



Resemblance

Self-realisation & Perception



Wen, March 2023

Layers of reality

Digital world x Performance x Audience



Digital world

Your appearance now is what we call **‘residual self-image’**. It is the mental preparation of your digital self.

The Matrix, 1999

Performance

“the moment you begin to perform authenticity, it becomes meaningless”, **re-performing and revising the self-performance** ad infinitum.

— Stephanie Bishop, Emily Bootle’s ‘This Is Not Who I Am’ | The Monthly

Audience

Manifesting our “inner
selves” in the world **for
others to witness.**

— Emily Bootle, BeReal and the authenticity trap

AI x Performance x Mocap

AI (Generated selfies)

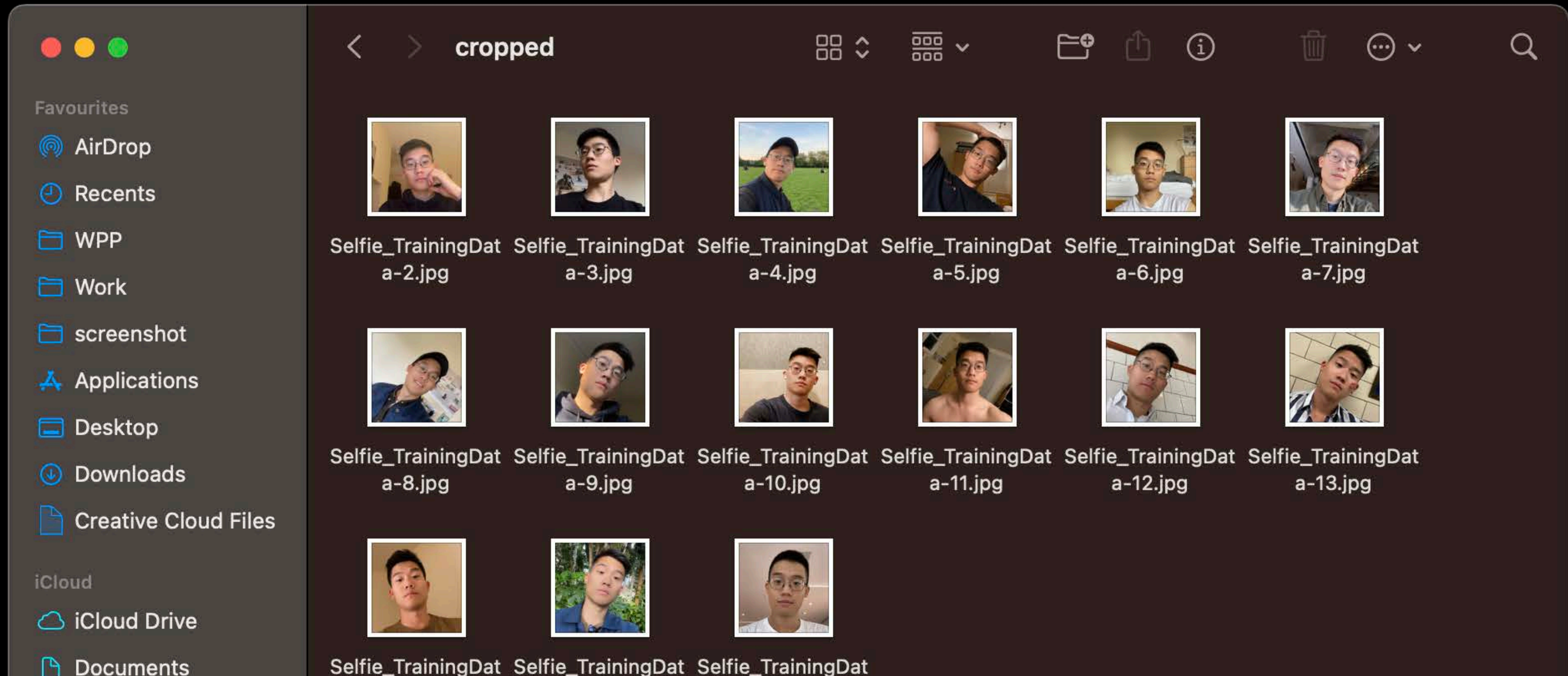
Performance (Realisation of being self)

Mocap (Interaction & post-process)



Selfie ML Model

How do I see myself when I take a selfie? Through the screen, is it just a digital representation of me or just how I perceive myself in the digital realm?



Selfie Generator



UV map AI-generated image to objects

Blender [C:\Users\mrwen\Documents\WPP Creative Tech\Game Engine\Meet your character\Dan tutorial on shader_testing with selfie displace.blend]

