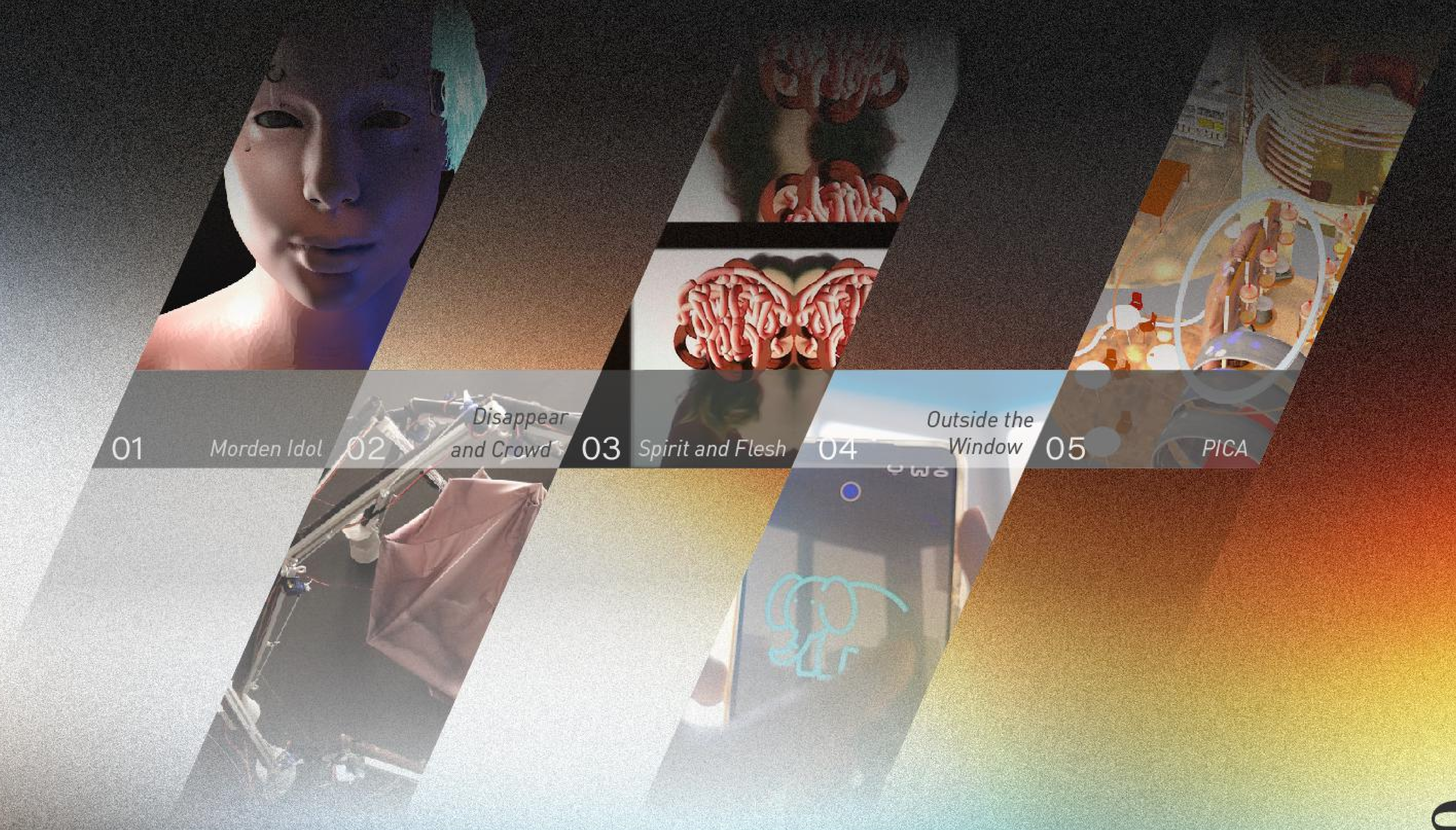
[Interactive Design]

2021

portfolio.

[HuangXiner]


01
Morden Idol
02
Disappear and Crowd
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Spirit and Flesh
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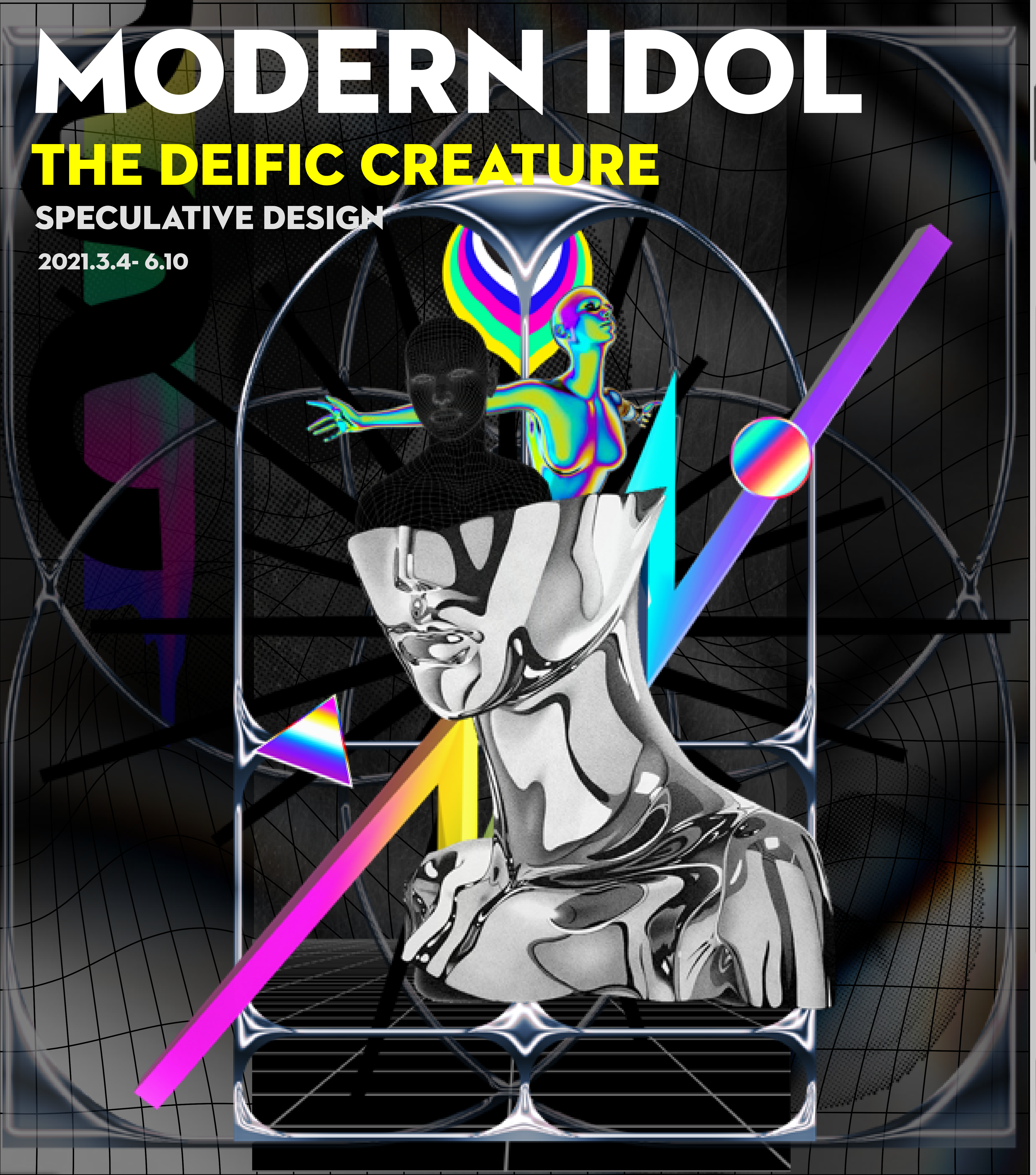
Outside the Window
05
PICA

MODERN IDOL

THE DEIFIC CREATURE

SPECULATIVE DESIGN

2021.3.4- 6.10

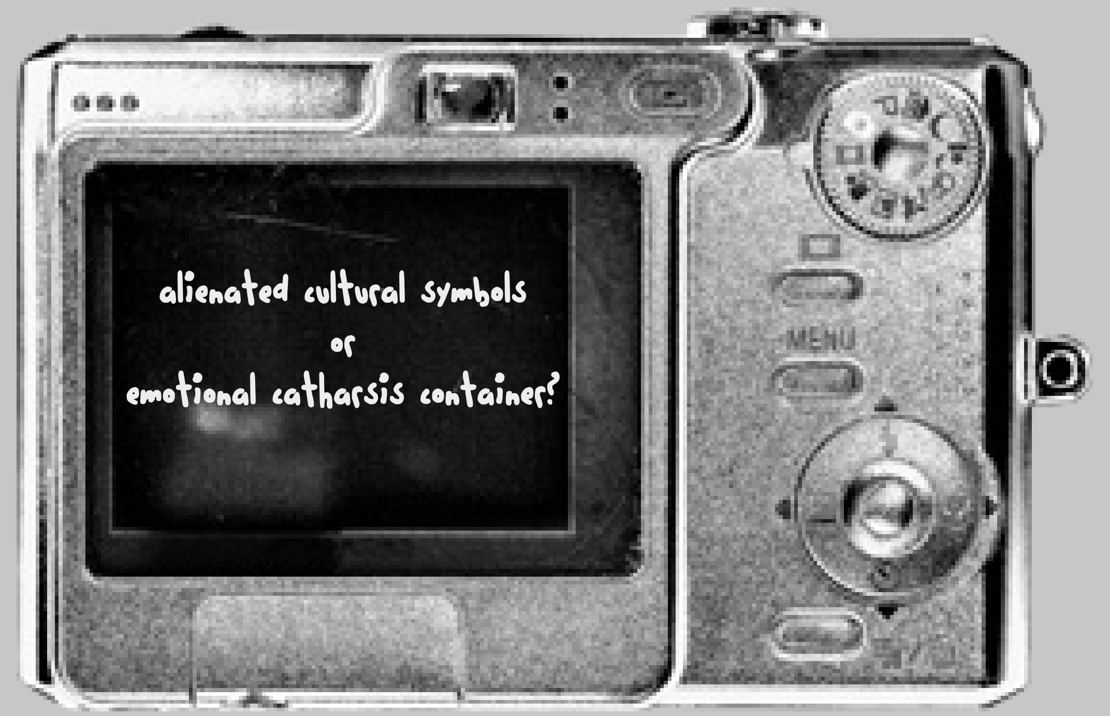


" ANCIENT IDOLS ARE ANTHROPOMORPHIZED GODS, BUT TODAY'S IDOLS ARE DEIFIED PEOPLE."

BACKGROUND

From ancient times to the present, worship culture has been the mainstream culture. Primitive tribes worship totems, and feudal society believes in religion. The monarchy system requires people to worship the monarch, and the image of gods gradually takes on human form with political needs.

Star-studded idols are the most eye-catching phenomenon nowadays, but behind their prosperity is the lost reality of traditional spiritual idols. Idols are a symbol of human spiritual beliefs, and the evolution of idols reflects the evolution of the spirit of the times. In the process of civilization development, the psychology of worship has been secularized and individualized, which has led to changes in the types of idols.



Neolithic **Nature worship**

Because primitive humans have no scientific understanding of natural phenomena such as lightning and thunder, river flooding, and the shifting of stars, they use the methods of association and metaphor tonatural phenomena as objects with life, will and great ability and worship them.

Totem worship

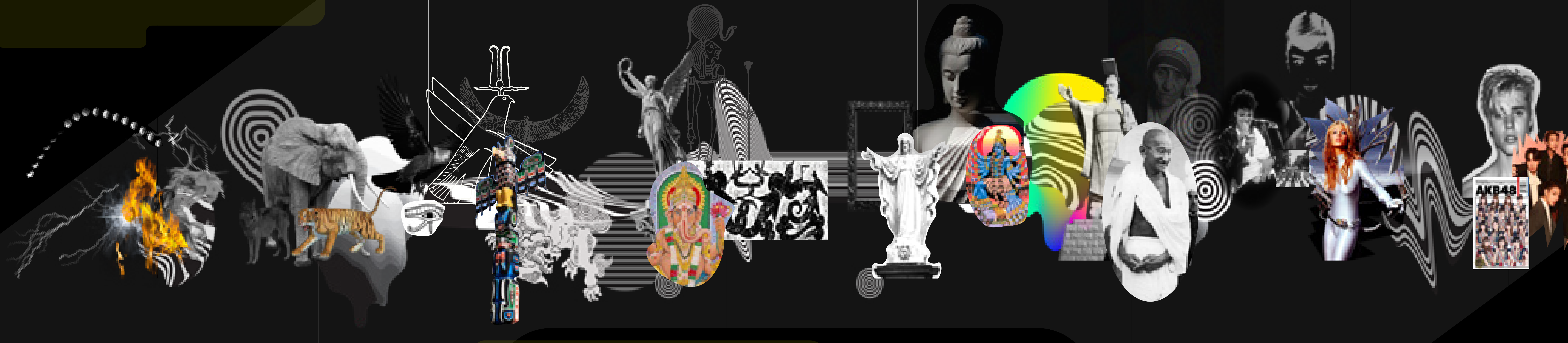
Primitives believed that different clans originated from different specific species. They believed that a certain animal or plant had a kinship or other special relationship with the clan, and that each clan originated from a certain animal. Therefore, this animal , They regarded it as their own totem, sacred and inviolable, and protected it as a symbol and protector of the clan, or worshiped it as the nickname and name of the clan.

Religious

In the cultural deposits of primitive worship, cultural genes have been passed down from generation to generation, eventually forming a more complete national religion and developing into a national religion.

Idolatry

This is a transitional period. Instead of great men, people are beginning to be keen to pursue movie stars, musicians, athletes and other public figures who are more exposed as the entertainment industry develops. The birth of idol culture



Primitive society **Animal worship**

Primitives hunted and killed animals in order to maintain their lives, but they were afraid of revenge from animal souls, so they worshipped animals in order to be forgiven. It is also because primitive people often feel weak and weak in front of animals, and have a sense of awe for animals, which leads to animal worship.

God worship

With the development of the primitive society of mankind, great menwith abilities beyo nd ordinary people appeared in the tribe. People merged these great men with the animals they worshipped, forming the gods of half-orcs, and the deeds of great men It has been passed down as a fairy tale.

Hero worship

People cherish the memory of heroes who have been the most powerful in history, are obsessed with their char ms, and also yearn for more and more outstanding heroes to emerge in contemporary real life, so that their hero worship psychology can be paid and enriched, which is also divided into god hero , Prophet heroes, poet heroes, priest heroes, literati heroes, and emperor heroes.

Morden idol worship

Modern people desire idols because they need beliefs higher than their own. This is not only a counterattack against reason, but also the lack of meaning and average urban life's cry for transcendence; and the placement of unconscious anxiety and melancholy.

Idol worship has undergone a significant transformation in modern society, and idols have come down from the altar and entered the homes of ordinary people. Idol worship in today's society is mainly embodied in the worship of film and television stars, sports stars, cultural stars and grassroots stars. Entertainment and consumption have replaced spiritual beliefs and become the distinguishing characteristics of current star idols. At the same time, the attributes of being worshiped have changed. God has become a human being, and human beings are perceptual and self-conscious. When idols feel unsure of their own identity, the victims of society appear, and their existence is actually wiped out.

PREDICAMENT

MATERIALIZE

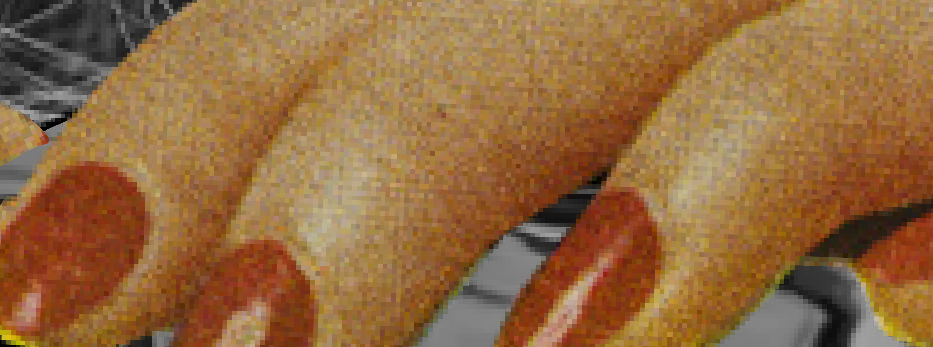
Creating consumer idols is an important way for the mass media to develop consumer cu modern society and its communication and information circulation, so that they, together with consumerism, have led to the unique characteristics of postmodernism. Such characteristics.The mass media uses the sensational strategies of pleasure and illusion and the psychological strategies of conspicuous consumption to mold modern idols into consumer idols. Then idols are materialized as tools to guide consumption and lead fashion.

