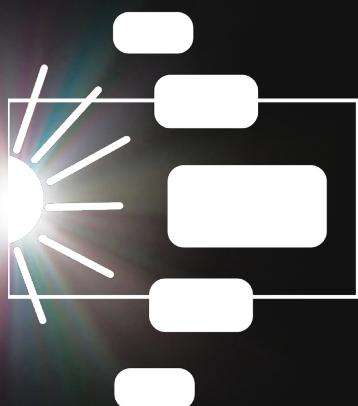


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*About  
Works  
News  
Contact*

## *Early Development*

The Kindred Spirit website also has another design iteration that is more visually complex. The main design theme and interaction mechanism is “projection light”. Rendered videos, interactive widgets and custom styles are to be achieved through Blender 3D, HTML, CSS.



**Main interaction:** while scrolling, the projector light on the left will rotate, imitating a moving projector light. The text and image sections are formatted like a reel where the center section appears large and focused and those scrolled away appear smaller / further (see the left picture).



## Works



*Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation*



## About

***Kindred Spirit*** is an entertainment development, production, and financing company based in Los Angeles.

Founded by Anita Gou, the mission is to produce purpose-driven, cross-cultural, and boundary-pushing content aimed at a global audience.

***Page Transition:*** after clicking a link to another page, the website will turn dark and then quickly light up after the next page is loaded, imitating a light turning off and on. Such light turning-on animation effect can be achieved with blur filter, light beam / halo image assets, and brightness filter.

August 23, 2021 - Netflix Acquires China Adoption Documentary 'Found'

July 7, 2021 - Endeavor Content-Backed The Ink Factory Adapts C Pam Zhang's 'How Much Of These Hills Is Gold' For TV

April 22, 2021 – 'Together Together' Review: A Conceivable Plan



July 9, 2020 - 'We Are Little Zombies' NYTimes Review: Rocking Away the Pain

January 27th, 2020 - Alma Har'el first Israeli, first woman, to win key Directors Guild Award

Email: xxxxxxxx@xxx.com

Phone Number: +x xxx-xxx-xxxx

Location: xxxxxx xxxxxxx, Los Angles, CA, xxxx

### Contact Us



- The Precise Moment
- Quarantine Portrait
- Virtual Shoot
- Greta Thunberg Edit
- Personal Voice over Video
- Video Essay

Storytelling can be an act of resilience in response to change and adversity. This course examines the intersections of video, storytelling, and cultures of resilience. Through presentations, group discussions, virtual galleries and video links the students will conduct research and study artworks by diverse voices. Students will create a short mixed media video addressing a contemporary issue of their own choosing. This course is designed to help students develop a visual toolkit and a critical approach to the medium of the moving image.

This website features works by Alyssa Deering, Henry Gonzalez, Sung A. Hong, Cho Kwan(Rachel) Leung, Ellie Park, Casey Rickey, Lee Teng, Gustavo Tepetla, Mana Tyszka, Megan Wu.

Instructor: Gabriel Noguez Teaching Assistant: Zhengzhou Huang

# Storytelling Et Resillience

**Storytelling and Resillience** is a website that shows students projects from a Design Media Arts class. The website feautres a simple and effective layout and interface for photos and videos.

**Storytelling and Resillience** is designed and created by my-self.

Website:

<https://classes.dma.ucla.edu/Fall20/172/>

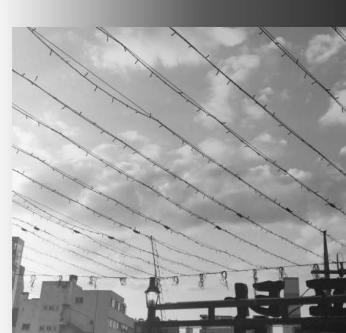
## Greta Thunberg Edit

Pick a Greta Thunberg Speech and find youtube clips that can relate or contrast with Greta's words.  
Illustrate her speech with images and music.  
Highlight the beginning title cards and graphics.  
Produce a one minute video.



