

# PORTFOLIO OF momouang

2019 - 2022





10 10 18 2 9 11 2 16

PAPER WORK JIGSAW / UNITY VR  
2022

An experiment of dreams that could understand "me" more

**Phase 1 :  
DREAM COLLECTING**

memories and  
imaginations

很小很小的時候:

我在紐約的大街道上，媽咪被警察給抓走，關到了廂型車的警車裡。她從後面的車窗一直叫，我也追在警車後面一直叫。我不知道我們犯了什麼罪需要這樣。媽咪被送到警局之後，一直被關在藍綠磁磚的浴室裡。她就只好洗個澡。而我醒來後發現她就身躺在我的身旁。

信義國小地下室  
舞台旁邊通往一樓樓梯  
的走道  
之前沒開燈時在那邊  
看見了-個人



長大一點後的某一天:  
我在信義國小的地下室裡，有兩個人追著我，我一路跑，跑到某個摩天大樓的最頂層，我推開大門，裡面有個超巨大的時鐘，全亮輝煌，頭上鑲有精緻的人偶周刻，好像有神話故事被記錄著。周圍堆著很大的守衛木，旁邊還有詭異的小丑的遊樂設施。時鐘的背面卻是一片美麗的夜景。



12/30  
這是一個對我來說很沒有安全感的夢。漸漸有了他想做的事，跟著周圍的朋友一起到處去玩。在我的夢裡我常常遇不到他，他好像會開始抽煙。其他長輩都指責我不要纏住他，讓他自由過生活。或許在我內心深處已經離不開他，這就是我的潛意識讓我認清我是有多麼的愛他，想要一直跟他在一起。我好幸福。

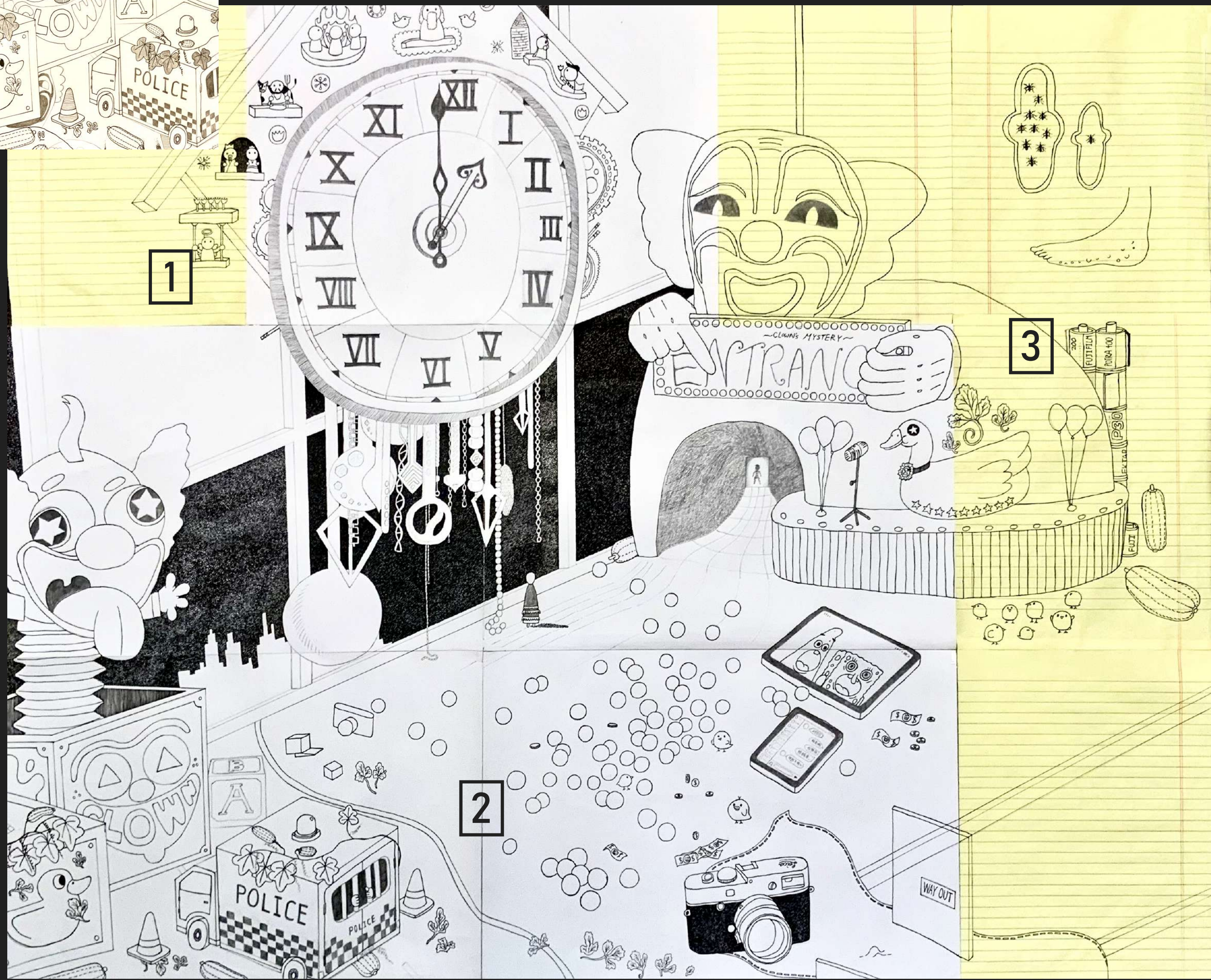
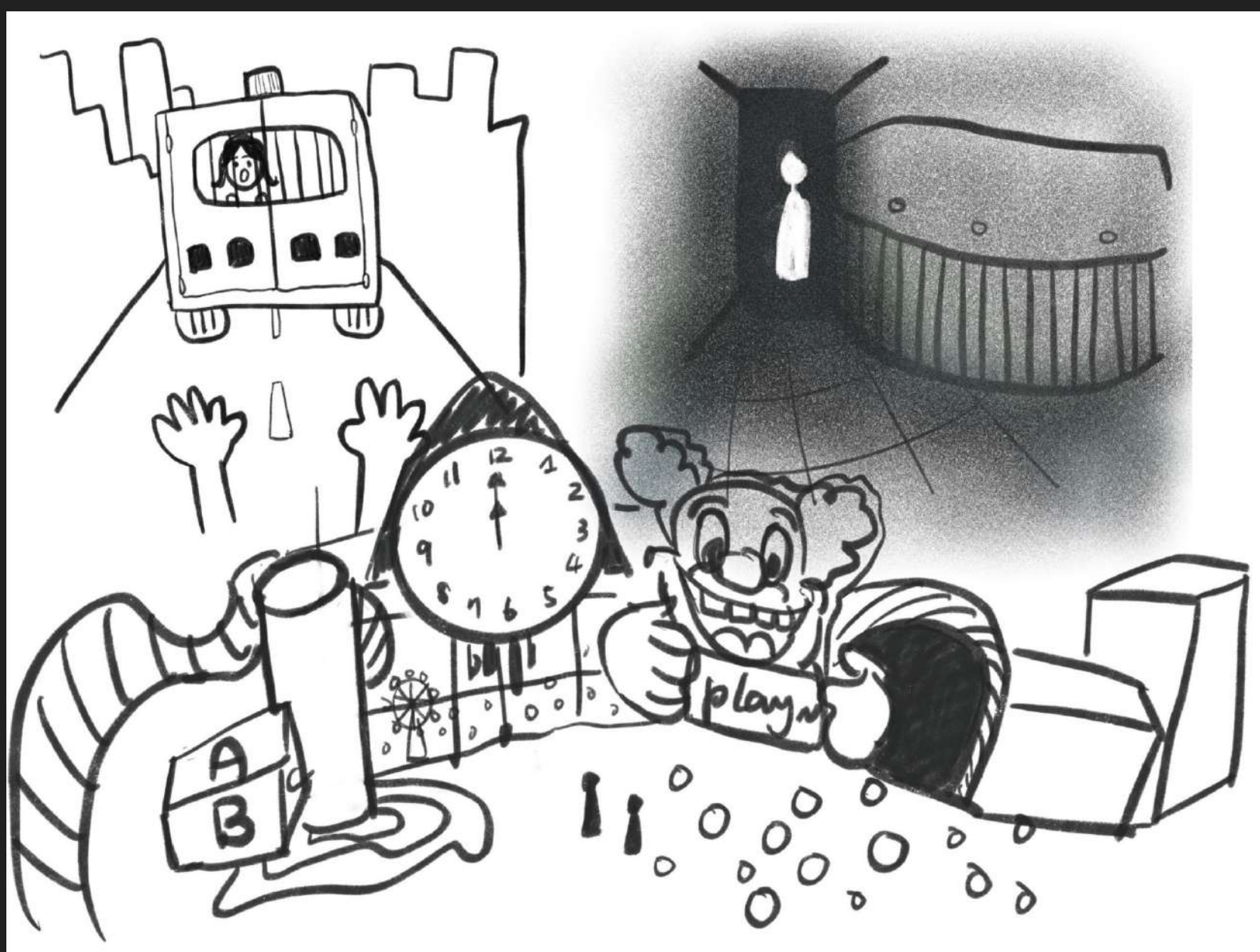
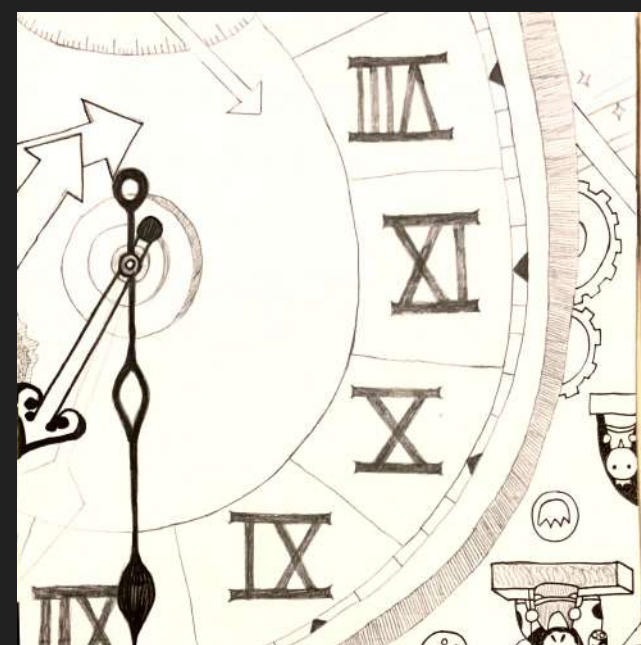
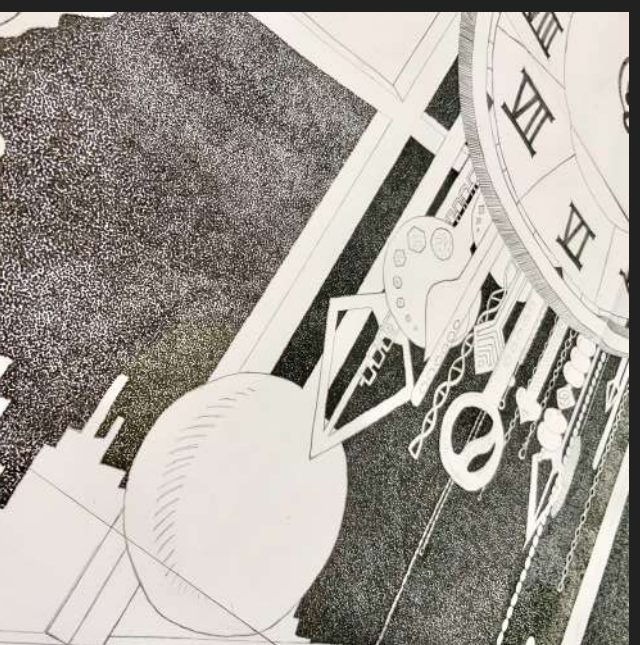


我睡夢中醒來後發現我在一艘小船上，周圍都是大海的感覺，看不太清楚外面發生什麼事。過了陣子後我們的船突然加速，最終迎着海浪飛了起來。我們開始下墜，深怕海浪會把船給沖破，但是還好沒有。



我們全家到了科羅拉多... 的滑水道來玩，但是沒看到... 的滑水道感覺跟礦坑一樣... 我們也沒辦法... 只好溜，然後全身都是鱗的。很像叢林探險，一條在峽谷裡穿梭。不過我們一開始為什麼會來到這裡？

