

THE INSTALLATION
OF

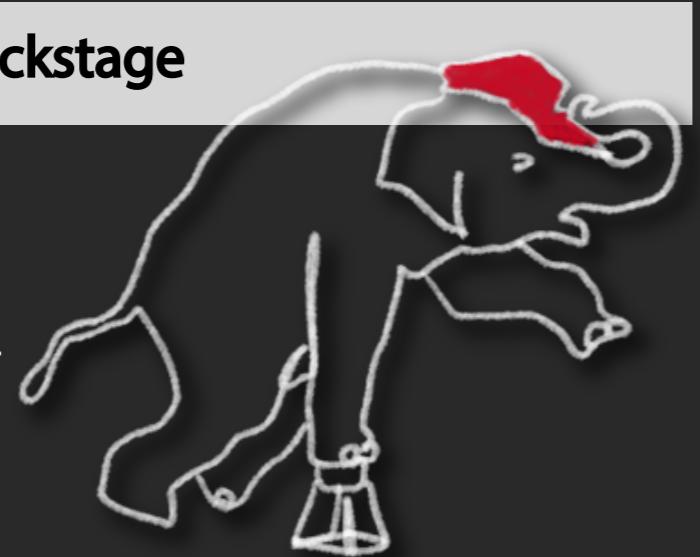
ELEPHANT

PERFORMANCE

Story of elephant Tyke

1. Elephant Tyke at the backstage

On August 20, 1994, there was a grand circus performance in Honolulu, Hawaii, in which the much anticipated animal actor was Elephant Tyke. When it came out, the audience was stunned



2. She attacked his trainer

She ran backstage from the circus, dragging the cosmetologist who had been seriously injured and the trainer who was no longer breathing. She did not stop hurting the cosmetologist, which caused panic and chaos among the audience



4. Being shot by the police

He was later shot dead by police who arrived at the scene. He was shot 86 times and his eyes were filled with fear and despair at the moment before he fell



3. Being chased by the police

The elephant, named thek, left the dying beautician and raced out of the arena onto the road, injuring more than a dozen bystanders



For more than 20 years, it has been stationed in the circus. There is no freedom, only torture and starvation. When it is determined to rise up and fight for the freedom of only 30 minutes, it pays the price of life for the precious freedom

Animal welfare and human needs



We think domesticated animals are also the protection of animals

You know animals through circus, understand animals, see them in contact with them, and then you can consciously protect them

Circus trainer

Opinions of others

I will watch the animal show, because such a show is the same as people's acrobatics. Cruelty to people and cruelty to animals are equal



Human beings have no right to treat other species so cruelly



It's better to protect animals than to protect vulnerable groups in society



It's the way of nature to be hunted in nature. If that's the way of protection, it's also the way of protection to put people in prison