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting + Scene ViewLayer

View Image Render Result Wen_Selfie - 23.jpg 2

Frame:25 | Time:00:38.51 | Mem:1712.34M, Peak: 1784.82M

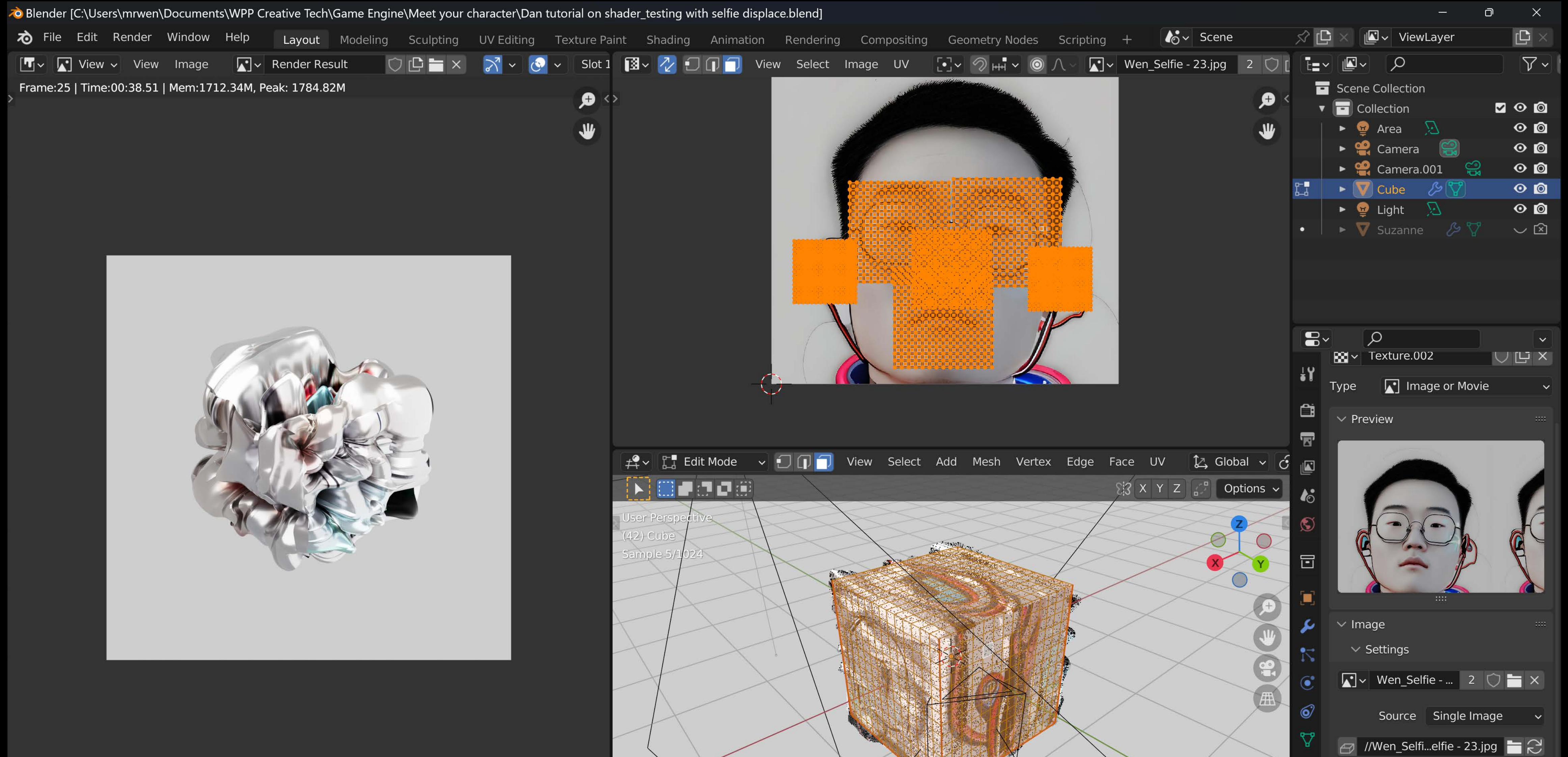
Scene Collection

- Collection
 - Area
 - Camera
 - Camera.001
 - Cube**
 - Light
 - Suzanne

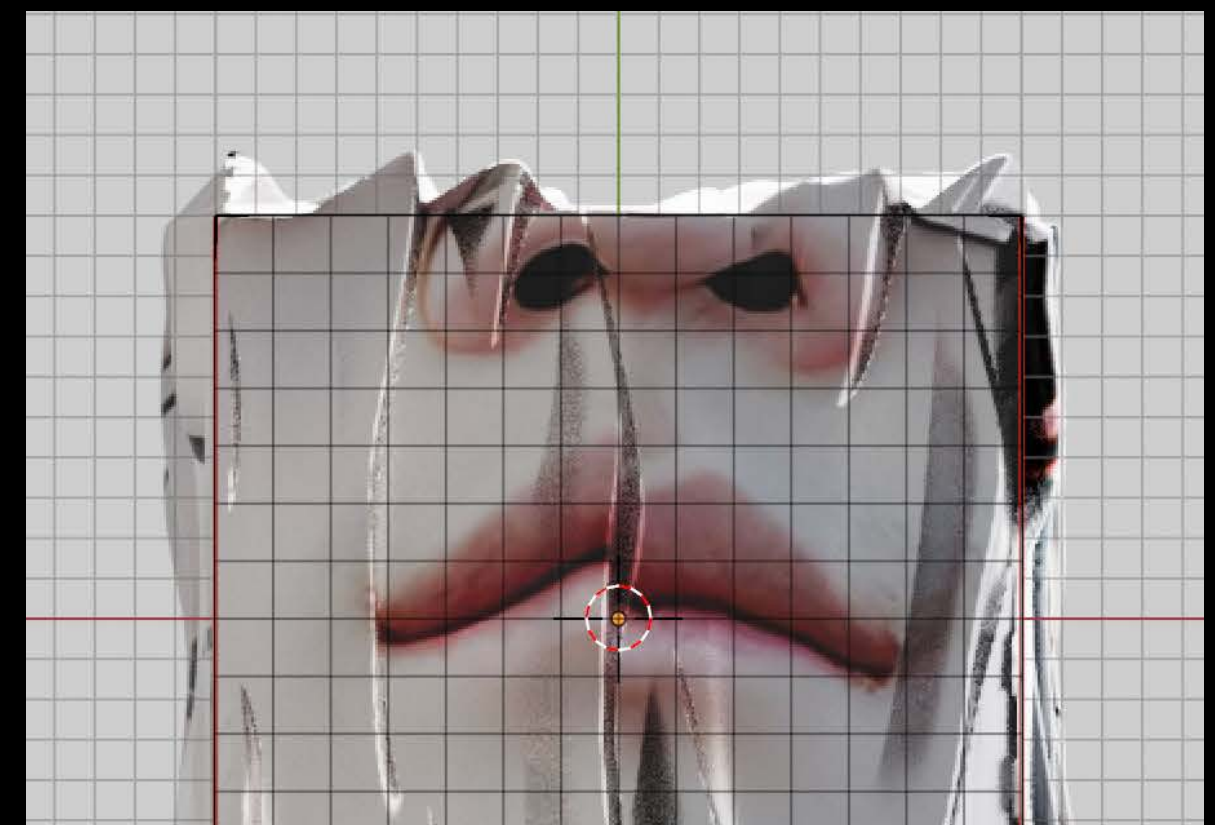
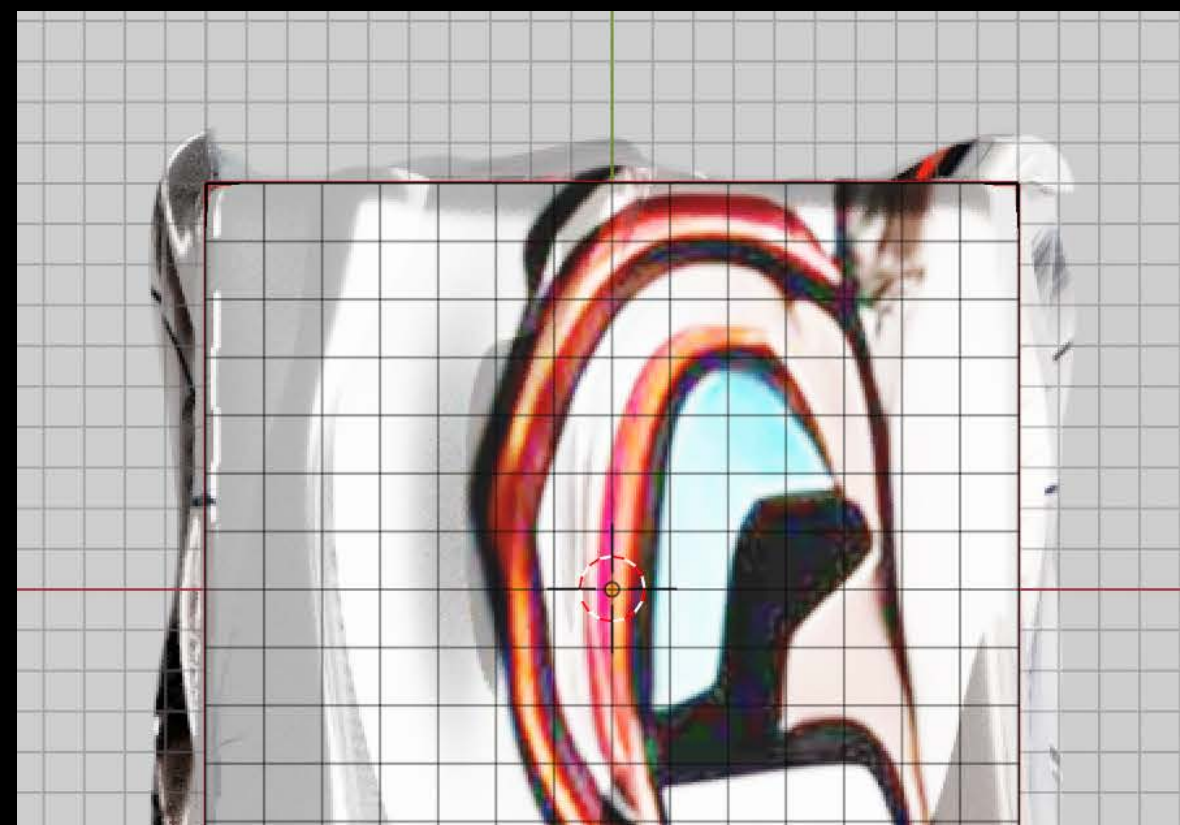