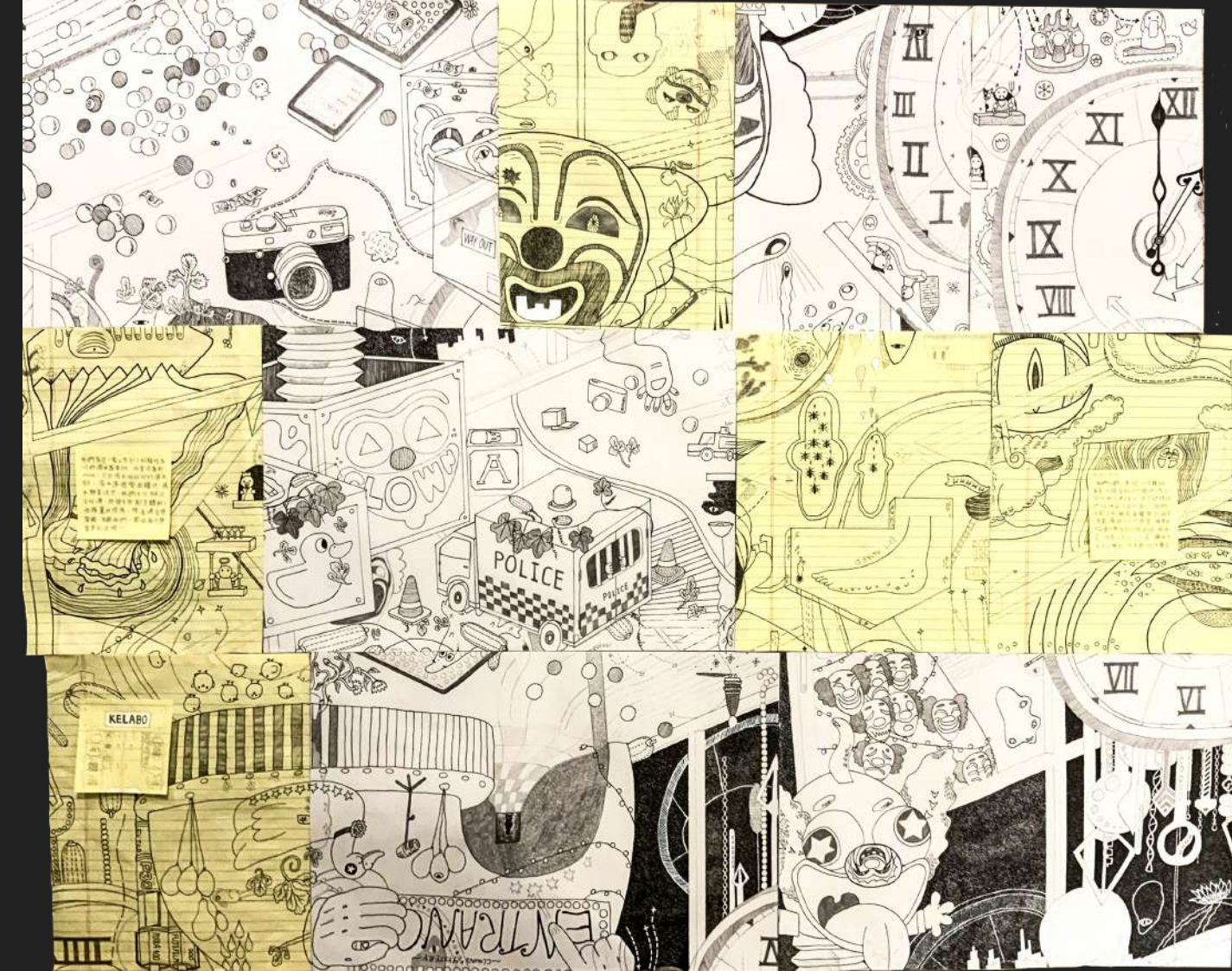
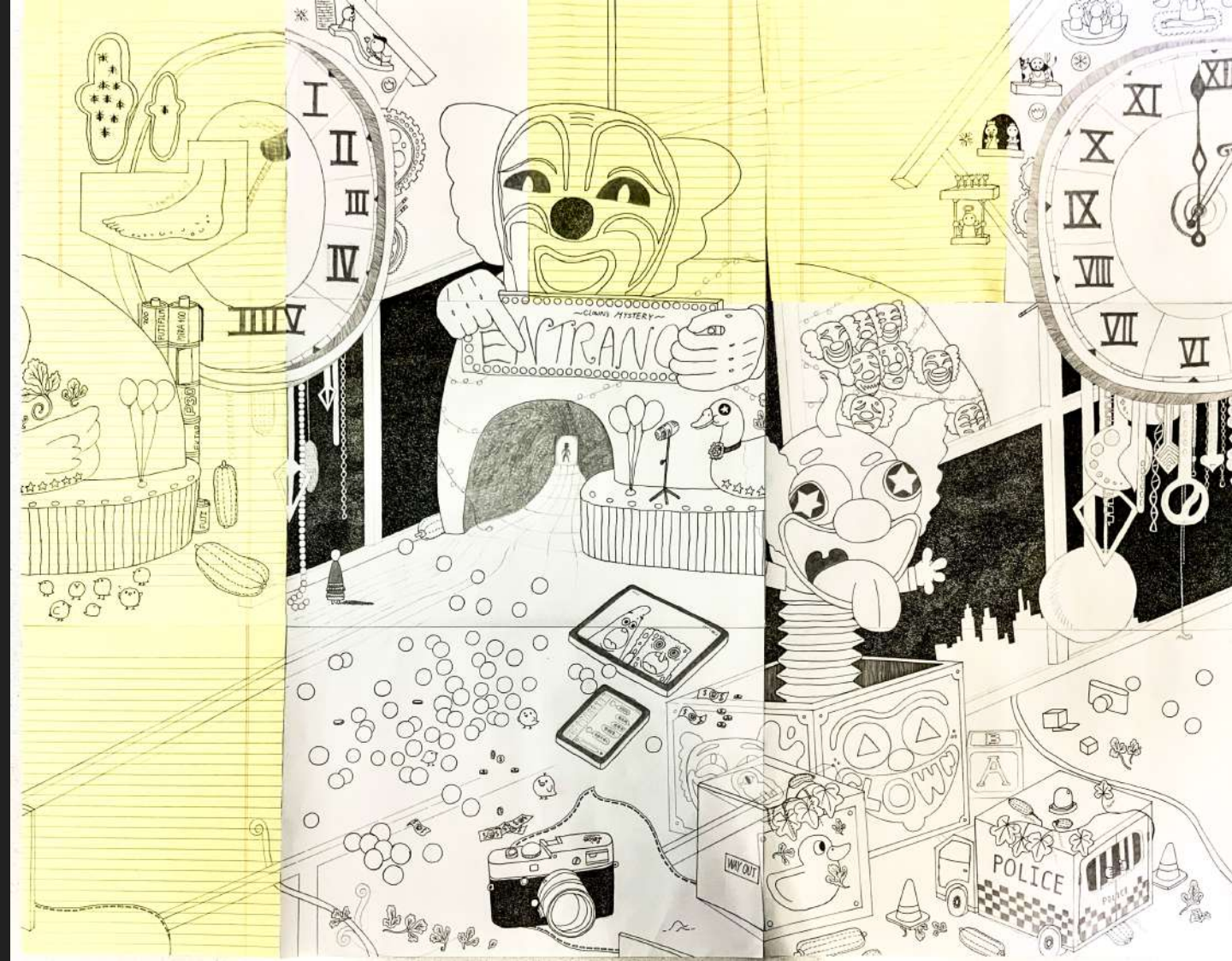
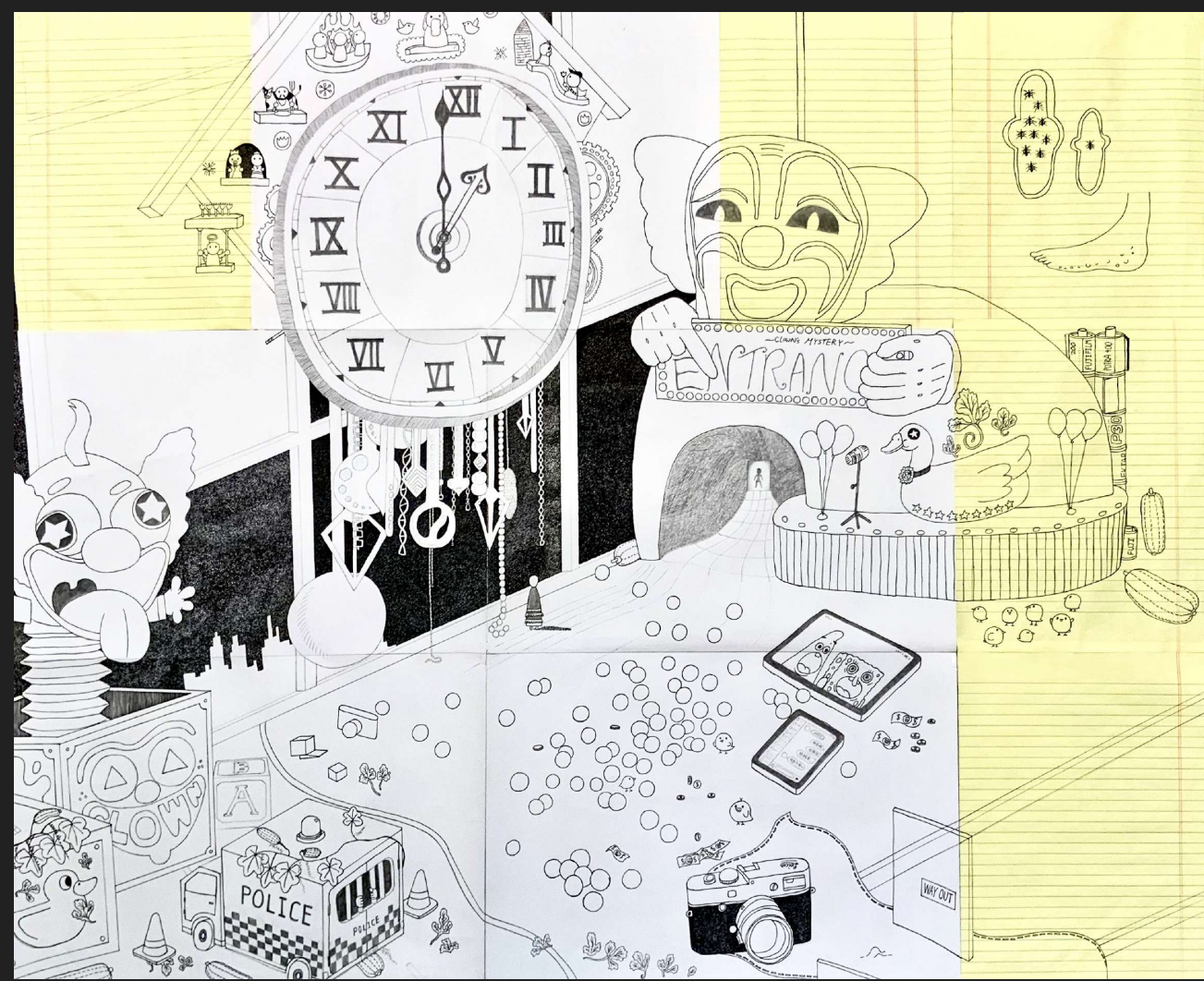




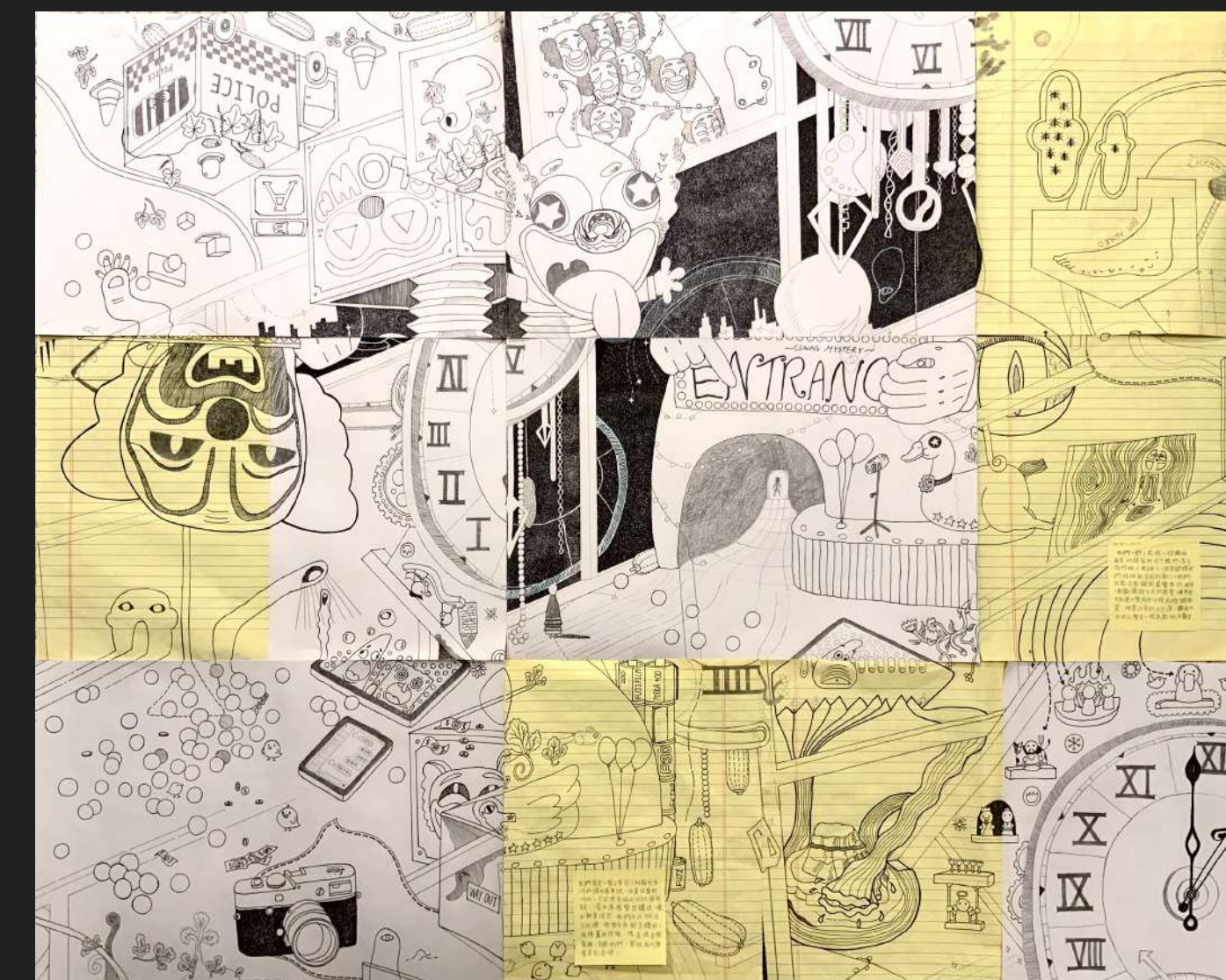
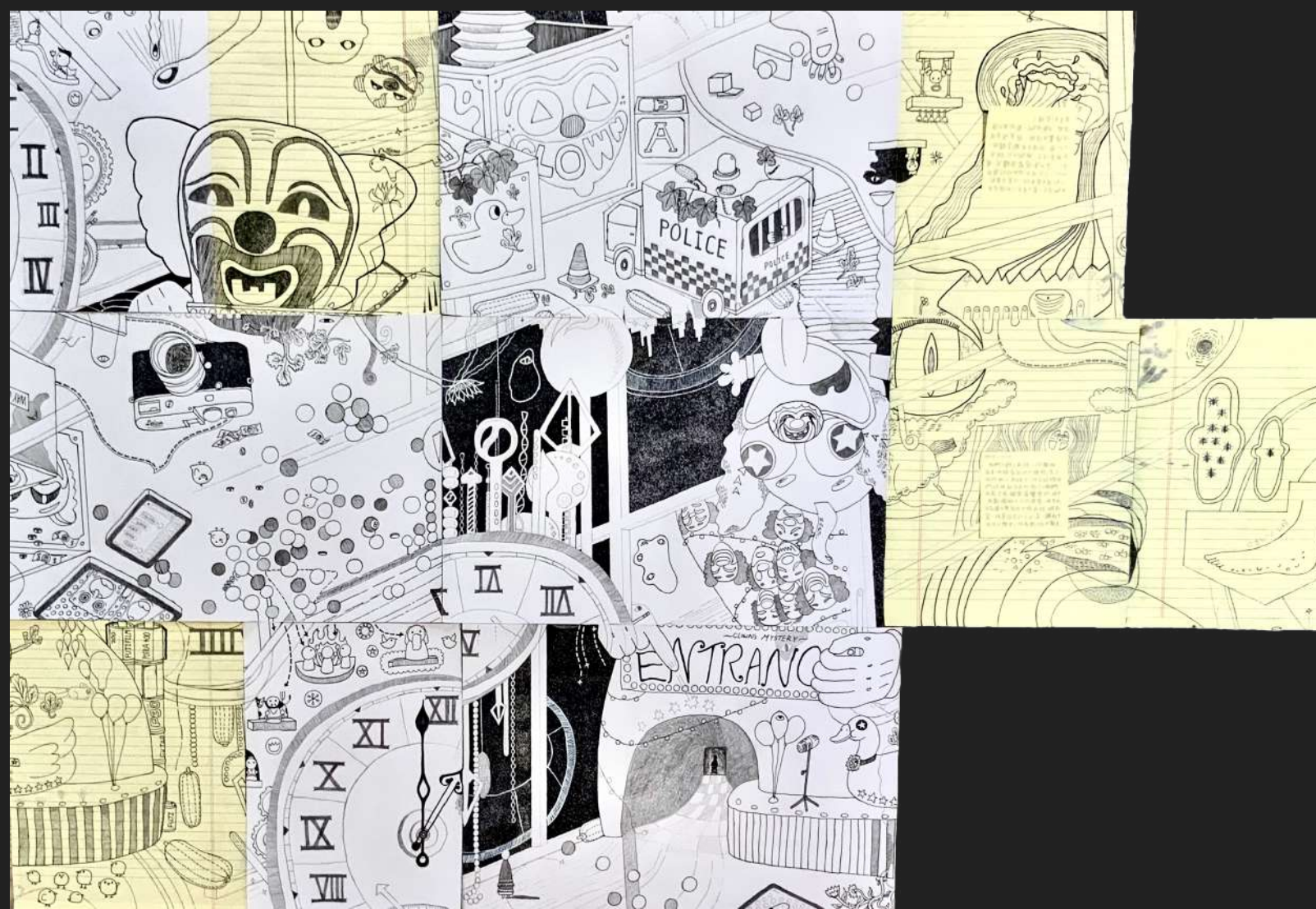
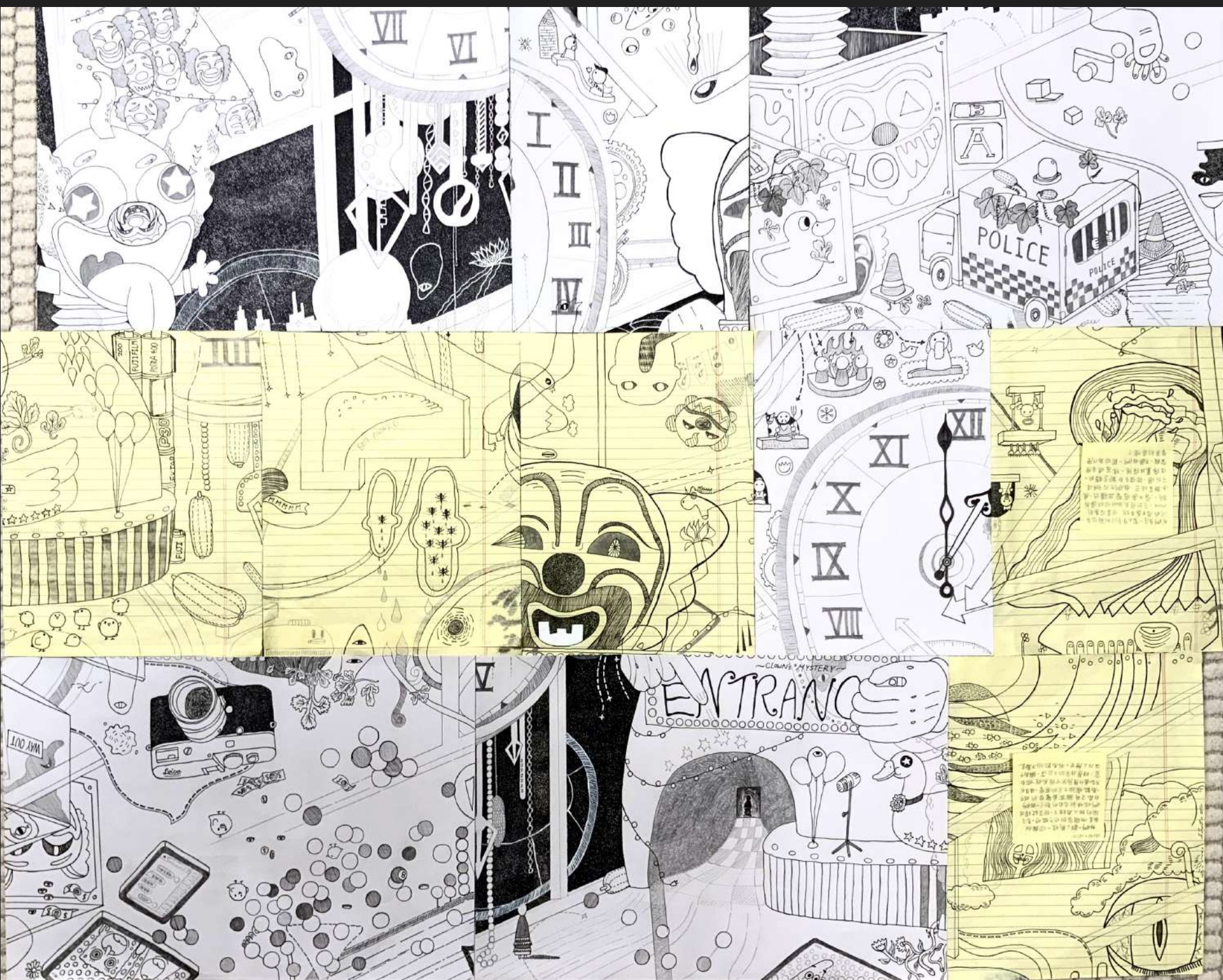
**Phase 2 : recall**

