

# Project Highlights

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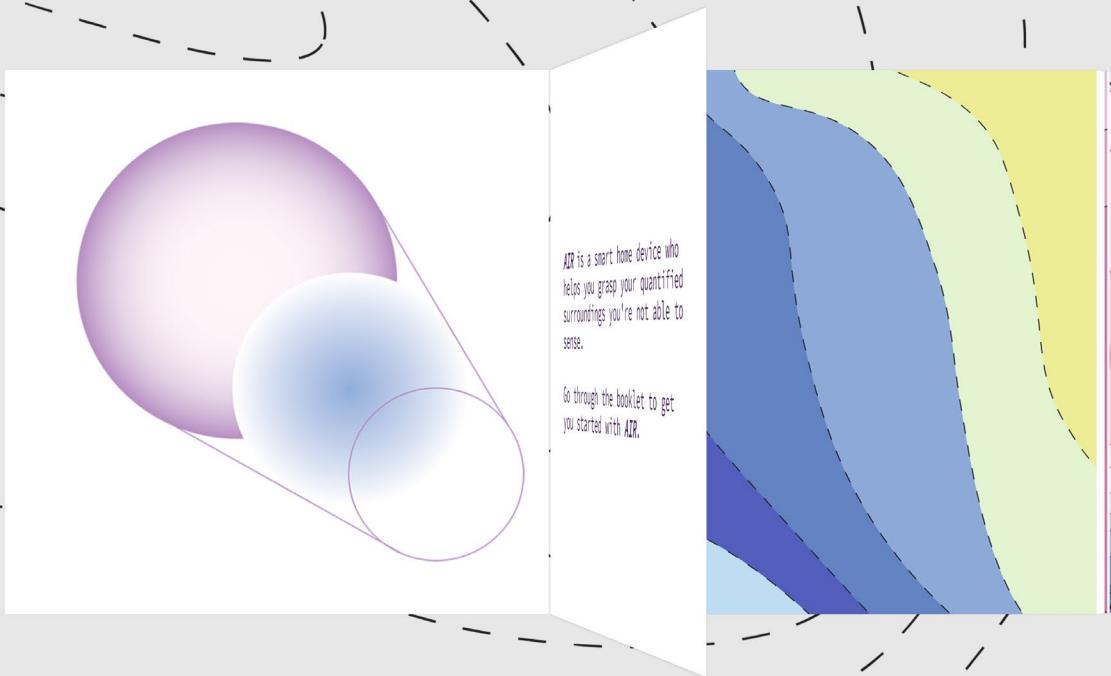
**Air, Water, Fire** is a series of self-directed works showcase three imaginary brands and services through websites, videos, graphics and interactive demos. The series of works were done in close collaboration with Zhengyang Huang who is also a new media artist and UCLA Design Media Arts alumni.

My roles in doing these projects include interface design, web development, graphic design, video production, 3D playable demo, as well as speculative concept-building.

**Air** is an interactive booklet leading to a VR video that shows an imaginary smart home device. (<http://projects.dma.ucla.edu/exhibitions/mfa2021/air/>)

**Water** is a website where different pages, images and videos are displayed on interactive cubes. (<http://projects.dma.ucla.edu/exhibitions/mfa2021/water/>)

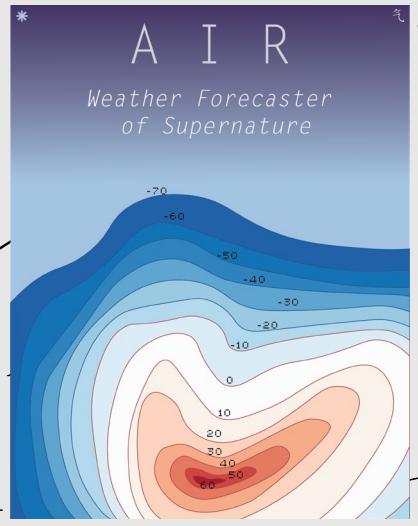
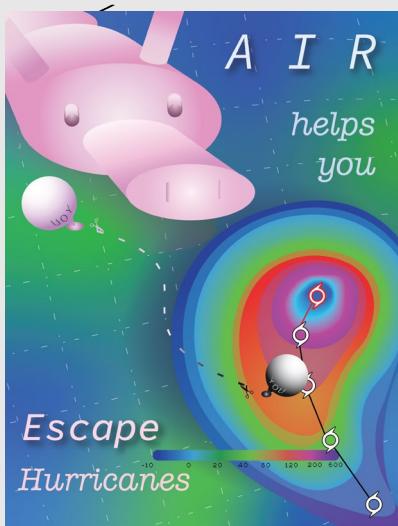
**Fire** shows an potential product with illustrations, photos and a 3D playable demo. (<http://projects.dma.ucla.edu/exhibitions/mfa2021/fire/>)