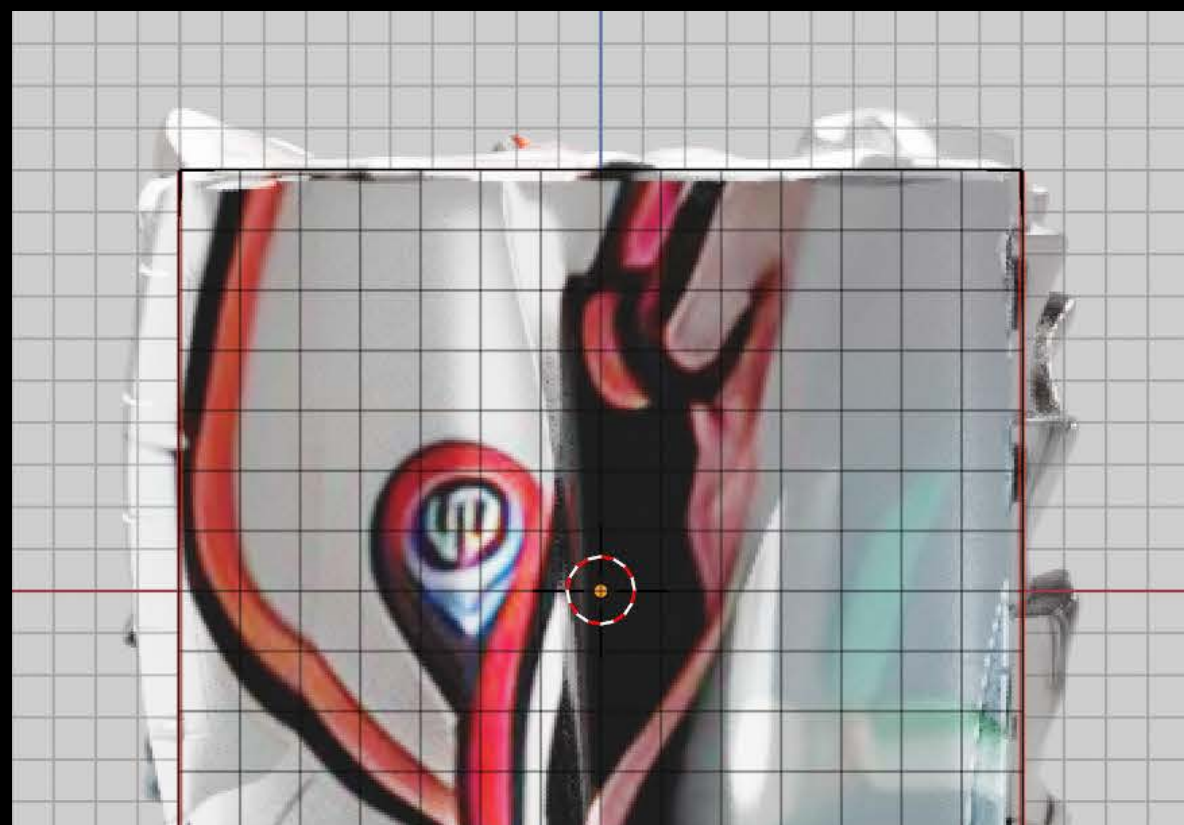
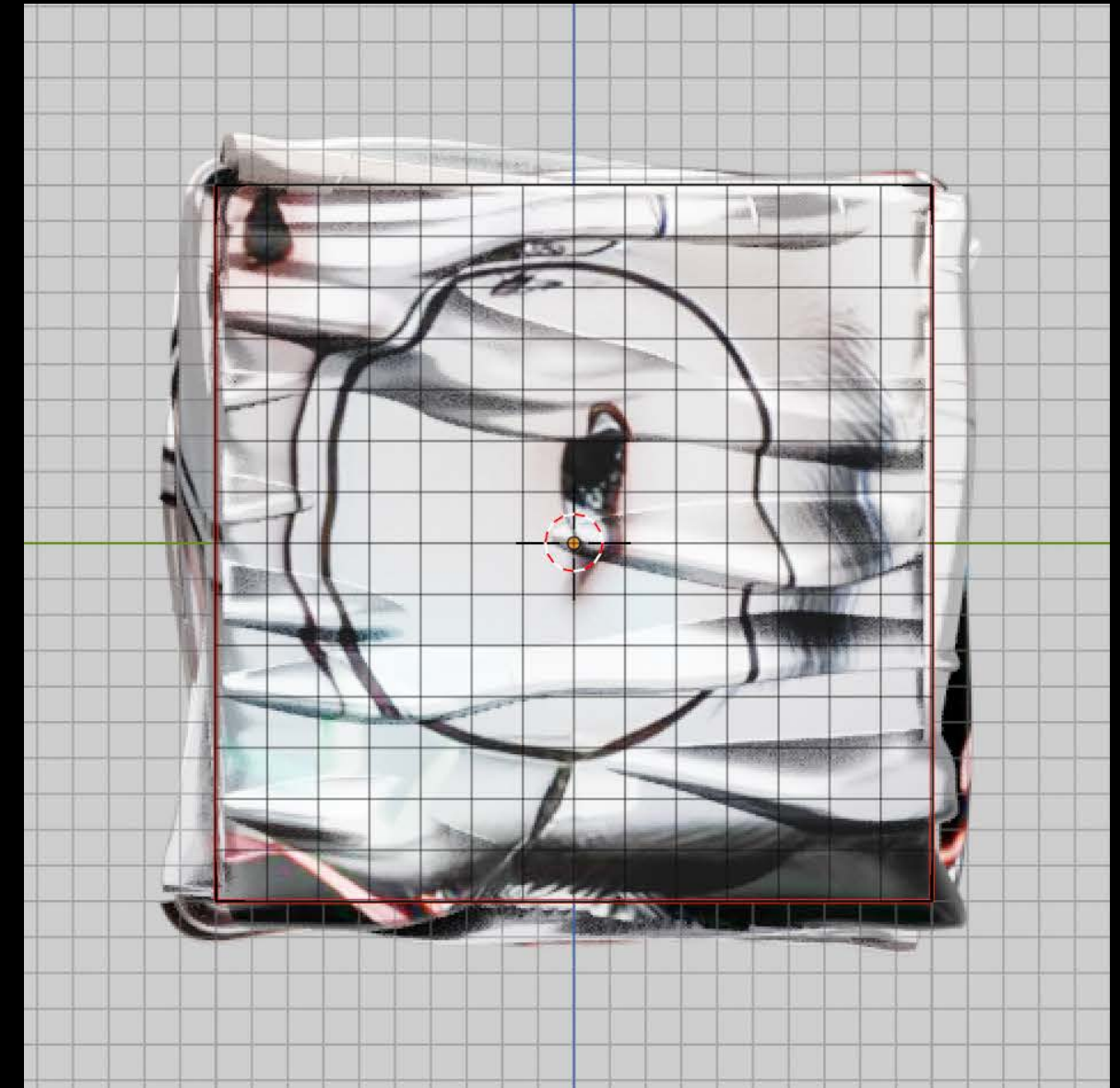
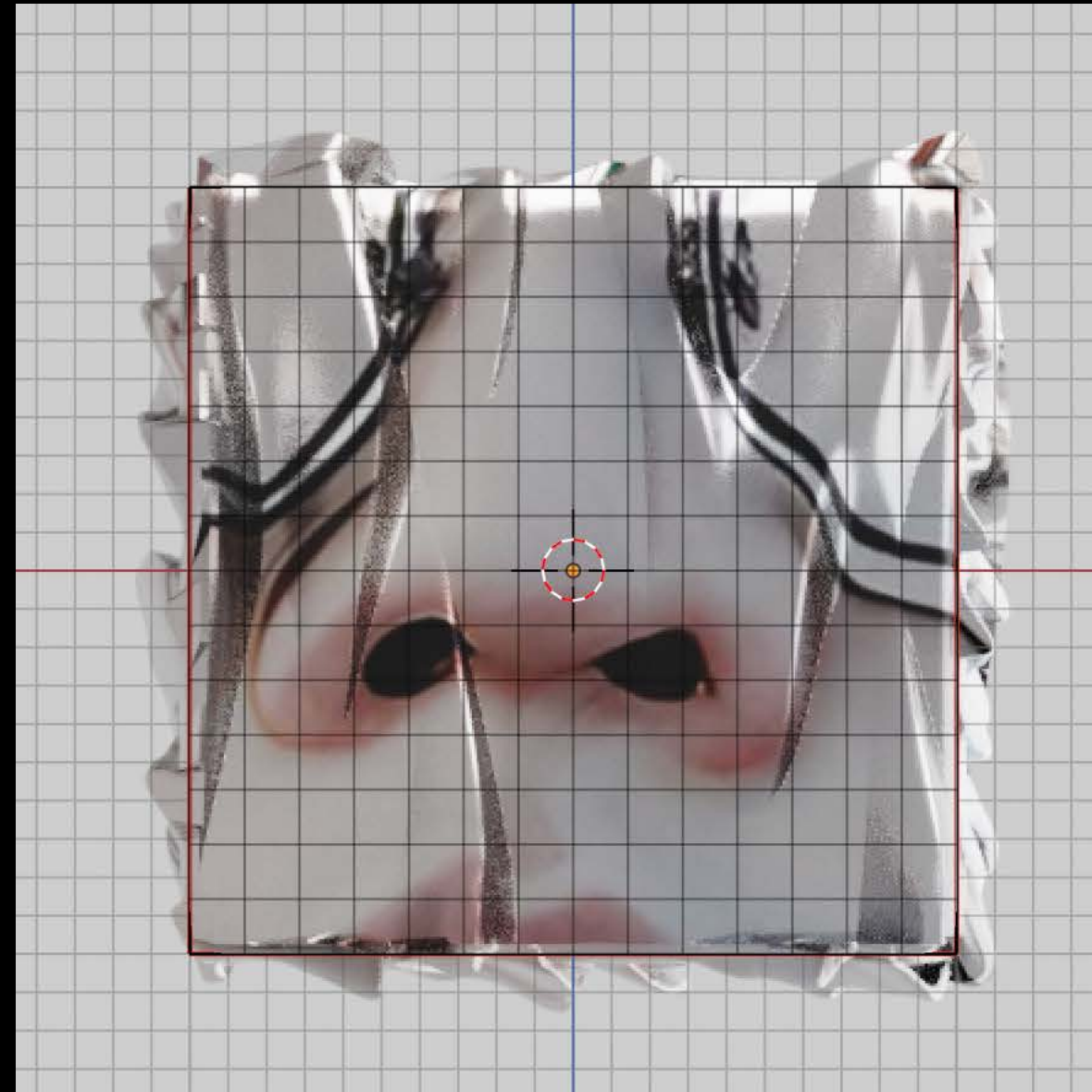
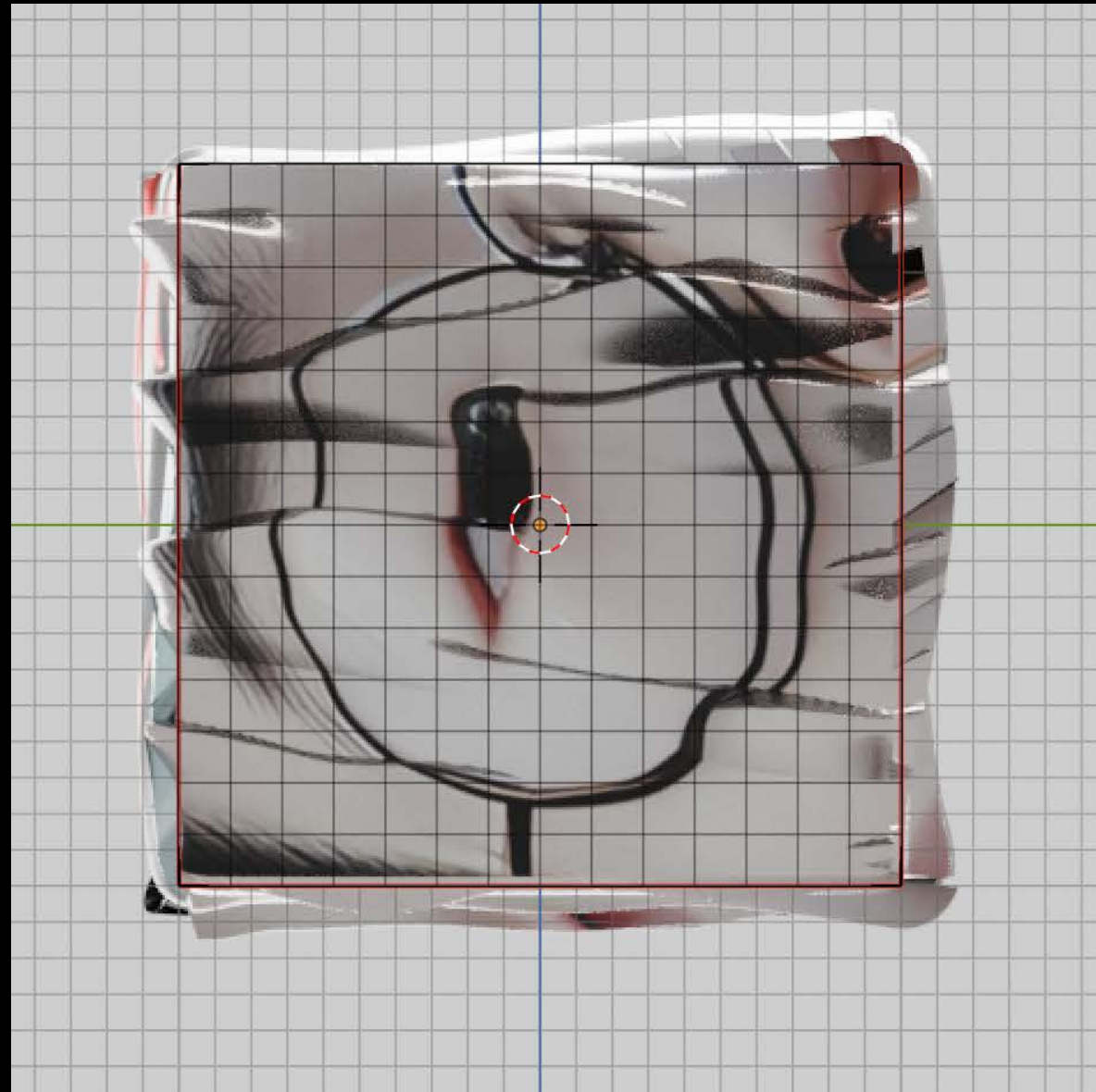
Texture.002