## The Precise Moment

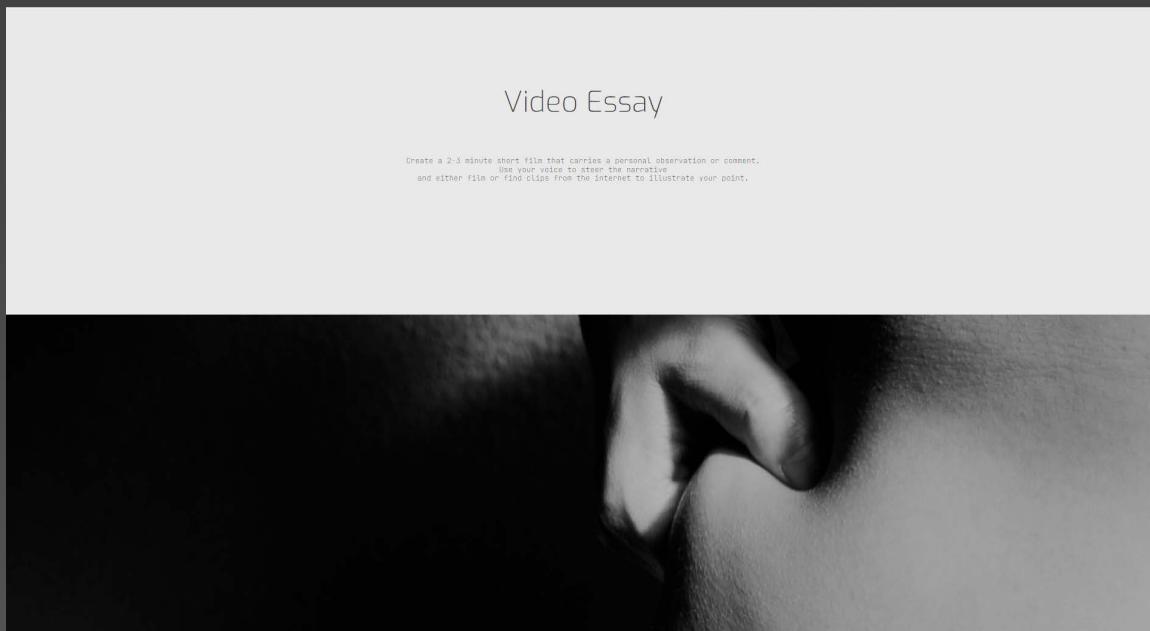
Go on a walk and look at the natural light.  
Try to shoot in the early morning or late afternoon.  
Hold your camera close. Look out for surprises, geometry and photograph something that speaks to you.



[Click to see Casey's photos](#)

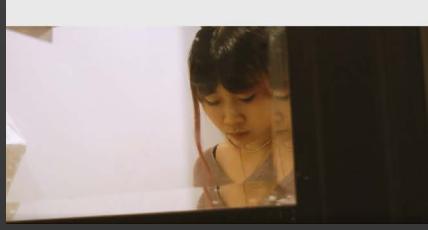
## Video Essay

Create a 2-3 minute video film that carries a personal observation or comment.  
Use your voice or other narrative devices.  
Use your video as a still image narrative.  
Use your video as a still image narrative.  
Use your video as a still image narrative.  
Use your video as a still image narrative.



## Personal Voice over Video

Pick a passage or paragraph from your journal.  
Pick something you can illustrate in a video essay.  
Gather images, videos and sound from different sources.



Cho Kwan (Rachel) Leung  
features Hana Tyszka

## Quarantine Portrait

Make a portrait of the person you are quarantining with.  
Avoid easy pose or smile.  
Wait for the precise moment.  
Control and diffuse the light with curtains, plants or tree branches.



## Quarantine Portrait

Make a portrait of the person you are quarantining with.  
Avoid easy pose or smile.  
Wait for the precise moment.  
Control and diffuse the light with curtains, plants or tree branches.



## Virtual Shoot

Create a virtual shoot with one of your classmates.  
Schedule a time and meet up online to take shots using an iPhone or a webcam.  
Organize prior to the shoot:  
the time, location, props, wardrobe and make up.  
Make the other person feel comfortable.  
Try finding what the subject wants to be represented with.



## DESMA 172 Storytelling and Resilience

- The Precise Moment
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**ACEA Global Homepage** is a **web design and front-end development** project I initiated, designed and engineered for Advanced Continuing Education Association (ACEA). To enhance user experience and meet users' needs for smooth web interaction and fast text consumption, I designed the page with clear information structure that focuses on essential graphics, copies, and action buttons. I also employed UI animations and scrolling interactions to divide the main illustration into sections featuring different potential customers, while creating a light-hearted viewing experience.

I have also created a **demonstration purpose animation** to market and showcase the company software product.

**Homepage:**

<https://zhengzhou-huang.me/Design/acea/homepage/>

**Animation:**

<https://zhengzhou-huang.me/Design/acea/minidemo/>

Manage Continuing Education *without* the Admin Work



## For Employers & Enterprise

Your team has far more important things to do than managing their credentials and continuing education.