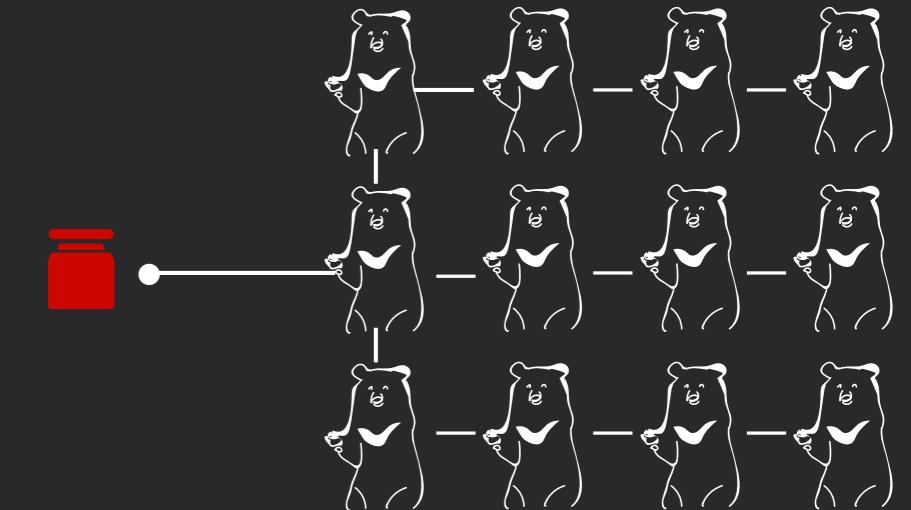
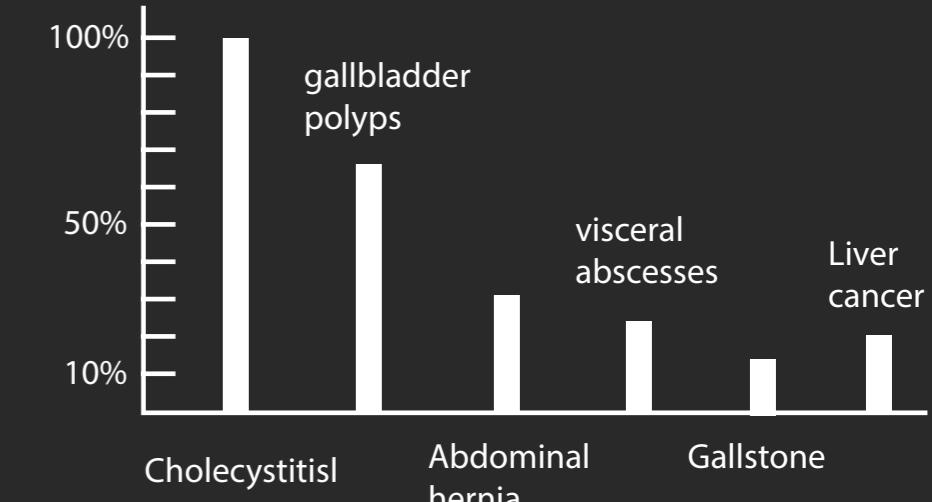
Animals should be kept and used in captivity