Website: <http://projects.dma.ucla.edu/exhibitions/mfa2021/air/>

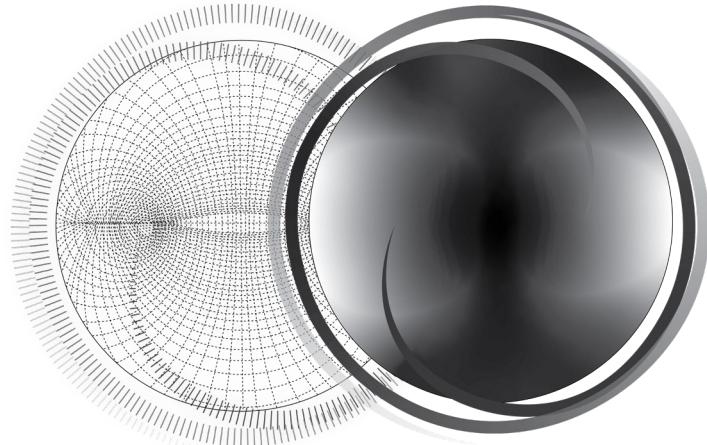






# Water

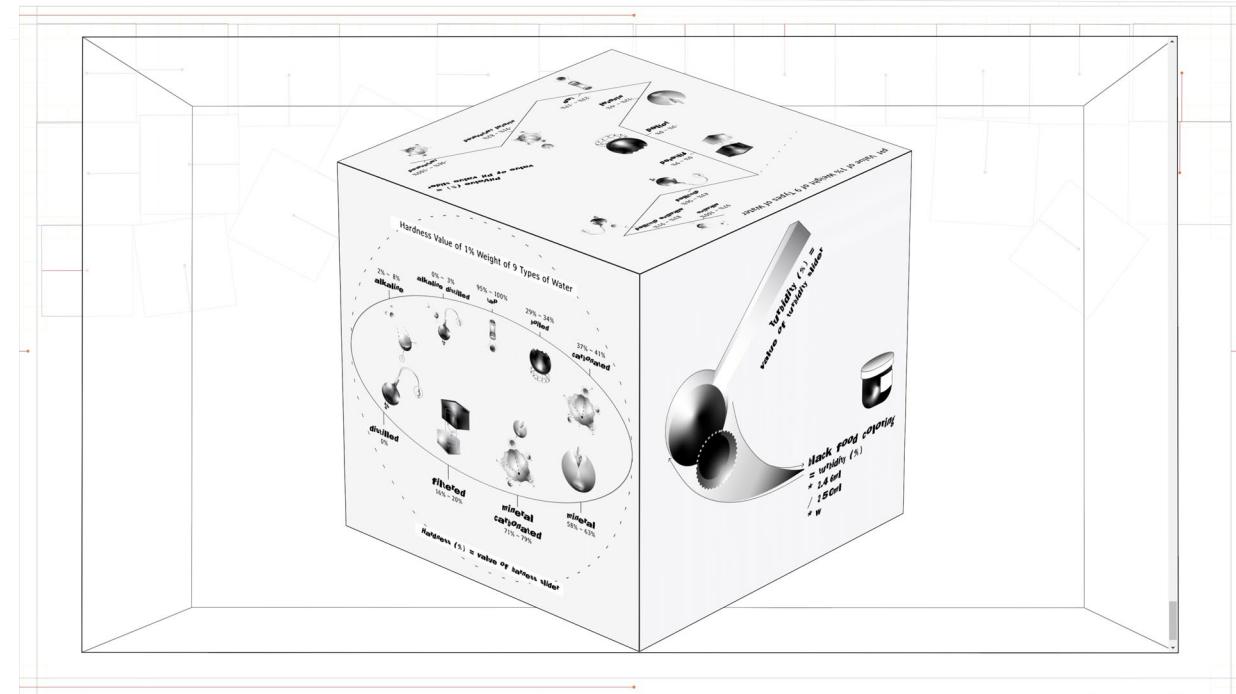
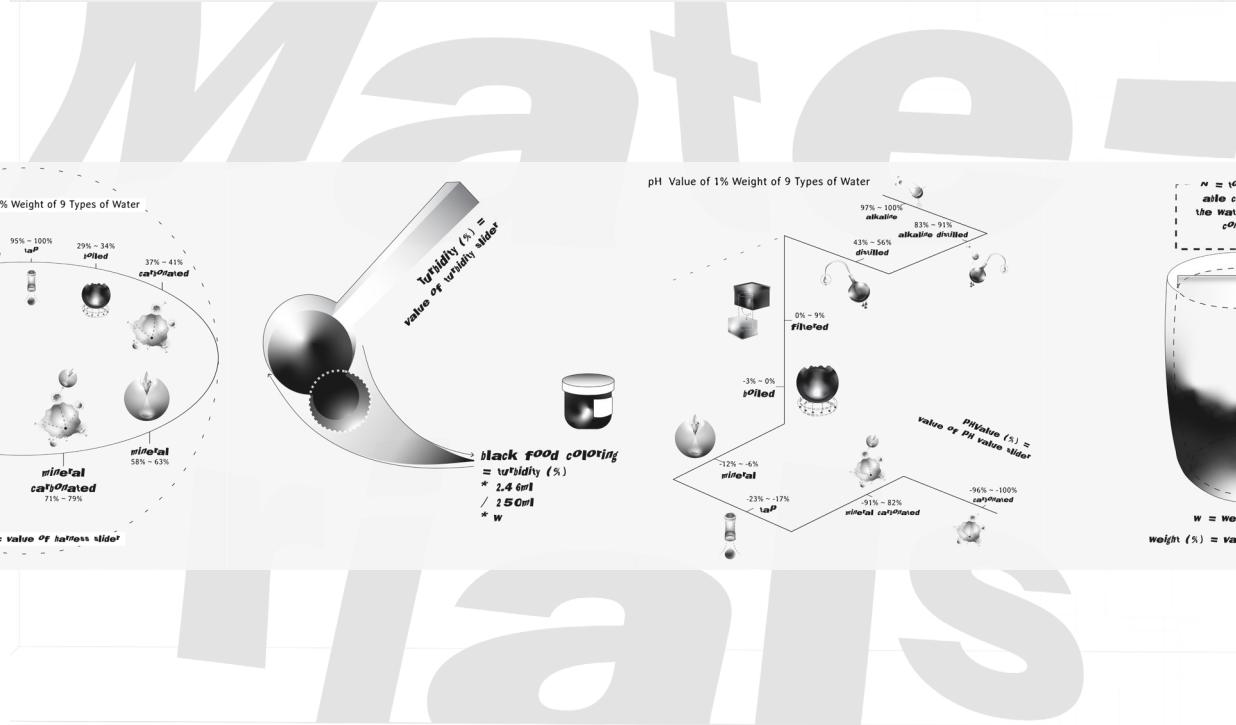
Water is an unstable data structure with which you store, share and delete your data.