10 10 18 2 9 11 2 16 -> number of my favourite and dislike things:  
coriander / mosquitos / loofah / Fm2 film camera / iPad / chicks  
films / money

10 10 18 2 9 11 2 16



### Phase 3 : RESTRUCTION



dream built

10 or more personal experience which are impressed.

condensed

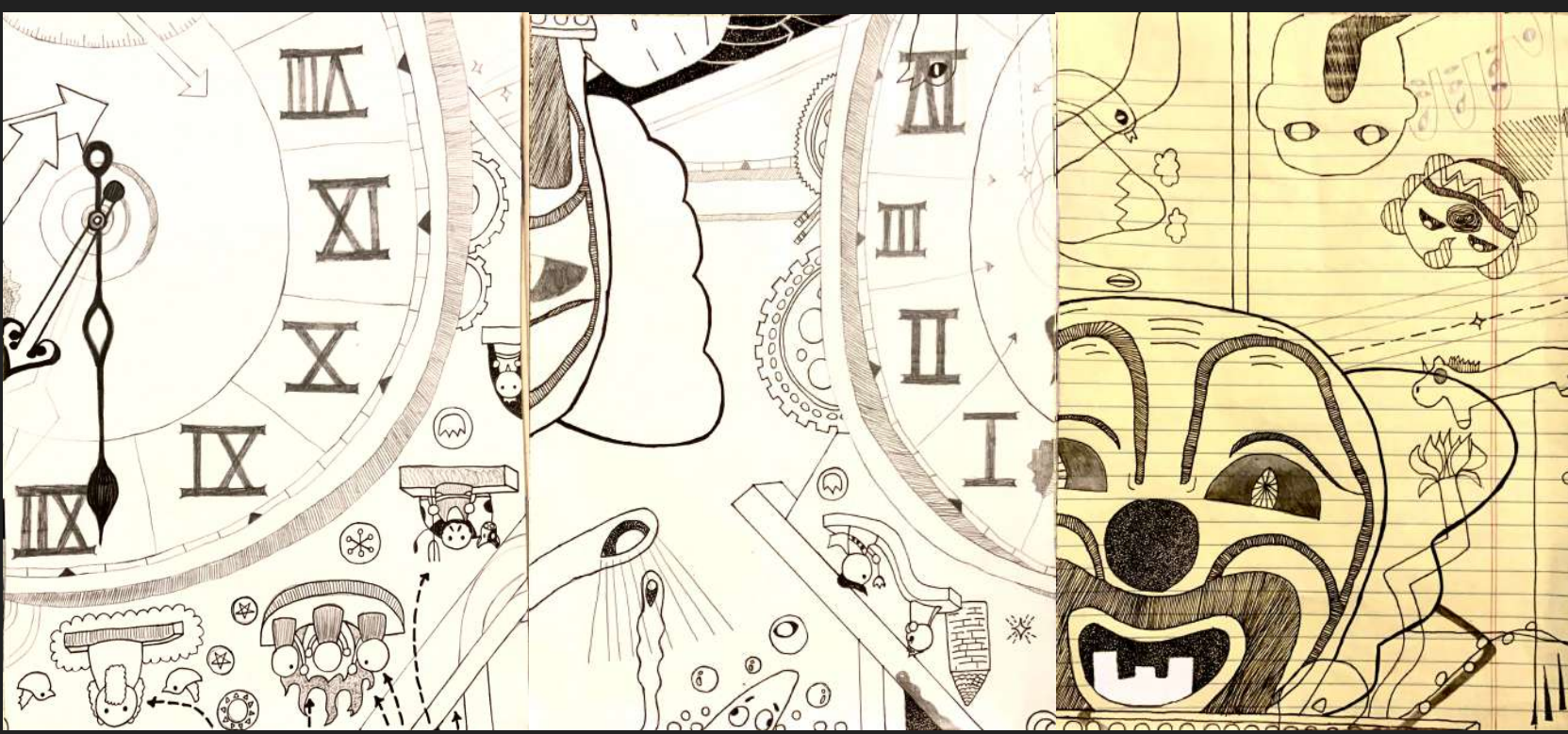
Dreams conflicts with each other. One dream invades to another's memory.

corrupted

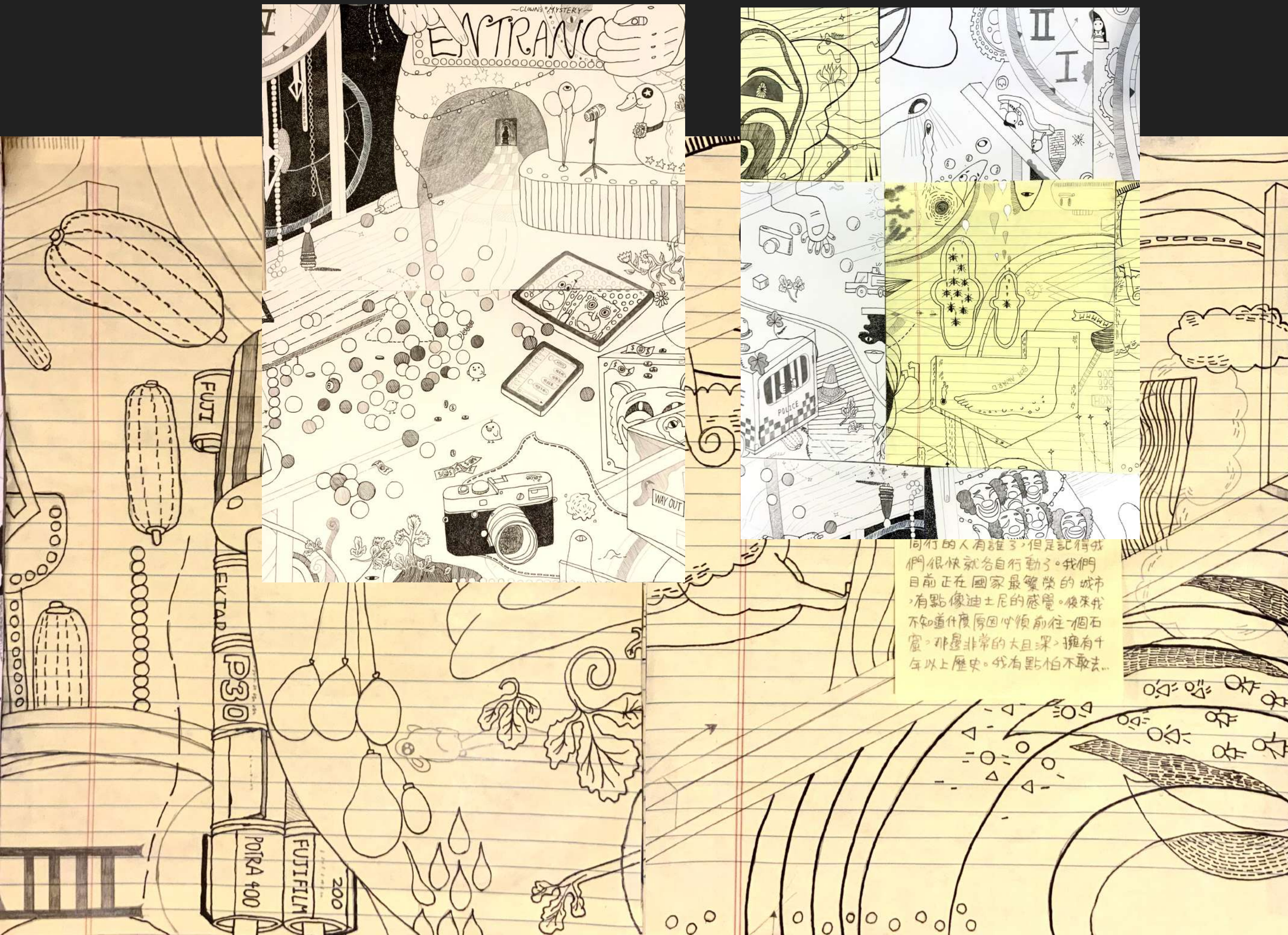
Disconstructed nightmares or good dreams, blending everything altogether.

reordered

Seven different kinds of patterns. Unlimited expansion of dreams.

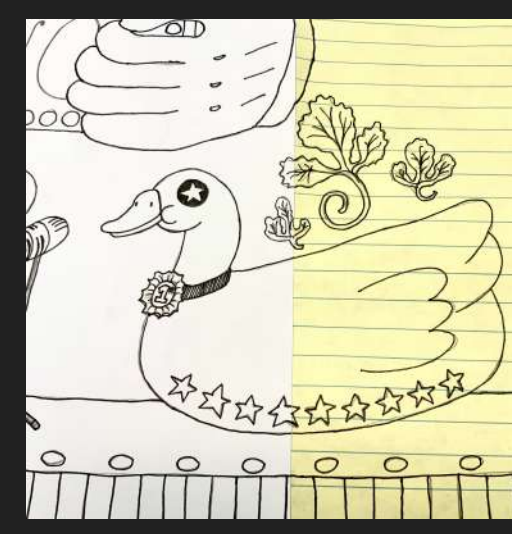


Clearer memories are jotted down on memos and contrasted with more vague memories. Every event invites interpretations from different angles, but how is meaning engendered? What caused us to record this particular fragment of memory instead of another? Sometimes a fragment in a dream seems insignificant while we are in dream mode, but that fragment becomes the last piece of conscious thought before we wake up, and it is remembered. By cutting off previous memories, and reassembling fragments of memories, we are forced to confront other perspectives and to realize that the world of dreaming serves as a parallel world to real life. We tend to exaggerate our desires and fears, or even versions of ourselves that are forced to remain hidden in real life.



同行的人有誰? 但是記得我們很快就各自行動了。我們目前正在國家最繁榮的城市, 有點像迪士尼的感覺。後來我不知道什麼原因必須前往一個石窟, 那屋非常的大且深, 擁有十年以上歷史。我有點怕不敢去。

This is a jigsaw puzzle full of unknowns, in juxtaposition with the seeming harmony of my life.





