

I had previously followed a digital innovation exhibition in a museum, and I was struck by one digital innovation - creatures living in symbiosis with flowers in a leaping valley.

Creatures made of flowers inhabit a three-dimensional world of height differences. The flowers are born and die over and over again, cyclically shaping the creatures.

The creatures are fed on each other and together they form an ecological unity. Creatures that eat other creatures will multiply. Conversely, if they do not eat other creatures, they die. Of course, if they are eaten by other organisms they will also disappear. In addition, when people trample on the flowers of creatures, the flowers will fade. If the trampling continues, the creature's flower will fade away and the creature will die.

The work is not a projection of a pre-produced image, but a computer programme that draws them in real time. As a whole, the images are not copies of the previous state, but are continually influenced by people's actions and behaviour. The image is not a replica of the previous state, but rather is affected by people's actions and behaviour, and is constantly changing. It is a moment in time that cannot be seen again if it is missed.