ENTERTAINING

The mass media has four major functions: environmental monitoring, interpretation and regulation, socialization, and entertainment. However, most of the media currently play the media function of providing entertainment to the extreme, and are willing to create a landscape of entertainment for all and festival, while neglecting and neglecting other functions. In the field of idol shaping, it is embodied as being keen on shaping entertainment stars, or shaping industry role models or spiritual cultural idols in other fields in an entertaining way, such as creating sports stars and cultural stars with strong entertainment colors. In this way, the diversified mass media idol shaping presents a singular, one-sided, and entertaining scene.

VULGARIZATION

However, although the mass media that actively disenchanted idols eliminated the divinity of idols, they did not realize the true meaning of disenchantment, which is to endow idols with secular morality. They use secular forms of alienation, one by one vulgar way, to hype idols' privacy, stumbling, and negative news, focusing on pornography, obscenity, and rendering violence, to stimulate the audience's senses, to cater to the low-level tastes and private desires of some audiences, thereby making idols Molded as a vulgar individual who no longer possesses moral integrity and spiritual appeal, but only pursues a sensual life

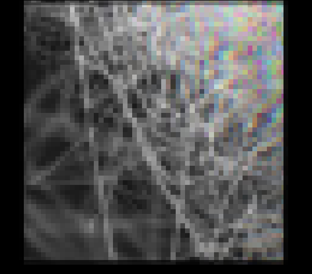


PHENOMEONA

PHENOMENON 1: CHANGES IN RELATIONSHIPS

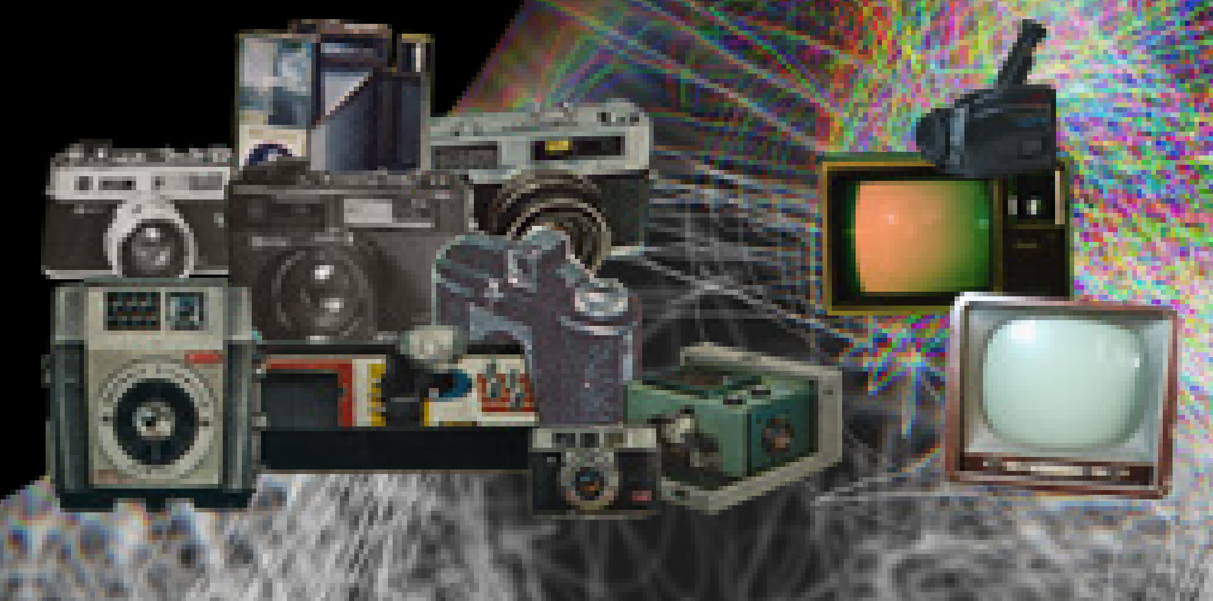
The relationship between modern fans and idols is diverse: including, but not limited to, mom and dad, older brothers and sisters, friends, lovers, learning objects, or pure idols. Longing for further contact, hoping to learn more about idols, imitating idols,

The relationship between worshipers and idols in the past: not profane, completely worshipped, seeking refuge from them (seeking longevity, seeking money, seeking well-being, seeking love, seeking multiple children), fear and awe .



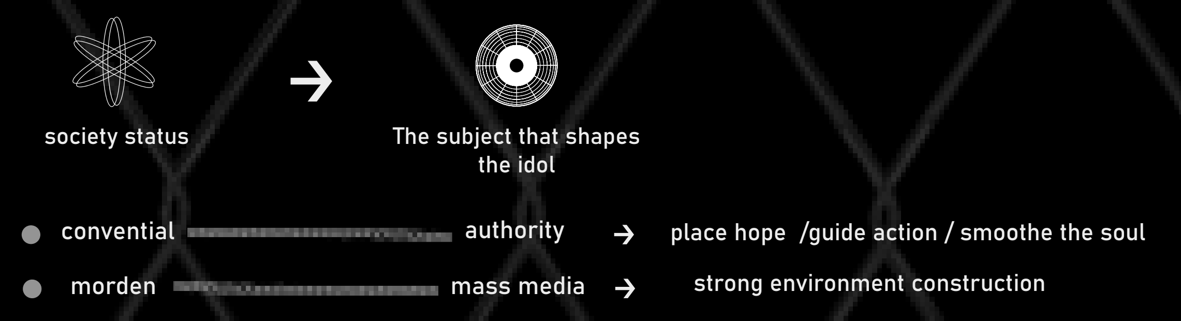
PHENOMENON 2: THE BEHAVIOR OF THE ADMIRER HAS CHANGED

contemporary fans will imitate idols, write letters, buy the product which is concerned with idols, participate in activities, track every move, set up fan supporting clubs to form a community, and conduct secondary creations to meet the needs of [fans].



EFFECTED FACTORS

Idols play a pivotal role in human life, and societies in all generations have attached great importance to the creation of idols.In the traditional society, the official has always been the main body in shaping idols. In the modern society of informationization, the mass media has suddenly emerged in idol shaping. It has become the main force that holds the hegemony of shaping idols.



society status → The subject that shapes the idol

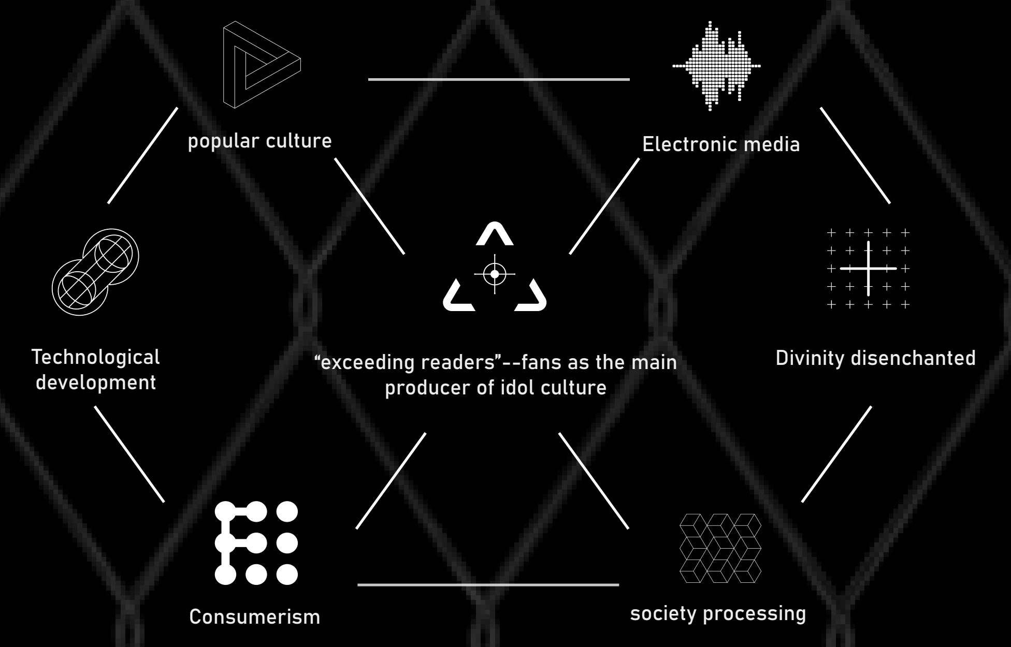
- convential — authority → place hope /guide action / smoothe the soul
- morden — mass media → strong environment construction

Public media also got positive affections and thorny issue:

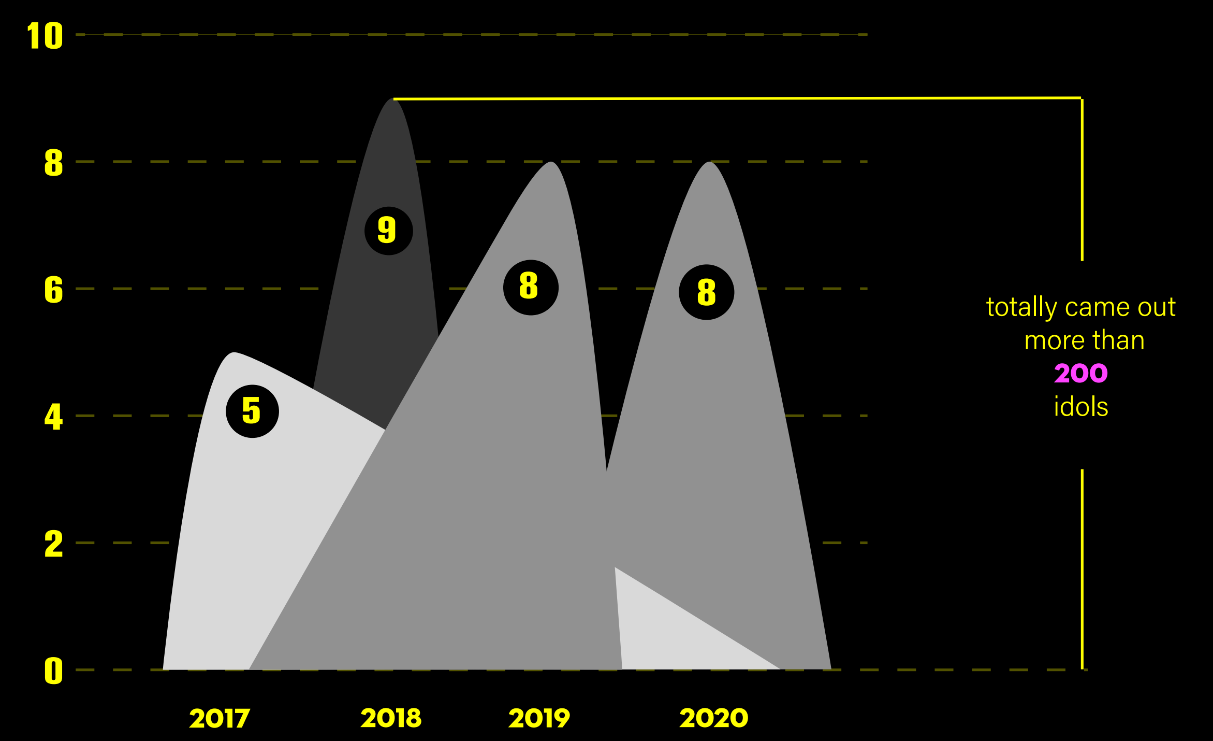
Repose the expections
Spiritual support
Moral model
Make up for the emptiness of real life

Materialization
Entertainment
Vulgarization
Lack of morality
Material desires dominate human nature

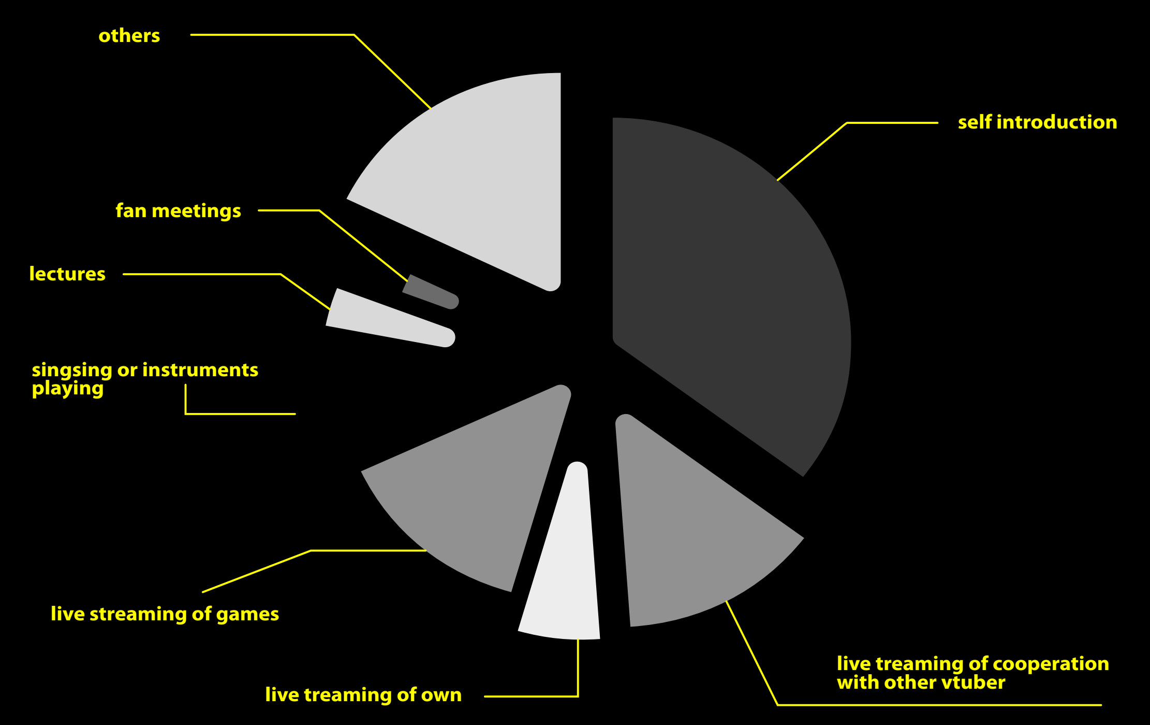
And the point which I wanna discuss is the negative issue that made by factors such as


popular culture
Electronic media
Technological development
"exceeding readers"--fans as the main producer of idol culture
Divinity disenchanted
Consumerism
society processing

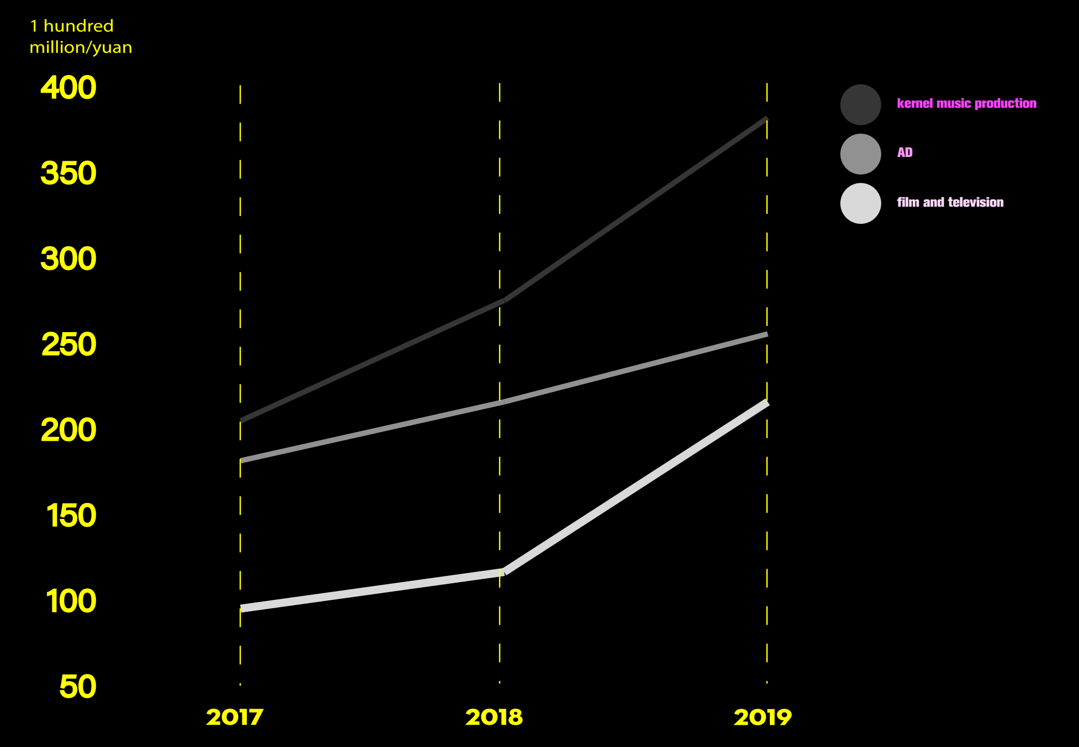
When idols are materialized into codes that guide consumption, idols with consumption functions subvert traditional idols as moral benchmarks and spiritual symbols, which will lead to material desires to dominate human dangers, human souls lack humanistic views, and encourage money worship and enjoyment. Ism, individualism and other trends. When idols are portrayed as entertainment tools and objects of jokes and spoofs, the moral personality and value, dignity, and dignity of idols are ignored and trampled, which will lead to the dissolution of serious and grand narratives, and the deconstruction of classics and sublime.



the amounts of changing of idol incubating onlie show during 2017-2020 in China

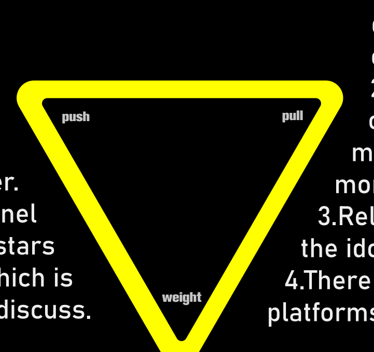


most viewed vtuber videos on youtube in 2020



the increasing tendency of idol conmercial market during 2017-2019 in China

1.it is hard for people nowadays to satisfy their emotion requirement.
2.Idol popularization.(from distance,quantity and tolerance perspective)
3. The speed of information propagating is faster and faster.
4.people always need a channel to relieve their feelings and stars who are commen targets which is hardly make mistakes to discuss.