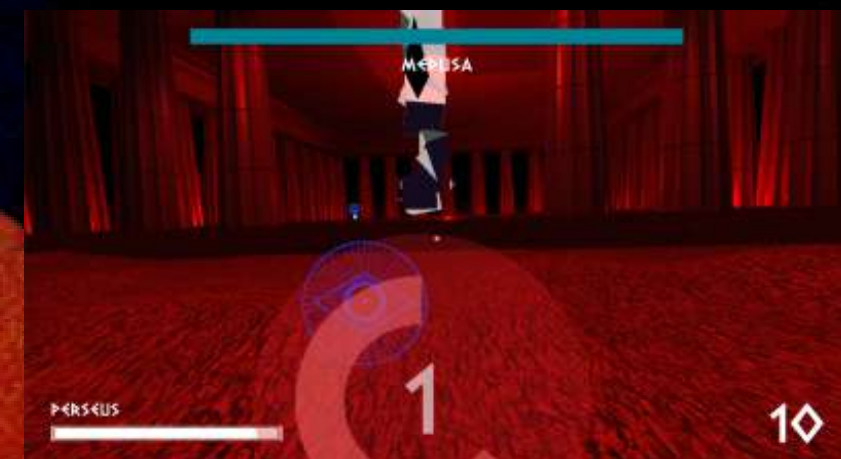
**Phase 4 : VR walkaround**



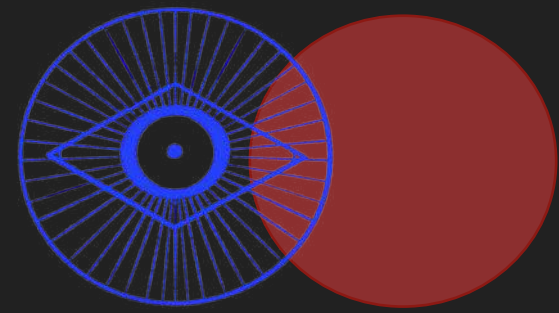
# ANATHEMA

## Anathema

FIRST PERSON SHOOTING + EYE CONTROL  
MULTI-SENSING GAMING SYSTEM  
2020

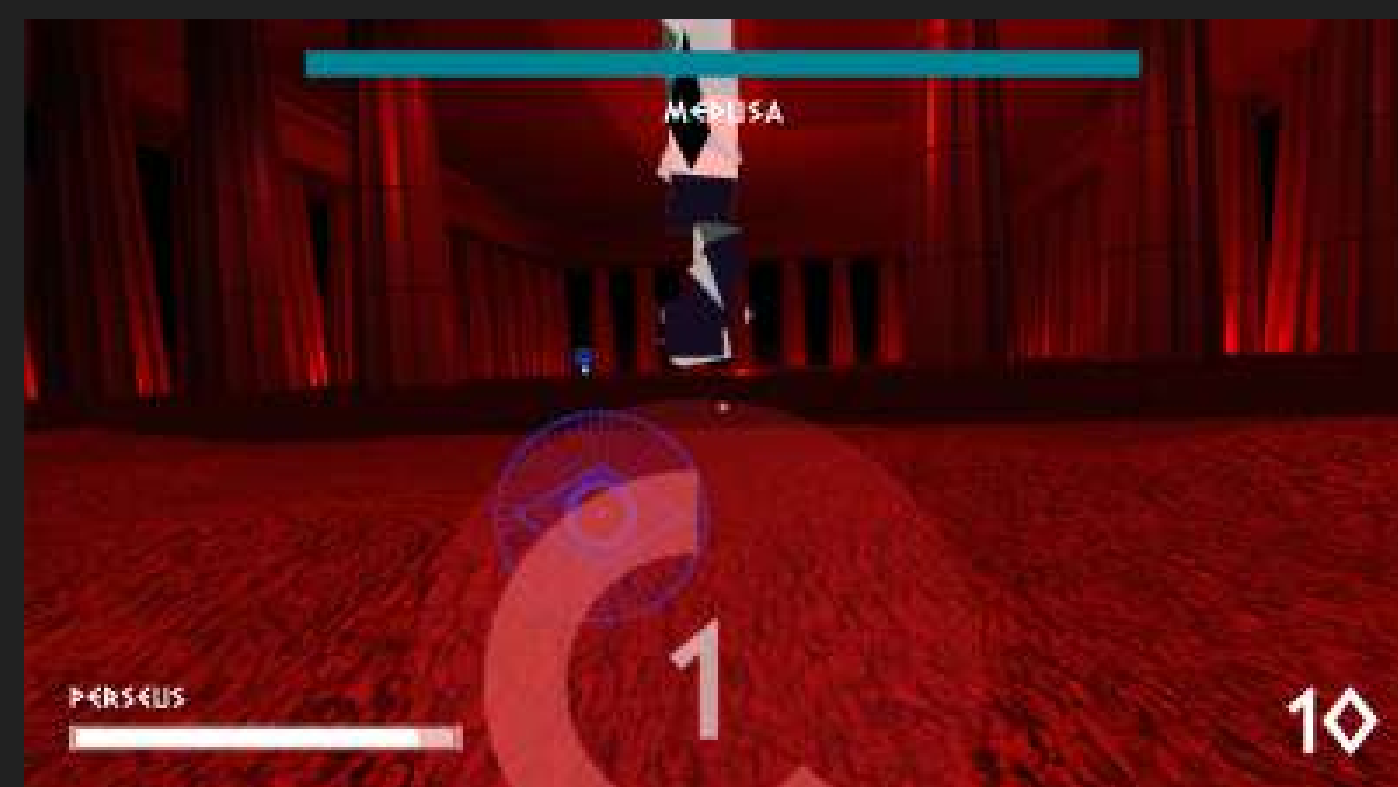




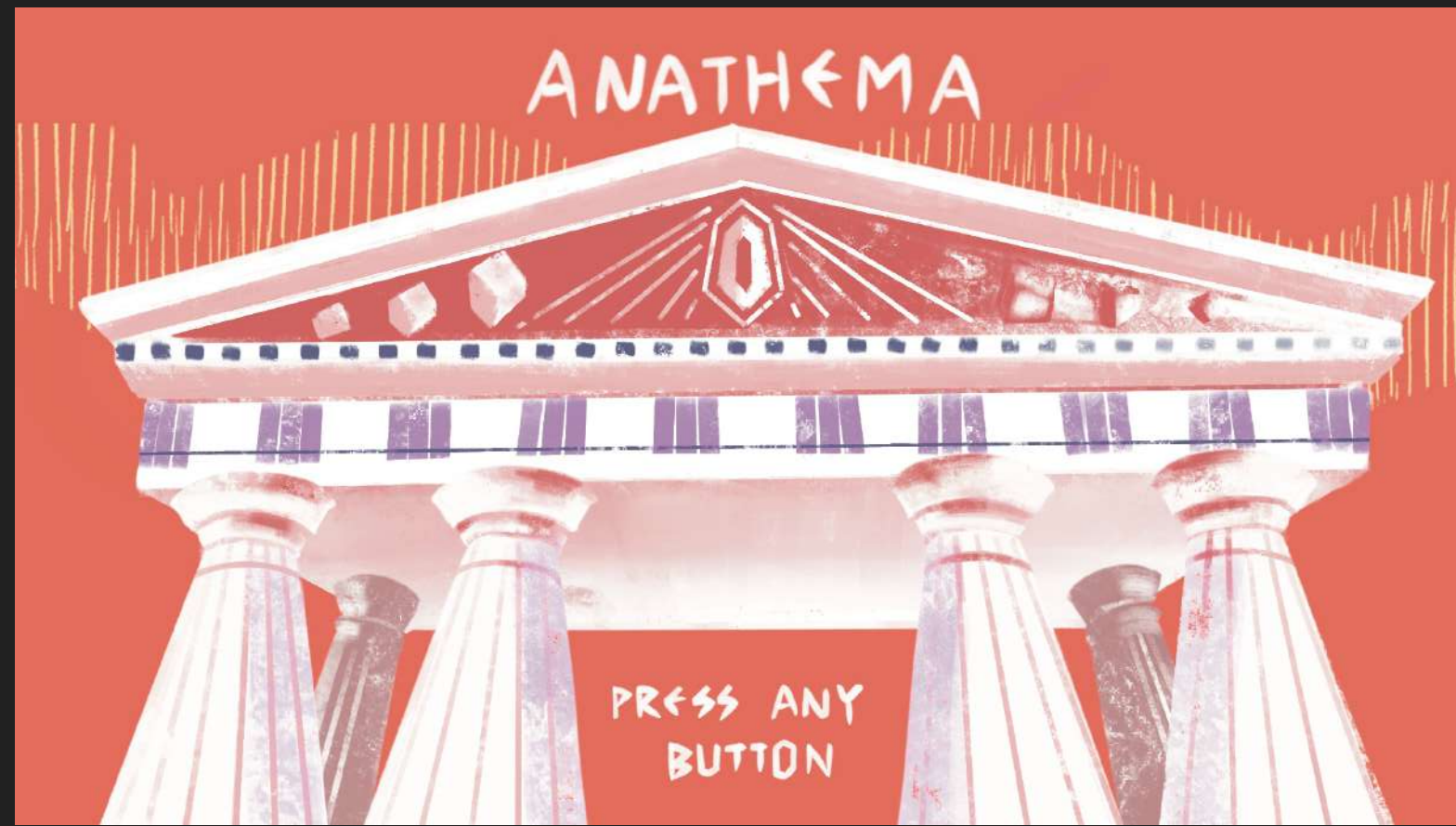
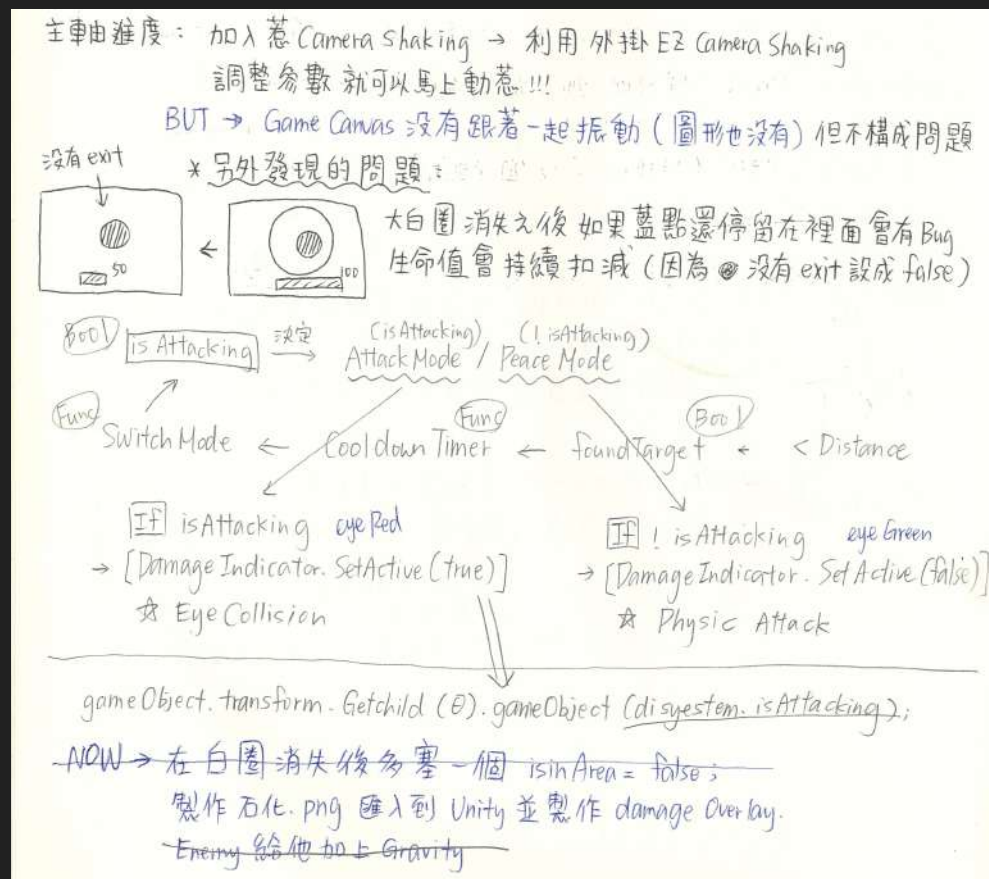


This project was inspired by the Greek myth of the duel between Perseus and the snake-haired gorgon Medusa. Using the eye tracker as the medium, the player experiences the world through Perseus's eyes and seeks to avoid Medusa's attack through a visually interactive game. In the story, when Perseus defeats Medusa for the first time, he makes the mistake of leaving the corpse behind, making Medusa more powerful than before. The resentful gorgon is prepared to take revenge at Medusa's Temple. The cursed Perseus is forced to fight against Medusa's demonic power again or else his body will eventually turn to stone.

This game is based on the concept of "Brain Questioning." Whilst playing a game with a certain set of rules, the goal is to interpret the dynamics of the player's brain, analyze their real thoughts, and draw on more metadata to piece together the mystery. After various phases of deleting and editing, I was able to develop an interactive game using the eye tracker framework. I wanted to continue exploring questions such as "What is the self?" "What is the brain?"



# Manuscript of the game operation mechanism and design draft of art illustrations



目前合適的遊玩方式：固定畫面利用焦點遊玩

## ART ⇒ TITLE / TITLE CARD / BUTTONS / ELEMENTS

**TITLE**: CENSORED (審查) / DONT LOOK / ILLUSION / ENCHANTER  
\* 梅杜莎的名字函義是「皇后」  
\* 雅典娜指導柏修斯用盾牌的反光走近梅杜莎  
毒藥、石化與誘惑的綜合體  
被詛咒之人：ANATHEMA  
詛咒的：EXECRATORY / IMPRECATORY / MALEDICTORY  
OUT OF (THE) GAZE

**ANATHEMA** BABY BLOCKS    **ANATHEMA** DALEK PINPOINT    **ANATHEMA** ROMAN

(11/14) 假日 with 小樽討論 → 確定遊玩方式  
KEYBOARD (選桿) + 滑鼠 + 眼動儀 → 攻擊弱點 & 避開視線



**MENU** → 用眼睛選擇 / Press any button to start



**Enemy** → Move forward / Stay back?    ① ②

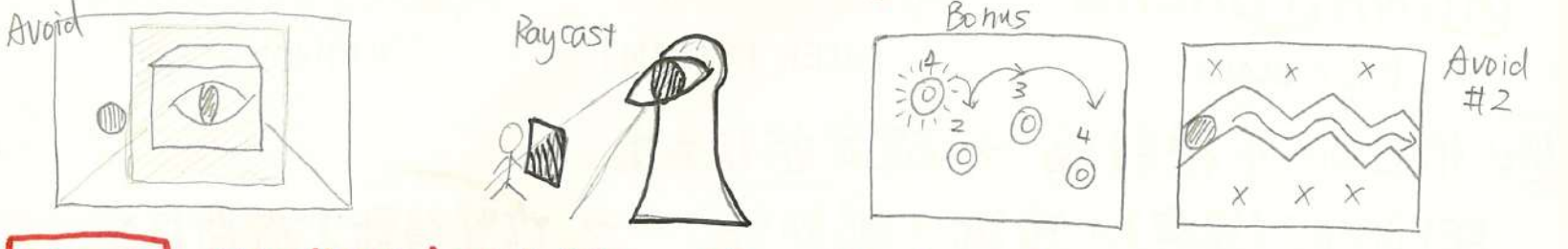
兩者都行 (要让玩家"瞄準")