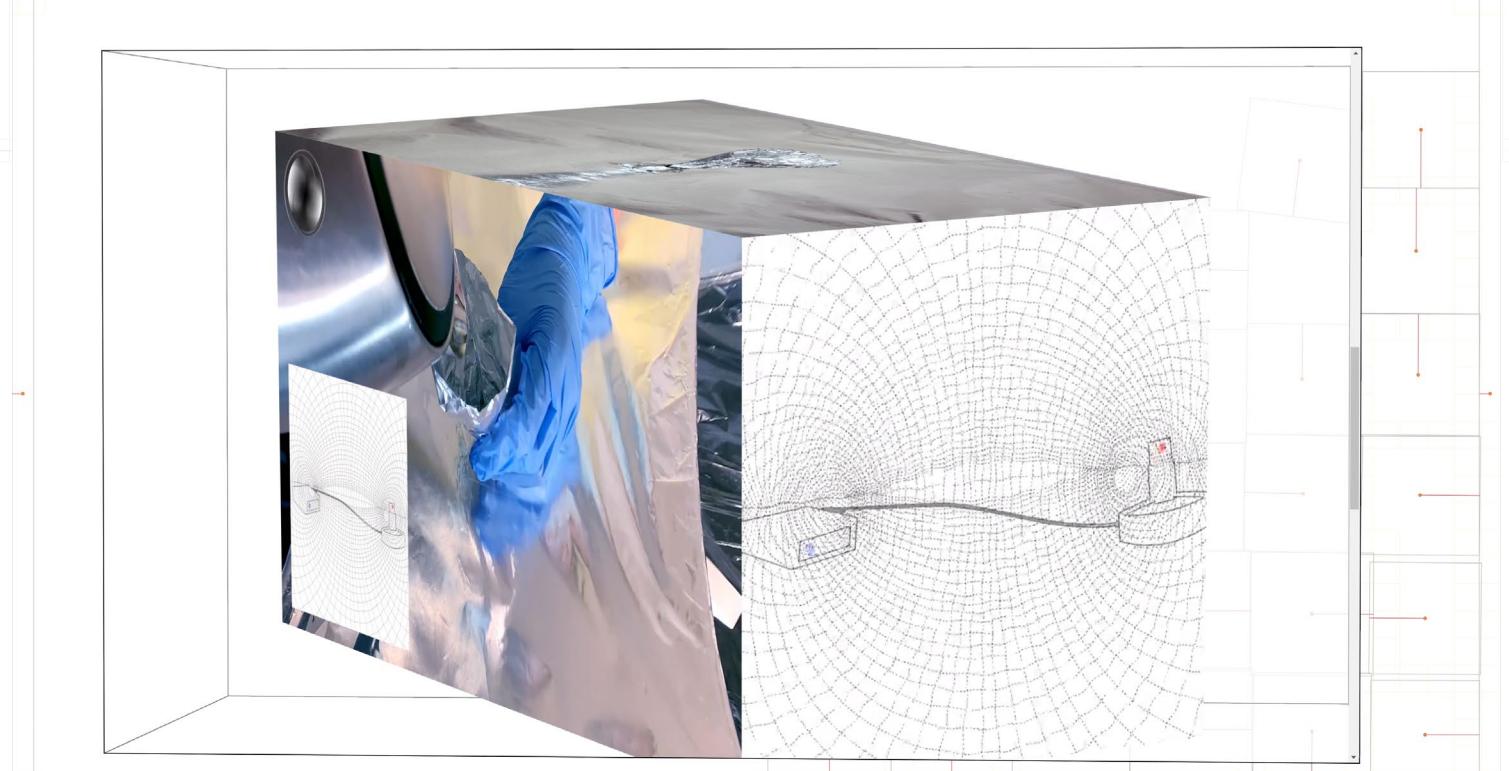
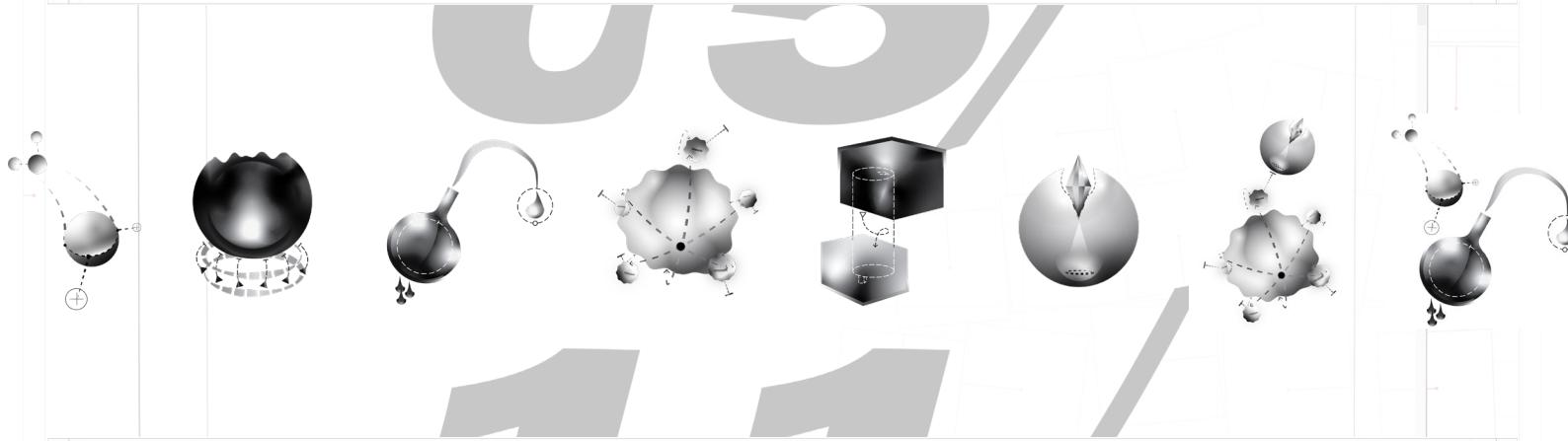