Help your team stay compliant and **save hours** in the process.

I'm an Employer



normal



hover



pressed



normal

Navigation Interface



## For Healthcare Institutions

You prioritize engagement and efficiency by removing administrative burden for clinicians.

Let's take the admin work off your team's plate and *ensure compliance* in the process.

I'm in Healthcare



I'm an Employer



I'm an Education Provider

## For Associations

Offer your members what they need to maintain their credentials while saving time.

I'm an Association or Society



## For Educators

Engage your learners with a platform to centralize their entire continuing education experience.

I'm an Education Provider



I'm an Association or Society

I'm in Healthcare



# Responsive Design



Animated Image Pans on Smaller Screens

## Medium Screen

**For Healthcare Institutions**

You prioritize engagement and efficiency by removing administrative burden for clinicians.

Let's take the admin work off your team's plate and **ensure compliance** in the process.

[I'm in Healthcare](#)

**For Employers & Enterprise**

Your team has far more important things to do than managing their credentials and continuing education.

Help your team stay compliant and **save hours** in the process.

[I'm an Employer](#)

**Manage Continuing Education without the Admin Work**

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Your team has far more important things to do than managing their credentials and continuing education.

Help your team stay compliant and **save hours** in the process.

[I'm an Employer](#)

**For Associations**

Offer your members what they need to maintain their credentials while saving time.

[I'm an Association or Society](#)

## For Educators

Engage your learners with a platform to centralize their entire continuing education experience.

[I'm an Education Provider](#)

## Small Screen

**For Healthcare Institutions**

You prioritize engagement and efficiency by removing administrative burden for clinicians.

Let's take the admin work off your team's plate and **ensure compliance** in the process.

[I'm in Healthcare](#)

**For Associations**

Offer your members what they need to maintain their credentials while saving time.

[I'm an Association or Society](#)

## For Educators

Engage your learners with a platform to centralize their entire continuing education experience.

[I'm an Education Provider](#)



## Graphics for Sign Up Page & Stills of Demoonstration Animation

CE

Recommended Requirements Find CE Profile

BASIC

**FREE forever**  
plus free 14 day trial of Elite\*

- ✓ Track All Education In One Place
- ✓ Get Renewal Reminders
- ✓ Access Free Education

Sign in with email

Email address

Password

Confirm password

Create account

Tools

Profile

Completed

Pending

Upcoming

Completed

Pending

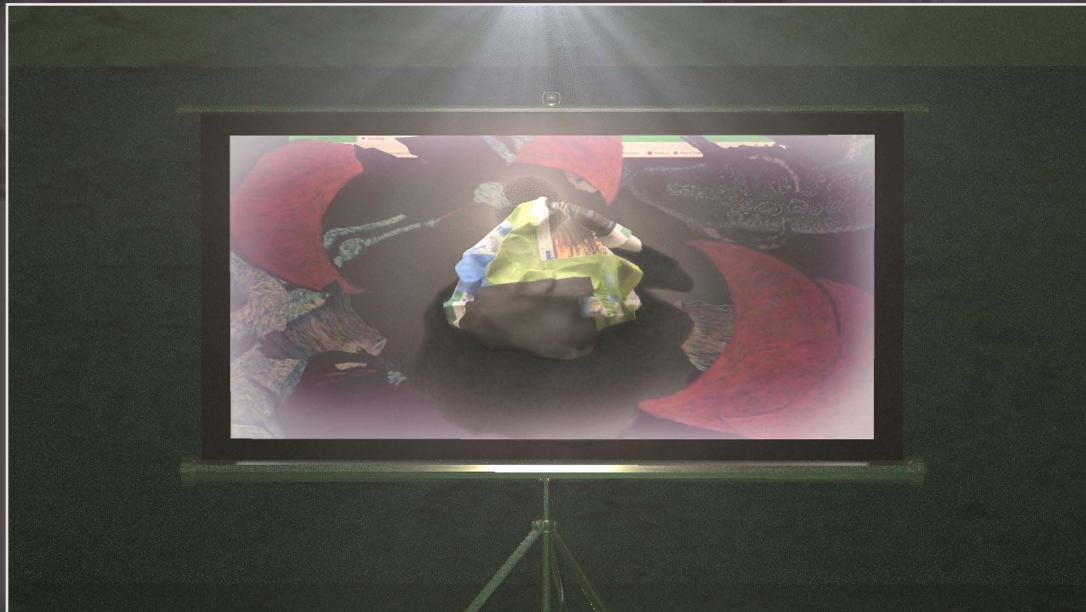
Upcoming

**Share Screen** is a website for the Design Media Arts 2020 MFA preview show. I collaborated with a team of artist on making the graphics for the homepage and designing the mobile responsive menu of the show website using mainly Autodesk Maya and Adobe Photoshop.