\* **Avoid**:  $10f$  / if  $\leq 10f \Rightarrow$  Avoid  
**Get Close to**:  $3f$  / if  $\leq 3f \Rightarrow$  Stop following  
不能隨便進行近戰攻擊 ✓

必須使出弓箭大絕之後使敵人弱化之後才能前進

Mouse Axis → 向量方向  
gaze Point. Screen → x.y 在螢幕上座標

\* (可以在場景兩側加上補血工具)



## plan 2 做成迷宮遊戲：梅杜莎在迷宮中隨機移動 玩家在這之中要想辦法逃脫 (得到寶物)

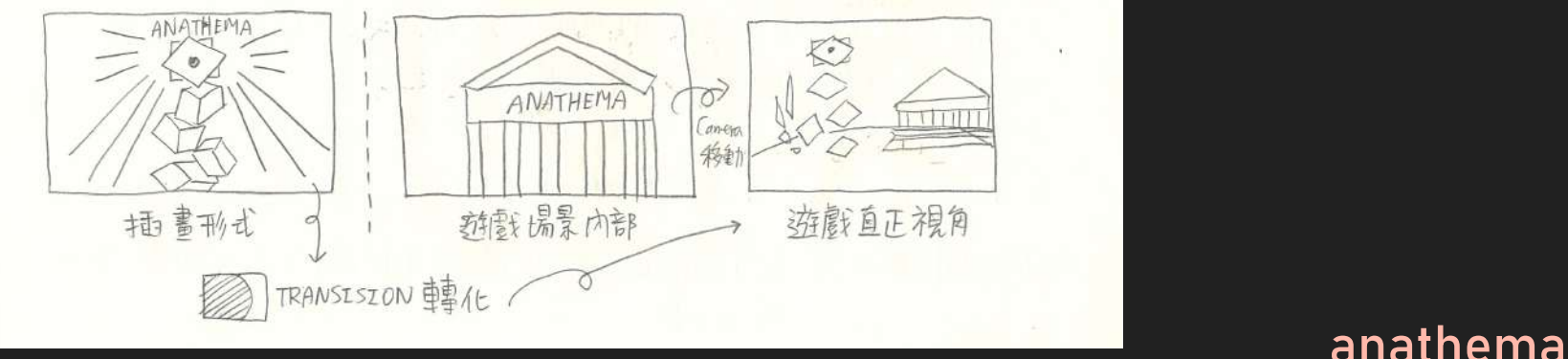
眼動儀使用 → 用眼睛操控左右轉 (確認方向後按按鍵前進)  
if 遇上梅杜莎 → 趕快避開躲進迷宮轉角處  
亂想 - 通力取捨  
or 用弓箭趕快攻擊眼睛使弱化再逃走

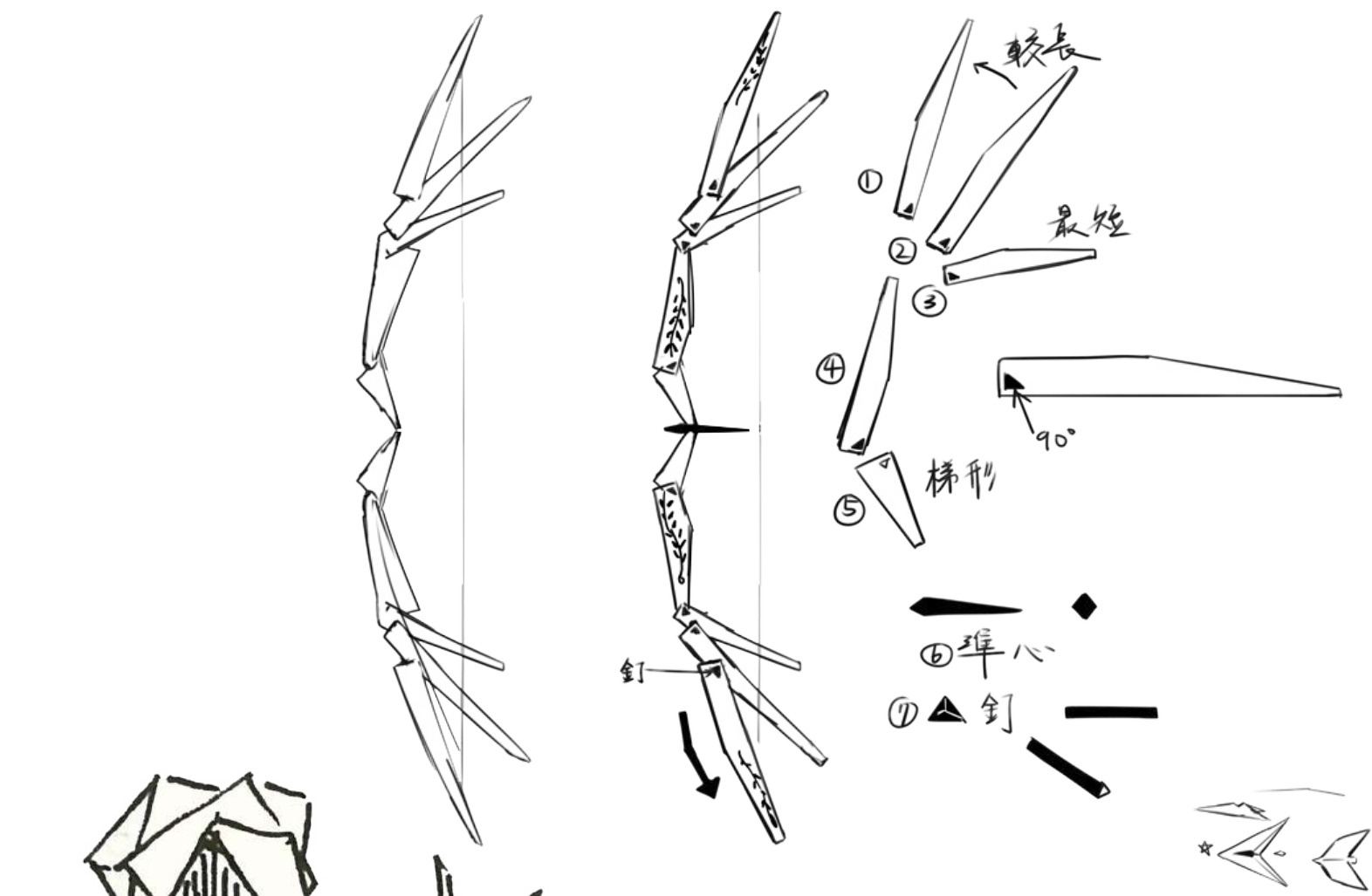
**Review**: ○ + MOVE + ✗ → 目前使用的遊玩方法

弱點：用弓箭射中此處 就可以蓄力  
→ 玩家的視窗，需要完全避開紅色範圍才算  
\* MOVE / ○ 可能必須做取捨...

IMPROVE: 不使用視角旋轉，直接使用聚焦點

→ 不使用移動???  
敵人左右隨機移動 / 弓箭使用滑鼠瞄準 & 射擊





鱗片  
響尾蛇  
俗投  
眼鏡蛇

三角面切割

判定弱點

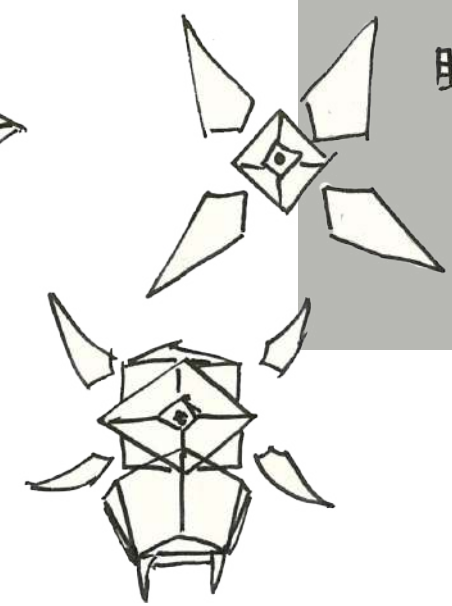
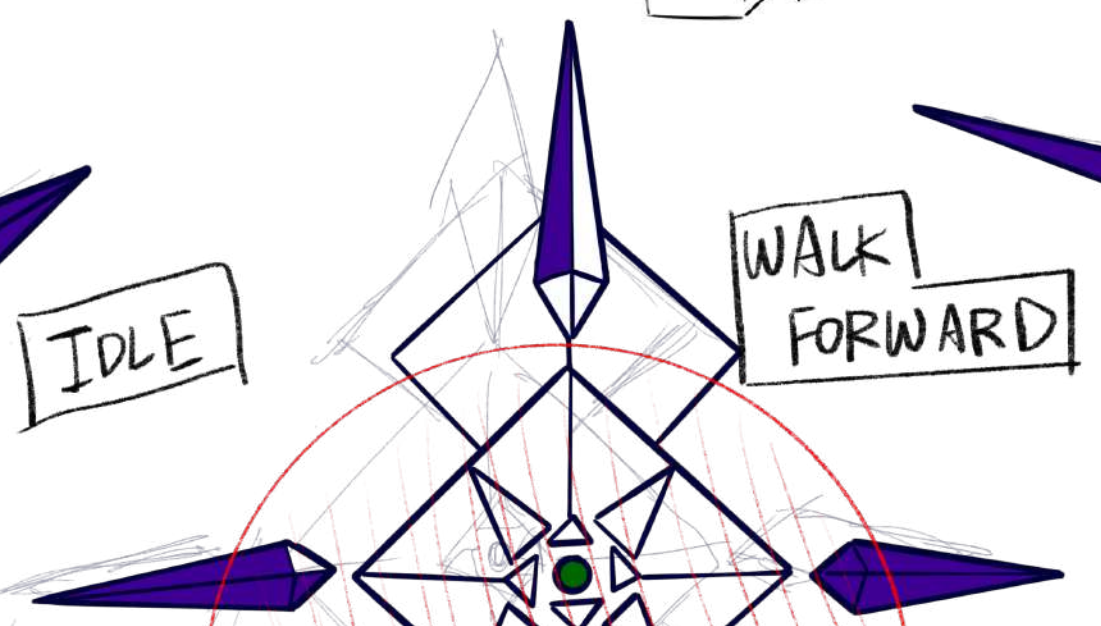
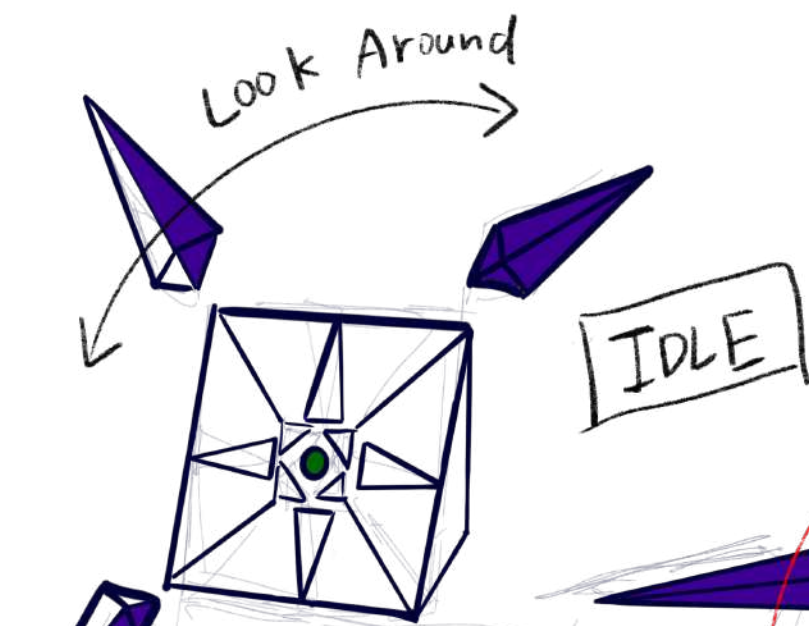
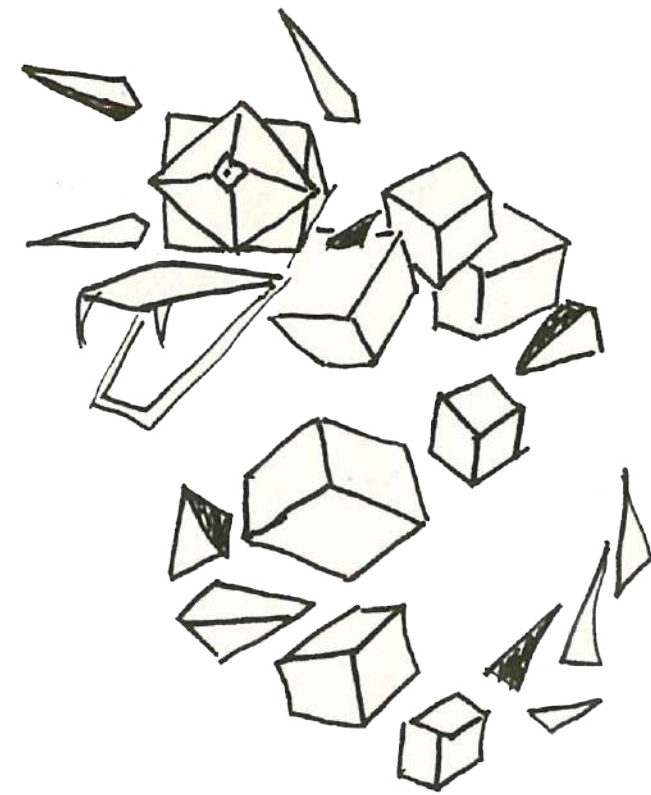
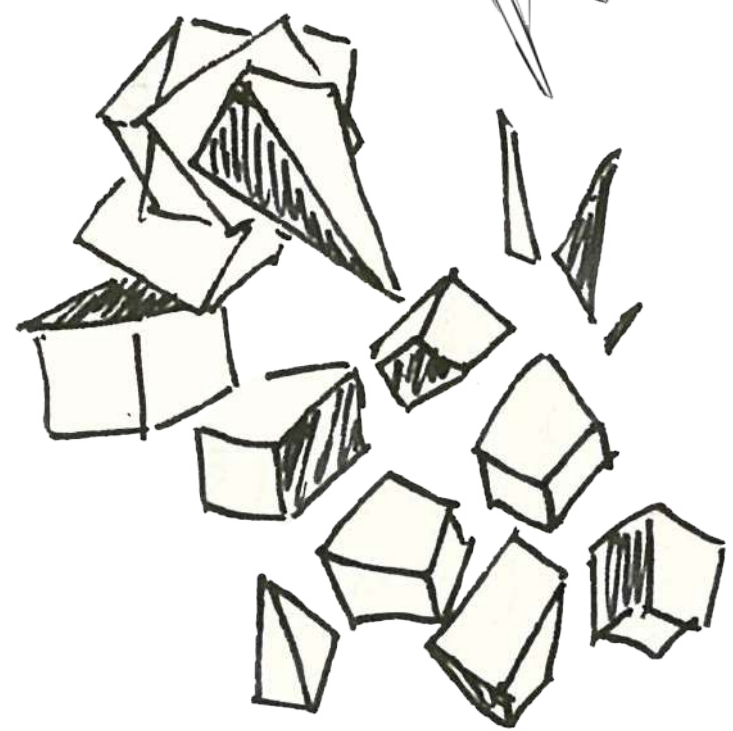
沒色鱗