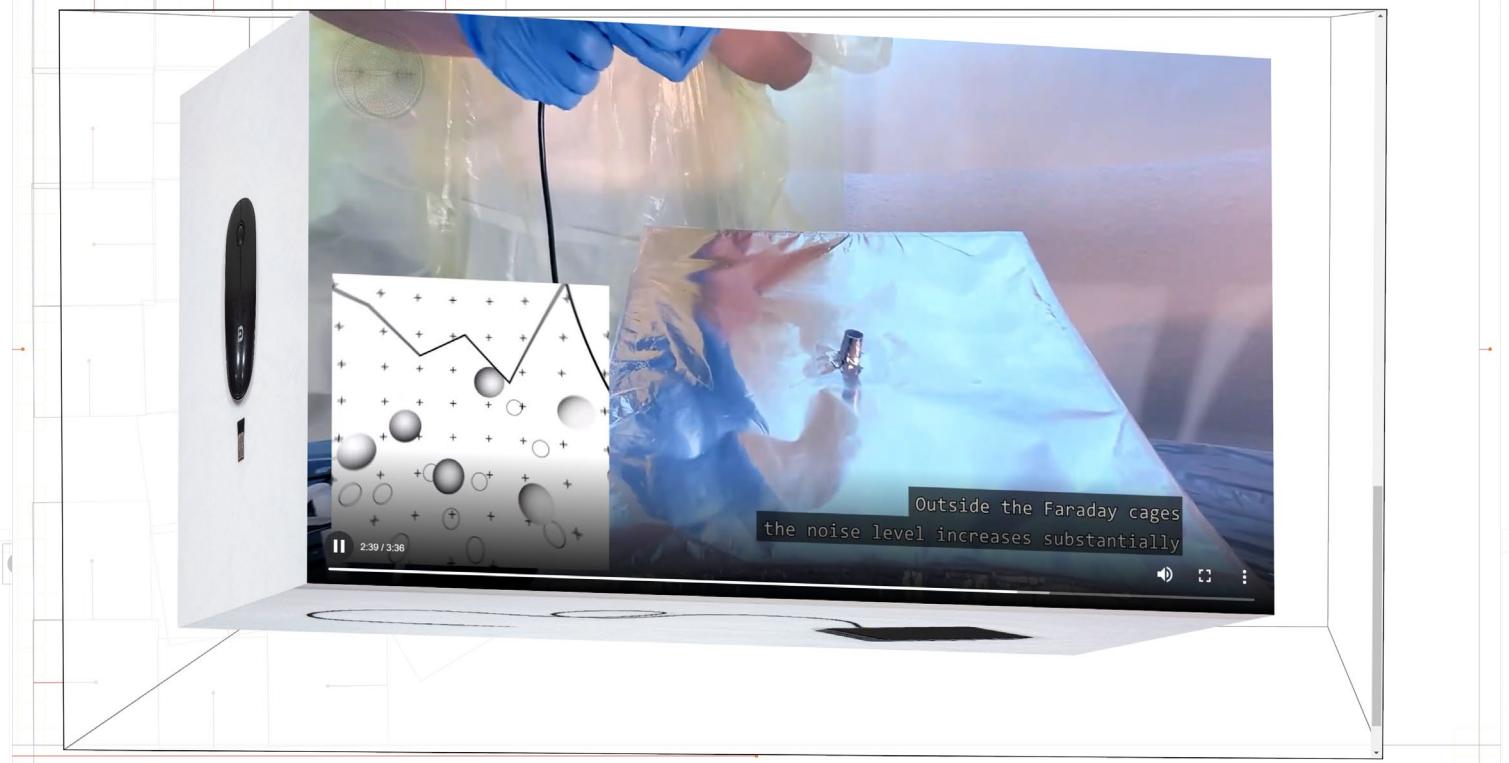