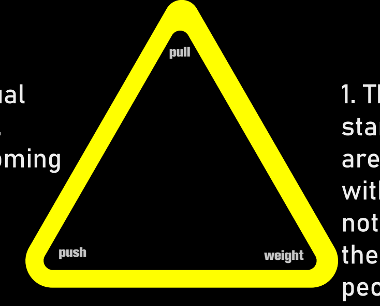


1. The popularity of talent shows proves that people's demand for idols will continue to increase.
2.Th e number of people who choose to be single, late marriage and non-marriage is more than before.
3.Related industries are driven by the idol industry.
4.There are more communication platforms between people.

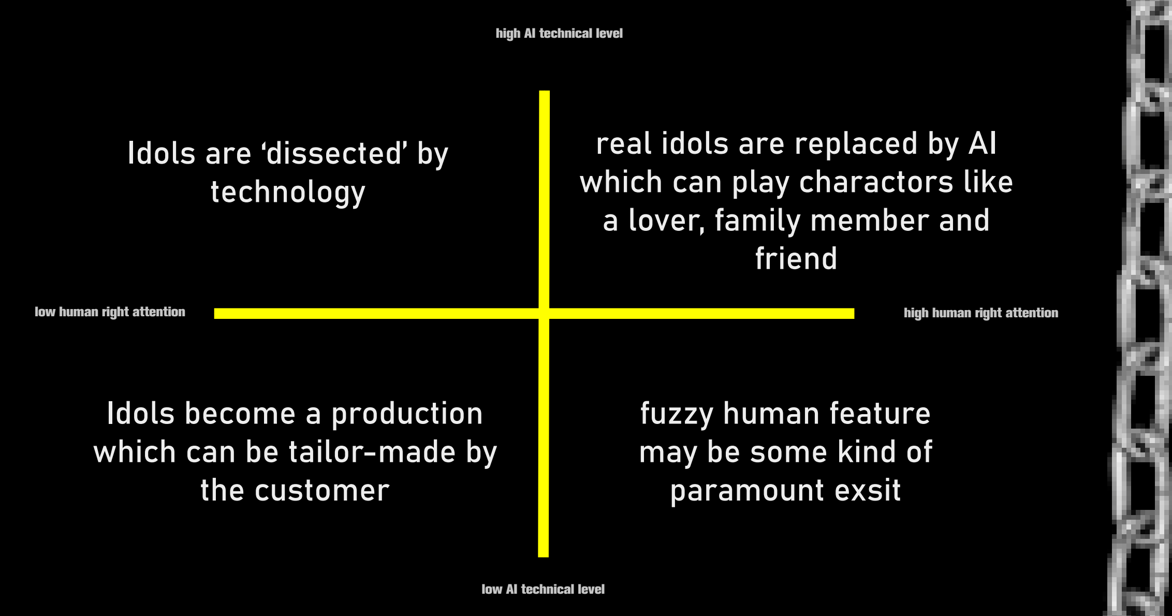
1.Human rights is more difficult to protect because of the erosion of personal information by the Internet media.
2.Human worship has been there since ancient times.

1. AI technology has gradually matured and robots have become popular.
2. People are increasingly pursuing perfection.

1. 1. People look for spiritual supplies from all aspects.
2. The appearance is becoming more and more critical.



1. The requirements and standards for people's arrival are polarized, requiring people with a strong sense of morality not to make a mistake, and at the same time, they believe that people who have no moral bottom line are real.



Idols are 'dissected' by technology

real idols are replaced by AI which can play charactors like a lover, family member and friend

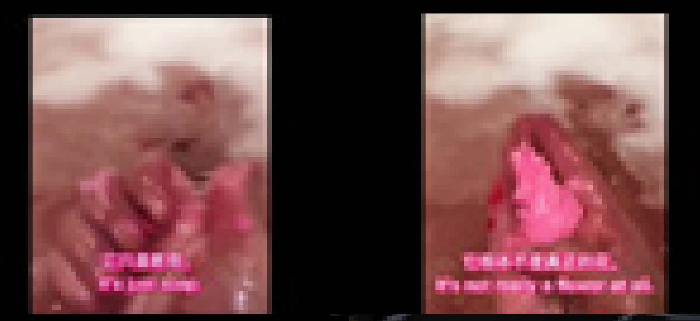
Idols become a production which can be tailor-made by the customer

fuzzy human feature may be some kind of paramount exsit

DESIGN

MY PERSPECTIVE

The change of the relationship is actually the change of human beings from material pursuit to spiritual pursuit. What I want to indicate is that sometimes we shouldn't treat problems unprecise because of its entertainment which might have potential danger to influence us. Idols has been treated as a merchandise and a symbol for a very long time and I think it is a bad beginning since we can treat a port of people as they should not have the human right then we can hold same atittude to the other person. That is what really alaming me. And some inspiration is come from the documentary named *Framing Britney Spears.*



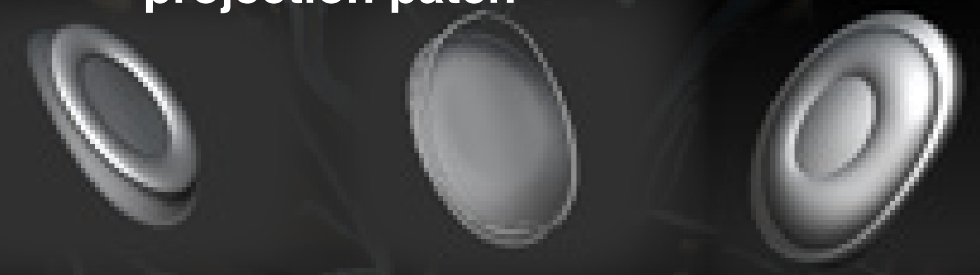
MAKE A PROJECT

First, I assume there is a production in the future which likes a mini cumputer with a projection equipment can be weared by the customer on the neck.

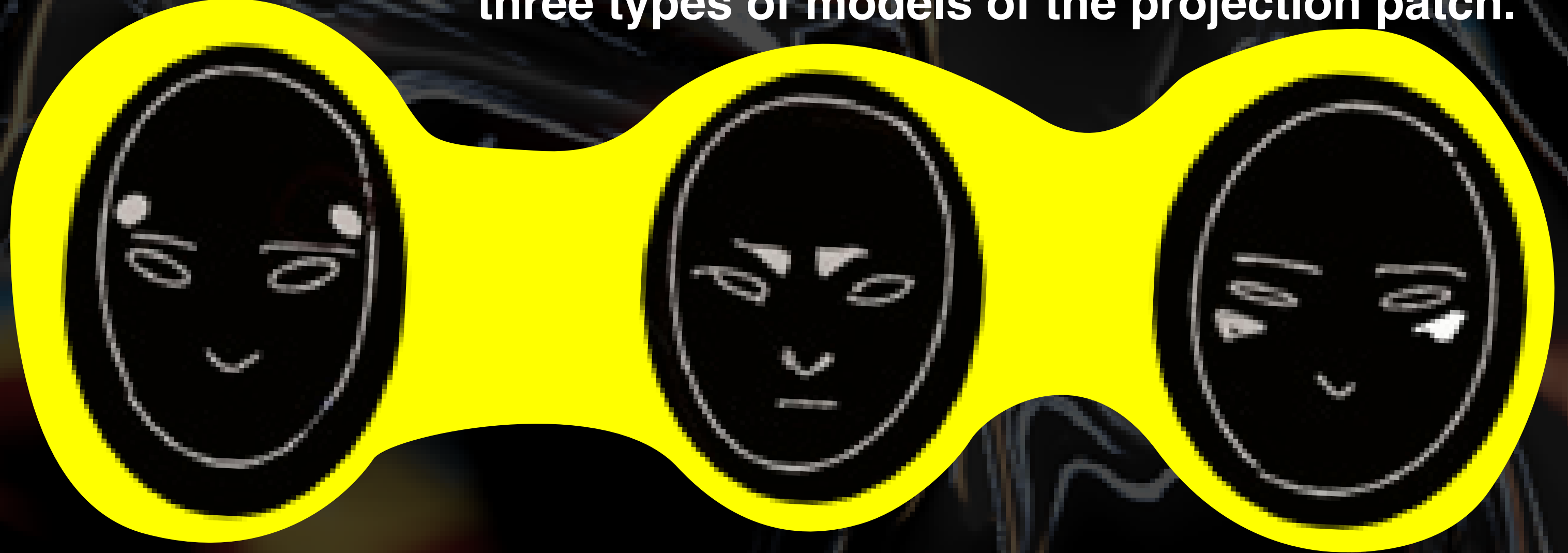
DRAFTS

This patch is the video projection system which could weared by the idols and projects the control panel.

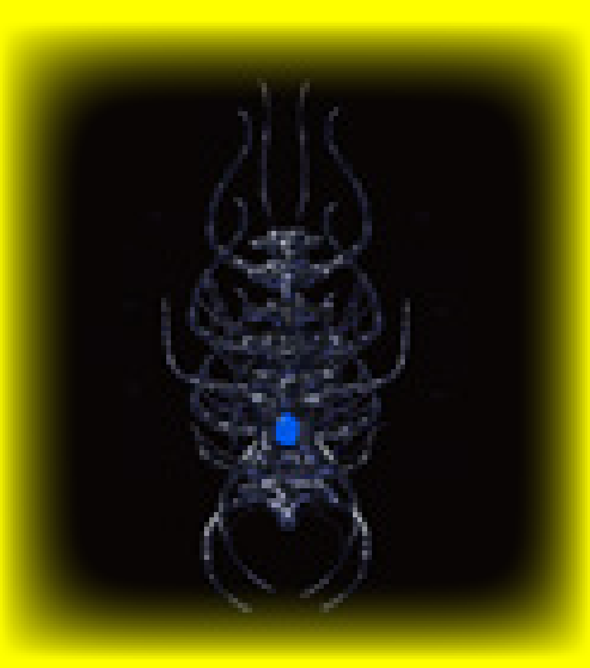
the first design of the projection patch



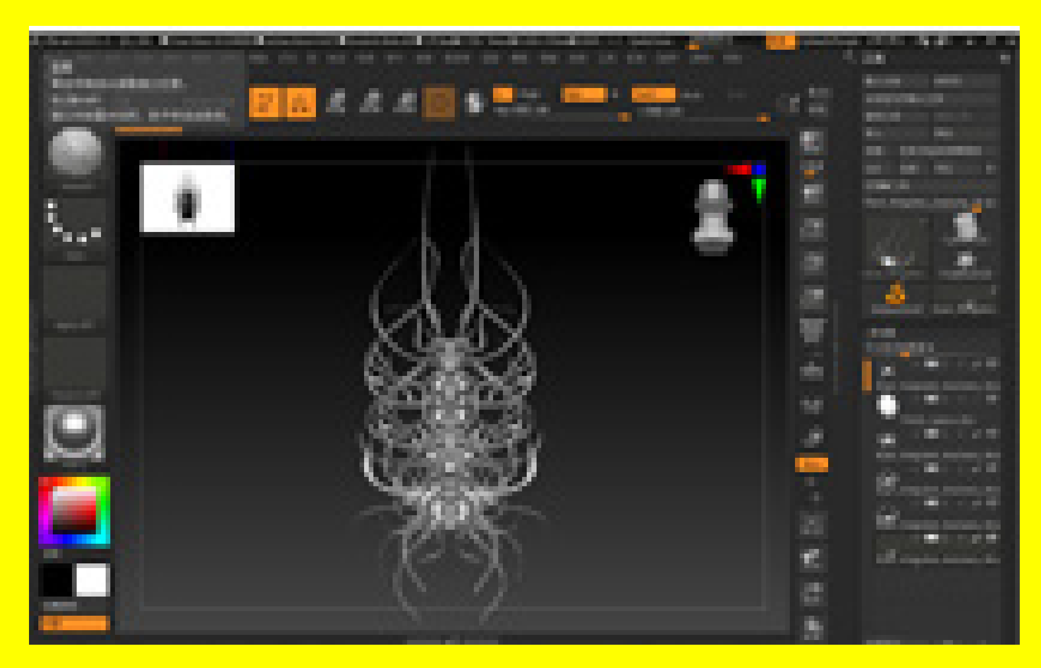
three types of models of the projection patch.



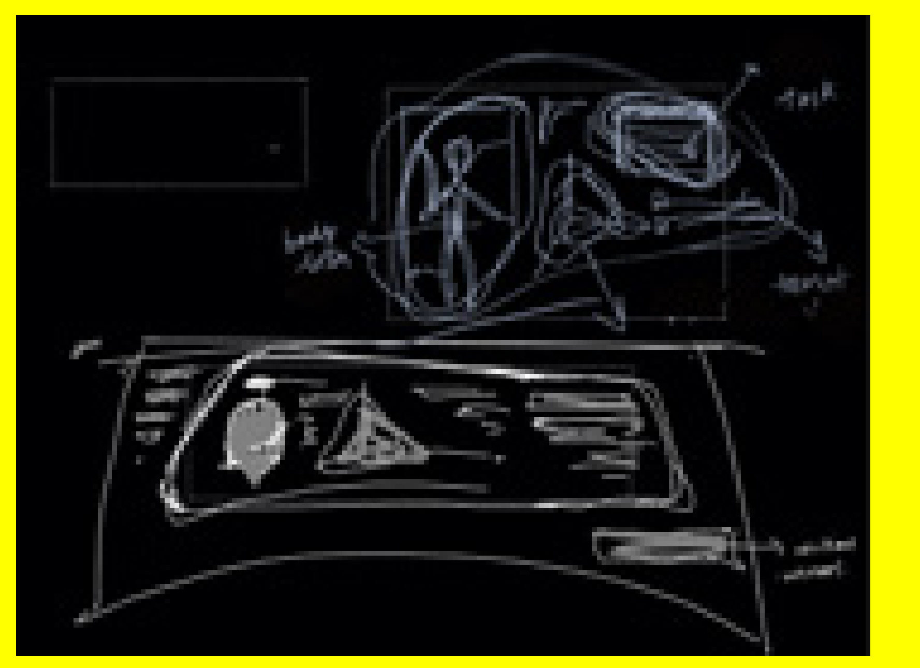
three different ways to wear the patches.



the draft of the 鞢° BD5



the model of the 鞢° BD5

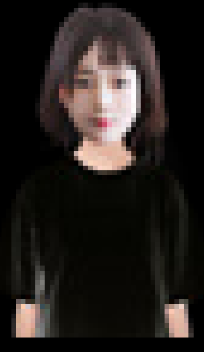


the firdt design of the control interface.

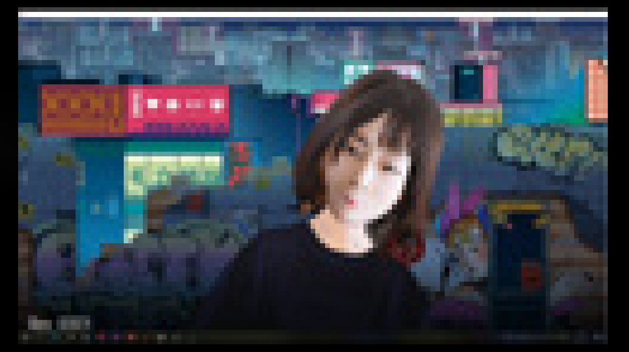
MAKE AN IDOL -------- ERIKA

Second, I plan to make an idol who I set her as a normal idol in the future, then after using the 鞢°_BD5 she has becoming a most famous star ever. So I use facial capture software to make the 2D image of Erika before she transforms, then I use C4D and zbrush to buil d up Erika ' s model the star ver.

I collected some copyright-free photos of girls on the Internet and segmented the features such as facial features as materials to create the image of Erika.