破洞

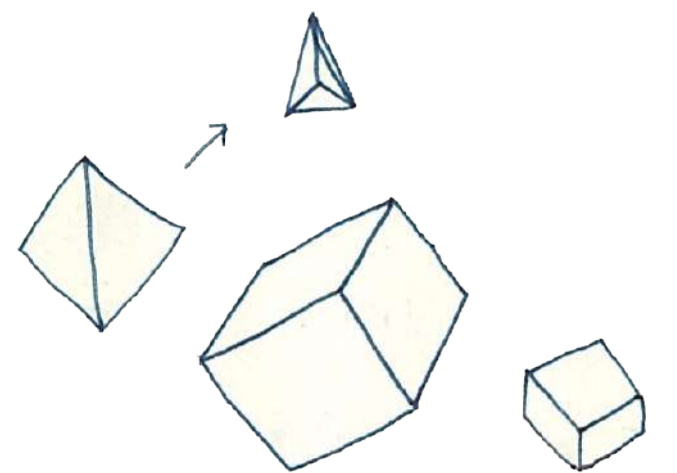
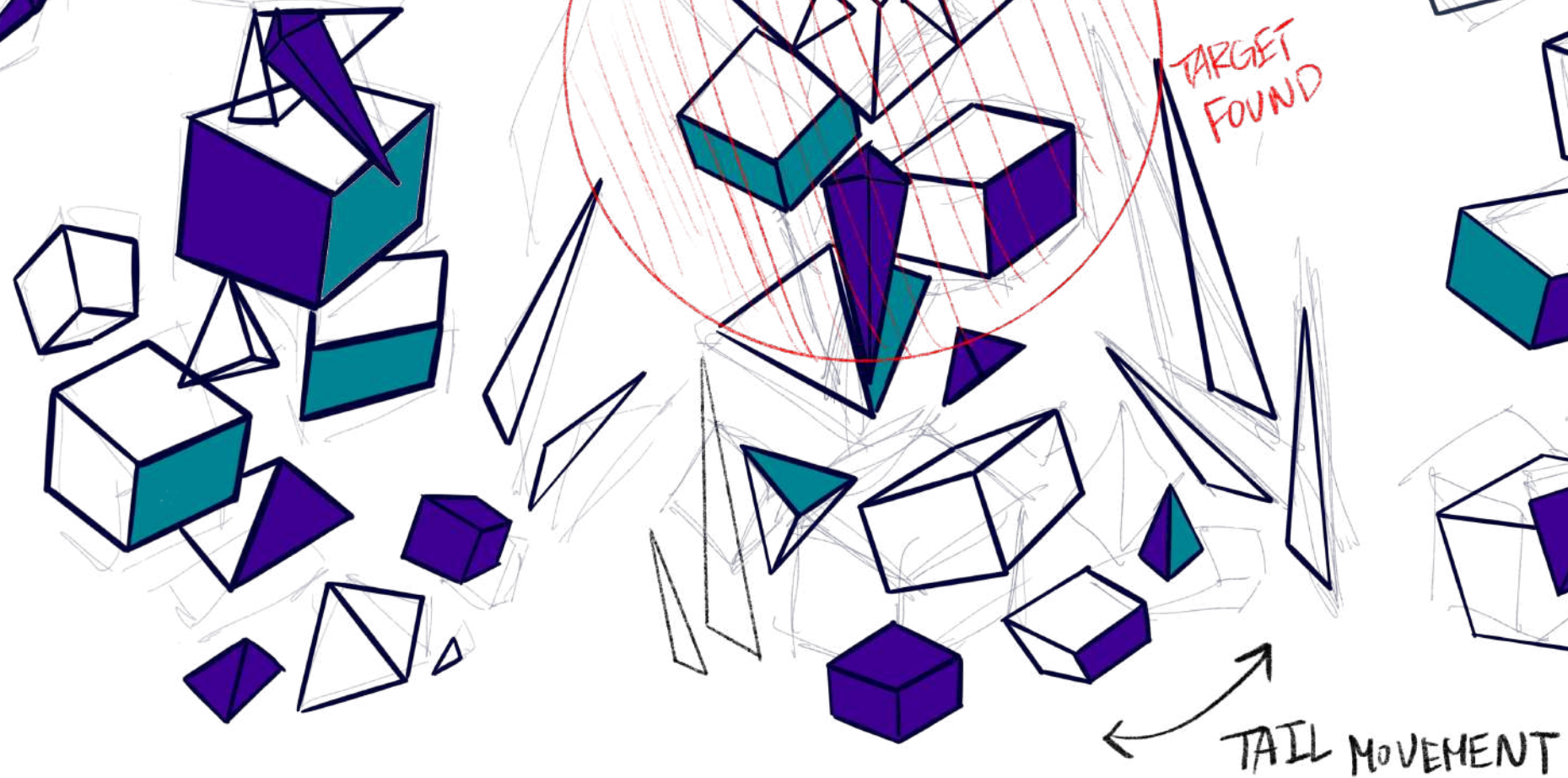
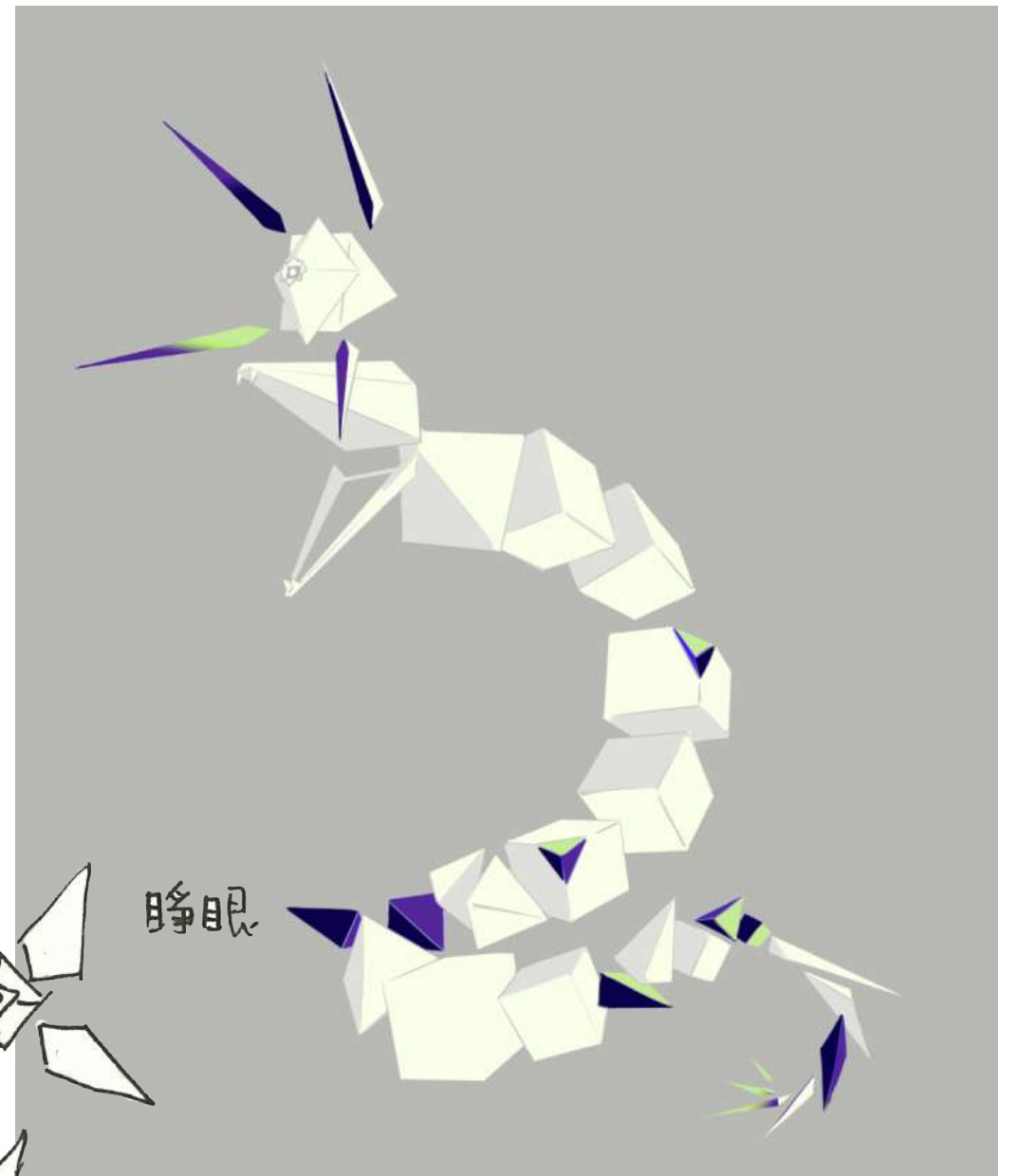
Police man