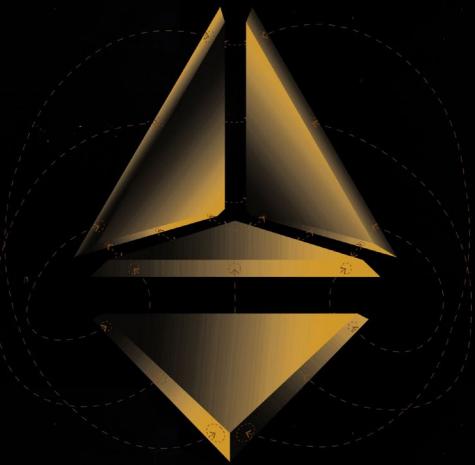
Website: [http://  
projects.dma.ucla.  
edu/exhibitions/  
mfa2021/water/](http://projects.dma.ucla.edu/exhibitions/mfa2021/water/)



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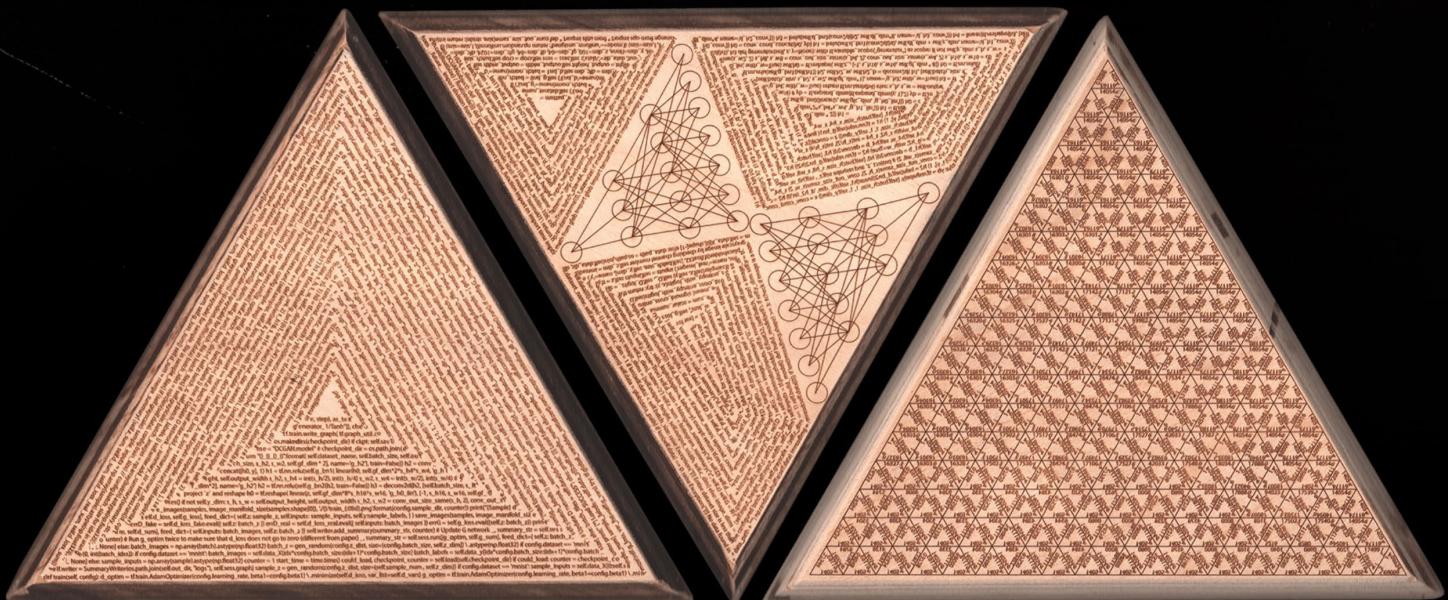


