

The cube world

This project explores the visual boundaries of computerized two-dimensional and three-dimensional space through the deconstruction, reorganization, and self-rotation changes of the cube. I try to express the three physical forms of water – solid, gas and liquid – through the ever-changing dispersion effect of the cube, and perceptual visualization is the subject I want to explore, 'Perception is inseparable from our senses and it is how we make sense of the world.'^[1]

The whole project animation runs in a loop, just like the three physical states of the water element are constantly changing, with a constant cycle of energy...

[1] Thomas Baldwin, Maurice Merleau-Ponty, Oliver Davis, **The World of Perception**, 1st Edition (2004) : 144