DEAD

# Character & Weapon



睜眼

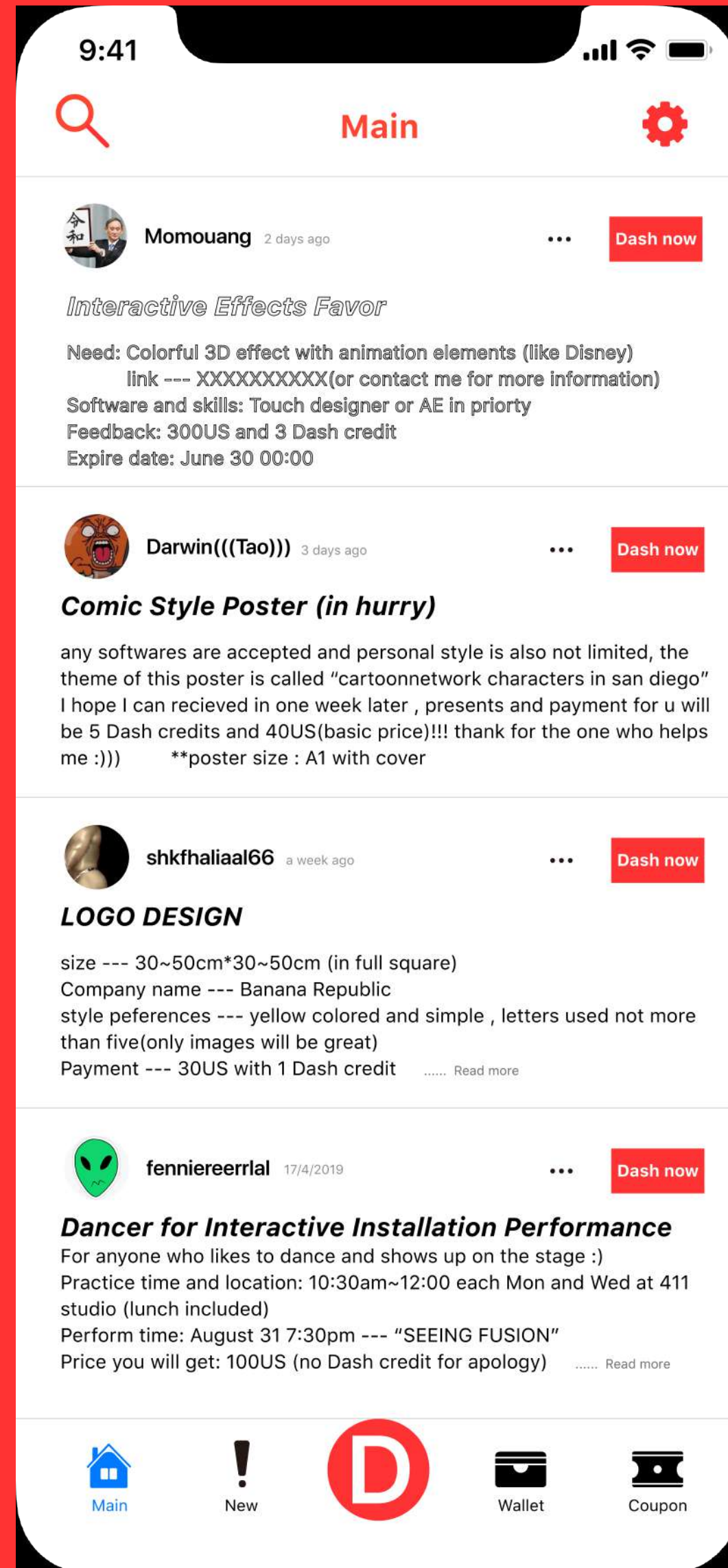


# DASH

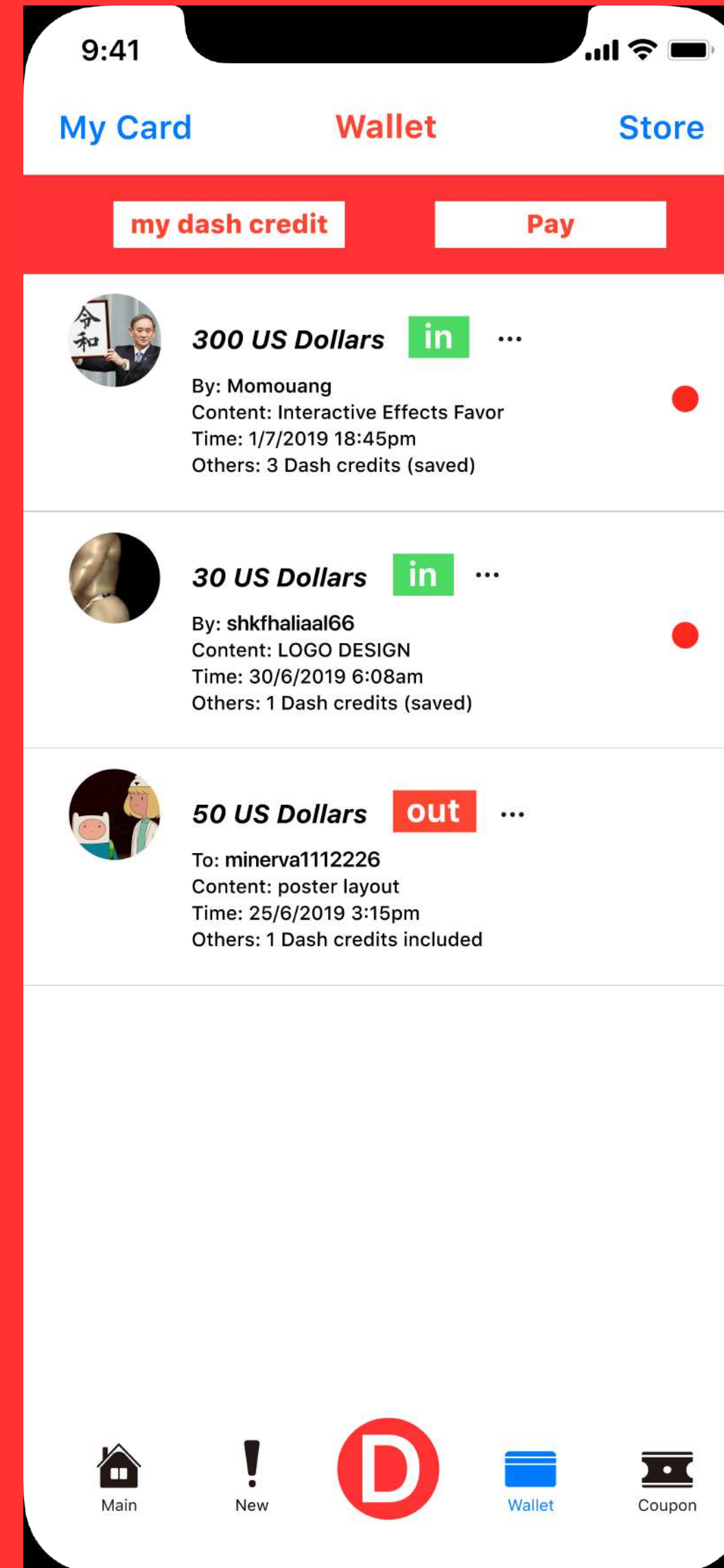
## TASK FINDER FOR EVERY USERS

SEMESTER UI/UX PROJECT

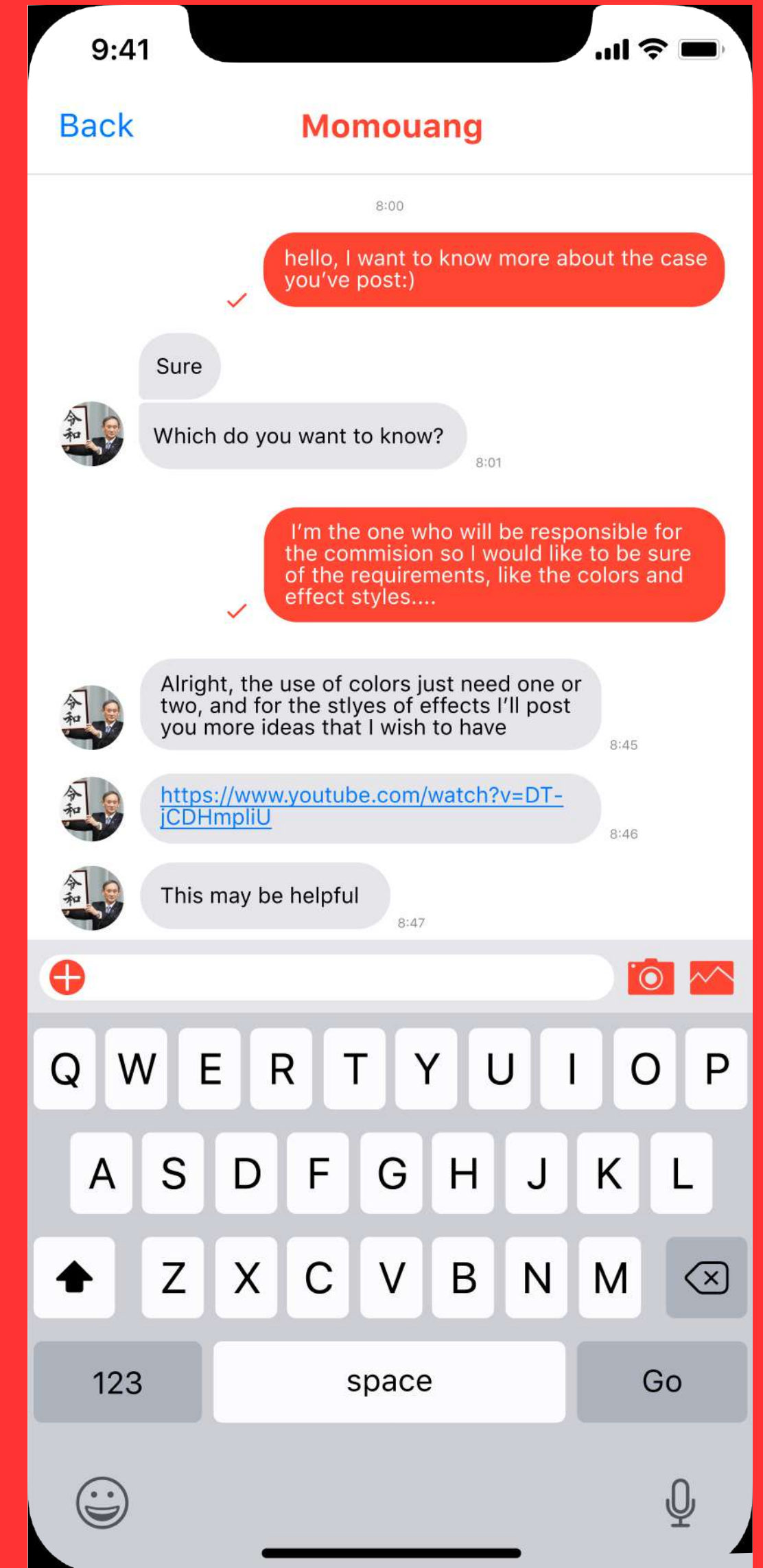
Dash is a application which people could send requests on, and easily functioned with simple controls. Designers could easily communicate with clients and clear cash flow that anyone could obviously notice any notifications. Awards or coupons from collaborated third party would be given if user achieve several requests or competition through the app. It's a designer's playground which any field of creation is received, just dash now to get your own task!



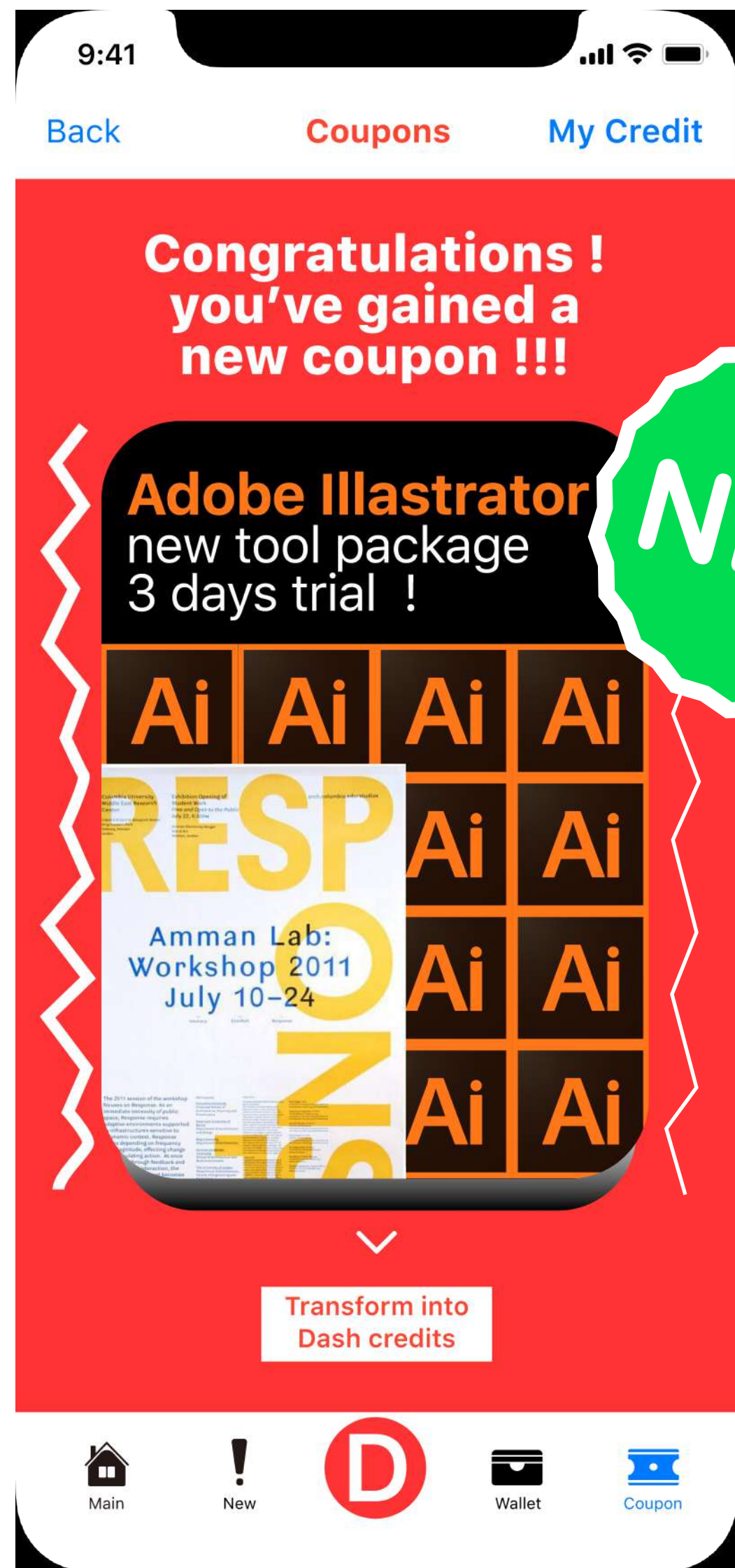
**CHAT IN DASH**  
simple lists of clients and requests



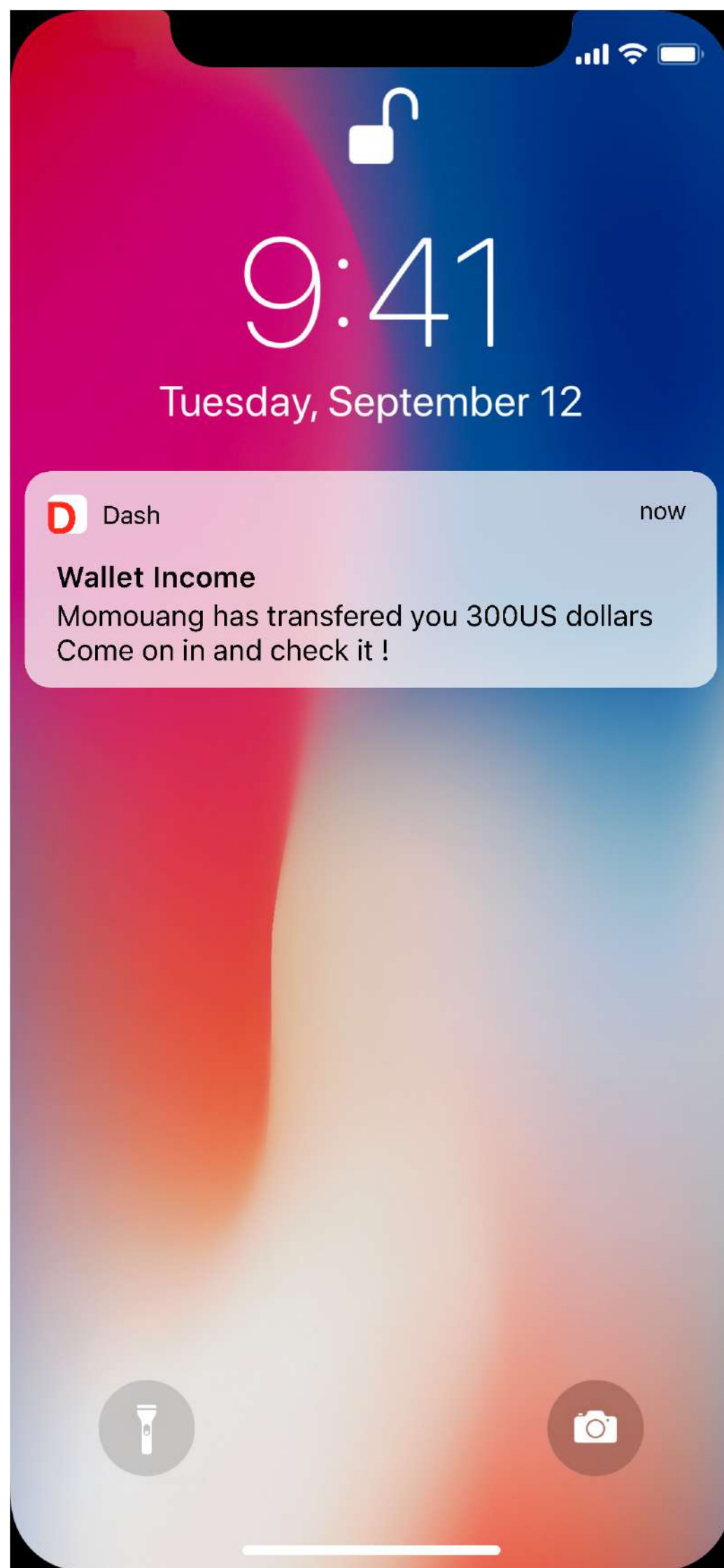
**NOTICE IN DASH**  
clear income/expenditure



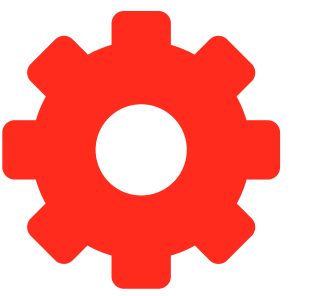
**SEARCH IN DASH**  
easy communicate with clients no matter before or during the case



**COUPONS SENT IN DASH**  
you can also transfer into credits  
for other usage

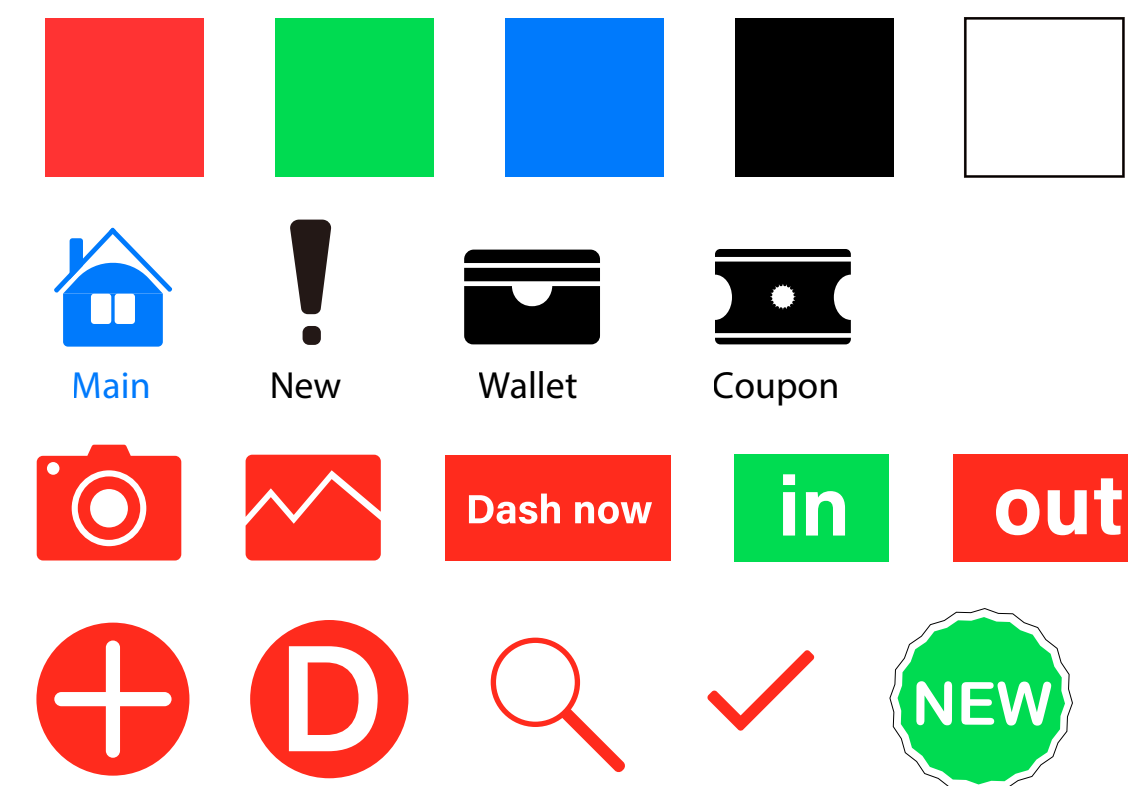


**REMINDERS IN DASH**  
notifications will absolutely  
remind you



# MORE FOR YOU DASH NOW

color palette & icon:





# Brain Questioning

PROJECTING INSTALLATION  
BY magnifier & writing machine  
2019

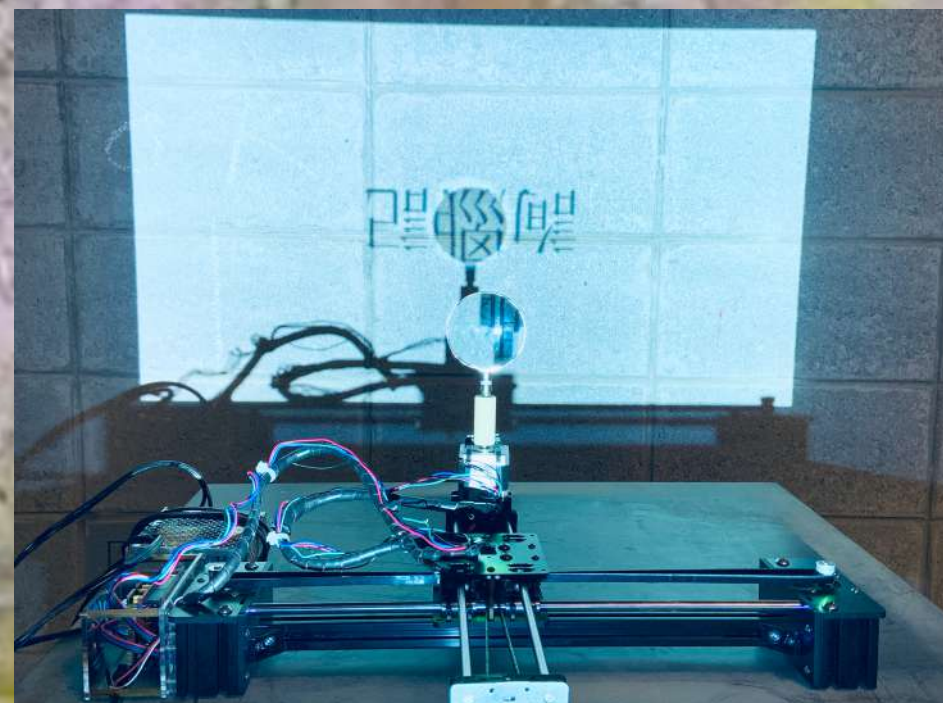


Is what we refer to as life controlled by the brain or the soul?

If we remove the part of the brain that controls "consciousness," can we still maintain the flow of consciousness through our soul?

Can we still maintain the flow of consciousness without being shackled to our bodies?

Who exactly are we?



"Brain Questioning" is an installation composed of a mixture of visual projections and mechanical movements. It proposes that we regard the brain as an entity with its own consciousness, and by conversing and asking questions of the brain, we can better understand ourselves. Through this dialogue, we can see through assumptions associated with the self.

When the magnifying glass is moved arbitrarily before the projection, the figures become distorted, reflected, enlarged, or turned upside down, presenting a variety of visual transformations in much the same way images are seen through the crystalline lens of the eye.

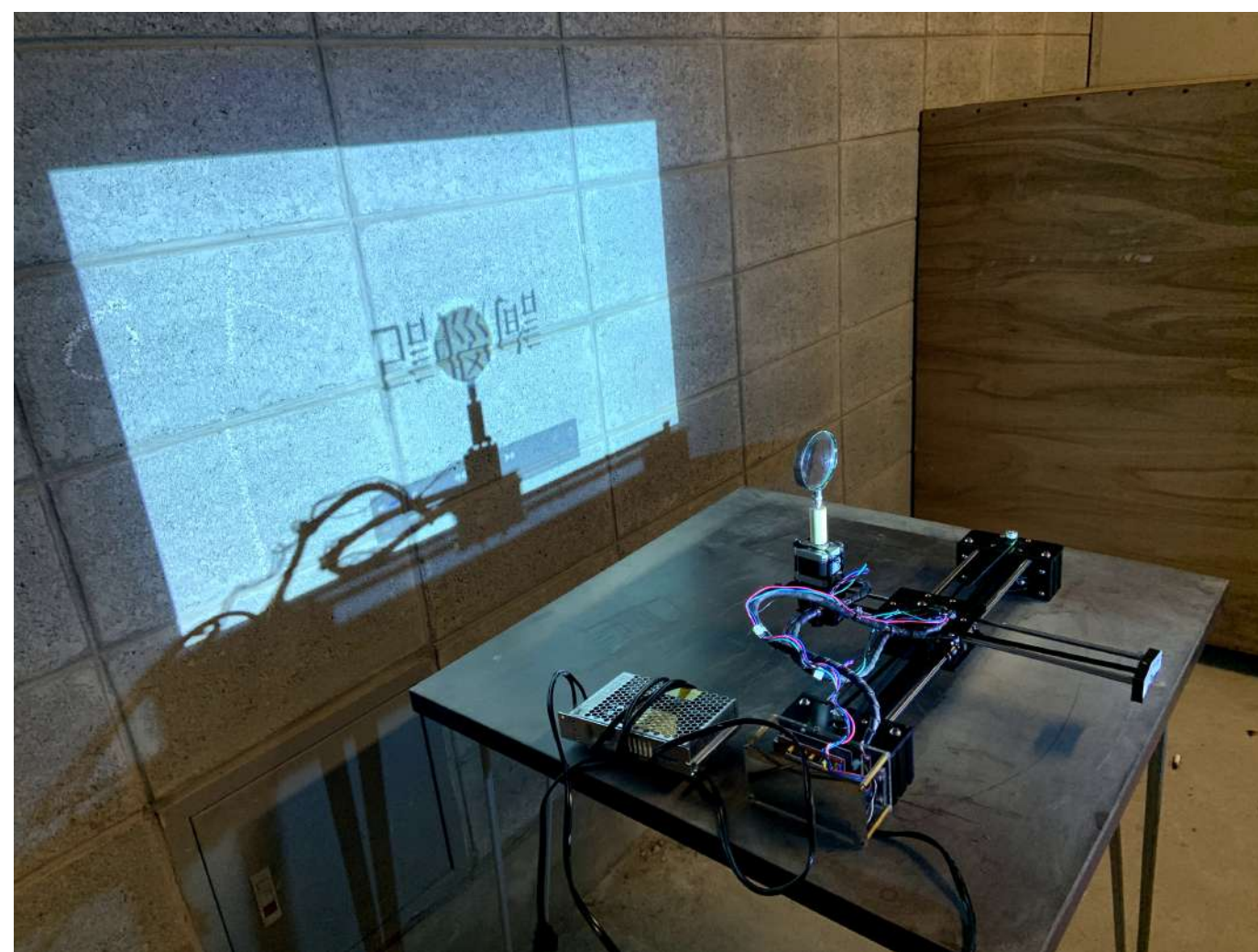
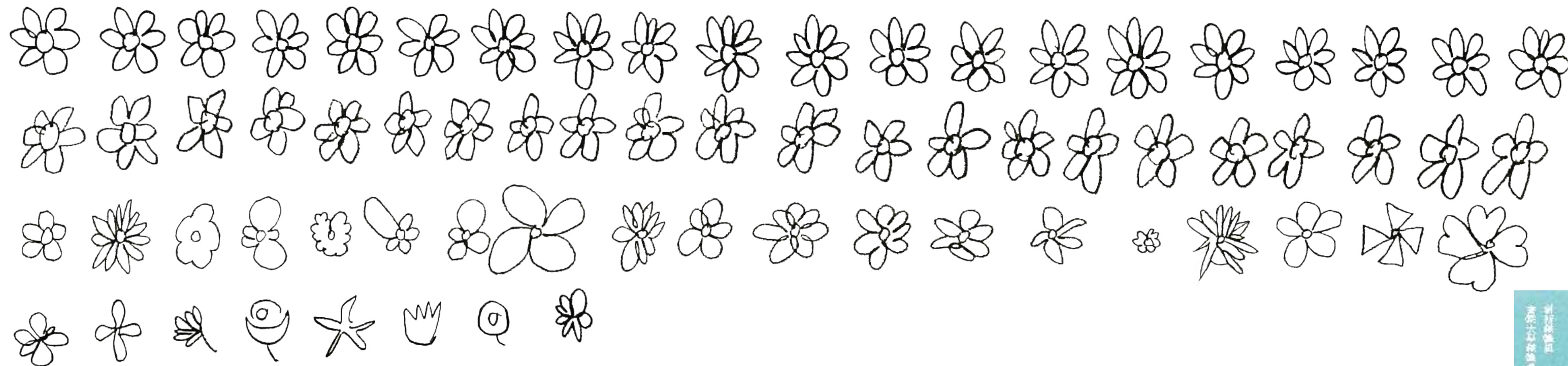
Although the path of the magnifying glass is preset and absolute, the images make us question our own version of reality, offering a glimpse into the subconscious self. We begin to question the real thoughts in our brain and seek to understand the real "I."





concept sketch & drafts

preparation of the project:  
drawing flowers unconsciously, how many pads would people draw in each?



Finding some behaviours that are intrinsic,  
which could transfer into visual statement.

There are many ways for the brain to express itself to the outside world, but it is not easy to distinguish the real meanings that the brain wishes to convey. I tried to reflect on moments in my life when I could clearly distinguish and express thoughts in my brain, but my efforts failed time and time again. So, I decided to create a work that imagines and reflects the process of understanding my own brain.



experimental ---->  
narrative solution

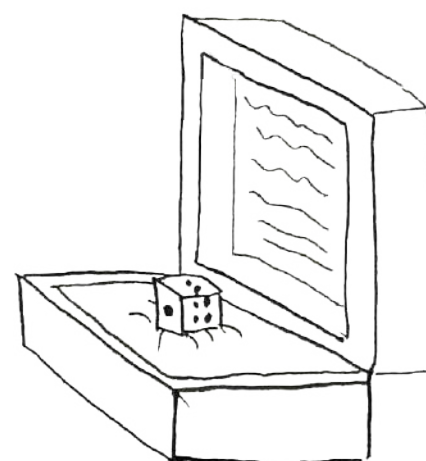
HOLY MOUNTAIN

\* 佛洛伊德的房子 20 Maresfield Gardens LONDON NW6

\* THE DICE → 送你一顆骰子，這是我對珍愛的你送的禮物

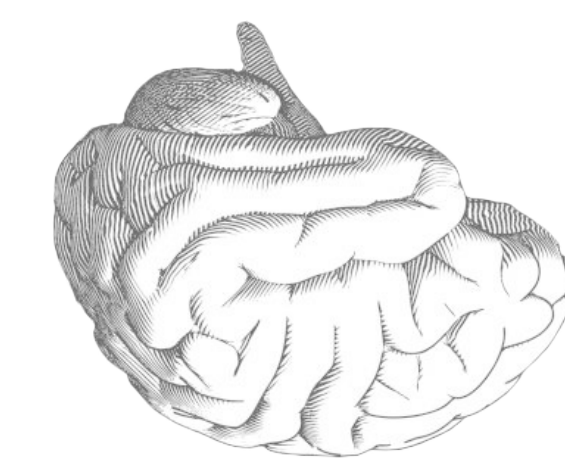
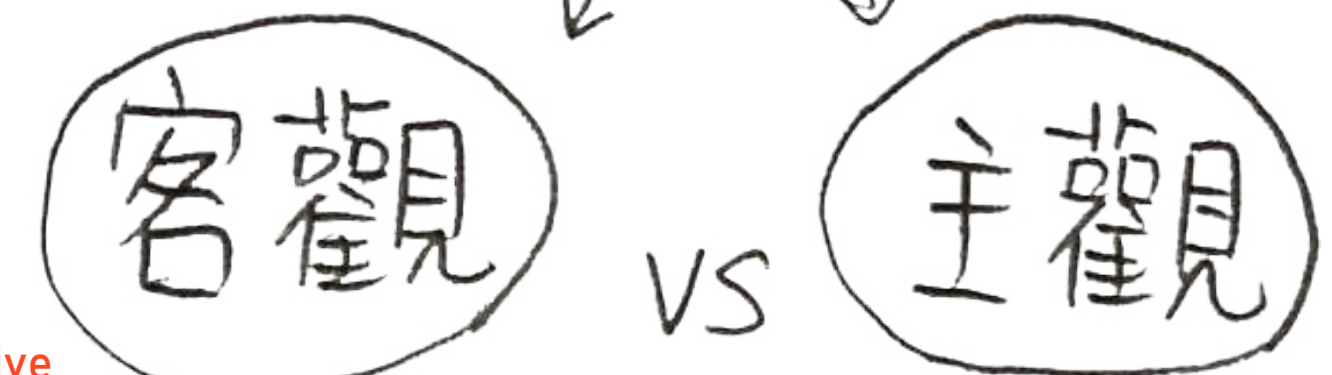
\* THE CATS → 死掉的貓咪屍體放在椅子上看起來  
跟在休息一樣

\* 每次喝水都不會把杯子裡的水喝完，都會留一點  
剩在杯子底部 (主要是怕底部的水不乾淨)



記錄要怎麼去做?

Finally, ...  
How should I do to make them...



subjective

objective

brain questioning





# LIPs

**COLLABORATIVE PROJECT (DIRECTOR ASSISTANT)  
VR INTERACTIVE PERFORMANCE  
2021**

The inspiration for "Lips" began with a woman's erotic dream: the tingling feeling of fingers sliding over bare skin and the arousal caused by titillating erotic sensations. I wanted to recreate these feelings from the dream, and invite audiences to reflect on the concepts of "desire," "body," "femininity," and to question the meaning of being a woman in today's world. Using natural objects such as flowers, butterflies, vines set in gardens and canyons to symbolize female sexuality, "Lips" asks audiences to explore and rediscover the female body.



I was responsible for the technical art aspects of this project, and integrated 3D models and organized them to be delivered to engineers to write codes for special effects. Sometimes I needed to arrange the layout and lighting of the scenes before discussing the feasibility with art designers and engineers. For example, I needed to consider whether the amount of light is adequate, or whether the number of sides of the models needed to be adjusted or reduced. I oversaw the entire project, assisting the director with providing requirements and instructions, while the artists and engineers focused on producing materials and coding. I had to make sure all the goals were completed in time in order for the project to be a success.