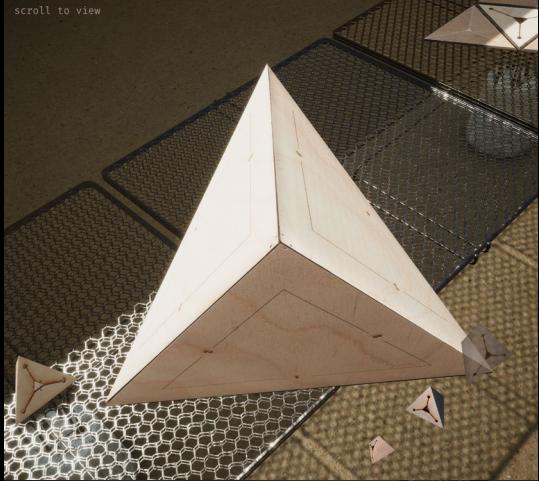
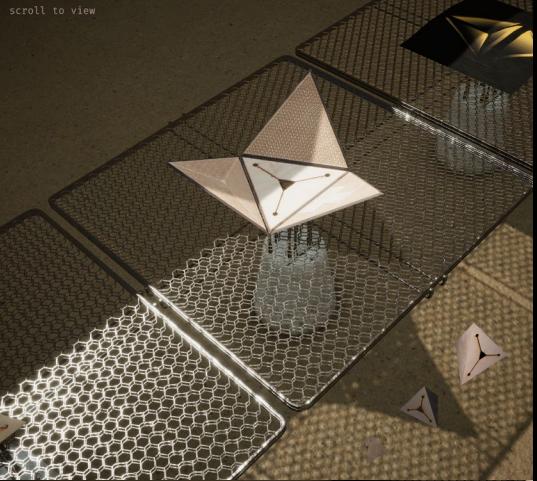
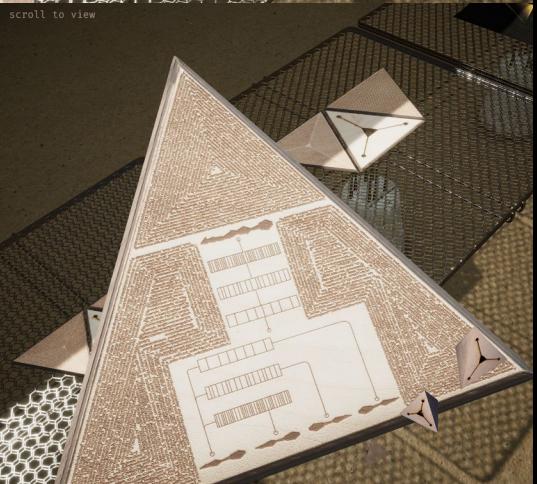
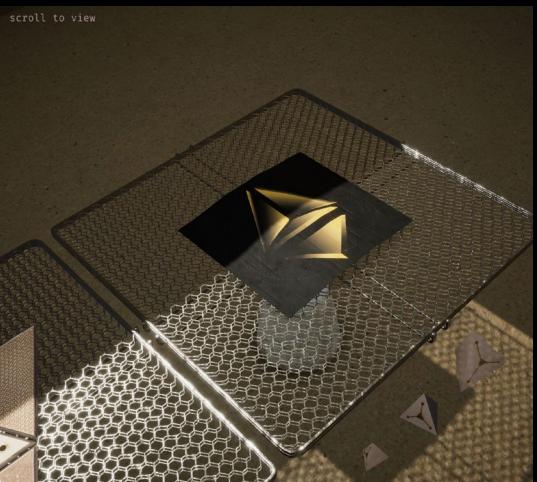
## Fire

Webiste: <http://projects.dma.ucla.edu/exhibitions/mfa2021/fire/>



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





**Pigxell** is a webpage online game where players purchase 3D furniture with their own photos to decorate their rooms. Pigxell features unique game interface design that connects the virtual transaction between players and the operator(NPC) in the game. The retro-style graphics and UIs are made with both 2D and 3D software. Many of the game contents are also hosted as manuals, posters and websites beyond the game.

**Pigxell** is a self-initiated project made by myself using Unity Game Engine, Autodesk Maya, Adobe Photoshop and Illustrator.