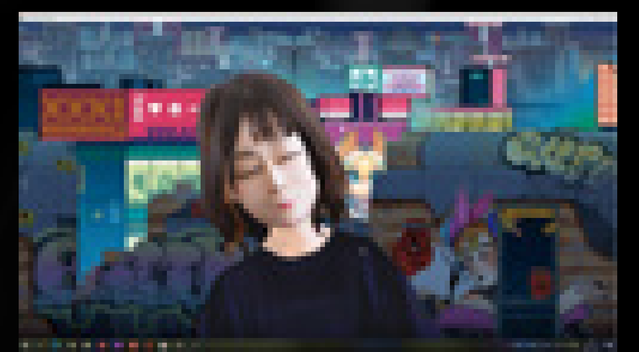


the original Erika ' s image



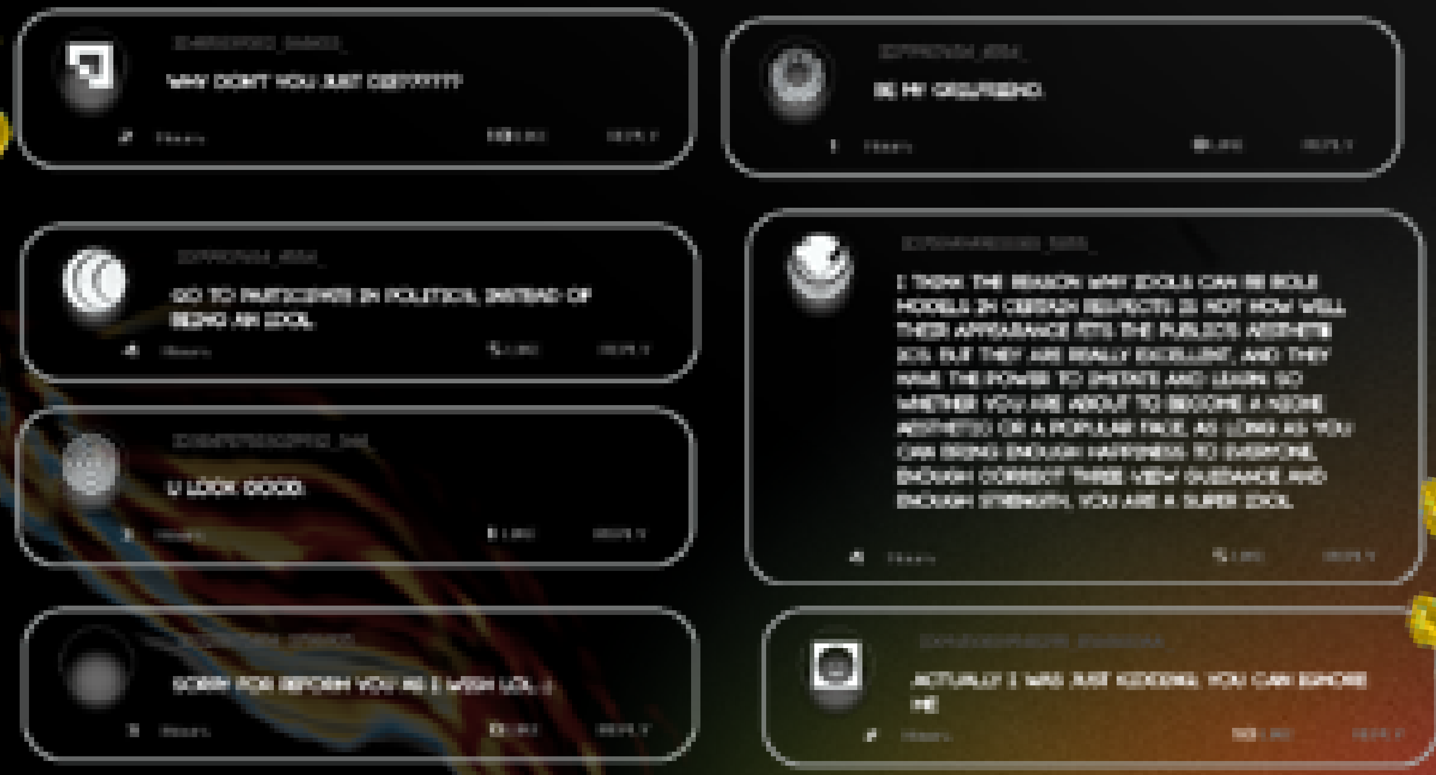
Then I let her debut as an idol active on the Internet.

After that, inorder to design the second apperence of Erika, I made a voting on the internet to let the public decide what will she looks like.



I can use facial capture technology to control Erika ' s expressions, blinks and head movements

These are some comments in the voting page leaved by the people.



WHY DON'T YOU JUST DIE?????

BE MY GIRLFRIEND.

GO TO PARTICIPATE IN POLITICS, INSTEAD OF BEING AN IDOL

I THINK THE REASON WHY IDOLS CAN BE ROLE MODELS IN CERTAIN RESPECTS IS NOT HOW WELL THEIR APPEARANCE FITS THE PUBLICS AESTHETIC(S) BUT THEY ARE REALLY EXCELLENT, AND THEY HAVE THE POWER TO IMITATE AND LEARN. SO WHETHER YOU ARE ABOUT TO BECOME A NICHE AESTHETIC OR A POPULAR FACE, AS LONG AS YOU CAN BRING ENOUGH HAPPINESS TO EVERYONE, ENOUGH CORRECT THREE VIEW GUIDANCE AND ENOUGH STRENGTH, YOU ARE A SUPER IDOL.

U LOOK GOOD.

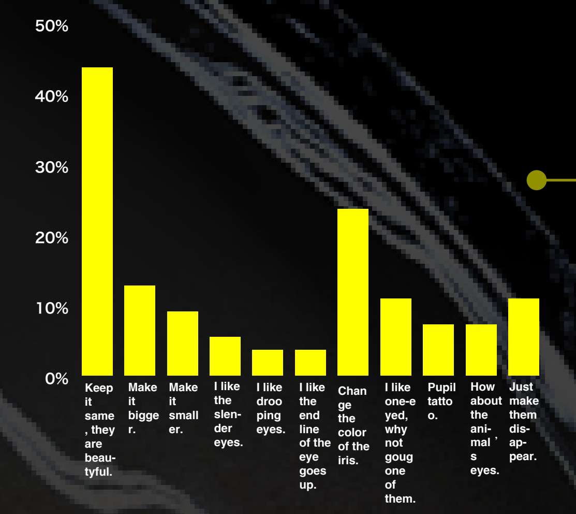
ACTUALLY I WAS JUST KIDDING, YOU CAN IGNORE ME

And for the options about the appearance, body and personality I gave has opsitive ones, neutral ones and extreme ones.

There are 13 questions and each one gots about 10 options to choice.

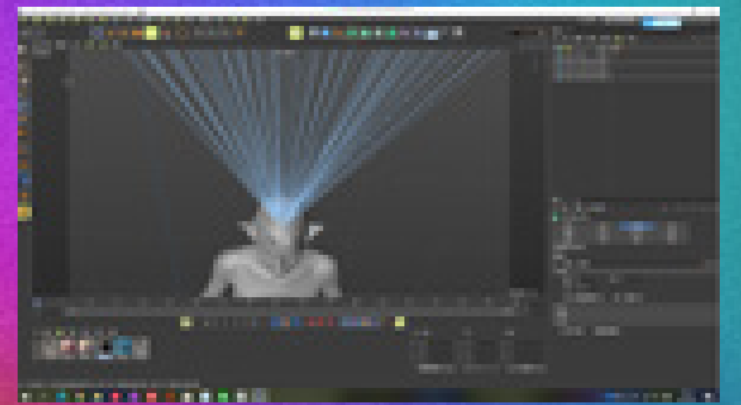
On the first page, I give the personal information about Erika.
She is a 19-year-old newcomer idol. In order to gain more love, she decided to change herself, so she wants to hear more people's opinions.But what she didn't expect was that not everyone is friendly.

the questionnaire pages

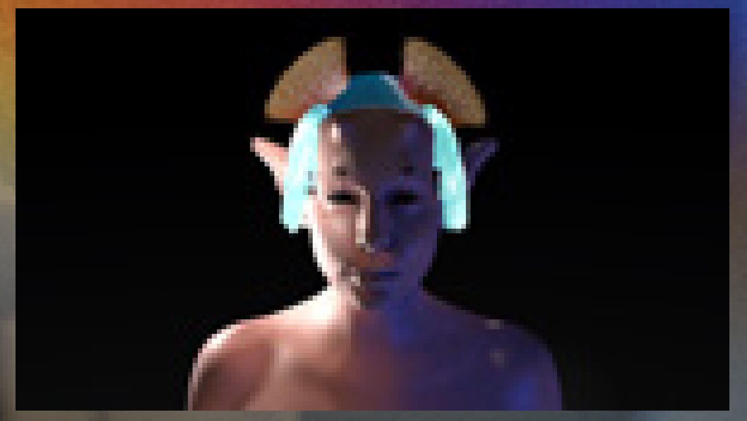


For example, this is one of the collected data of the preference of Erika ' s eyes.

using zbrush to sculp the model of Erika

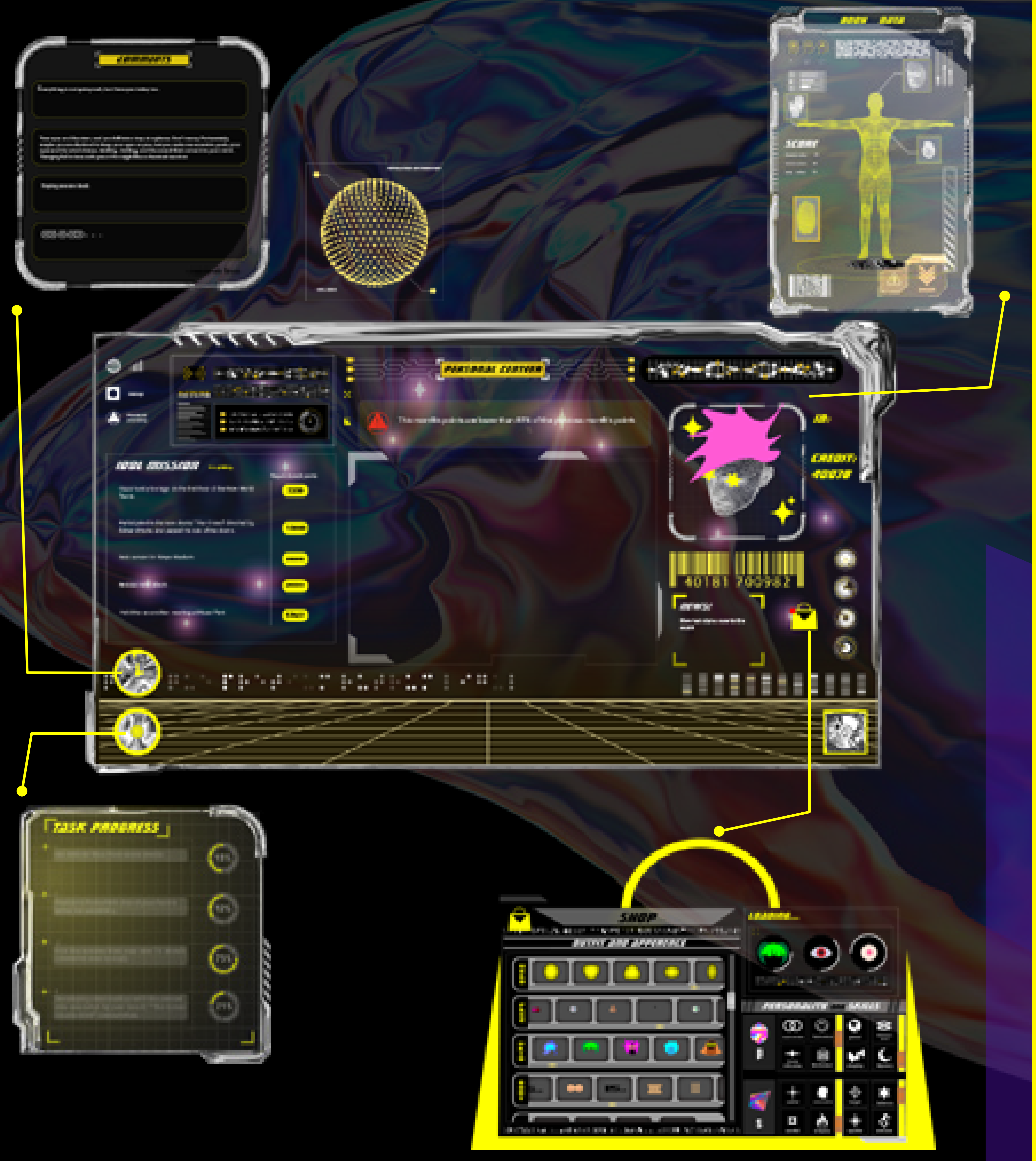


using C4D to make s ome hair and the texture of the skin.

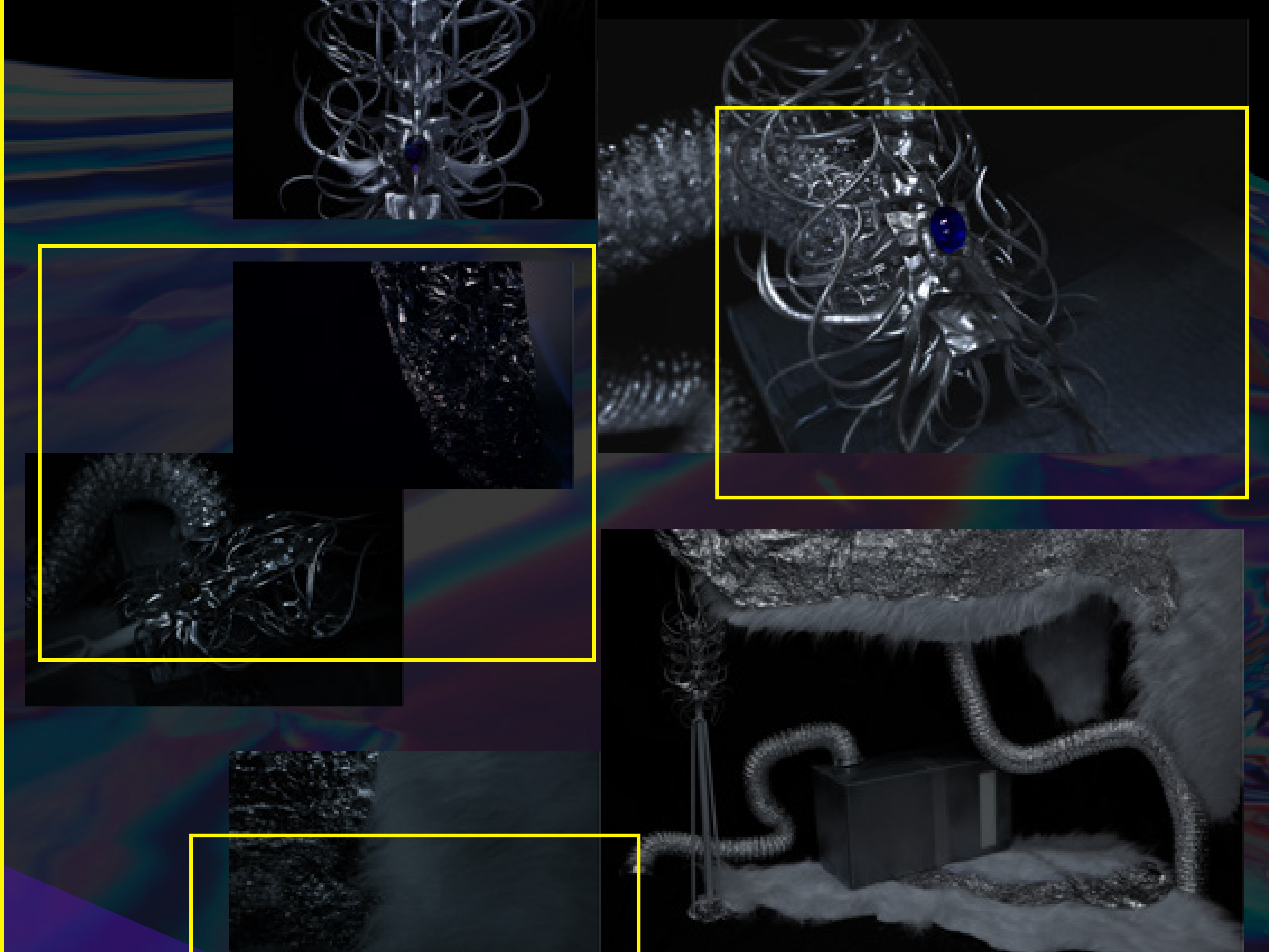


using C4D to render the model of Erika.

the view of the manipulation of the interface


COMMENTS
BODY DATA
PERSONAL CENTER
IDOL MISSION
CREDIT:
40181 700982
TASK PROGRESS
SHOP
OUTFIT AND APPERANCE
LOADING...
PERSONALITY SKILLS

Change
as they wish.



video website:

production advertising film:

https://youtu.be/eSMswH_qRGg

Installation film:

https://youtu.be/Mpsw0walzs

BACKGROUND

Human spatial attributes

Humans have spatial attributes, which are both material and spiritual.

definition

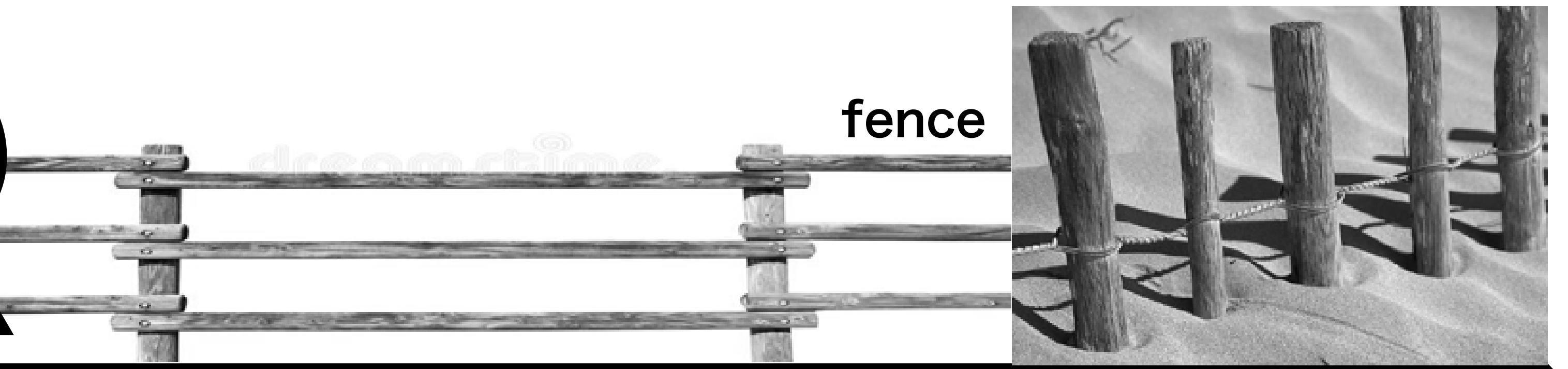
substantial: Physically, recognizing a three-dimensional object from the naked eye occupies a certain material space, so space is the physical way of human existence.

mental: Mentally, people's thoughts are private. Closed mental spaces are formed and the outside world is often difficult to invade.