Type Image or Movie

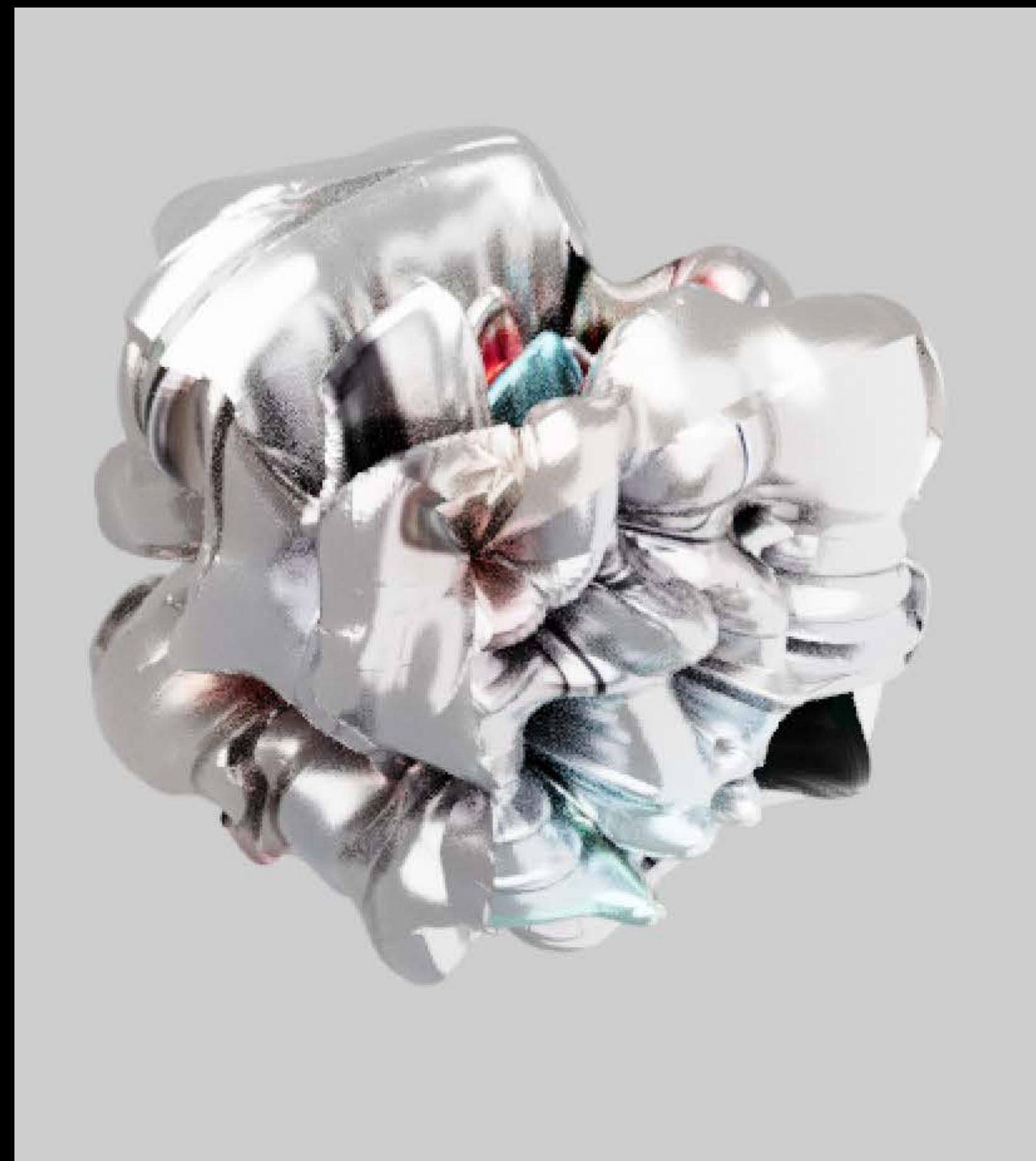
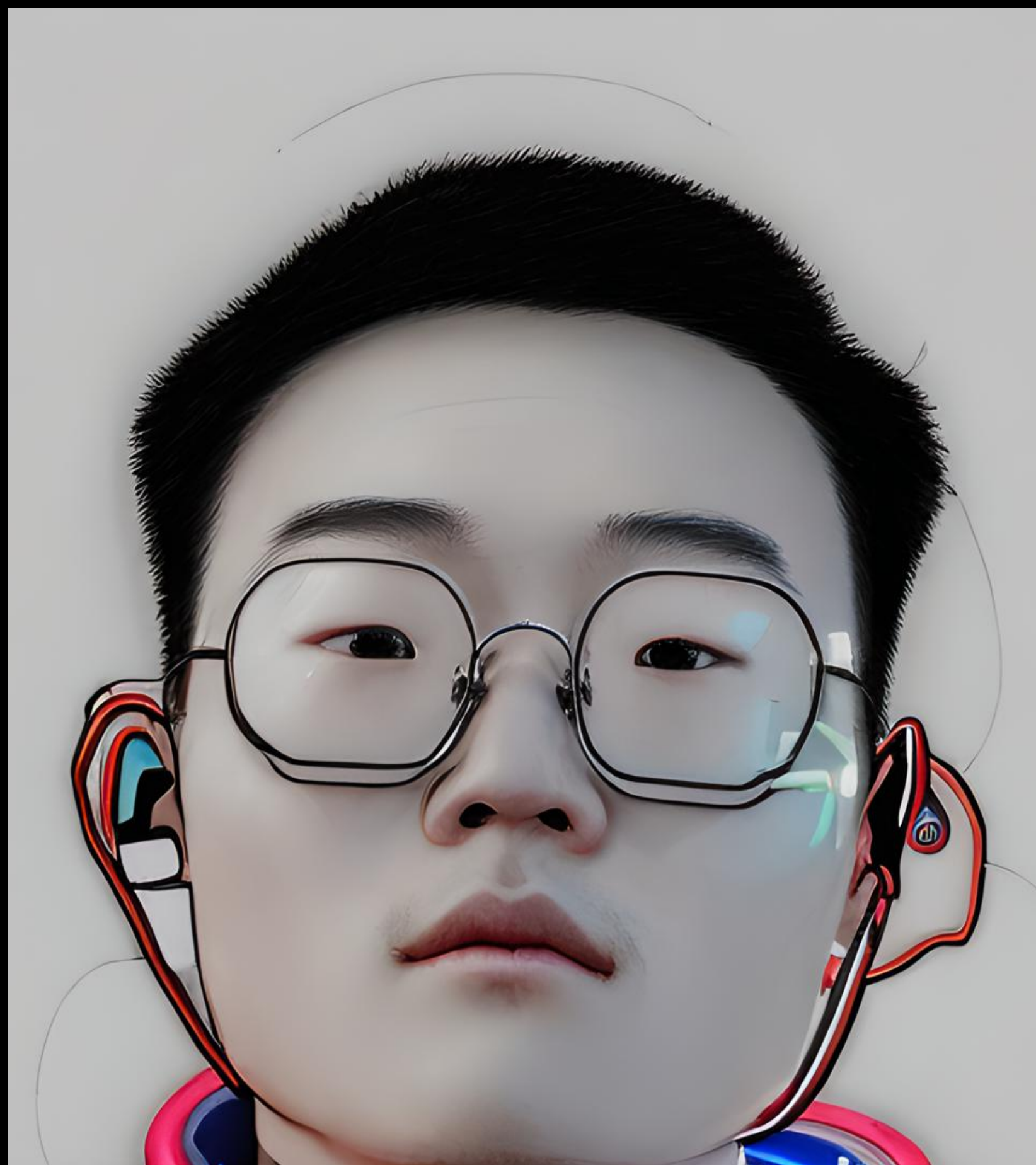
Preview