Take live bear bile as an example



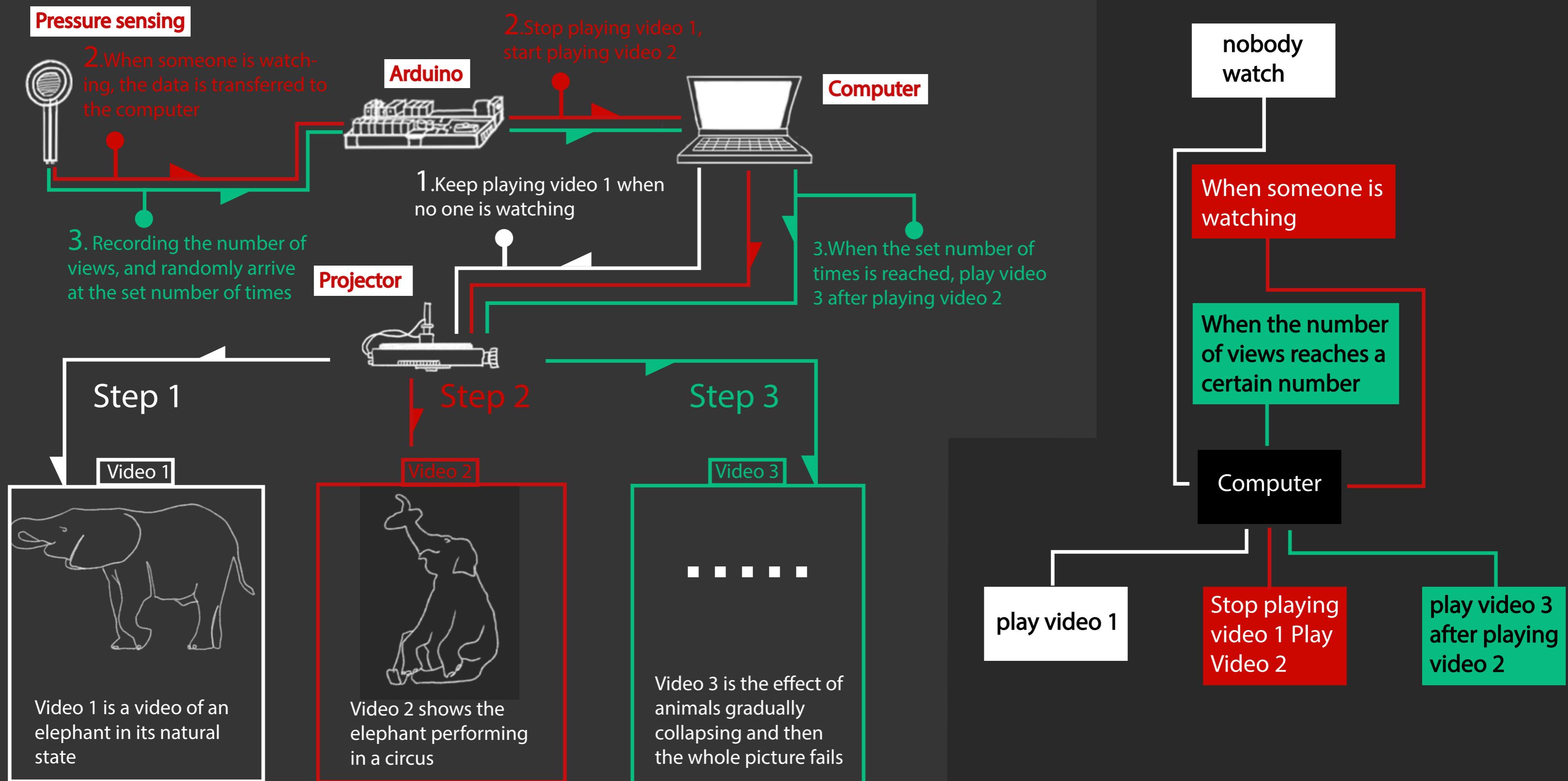
Data of 165 galloping black bears



12 bears are drained every day 24 times to get a bottle of 300g bear gall

A total of 68 legal black bear farms exist in 11 Chinese provinces, with nearly 20,000 black bears in captivity, including 6,000 to 8,000 bear bile