Just as the relationship between people, social relationship is viewed from the perspective of space, that is, the spatial relationship between people, either as an exclusive relationship or as an overlapping relationship.
The private domain is mutually exclusive, and the public domain is mutually inclusive. This is the starting point and basis for my research on these two spatial viewpoints.

cave dwelling

Human beings isolate their family' s living space from the outside space by building a cavern wall. The inside and outside of the house are the earliest prototypes of the distinction between human private space and public space, and the different relationships between inside and outside the house and the according requirements of different ethical rules strengthen the psychological needs of mankind to separate private space from public space.



DISAPPEAR

AND CROWD

PRIVATE AND PUBLIC SPACES

INSTALLATION ART
TIME: 2021.6-7

1 Publicization of the private sphere

In cyberspace, the private sphere continues to move closer to the public space, which has caused an increasingly blurred boundary between the public and private spheres, triggering various social problems. For example, the increasing dissolution of the concept of communication rituals has caused irrational carnivals among the public, along with the excessive implosion of the public-private boundaries. The demise of meaning and the alienation of symbols in cyberspace make people become slaves of symbols, etc.

phenomena

The logical relationship between the origin and formation of private space and public space shows that the distinction between private space and public space has undergone a process from physical distinction to qualitative distinction.

Base on these I have observed following phenomena:

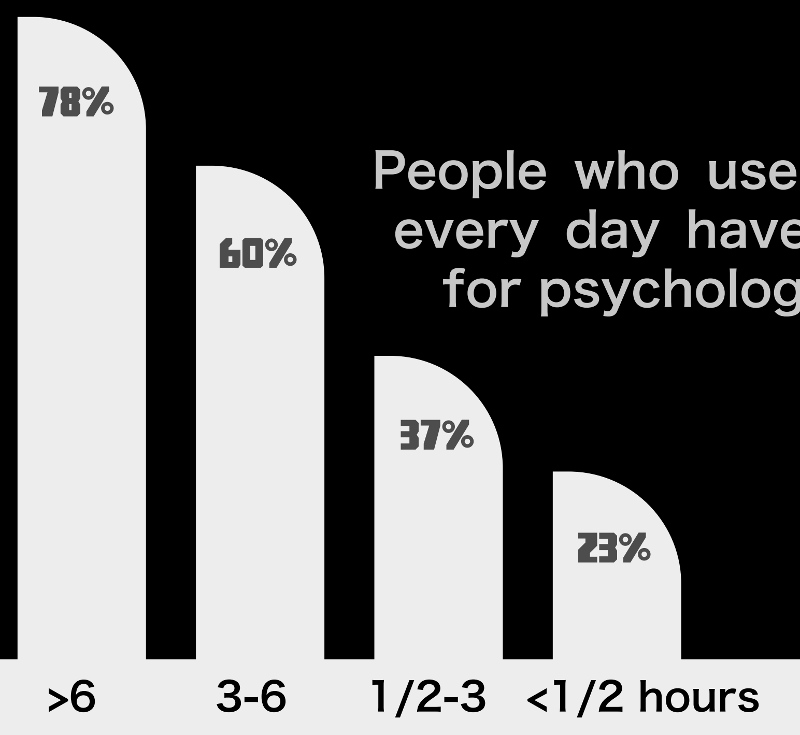
2 Privatization of the public realm

Private topics continue to expand in the online public space, and the public domain is increasingly showing a trend of privatization. At present, public areas such as online social networking forums and news websites show the characteristics of privatization in the public domain. For example, some large-scale news websites have dedicated online forums to incorporate many private topics into public spaces for extensive discussion. In cyberspace, personal issues discussed in traditional private areas have been incorporated into the public domain for discussion in large quantity, and the online public space has become increasingly private.

RESEARCH

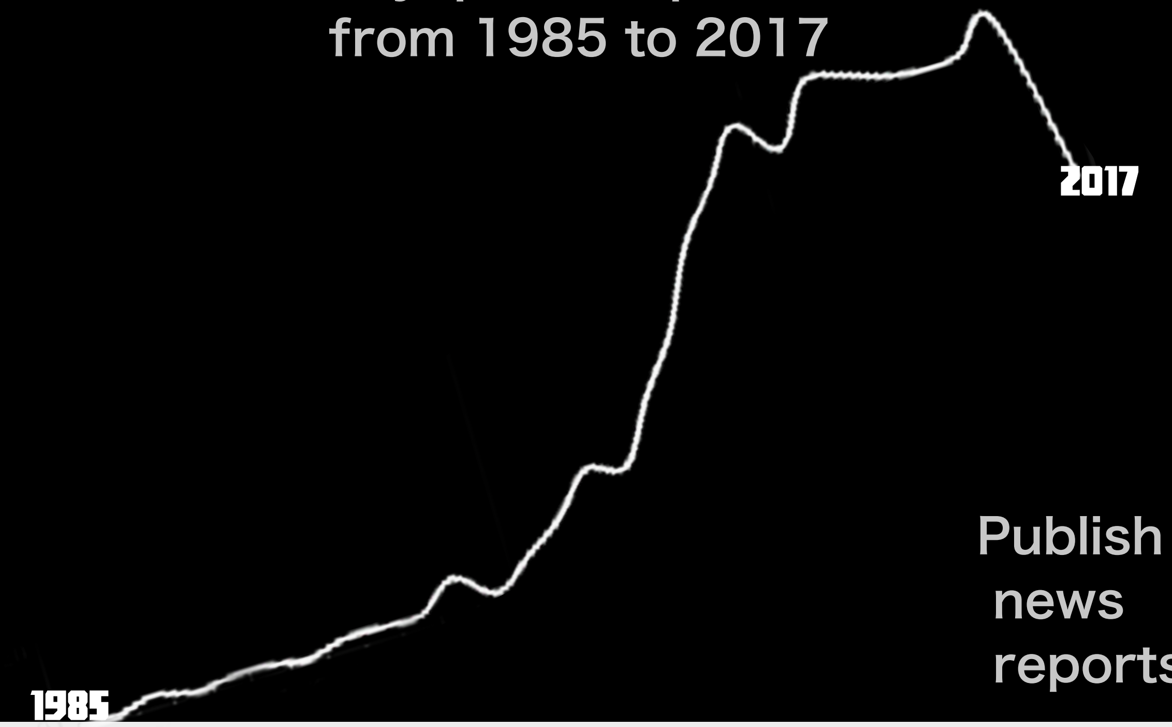
From the physical world to the online world, and then from the online world feeding back to us, the blurring of the boundary between private space and public space will lead to the demise of individuals and the collapse of public narratives. People gradually lose themselves in it, become a tool that can only transmit and carry information, and eventually live under various faces, but in fact, there is no much difference.

How do we define public space? Although we know some space in set definitions, such as parks and squares, we still reject some individuals' infringement of this space, such as the tramp on the bench, or the noisy babies in the coffee shop. Personal affairs and life on social media, even though they are one' s personal activities, are still difficult to stop themselves from the public comments.

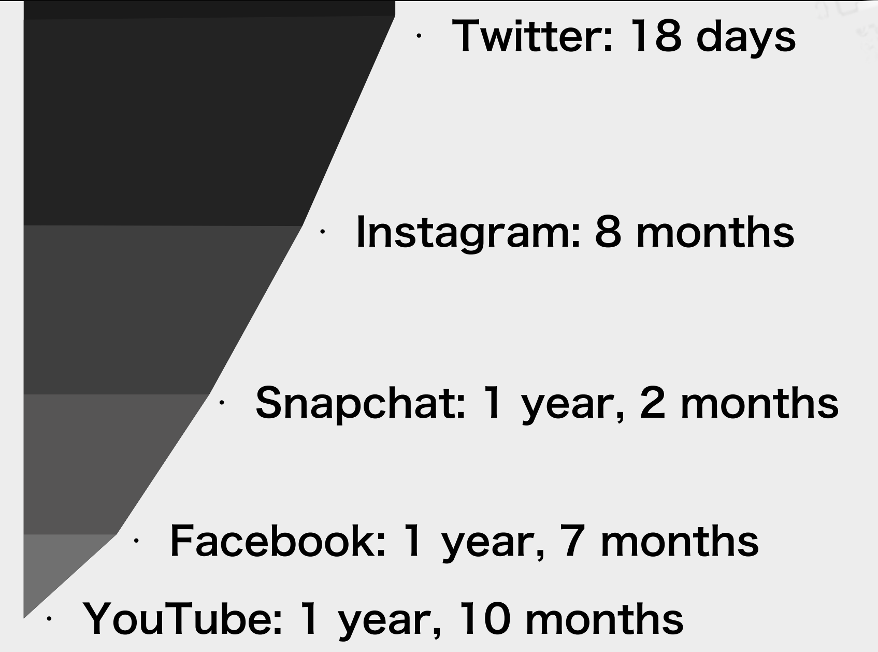


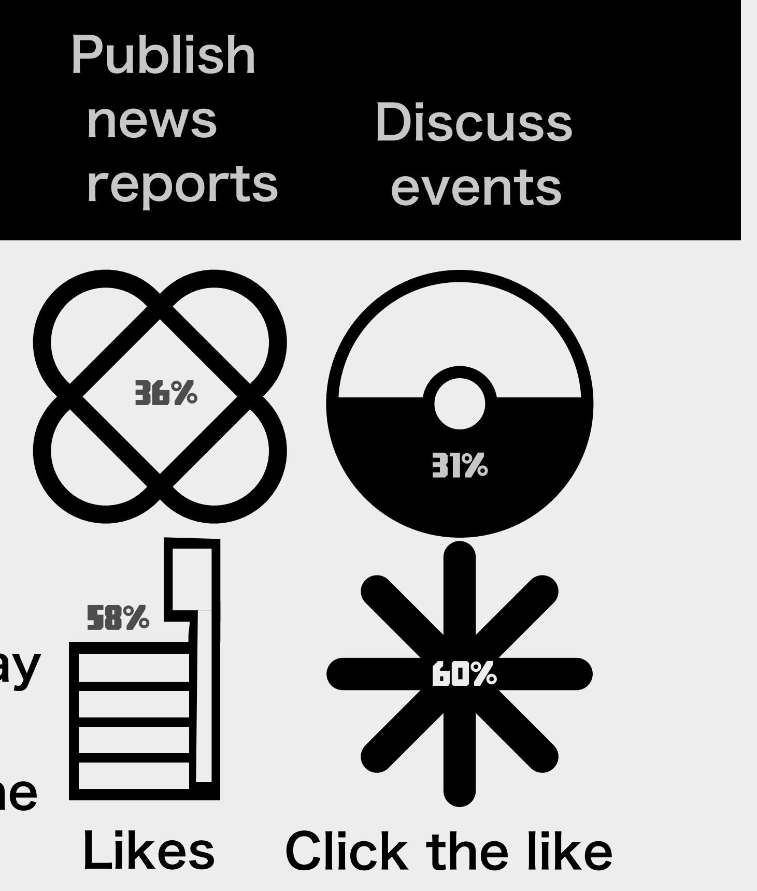
People who use social media every day have a risk index for psychological problems

Stage characteristics of city public space in China from 1985 to 2017



Across a lifetime, this amounts to the following breakdown across popular social media platforms and applications:





The most common way people use news on social media is also the least effortless way

