

Project Experience

Xingyu Chen

BUTTERFLY

An interactive LED lamp based on Mobile Phone App and Bluetooth.

Project link: <https://github.com/stellarnull/LEDPainter>

Video link: <http://www.bilibili.com/video/av7524170/>

P1: Propaganda Film; P2: Making Process.

Four-people Group Work.



ESCAPE PROJECT

An escape game on the Android platform, base on speech recognition and audio interaction.

Graduate project of Bachelor of Arts in Digital Entertainment Design, Tsinghua University.

Project link: <https://github.com/stellarnull/EscapeProject>

Downloadable apk (Museum Ver.):

<https://github.com/stellarnull/EscapeProject/blob/master/app/app-release.apk>



ESCAPE PROJECT

The story occurred in the Academy of Arts and Design after the "mutation", where people were infected with pestilence and turned into zombies.

You woke up from the coma and found yourself trapped in the monitoring room. Suddenly, in the monitor screen appeared a girl's shadow. She asked you to help her out from the room.

Screen of monitors, weak communication... Your fates would be linked together, and the story of escape has already begun...



ESCAPE

REC

11/12/2015



CAMERA1

REC

11/12/2015



CAMERA2

REC

11/12/2015



CAMERA3

REC

11/12/2015



CAMERA4



REC

11/12/2015



CAMERA6



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美院脱出计划

- 故事发生在“异变”过后的美院，僵尸在异变中诞生。你从昏迷中醒来，发现被困在监控室中，突然，监控画面中出现了一位少女的身影，她请求你帮助她从密室中脱出。监控画面、微弱的通信，将你们的命运联系在一起，一个逃离美院的故事就此展开……
- 通过与游戏内NPC的对话向其传输指令，帮助NPC逃离的同时，也试图让她来解救被困的自己。你们都不知道自己身处何方，唯一可以提供信息的，便是你面前的监视画面……
- 操作指南：
游戏主界面为含六个监控监视屏的画面。首先点击NPC所在房间的屏幕以激活该房间的广播系统，然后点击右下角的红色按钮后对着话筒说话，即可与NPC交流。游戏语言为英语，按钮只需点按不需长按。如果NPC不在该房间，则无法激活该房间广播。右下角红色按钮不出现。点击左下角的按钮可以取消广播激活并回到游戏主界面，此时可以点击下一个屏幕继续游戏。

安全出口



SWORD BOX MOVER

A Box Mover game with the theme of an RPG game called Gujian Qitan.

Project link: <https://github.com/stellarnull/SwordBoxMover>

Programed the game as well as produced the pictures.



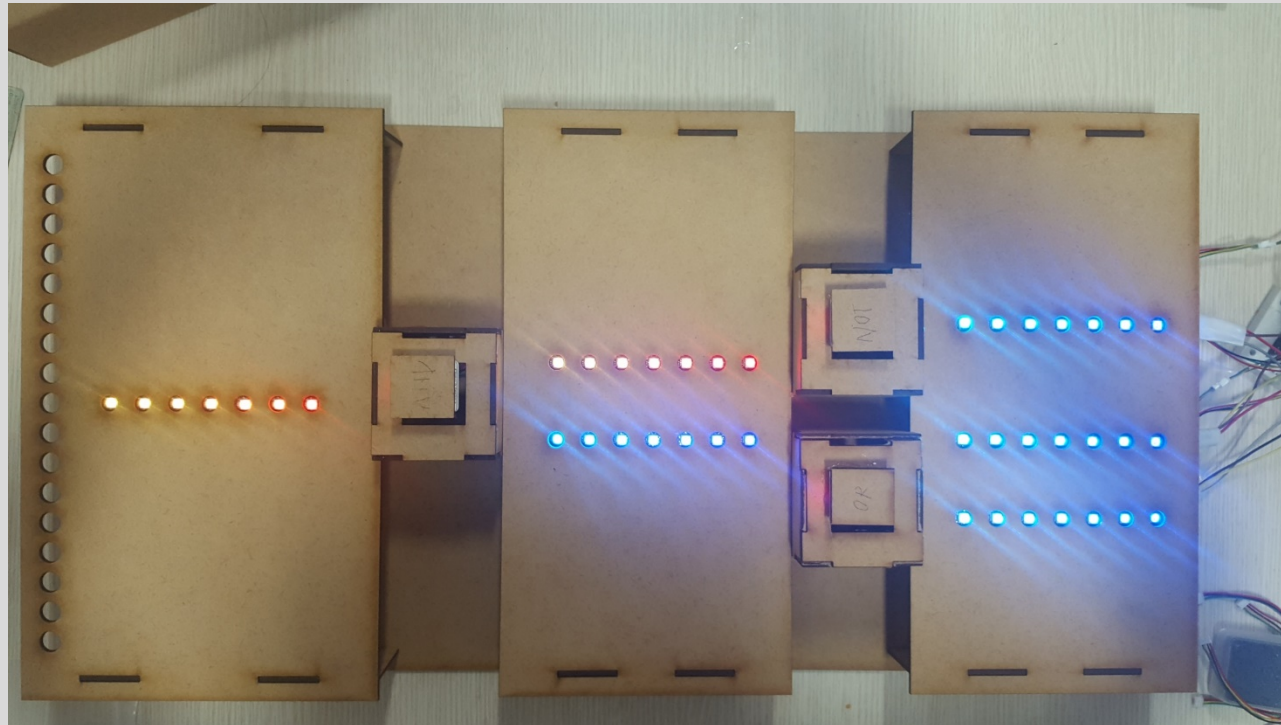


LOGATE, Interactive Logic Teaching Equipment

An item on display for Beijing Science and Technology Museum.