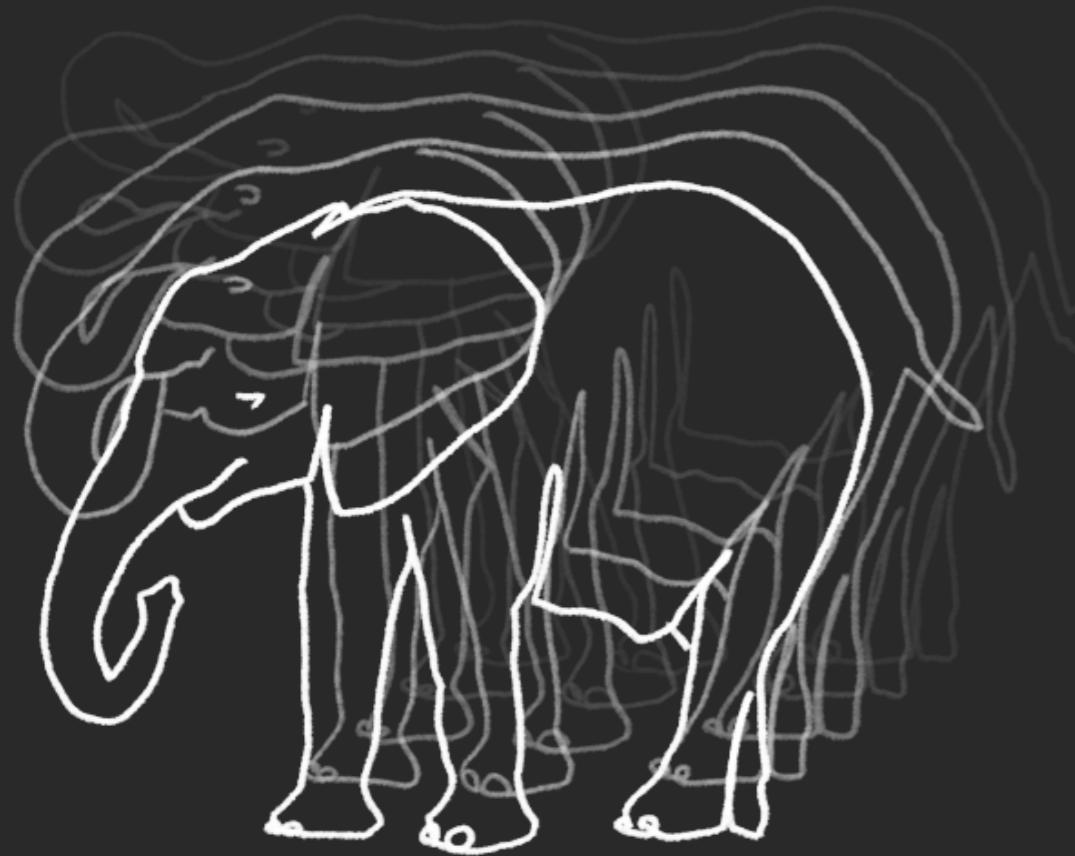
Interaction process



Meaning of the videos

Video 1

Video 1 represents the state of elephant without human intervention



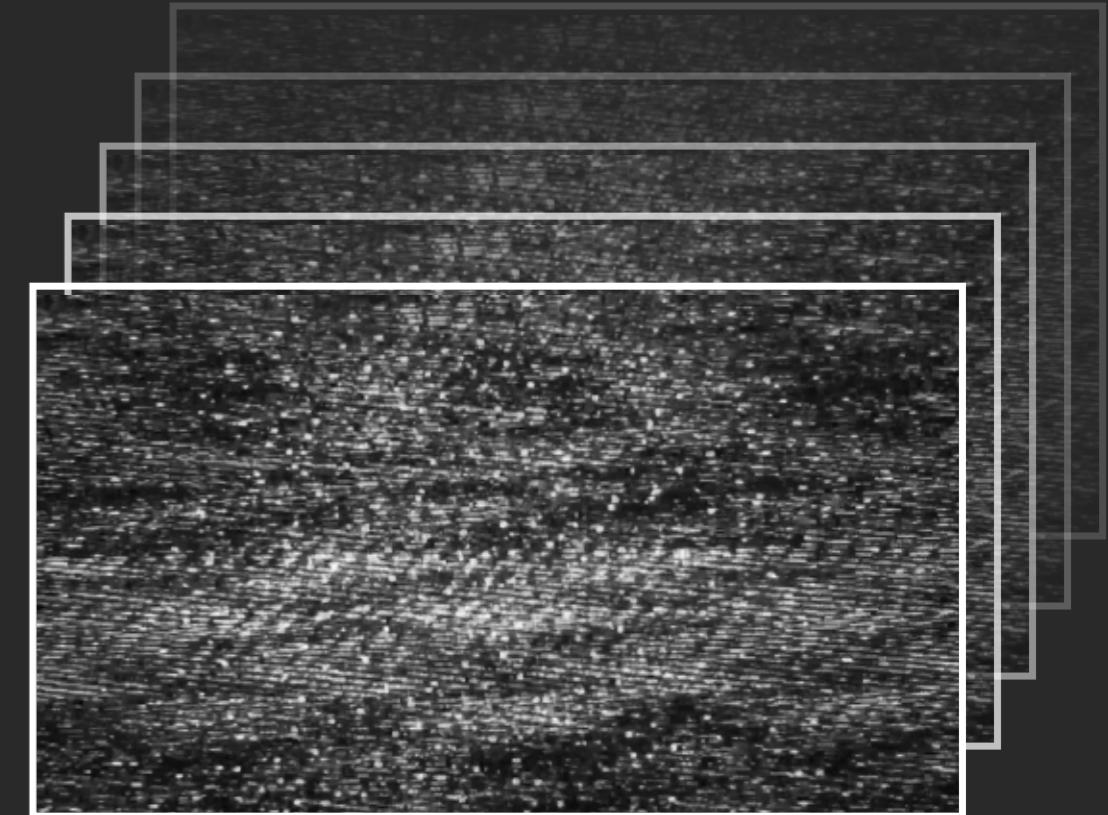
Video 2

Video 2 shows the state of the elephant when someone intervenes. It means that human behavior has a great impact on animals



Video 3

The failure effect of Video 3 indicates the collapse of animals. You don't know when animals will lose control and die intervention