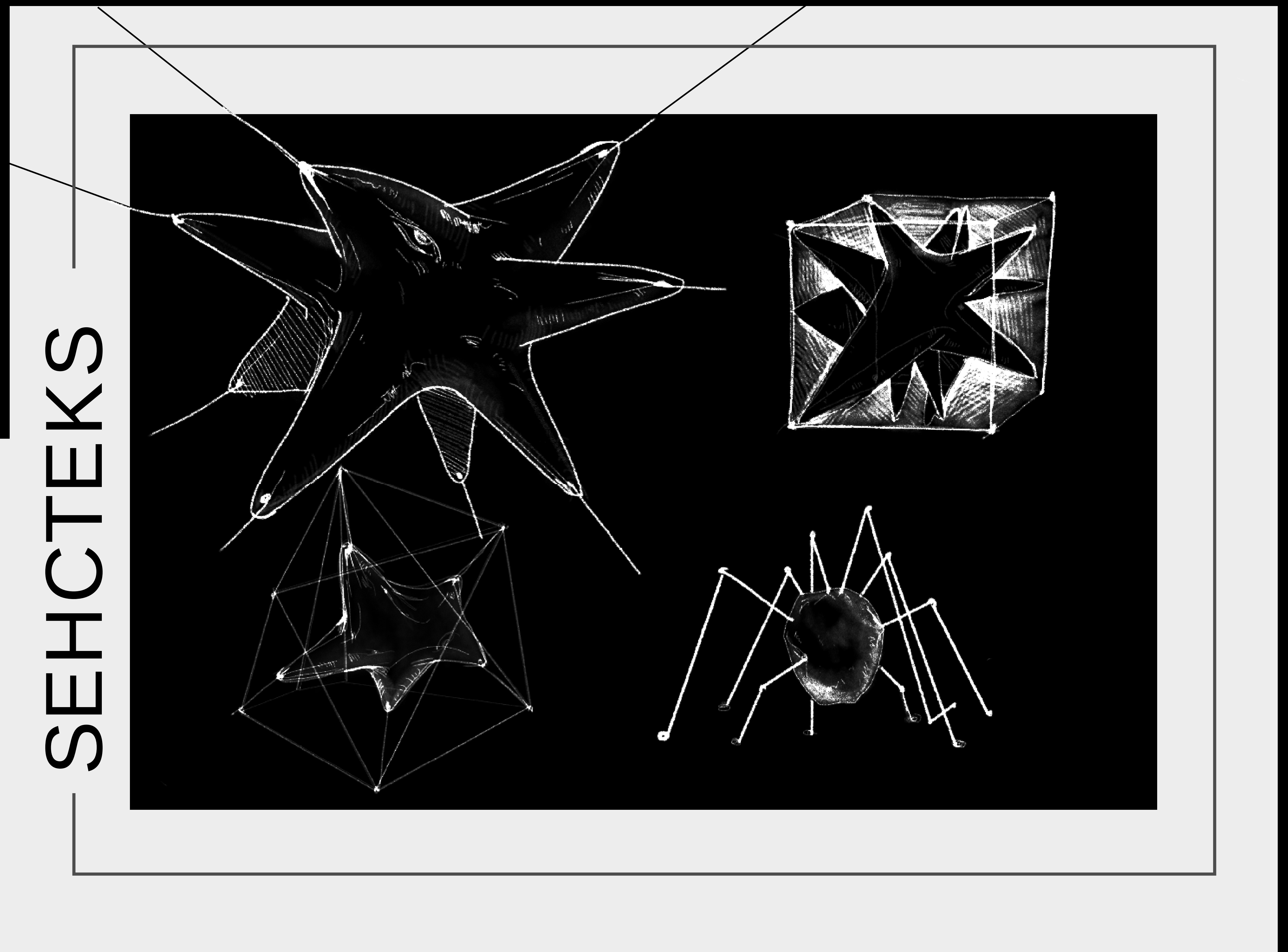
DATAS

THEORY

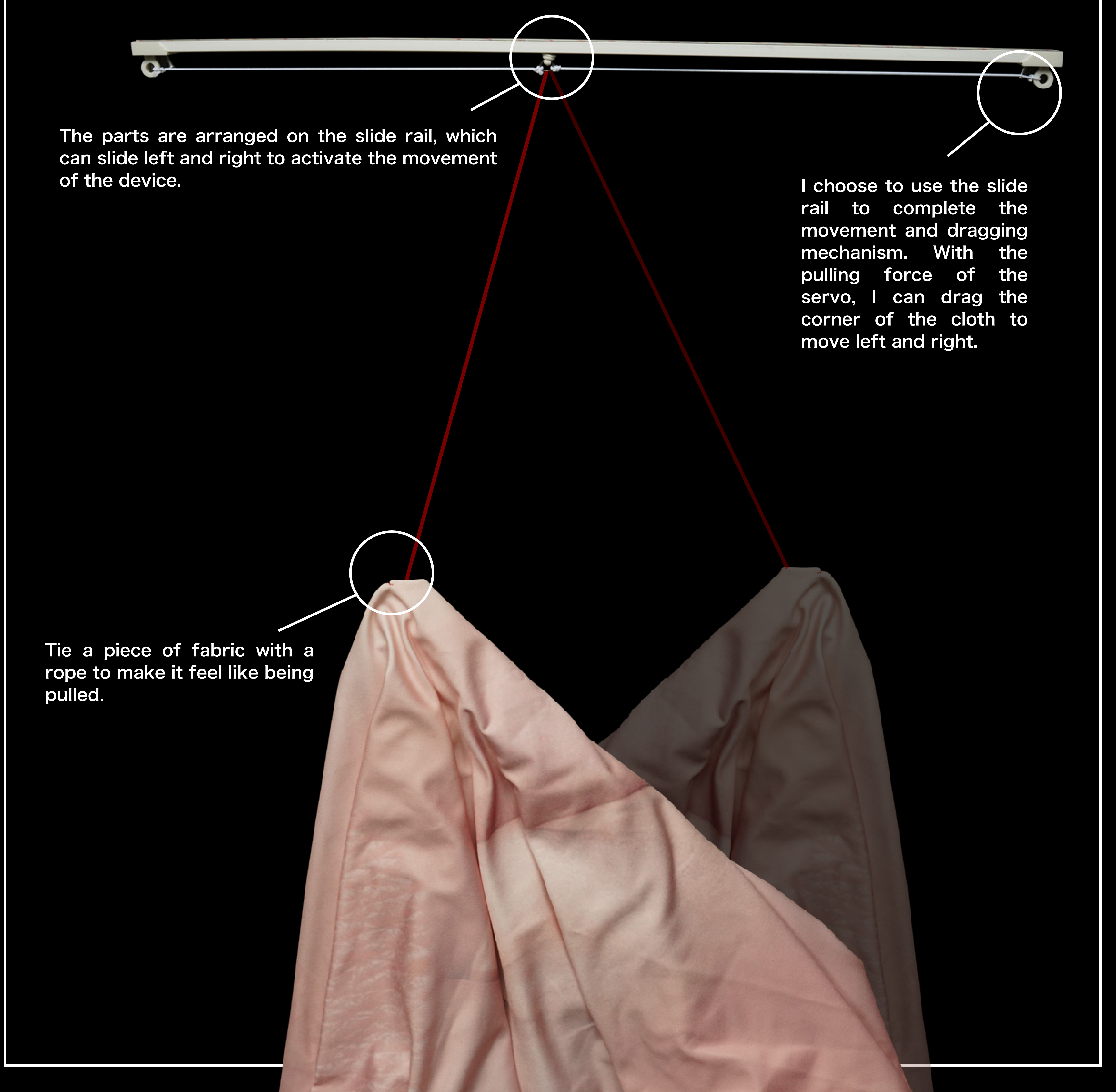
Implosion theory	Fully personalized information can be delivered to almost countless people at the same time; each participant (whether it is a publisher, a communicator, or an audience) has equal and mutual control over the content.
Public domain theory	The theory of media "implosion" was first proposed by Canadian scholar Marshall McLuhan.
Endowment effect	In order to defend what we have, we are willing to pay more resources and energy than to seize other people's investment.in order to defend what we have, we are willing to pay more resources and energy than to seize other people's investment.

CONCLUSION

I want to reflect this kind of spatial drag and human alienation in my installation. In addition to that, in creating a sense of uneasiness, the internal space of the device itself conflicts with the external space.



DETAIL DESIGN

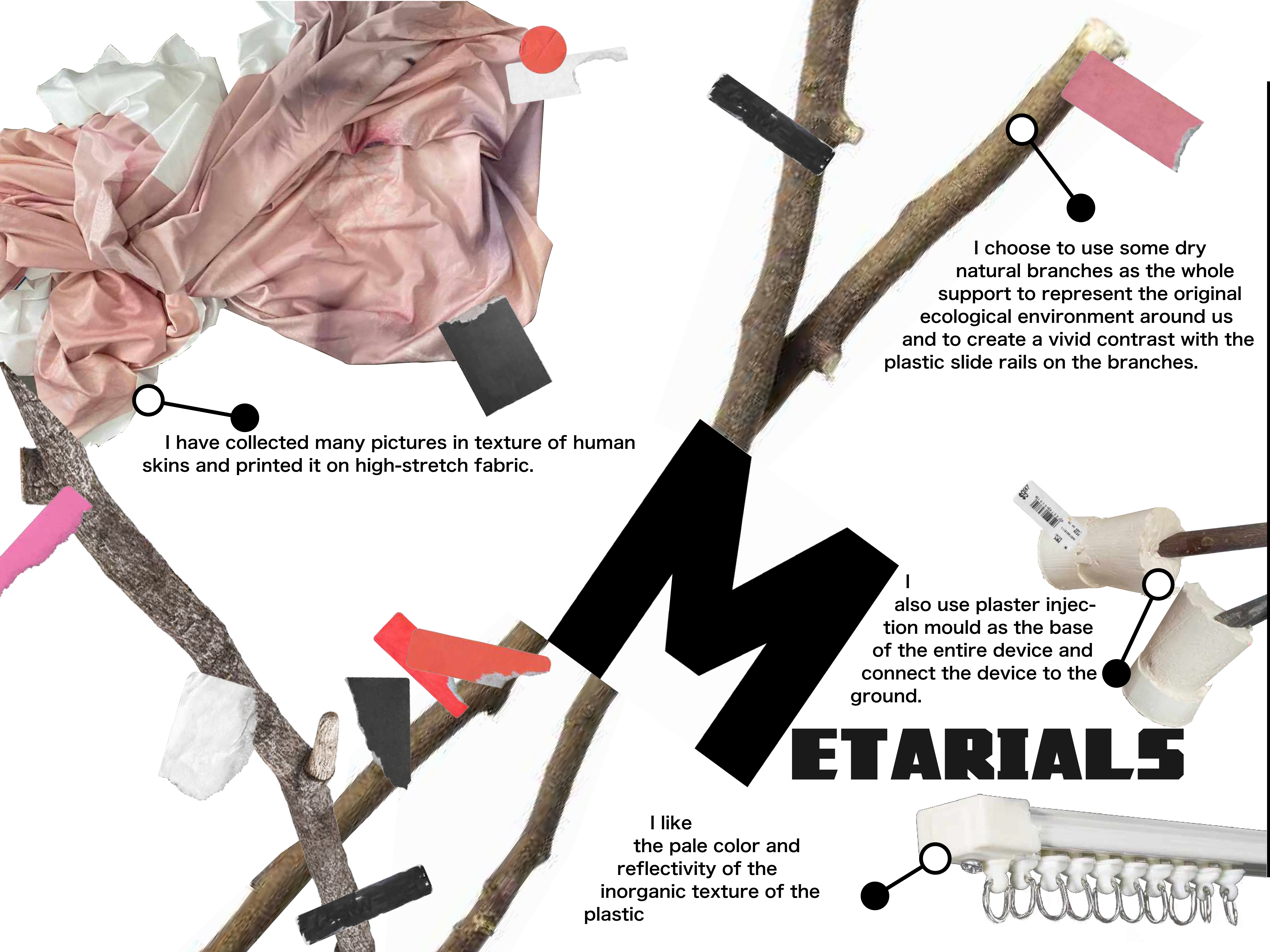


The parts are arranged on the slide rail, which can slide left and right to activate the movement of the device.

I choose to use the slide rail to complete the movement and dragging mechanism. With the pulling force of the servo, I can drag the corner of the cloth to move left and right.

Tie a piece of fabric with a rope to make it feel like being pulled.

METARIALS



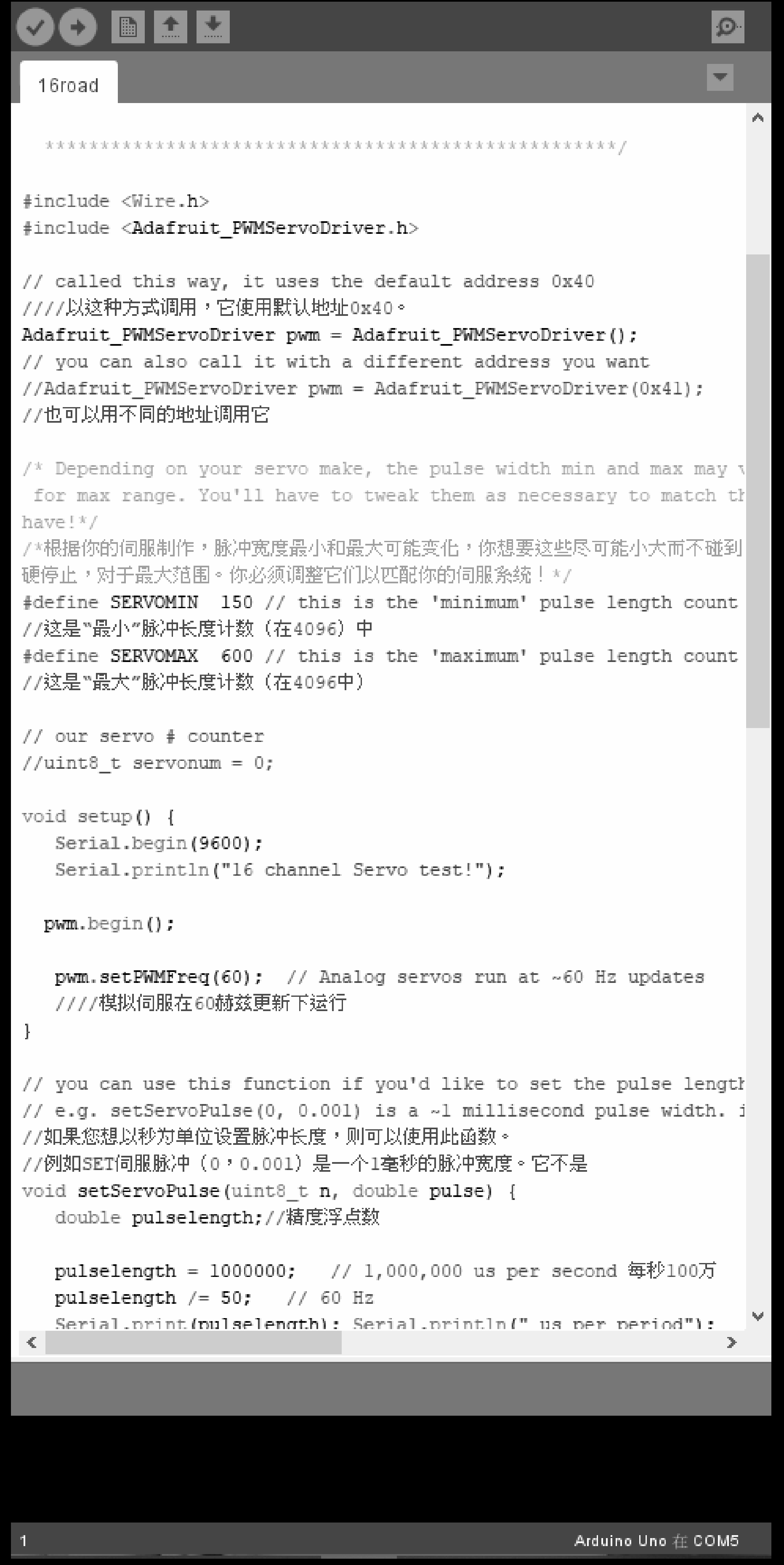
I choose to use some dry natural branches as the whole support to represent the original ecological environment around us and to create a vivid contrast with the plastic slide rails on the branches.

I have collected many pictures in texture of human skins and printed it on high-stretch fabric.

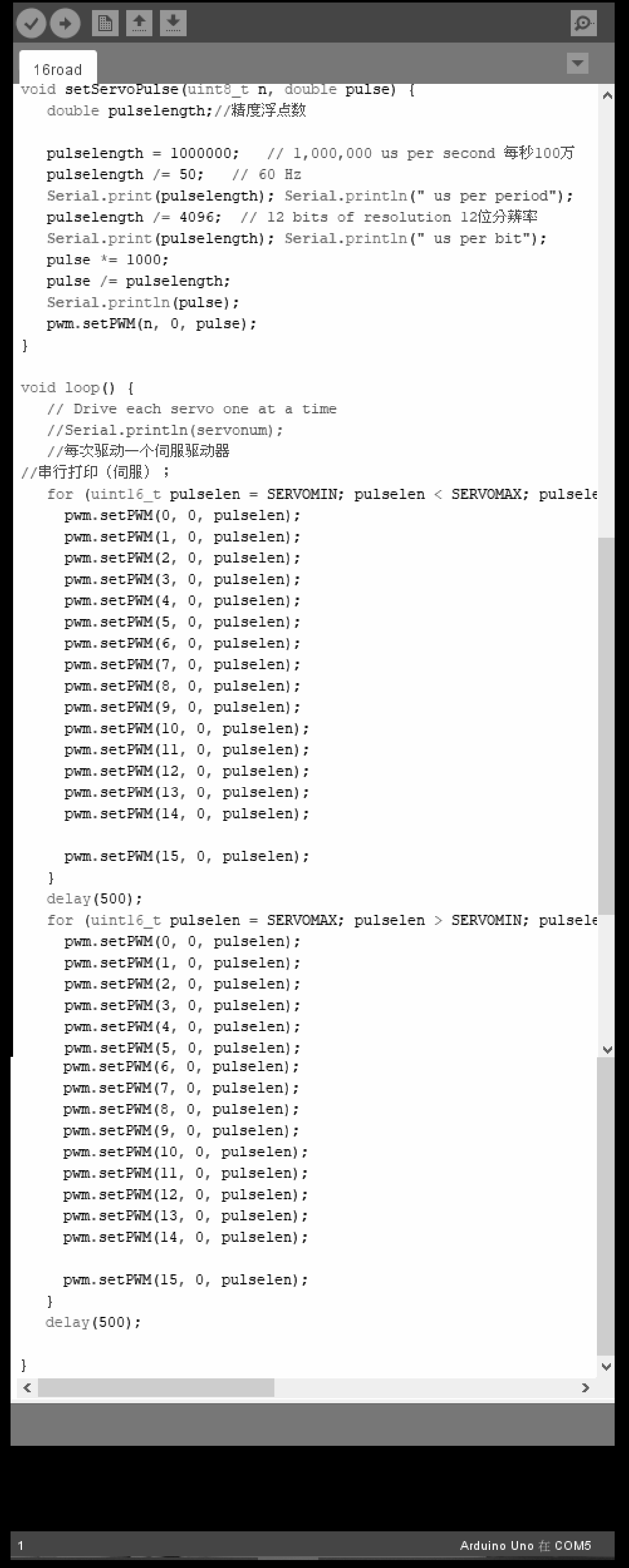
I also use plaster injection mould as the base of the entire device and connect the device to the ground.