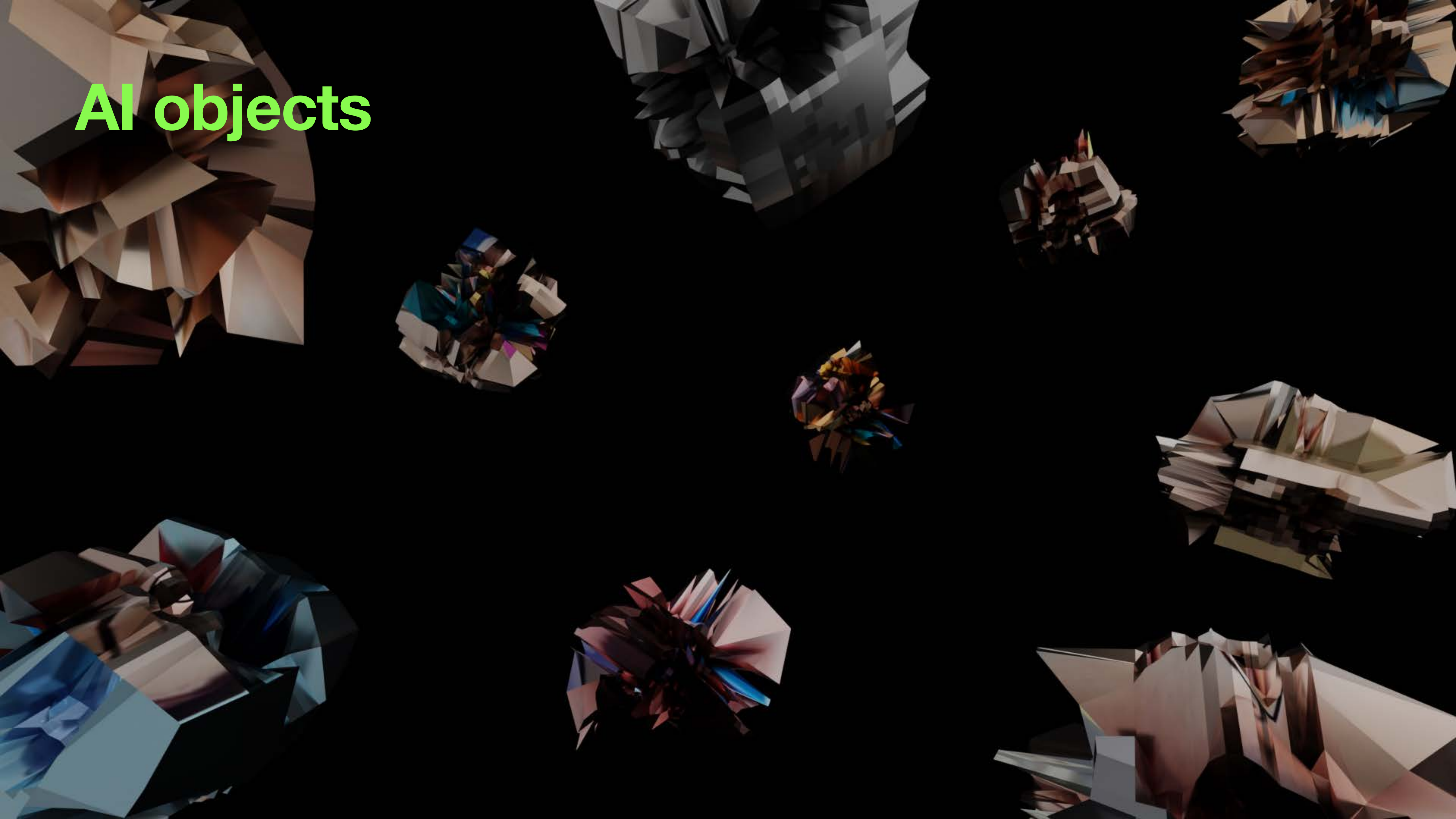
Facial features on each side



Process



AI objects



Unreal Engine

Interactive objects



Resemblance

Wen Chen, WPP Creative Technology Apprentice

F/ OBJECTS OF FOCUS

Beginning & Phase 1 Hyperfocal distance

Phase 2 focus on the dancer

Phase 3 focus on the objects in the virtual world

♪ SOUNDTRACK

Only The Winds Ólafur Arnalds

Duration 30 seconds

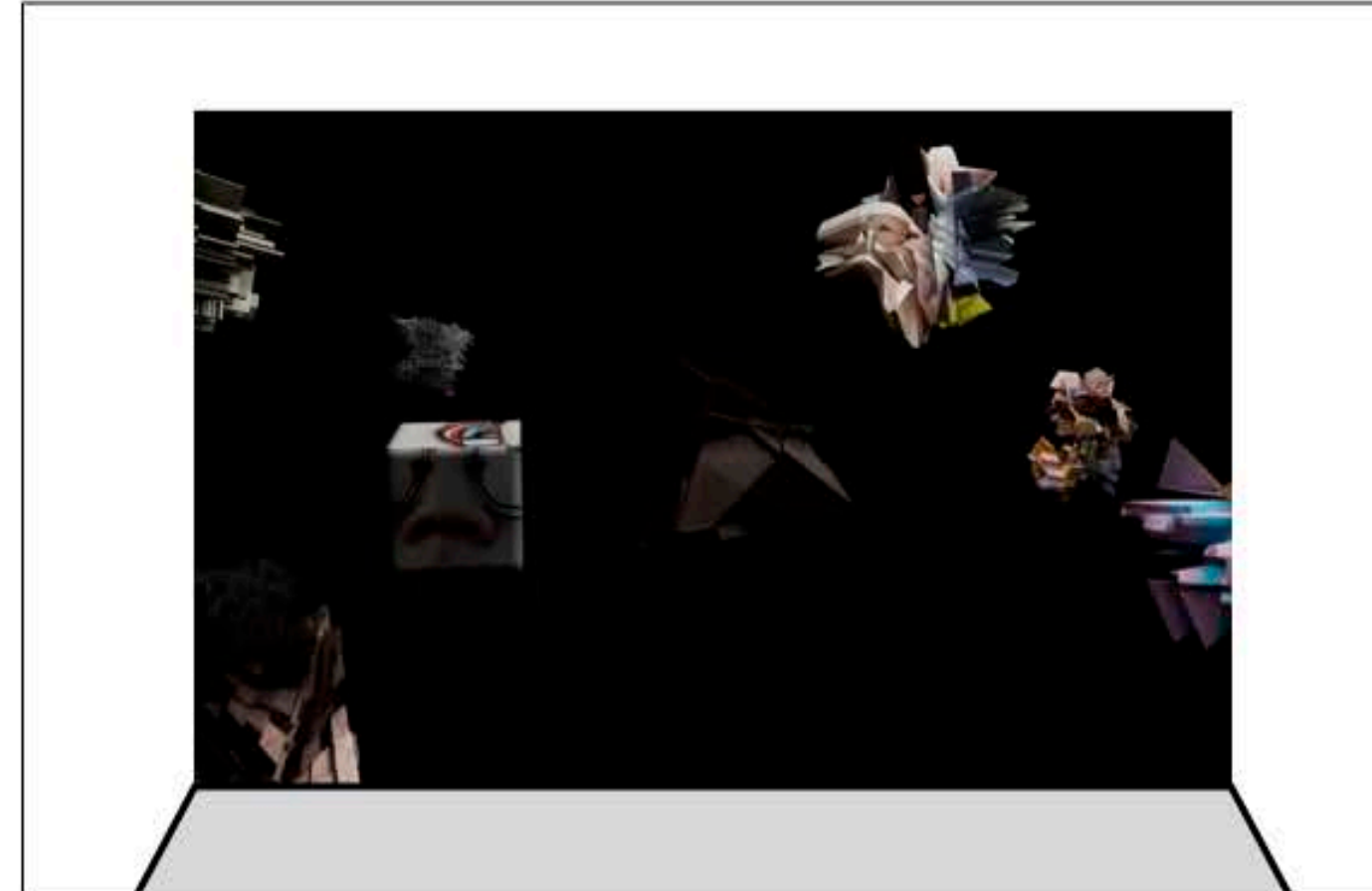
** PERFORMANCE

Tingning Wen Choreographer & dancer

Motion Caption suit Xsens

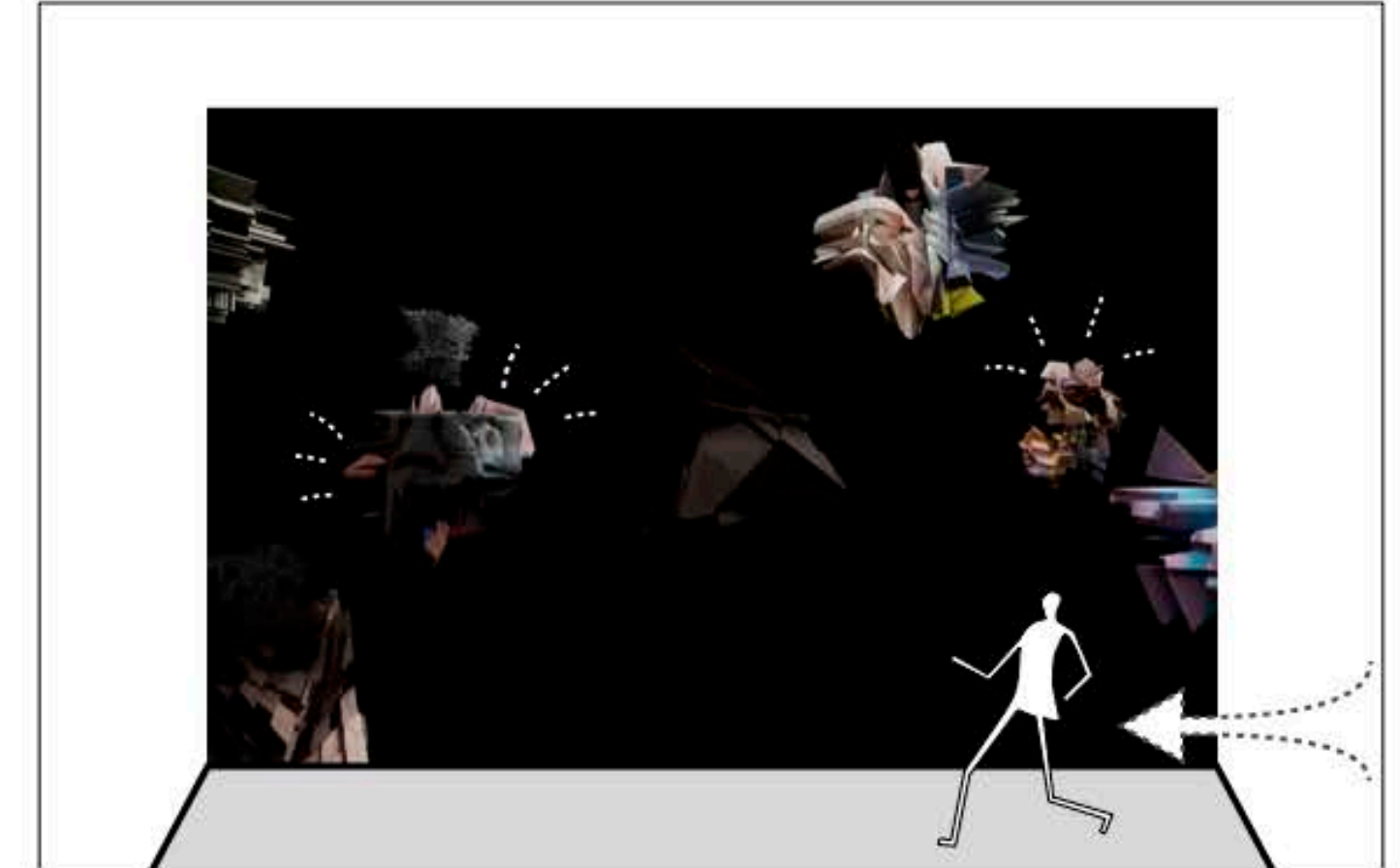
03.03.2023

SCENE 1: BEGINNING



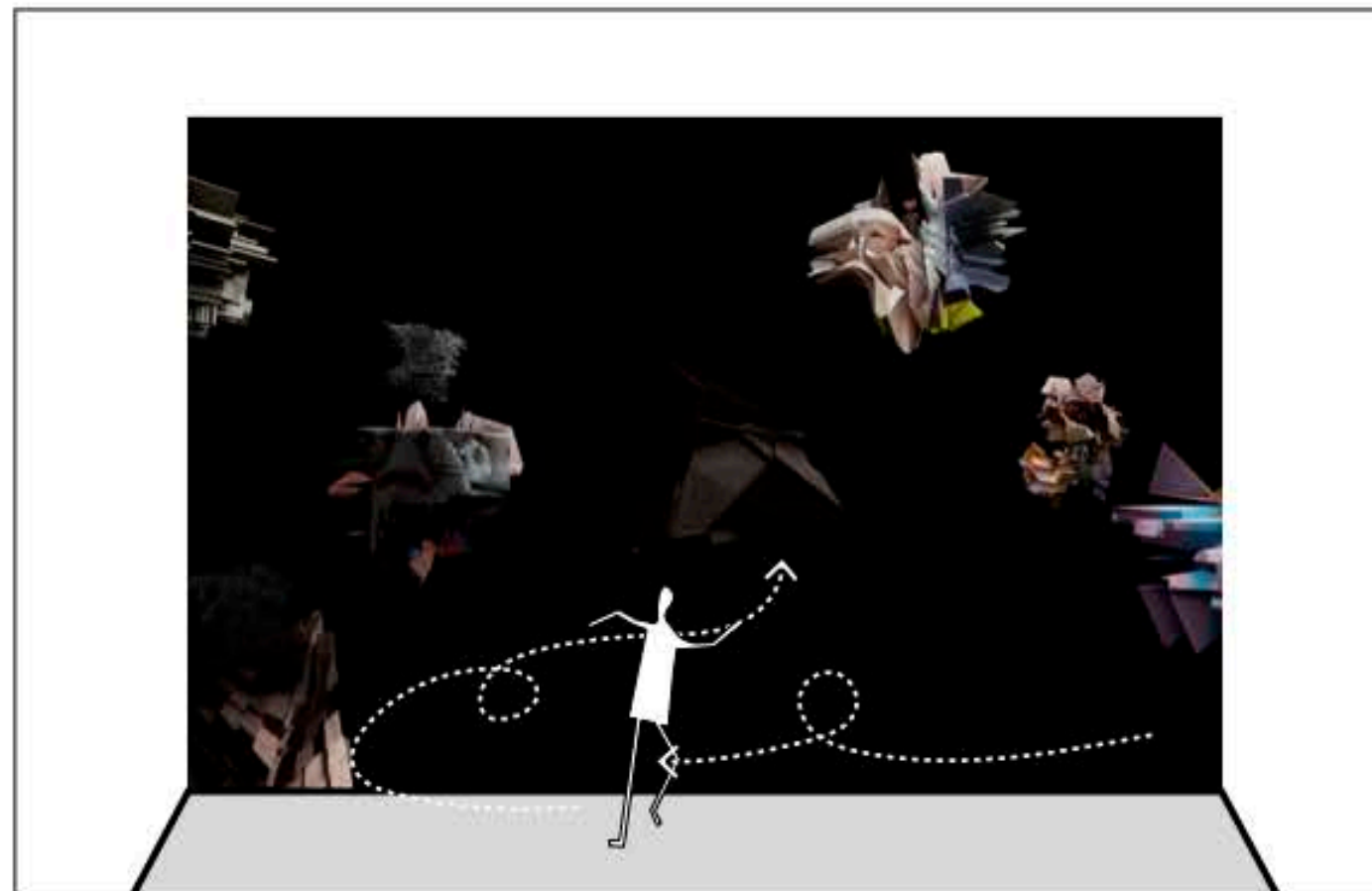
A long shot capturing the stage and the LED wall. The objects in the virtual world will be static. With the focal length on the panel.