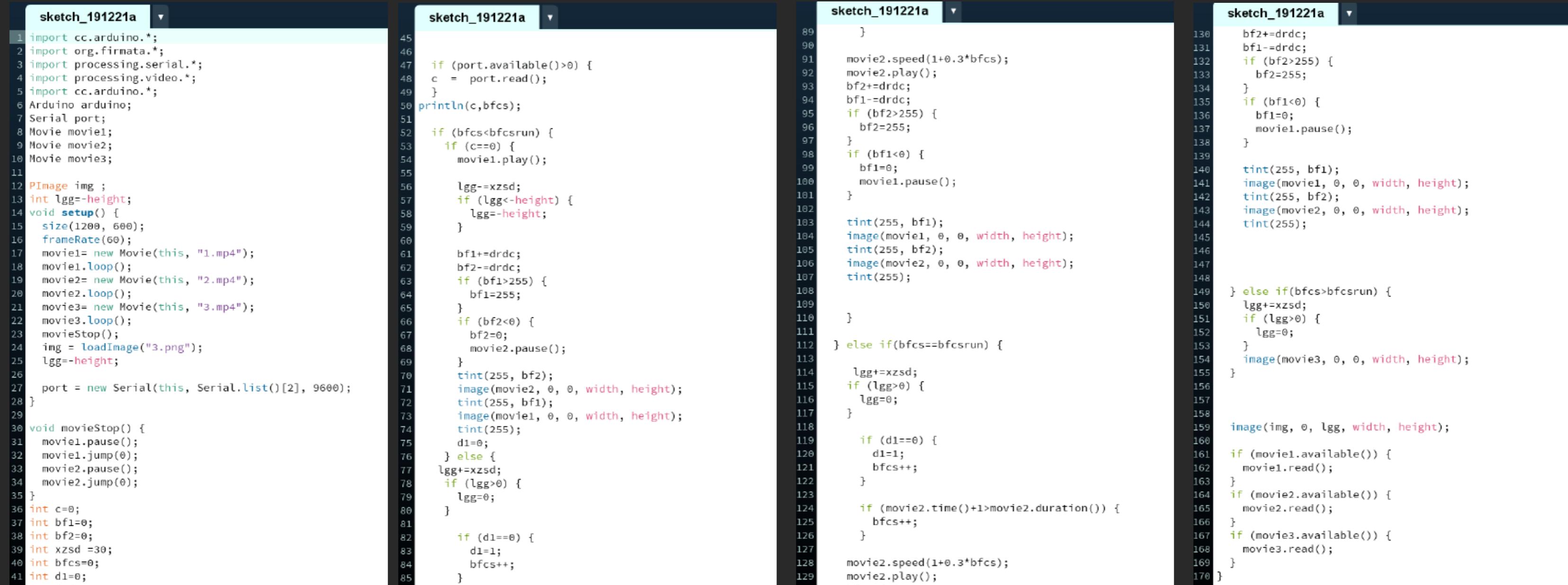


Random number

36/848/2/30/87

Random number means that this kind of accident can happen at any time. Maybe you are the first time to watch the animal show, but it has been the collapse caused by many years of torture for the animals

Coding



The image displays four identical Processing sketches, each titled "sketch_191221a", arranged horizontally. Each sketch consists of approximately 170 lines of code, primarily in Java syntax, with some Processing-specific functions like `Movie` and `Serial`. The code is color-coded for readability, with keywords in blue, variables in green, and comments in purple. The sketches appear to be identical, likely demonstrating a specific Processing function or library usage.

```
sketch_191221a
1 import cc.arduino.*;
2 import org.firmata.*;
3 import processing.serial.*;
4 import processing.video.*;
5 import cc.arduino.*;
6 Arduino arduino;
7 Serial port;
8 Movie movie1;
9 Movie movie2;
10 Movie movie3;
11 PImage img ;
12 int lgg=-height;
13 void setup() {
14   size(1200, 600);
15   frameRate(60);
16   movie1= new Movie(this, "1.mp4");
17   movie1.loop();
18   movie2= new Movie(this, "2.mp4");
19   movie2.loop();
20   movie3= new Movie(this, "3.mp4");
21   movie3.loop();
22   movieStop();
23   img = loadImage("3.png");
24   lgg=-height;
25
26   port = new Serial(this, Serial.list()[2], 9600);
27 }
28
29 void movieStop() {
30   movie1.pause();
31   movie1.jump(0);
32   movie2.pause();
33   movie2.jump(0);
34 }
35
36 int c=0;
37 int bf1=0;
38 int bf2=0;
39 int xzsd =30;
40 int bfcs=0;
41 int d1=0;
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```

Scene display