I like the pale color and reflectivity of the inorganic texture of the plastic

PROGRAMMING



```
  *****************************************************/

#include <Wire.h>
#include <Adafruit_PWMServoDriver.h>

// called this way, it uses the default address 0x40
////以这种方式调用，它使用默认地址0x40。
Adafruit_PWMServoDriver pwm = Adafruit_PWMServoDriver();
// you can also call it with a different address you want
//Adafruit_PWMServoDriver pwm = Adafruit_PWMServoDriver(0x41);
//也可以用不同的地址调用它

/* Depending on your servo make, the pulse width min and max may v
 for max range. You'll have to tweak them as necessary to match th
have!*/
/*根据你的伺服制作，脉冲宽度最小和最大可能变化，你想要这些尽可能小大而不碰到
硬停止，对于最大范围。你必须调整它们以匹配你的伺服系统！*/
#define SERVOMIN  150 // this is the 'minimum' pulse length count
//这是"最小"脉冲长度计数（在4096）中
#define SERVOMAX  600 // this is the 'maximum' pulse length count
//这是"最大"脉冲长度计数（在4096中）

// our servo # counter
//uint8_t servonum = 0;

void setup() {
   Serial.begin(9600);
   Serial.println("16 channel Servo test!");

  pwm.begin();

   pwm.setPWMFreq(60);  // Analog servos run at ~60 Hz updates
   ////模拟伺服在60赫兹更新下运行
}

// you can use this function if you'd like to set the pulse lengt
// e.g. setServoPulse(0, 0.001) is a ~1 millisecond pulse width. i
//如果您想以秒为单位设置脉冲长度，则可以使用此函数。
//例如SET伺服脉冲（0，0.001）是一个1毫秒的脉冲宽度。它不是
void setServoPulse(uint8_t n, double pulse) {
   double pulselength;//精度浮点数

   pulselength = 1000000;   // 1,000,000 us per second 每秒100万
   pulselength /= 50;   // 60 Hz
   Serial.print(pulselength); Serial.println(" us per period");
```



```
void setServoPulse(uint8_t n, double pulse) {
   double pulselength;//精度浮点数

   pulselength = 1000000;   // 1,000,000 us per second 每秒100万
   pulselength /= 50;   // 60 Hz
   Serial.print(pulselength); Serial.println(" us per period");
   pulselength /= 4096;  // 12 bits of resolution 12位分辨率
   Serial.print(pulselength); Serial.println(" us per bit");
   pulse *= 1000;
   pulse /= pulselength;
   Serial.println(pulse);
   pwm.setPWM(n, 0, pulse);
}

void loop() {
   // Drive each servo one at a time
   //Serial.println(servonum);
   //每次驱动一个伺服驱动器
//串行打印（伺服）；
   for (uint16_t pulselen = SERVOMIN; pulselen < SERVOMAX; pulsele
     pwm.setPWM(0, 0, pulselen);
     pwm.setPWM(1, 0, pulselen);
     pwm.setPWM(2, 0, pulselen);
     pwm.setPWM(3, 0, pulselen);
     pwm.setPWM(4, 0, pulselen);
     pwm.setPWM(5, 0, pulselen);
     pwm.setPWM(6, 0, pulselen);
     pwm.setPWM(7, 0, pulselen);
     pwm.setPWM(8, 0, pulselen);
     pwm.setPWM(9, 0, pulselen);
     pwm.setPWM(10, 0, pulselen);
     pwm.setPWM(11, 0, pulselen);
     pwm.setPWM(12, 0, pulselen);
     pwm.setPWM(13, 0, pulselen);
     pwm.setPWM(14, 0, pulselen);

     pwm.setPWM(15, 0, pulselen);
   }
   delay(500);
   for (uint16_t pulselen = SERVOMAX; pulselen > SERVOMIN; pulsele
     pwm.setPWM(0, 0, pulselen);
     pwm.setPWM(1, 0, pulselen);
     pwm.setPWM(2, 0, pulselen);
     pwm.setPWM(3, 0, pulselen);
     pwm.setPWM(4, 0, pulselen);
     pwm.setPWM(5, 0, pulselen);
     pwm.setPWM(6, 0, pulselen);
     pwm.setPWM(7, 0, pulselen);
     pwm.setPWM(8, 0, pulselen);
     pwm.setPWM(9, 0, pulselen);
     pwm.setPWM(10, 0, pulselen);
     pwm.setPWM(11, 0, pulselen);
     pwm.setPWM(12, 0, pulselen);
     pwm.setPWM(13, 0, pulselen);
     pwm.setPWM(14, 0, pulselen);

     pwm.setPWM(15, 0, pulselen);
   }
   delay(500);

}
```

PROCESS

CONSEQUENCE

video website:
https://youtu.be/qftvT0sx6ul

Spirit and Flesh

programming project

2021 fall

Why am I thinking about this topic?

When we rank the most important things for women, it is different from the results made by men in most cases. Romantic relationships and family are often in high positions. Whether it is the shaping of women by society and history or other ways of supplementing love, most methods reinforce the originally poor states of women and urge them to find different ways to avoid social stereotypes such as sex. Separation and the birth of other subcultures with women serve as the main body of such creation and participation. My point is that the escape efforts of such an adverse situation cannot solve the problem in any aspect. We need to confront to the origin of the problem.

Video Webside:
https://youtu.be/KScSXPra1SQ

background

Usually, when we mention spirit and body, we will talk about Descartes' Mind-Body Distinction theory and Plato's duality coexistence. Descartes wants to prove that the origin of the world is "soul and form," and he believes that these two entities exist independently of each other. But, on the other hand, Plato thinks that only the world in which the soul lives is the "real world"; therefore, the world of the senses is only the shadow of the soul world.

Both theories hold much weight, but the spirit and body that I want to depict does not fall upon either party but are more based on a dilemma faced by women in modern times:

what is the source of women's happiness for a long time?

From my observation, some women have tried to solve the problem, and thus the separation of spirit and body appears. I think this may have brought a more significant dilemma: the "real world" in which the soul lives can seemingly bring joy to women, but what if others create this "real world"?

phenomena

The authors often go straight to the topic of sex when discussing contemporary people's views on it. Under this context, sex is no longer regulated by the moral value system but becomes the natural behavior of individual life in the true sense. Sex is even a form of entertainment or potential consumer behavior in the market.

The dilemma of spirit and emotion, to be more specific, is the disillusionment of ideal love and the questioning of the meaning in marriage and even survival.

Female writers try to break the gender boundary of social norms and express the demands of pluralistic personality through the ambiguous narrative methods of gender and character. In contrast, female readers experience the pleasure of reading beyond gender in reading, obtain the replacement of identity.

Some women regard love as the essential part of their lives, even the cornerstone of life, happiness, and economic sources. Therefore, when love is not as good as their imagination, it will cause a massive blow to them.

So I listed a series of questions and interviewed 47 women around me. The questions concern about how they treat the real and virtual male and female characters in relationships based on their own experiences.

interview

The three most important qualities of a partner that women consider are ranked as follows: trust 80%, loyalty 76%, love 72%.

82% of women love to read romantic novels or films, and the average age at which they start to read is 12 years old.

91% of women do not ask for a real partner according to the operations in the virtual works (Most frequent reasons are considering it unrealistic or unlikely).

93.6% of women think that the similarity in spirit is more important.

51% of women cannot accept intimacy without any romantic feelings

6.91.6% of women think it would be normal not to fall in love, since there are other ways to entertain.

7.With a full score of five, 14.8% of women scored 1 point, 36.1% points, and 4.6% points for the degree of conformity between real love and imagination.

and analysis

-Premature and too much acceptance and exposure to love-themed works account for a large part of women's preferences, and too much expectation and imagination are identified.

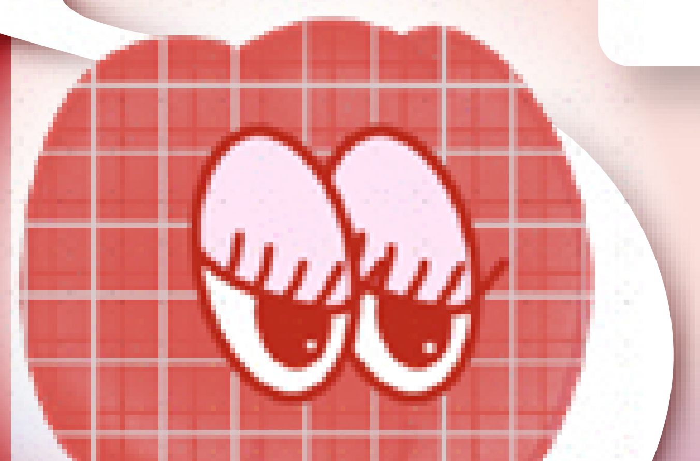
-The better the imagination is, the more violent the reality would be. Contrast with idealized feelings, women no longer desire such perfected love in reality since it is clearly unrealistic.

-A sense of security/ break away from many distinct labels and requirements in virtual works, but relatively simple requirements in reality.

ideation

my perspective

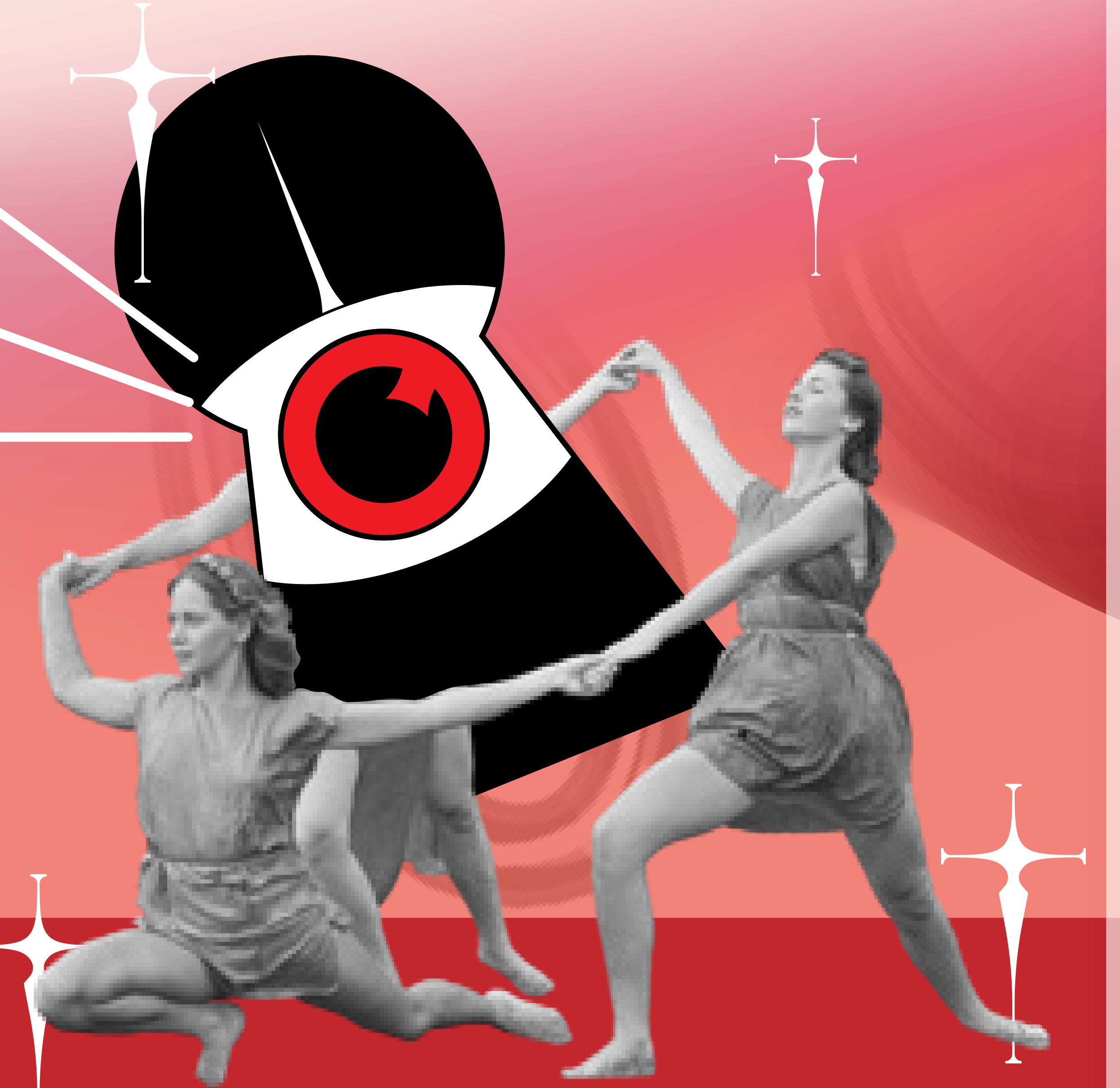
The choice of girls on sex must be a gender consciousness, not an ideology imposed by a male-dominated ideology. In other words, even if a girl separates sex from love, subjectivity is still pleasing to themselves, but not attractive to the male (under power).



reasons

1.Self-identification-society is based on "playing"The role of others" is a mechanism to influence the self, thereby affecting people's social behavior.

2.The strong patriarchal cultural consciousness has been immersed in all classes and fields of society, especially in the field of literature and some popular cultures, not only in history, but also in the present.



related method analysis

6b4t

The environment of gender inequality gave birth to the "4B" proposition in South Korea. According to public information on the Internet, South Korea's radical feminists put forward the "4B" proposition in 2019, that is, no marriage, no childbirth, no dating (in love), and no sex.

advantages:

Female start to betray traditional society's expectations of their statuses as wives and mothers

disadvantages:

From some perspectives, asking females to live a life without the other gender is out of reality, and it may only work for a part of women.

subculture

The shift from the reading and writing of romance novels to the reading and writing of Danmei, "Boy's Love", novels actually reflects the disagreement of "doujin girls" with traditional female images as well as their confrontation with social identity and social identity. Anxiety when self-identification is inconsistent.

advantages:

In order to break through the original gender identity, they choose to replace the original female image with the male image of "rescue" in the Danmei texts and expelled women from the center of the text content to avoid this social symbol.

disadvantages:

Just avoiding one's own gender will not only help to improve the status quo, but will also increase the misidentification of one's own female gender.

separatist feminism

"Cell 16" is considered to be the first organization to propose the concept of separatist feminism. They advocate celibacy, separation from men, and practice self-defense skills (especially karate) and so on.

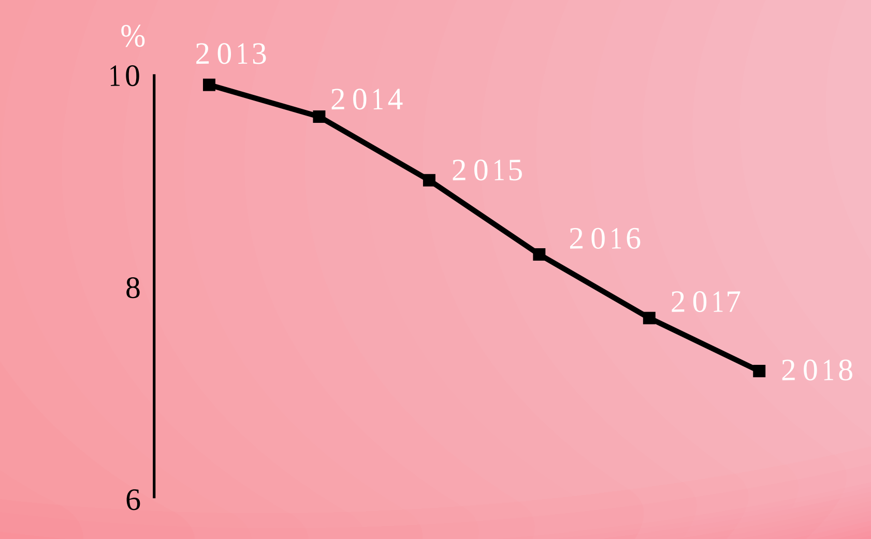
advantages:

It laid the foundation for the later lesbian separatism. These separation actions are "instinctive and self-protective avoidance of systemic misogyny around us", and are ultimately aimed at achieving goals other than

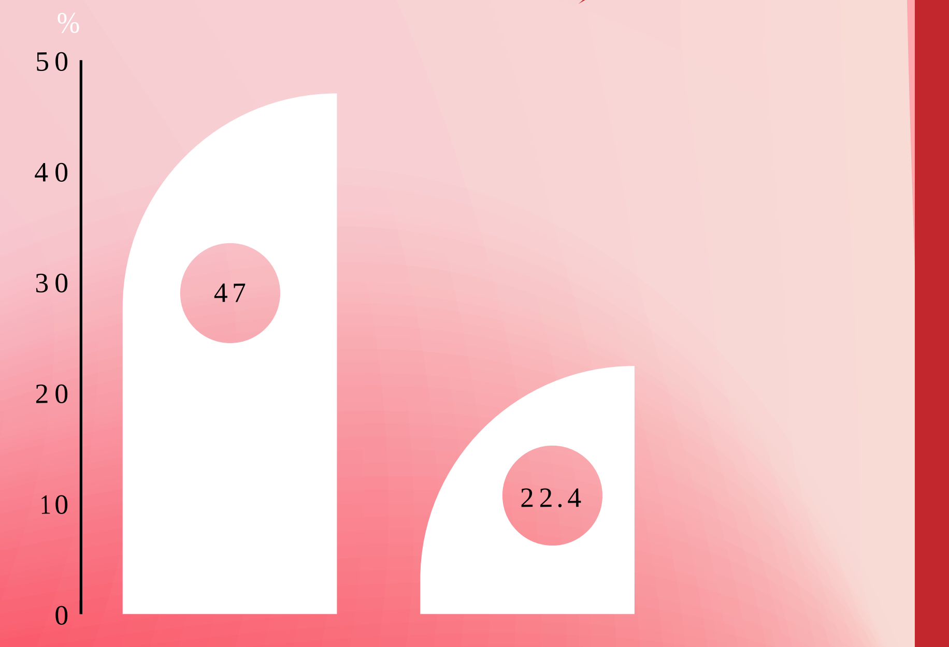
disadvantages:

it still faces lots of difficult situations such as the problem that the entire separation from male cannot fix the source of why females always have to achieve happiness from relationships.