Documentation Video: <https://youtu.be/gi82bXDHebc>

Website Documentation: <https://youtu.be/dw-fIhjpTXU>



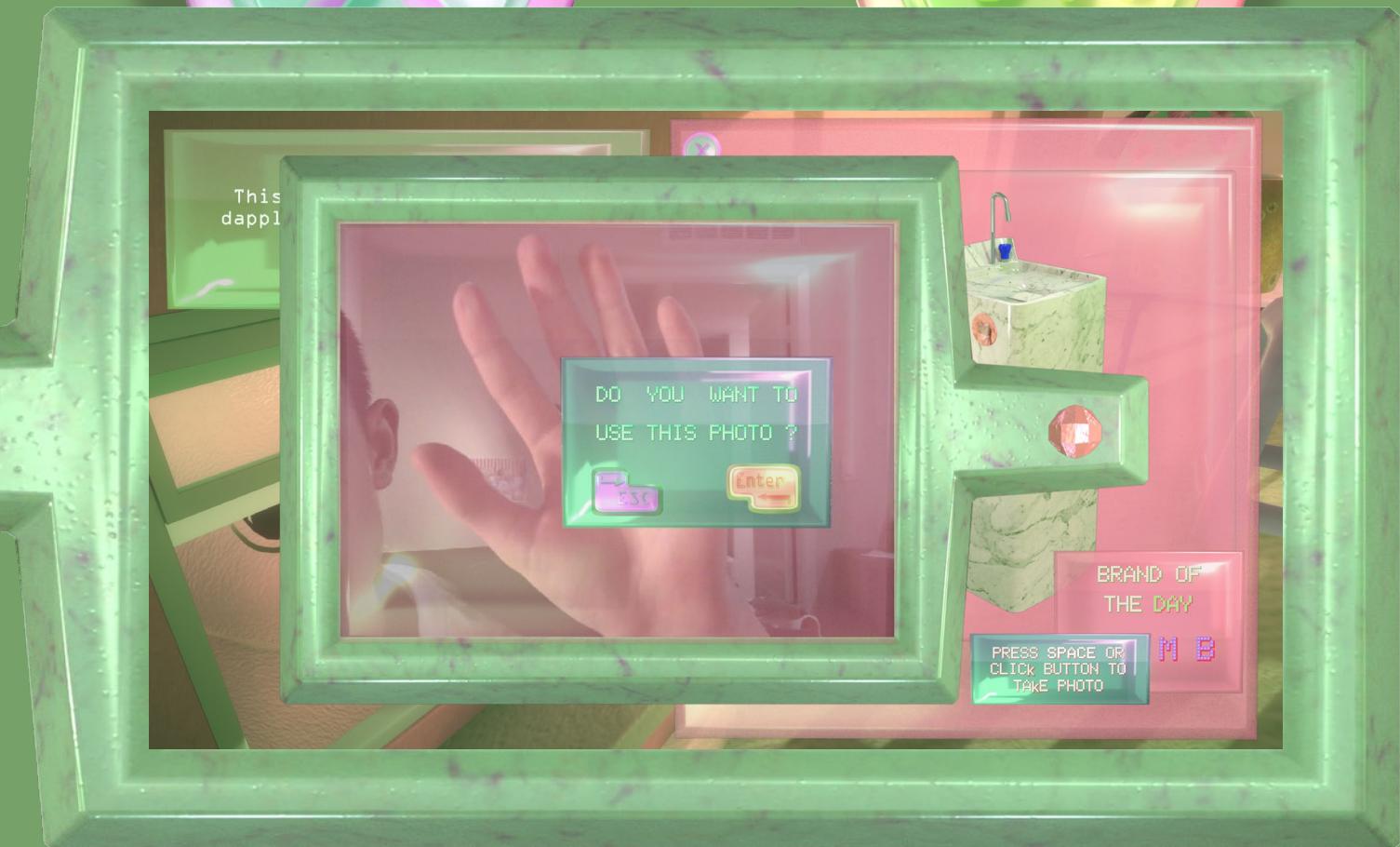


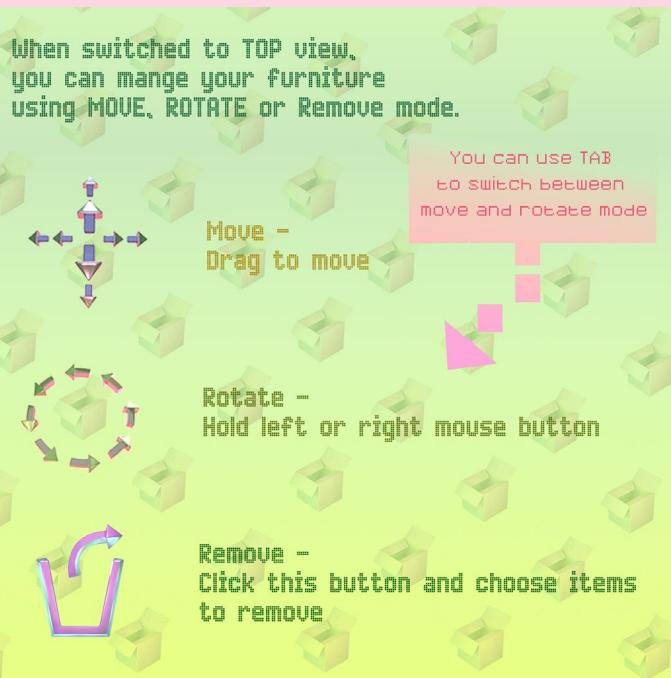
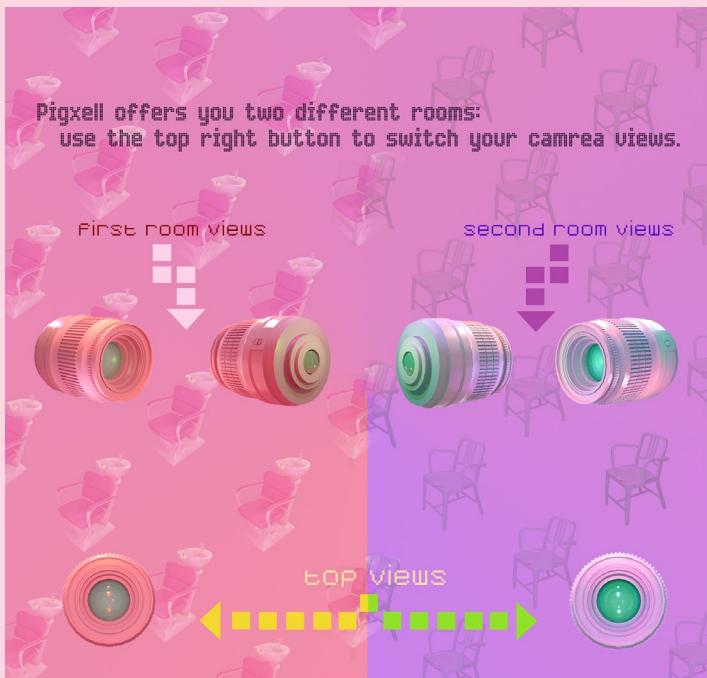
Pigxell is a room decoration game that critically reflects on users and data collection. It involves unique interactive interface for both players and the NPC controlled by an operator.