**Website:**

<https://projects.dma.ucla.edu/exhibitions/sharescreen/>

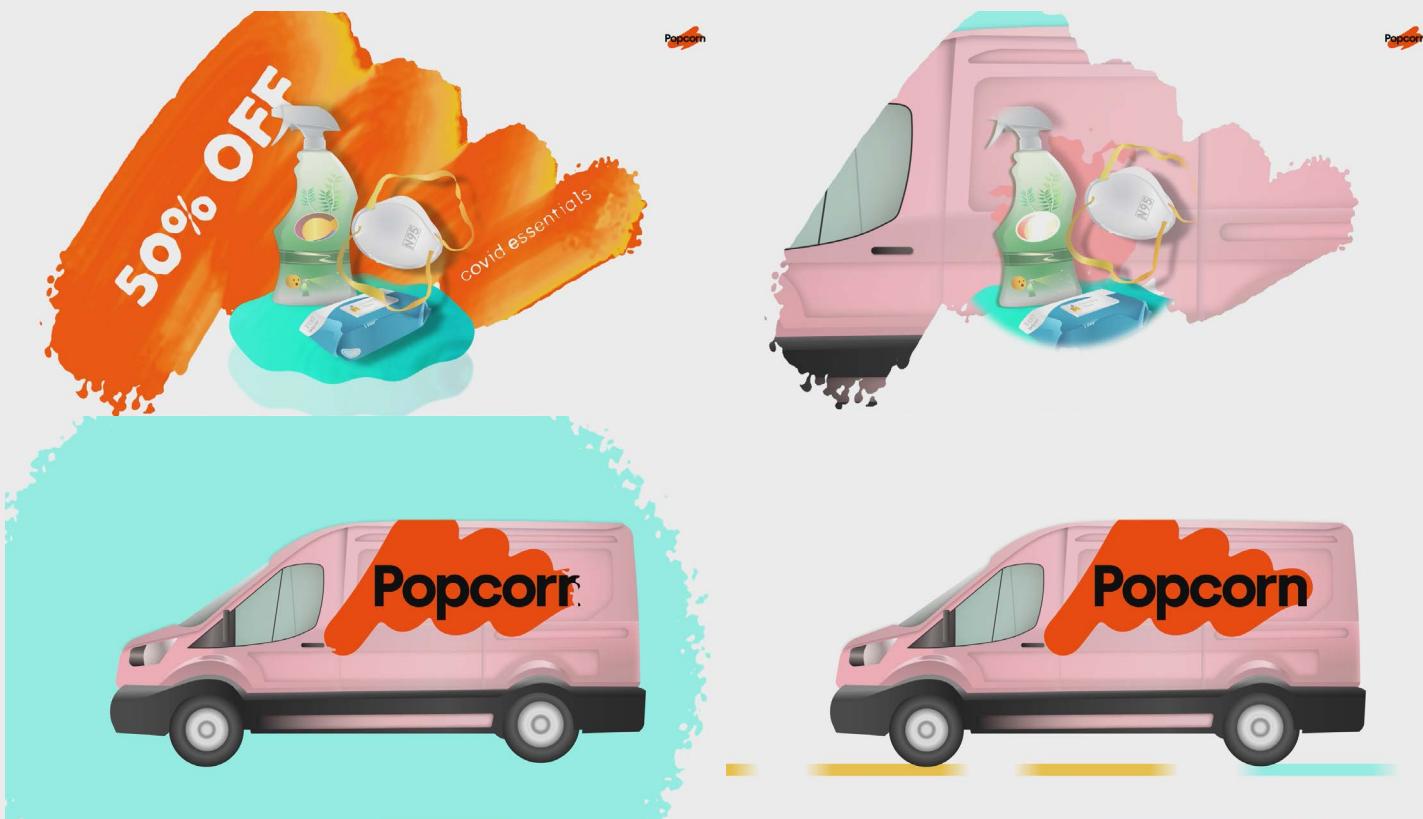
# SHARE SCREEN





## Sales Marketing Banner and Animation

View animation: [https://zhengzho\\_u-huang.me/Design/motion/](https://zhengzho_u-huang.me/Design/motion/)



# Commissioned Graphics For Educational Services

