



## Project Proposal

We are Zhengyang and Zhengzhou Huang, a twin artist duo based in Los Angeles. Our work joins the never-ending effort to create interfaces and situations to bridge emerging digital and physical phenomena.

**Digital Twin** is a project we started in 2023 to create a digital piglet character, modeled from a childhood pig plushie shared by us growing up. The piglet acts as our "third twin" and also a public "twin" for everyone. On one hand, the piglet is connected to our personal decisions and life as twins. On the other hand, we pondered upon the similarities between the twinning process of siblings and how AI learns from and adapts to users. The user-AI relationship is a cycle of reincarnation: users generate data, which is analyzed by AI to offer personalized experiences and predictions, bringing the AI closer to users in specific contexts with some unpredictability. It can be said that:

*Data, Context, Feedback*

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**Users** ≈ **AI**

With these two intertwining ideas, *Digital Twin* explores the interconnectedness of individual memories and public events, pooled in datasets, analyzed by AI, and personalized by us.

For this residency, we propose to continue the *Digital Twin's* series including:

1. A work-in-progress 3D animation titled *Our Agent*;
2. AR animation based on the video, with custom-made objects triggering AR interactions.

### 1. 3D Animation: *Our Agent*

*Our Agent* was created during China's COVID lockdown, amidst online/offline protests, and personal dilemmas including visa sponsorship, familial expectations, career paths, romantic relationships, and

closeted identities. In this video project, the digital pig serves as a surrogate agent, experiencing possible life events such as lockdowns, overworking in tech, artist fame, marriages, coming out, and family gatherings. Each life event was generated by OpenAI DALLE, drawing from vast datasets. Ultimately, the digital pig becomes the agent to act for all of us whose lives were fed into AI generative models.

During the residency we plan to continue on finishing the video. You may see the excerpt of the video [here](#).



## 2. AR Interaction + Physical Objects

We will create a series of hand-sized physical models based on scenes from *Our Agent*, such as a miniature COVID-19 testing booth representing the COVID-testing scene in the video. Each model serves as a tangible way to access our shared, public, or personal circumstances and memories.

These physical objects will feature AR animations of the pig character, triggered by viewers scanning them with their phones. Viewers will discover these miniatures in public or semi-public spaces, such as streets outside the gallery or common areas within the gallery. Stickers nearby guide viewers to scan the objects, revealing the pig “agent” acting out life events that viewers may have experienced in the past or will experience soon.

We plan to make 4 to 5 of these objects. We will model them in Blender 3D, then fabricate them with 3D printing, laser cutting, or CNC. Some parts may be crafted with traditional woodworking techniques.