PIGXELL







Click this button  
at top right to  
shop at the Pig'x ---  
Pigxell's furniture store

Each time Pig'x opens, it has a different brand of Furniture:

eye      snout      feet      ear

Every transaction at Pig'x asks you to  
take a photo of either your EYES, EARS,  
NOSE/MOUTH, HANDS/FEET, in order to buy a  
new piece of Furniture.

If the shop is **Closed**, please check the shop  
hours by clicking the "CLOSED" sign and come back later!

Don't forget to  
**SAVE & LOGOUT**  
before you quit the game !

Click the Bottom Left Button →  
to save your game otherwise you will  
lose your game data.

Please make sure your network connection  
is stable while playing the game.



# Manual



Phone Adoption



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

**Storytelling and Resillience** is designed and created by myself.

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

# Storytelling and Resilience

- 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, Hana Tyska, Megan Wu.

Instructor: Gabriel Noguez Teaching Assistant: Zhengzhou Huang

## 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](#)

**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**





## Continuing Education

Should Be

Tracked More	Effective Automatically
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**ACEA Global Website** is a work-in-progress project for Advanced Continuing Education Association (ACEA). I'm actively designing the layout, animation, interface, color and styling of the home page.

I have worked on cleaning up the illustration drawn by a commissioned artist, animating elements in the illustration, creating the vector art of the figure and animating the figure. I have also been designing the responsive feature of the page as well as transition between each section.

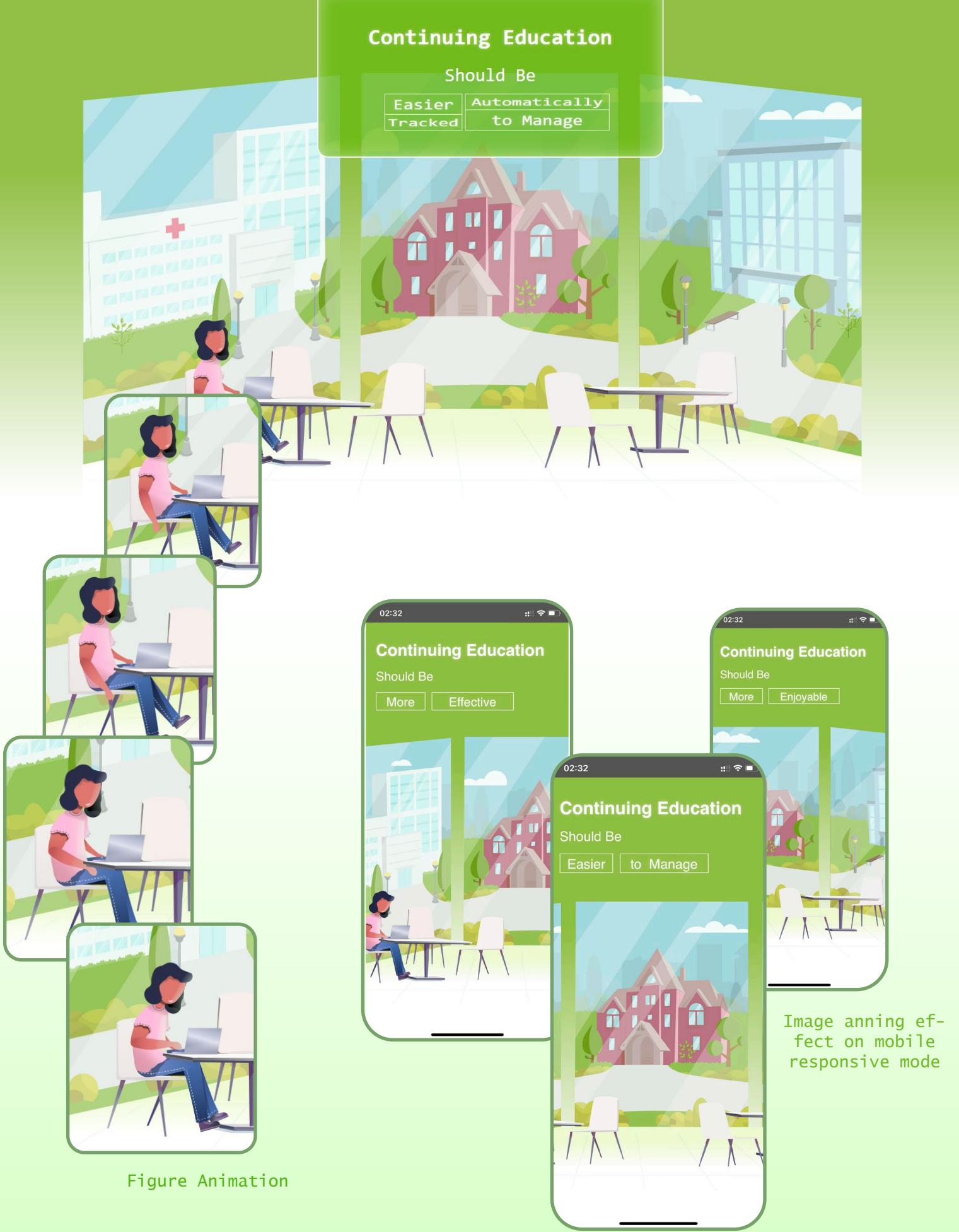


Figure Animation