SCENE 2: DANCER & BG MUSIC



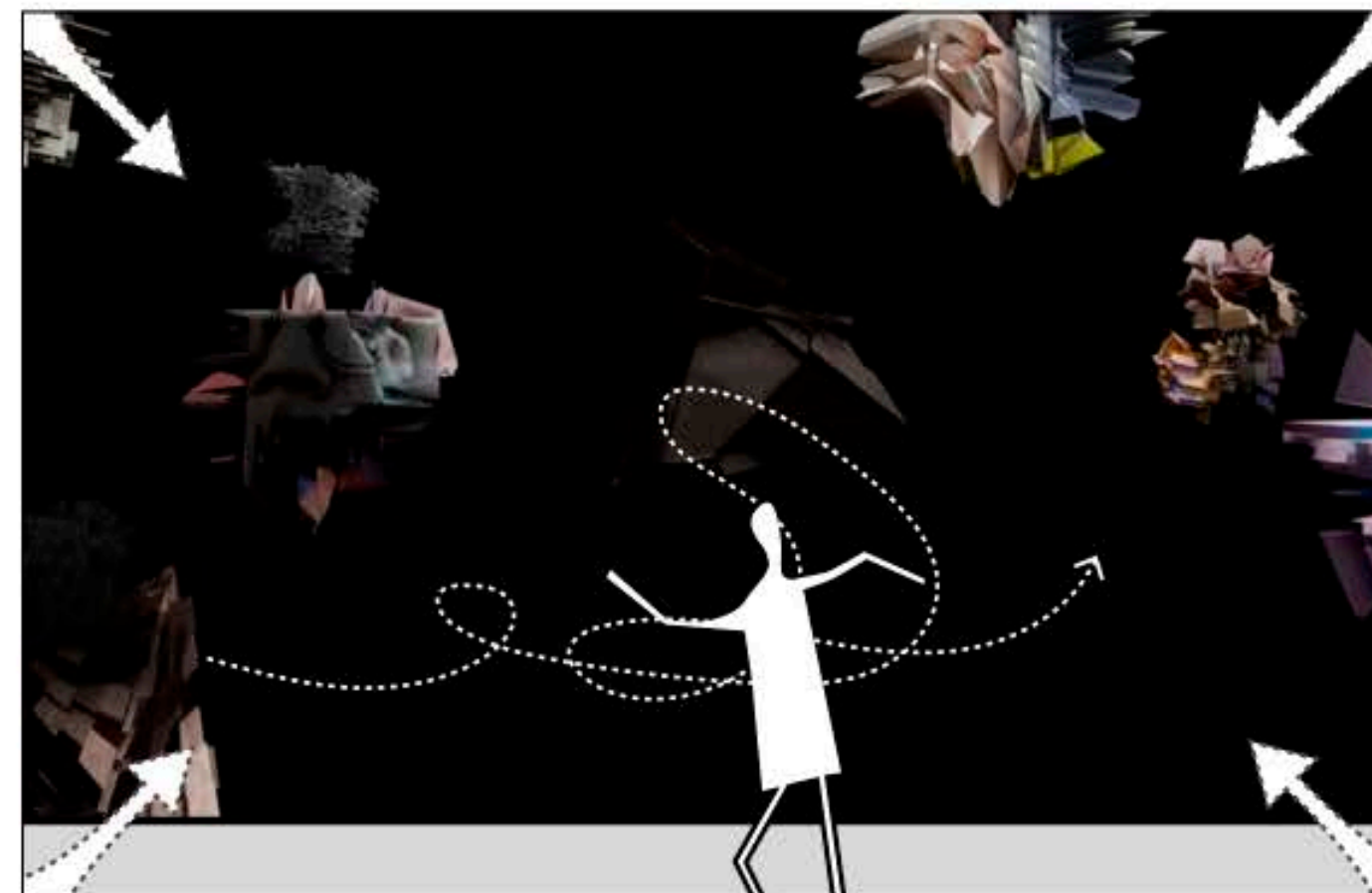
A dancer with mocap suit will enter the scene, along with the soundtrack provided. Once the dancer get on the stage area, two objects in the scene will start moving with her.

SCENE 3: PHASE 1 (FIRST 8 SECONDS)



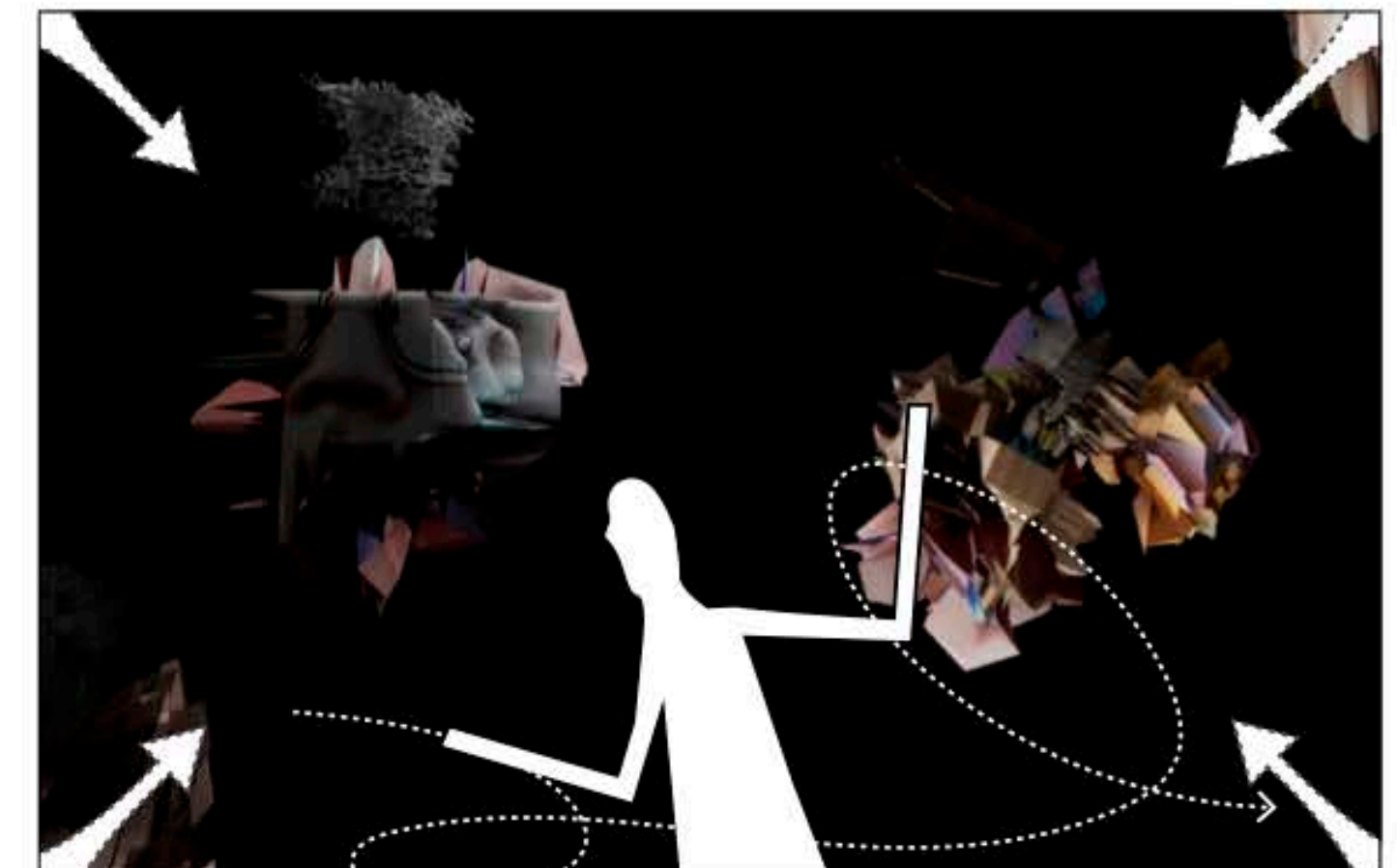
The first 8 seconds, dancer is exploring her physical body and getting familiarised with the movement. At this stage, the focus is sharp on the background and the dancer.