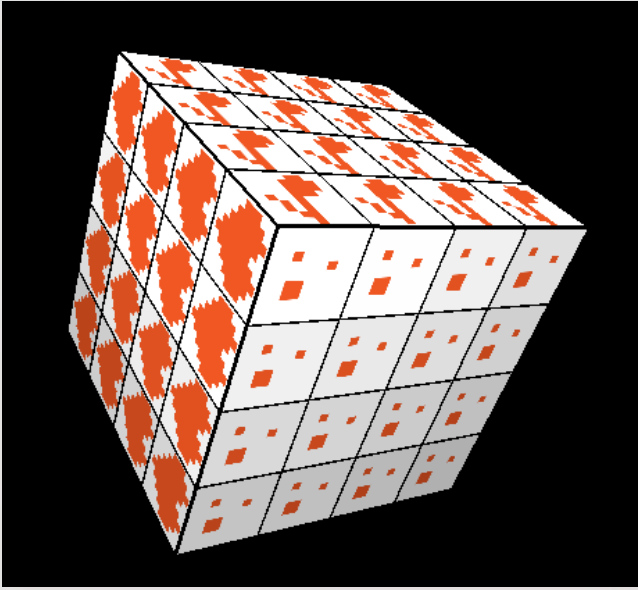


A digital product based on LED modules and Microduino Development Board.



The product has a hardware part as well as a graphic interface on a PC or mobile phone. Its purpose is to teach children the logic gates in an visual and interactive way.

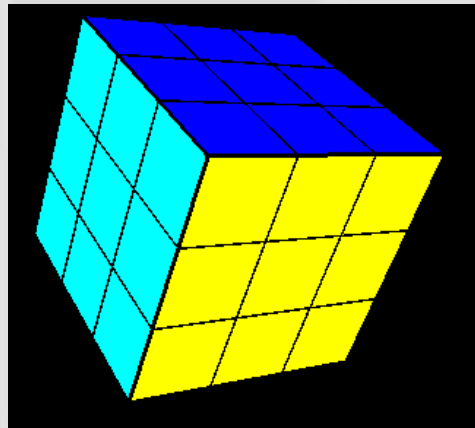
Magic Cube



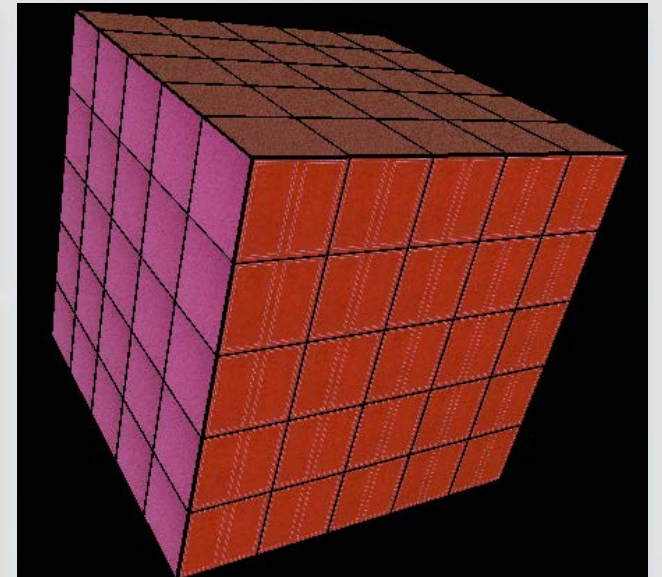
A magic cube implemented with OpenGL.

It can change its texture, light, background and order.

It can both played by a mouse or keyboard.



Project link:
<https://github.com/stellarnull/MagicCube>



For more project sources please go to my github
<https://github.com/stellarnull>

A stylized illustration of a forest scene. Tall, slender trees with light-colored bark and sparse green foliage stand against a soft, hazy background. A person wearing a red robe and a traditional conical hat is walking away from the viewer through the misty forest floor. The overall mood is serene and atmospheric.

CREATIVE ARTWORK

AMONGST GALAXY

Animation made by Autodesk 3ds max.

Video link: <http://www.bilibili.com/video/av1892732/>



Three-people Group Work.

Prototype: Marvin from The Hitchhiker's Guide to the Galaxy & Eva from WALL-E



Thank You

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If you have any question please contact me at xc2416@columbia.edu