SCENE 4: PHASE 2 (NEXT 14 SECONDS)



In the next 14 seconds, lens starts to zoom in whilst the dancer is at the stage of overwhelmed by the digital world and noises. At this stage the focal length is on the dancer and background is out of focus.

SCENE 5: PHASE 3 (LAST 8 SECONDS)



In the last 8 seconds, the lens gets a close up to the dancer and focusing on the moving objects, whilst the dancer is still moving but out of focus.

Performance 30 seconds

Phase 1

Exploring & familiarising the body

→ How we see ourselves in physical world

Phase 2

**Overwhelmed by digital data and information,
crossing in between**

→ How we see ourselves in digital realm

Phase 3

**Becoming a cyborg, having own body and
some parts digitalised.**

→ How people see us, how we consider
ourselves, how we understand us in digital and
real world

Choreography Tingning Wen



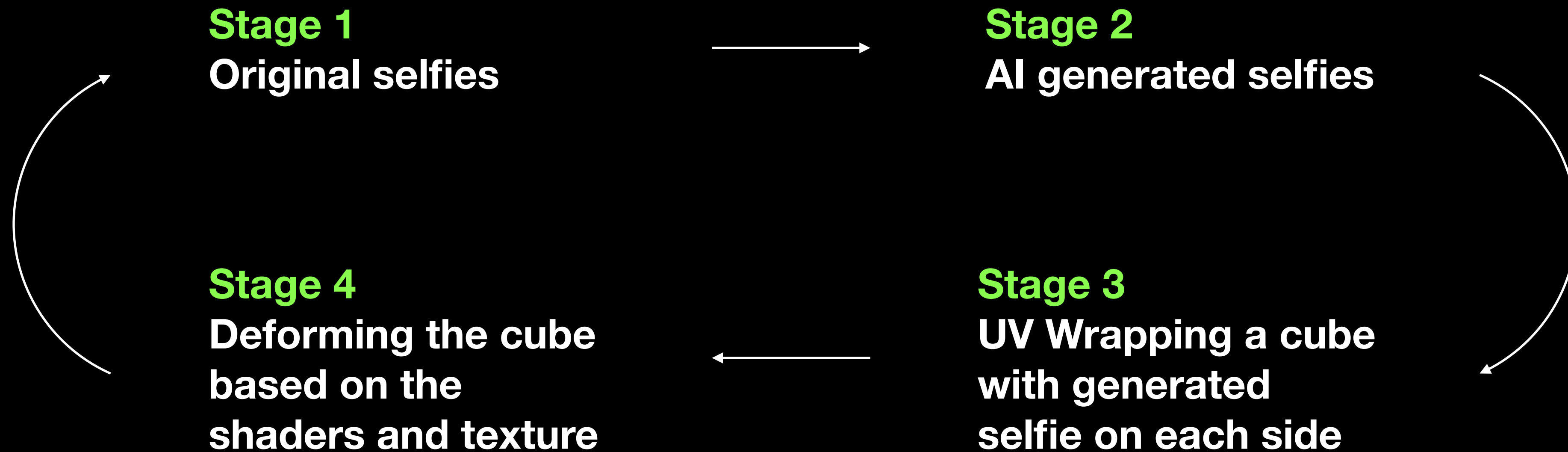
Background Music



Only The Winds
Ólafur Arnalds

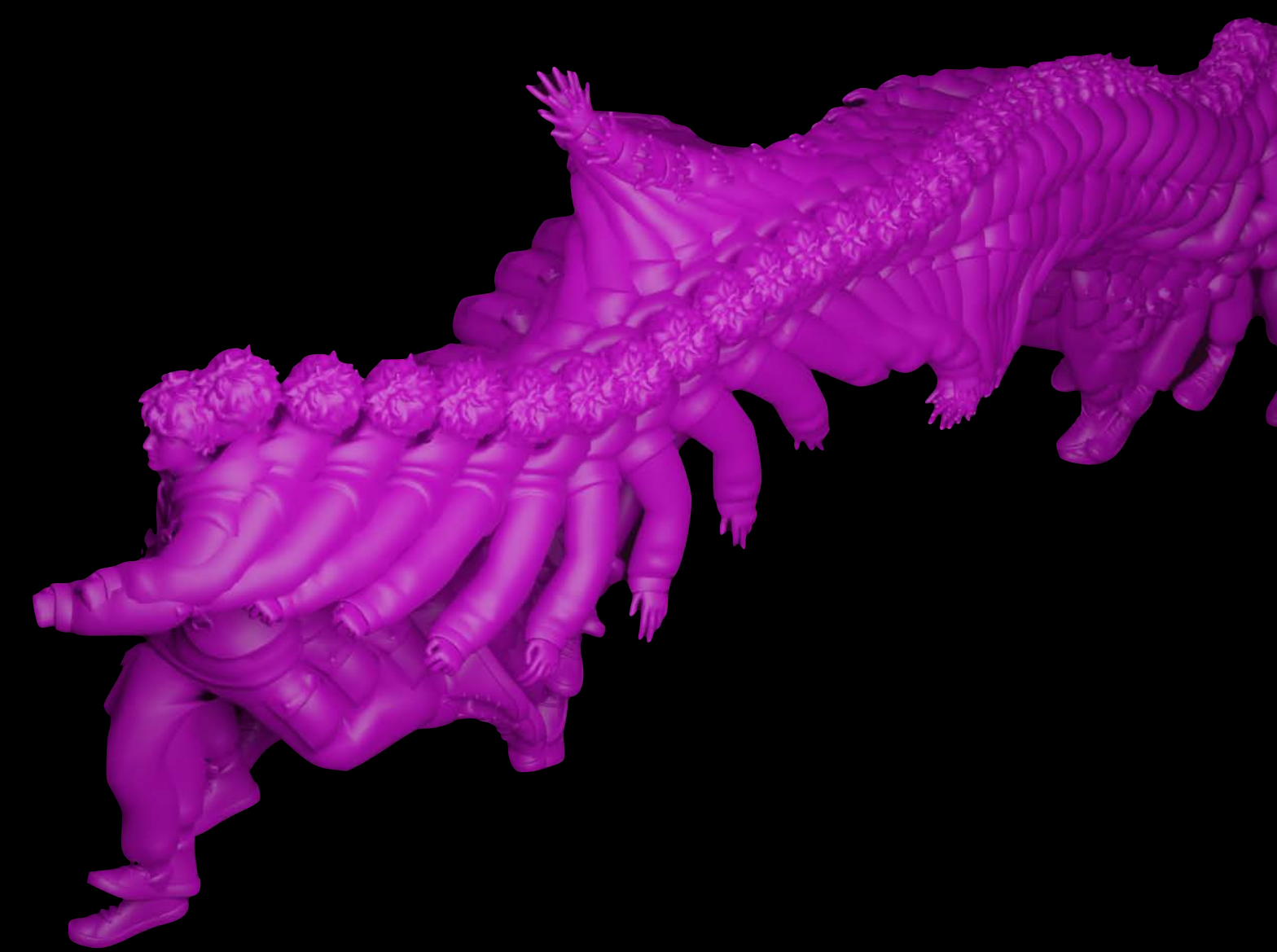
Pre-rendered Video 1

AI Objects transform between different stages in the digital world



Pre-rendered Video 2

Procedural sequenced models of the movements



Pre-rendered Video 3

Animated the UV texture cube with AI morphing video

Stage 1
Cropped 500 selfies

Stage 2
Training in StyleGAN2

Stage 3
Generate a latent walk
video (morphing video)

Stage 4
Mapping video in UV
map as the texture
shading