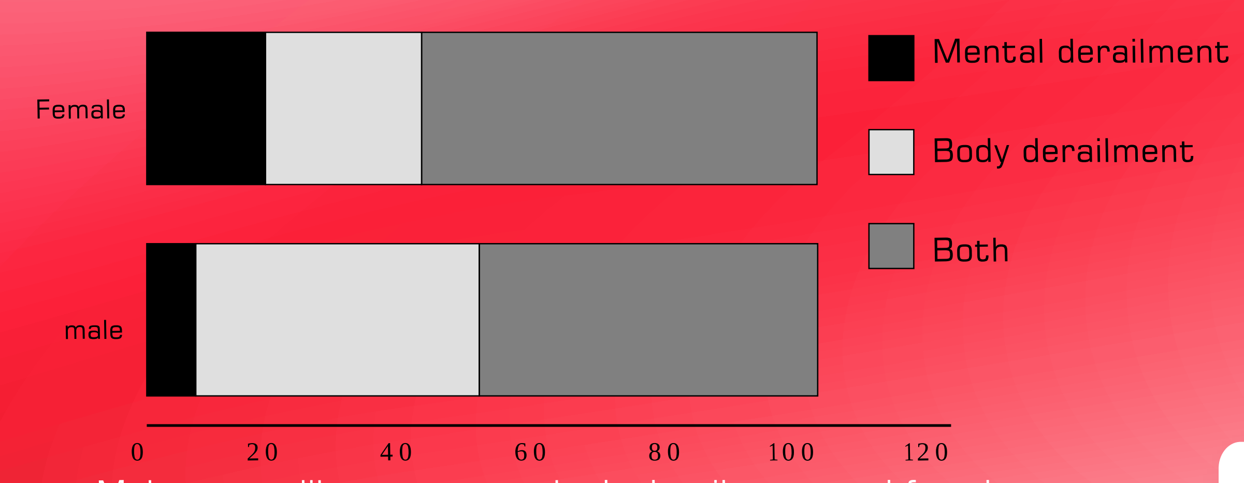
related data



According to data from the National Bureau of Statistics and the Ministry of Civil Affairs, starting in 2013, the marriage rate in China has been declining. year by year.

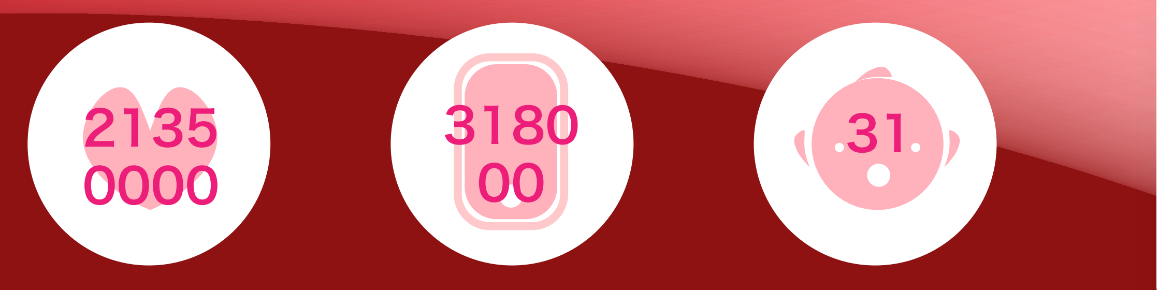


At the same time, nearly 47% of South Korean single women believe that marriage is necessary; in 2018, this number dropped to 22.4%. The number of marriages dropped from 434,900 in 1996 to 257,600.



Males more like to process body derailment, and females more likely to do both.

During 2020 to 2021 on the tiktok:



2,135million females post love theme vedio

318thousands females have posted the selfie-vedio then delete them.

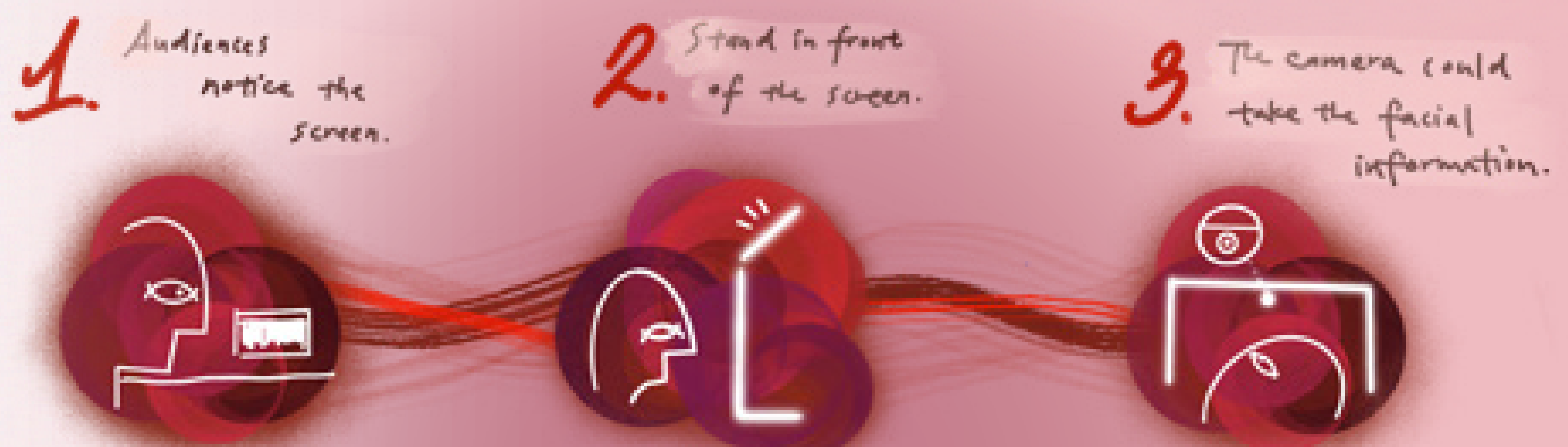
31 years old is the climate of females is wishing to post their chidren.

finding

There is no need for women to deliberately separate sex and love. However, it seems that women in two stages can easily oppose sex and love. To begin with, women who are in love or have never been in love always think that what they want is love, while men want sex, so they feel that love will be tainted by sex. Moreover, women whose sex lives are not harmonious or have lost their sexual desire after marriage begin to consider pure spiritual love the noblest one. But I would like to ask, who defines love and sex? Who deliberately separates both concepts? If we cannot deal with this problem and propose solutions, women will remain passive for a long time.

design concept

I plan to add two interactive methods to my plan.

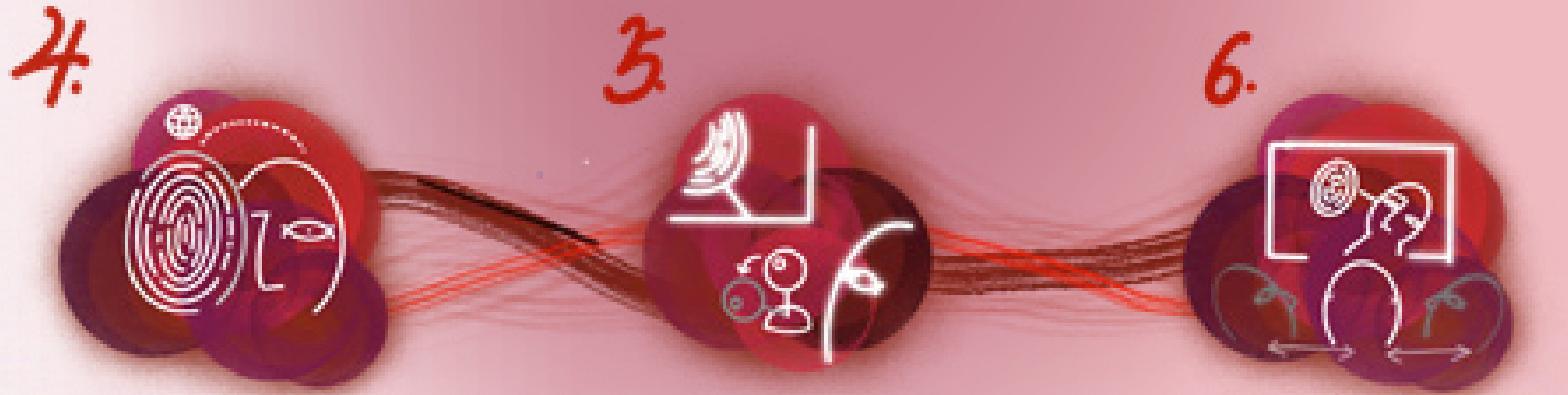


1. Audiences notice the screen.

2. Stand in front of the screen.

3. The camera could take the facial information.

One is to manipulate the joystick to change the processed image, and the other is to move the image on the screen with the movement of the person's head, creating a feeling of inescapable state.



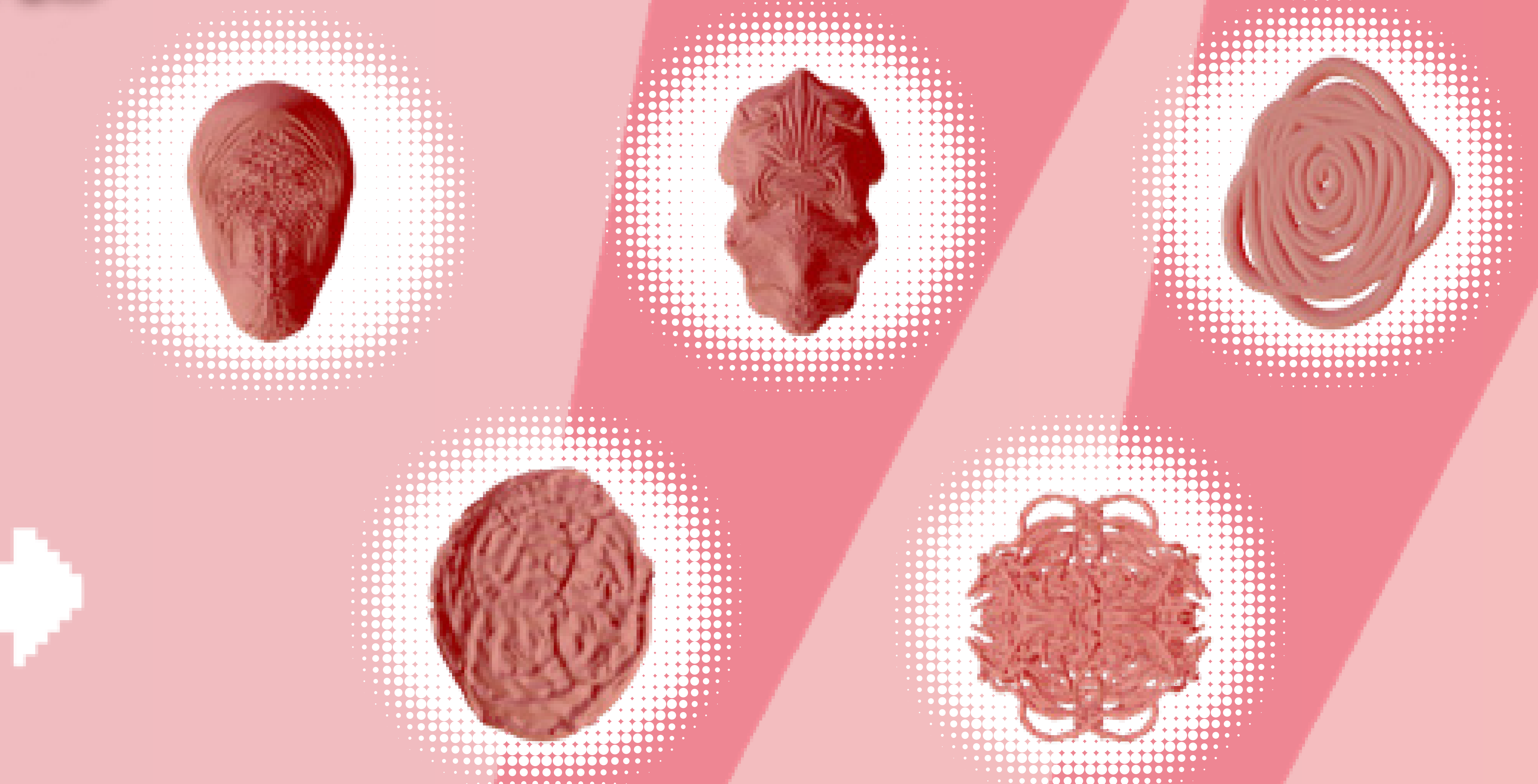
4. the information is transferred to the computer to generate a pattern

5. The buttom is in front of the audiences can control the pattern to change.

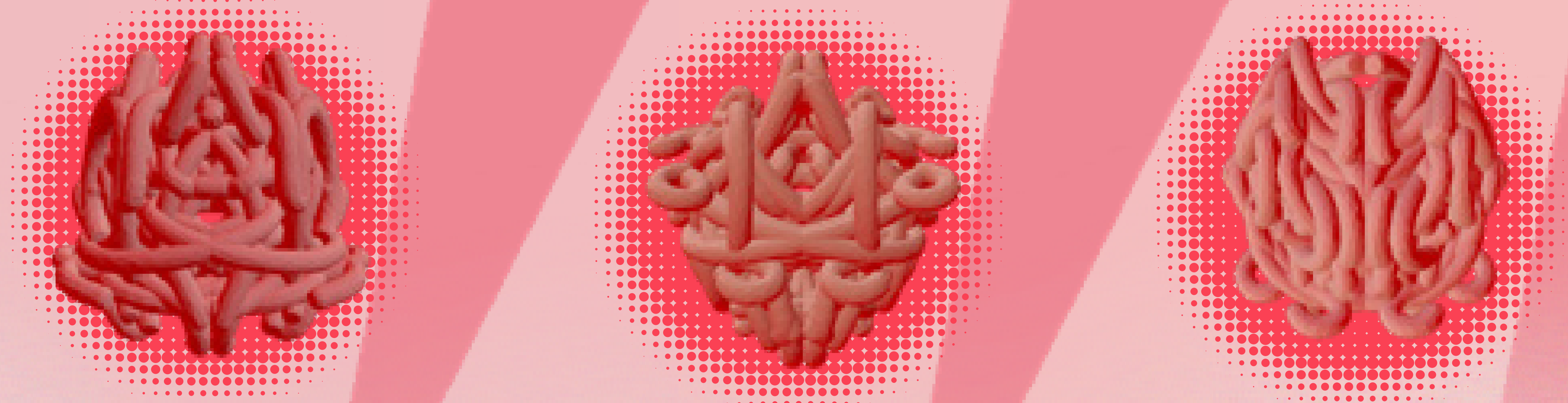
6. Move in front of the screen, the pattern will follow.

models

Some models I made for the item is based on the concept that I try to express: the imagination of female feelings is distorted. Therefore, I used z-brush to design 6 kinds of models and then picked the one most fit to both my imagination and the virtual environment.



There is the three-view drawing of the final design.



frontal plane

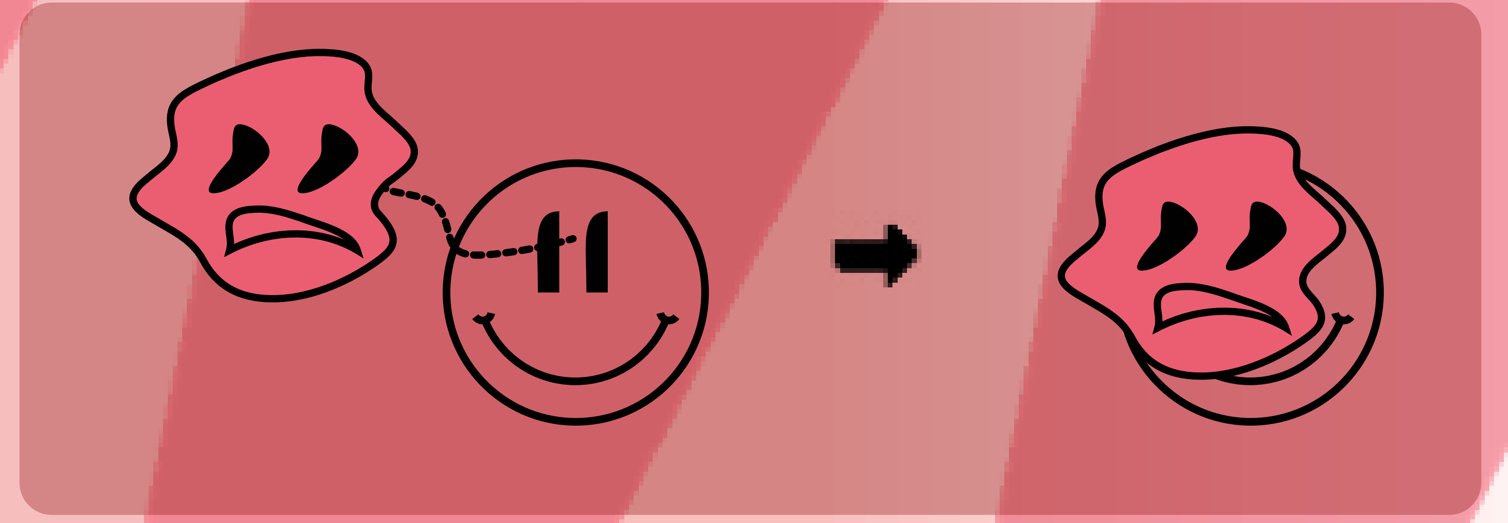
top view

profile plane

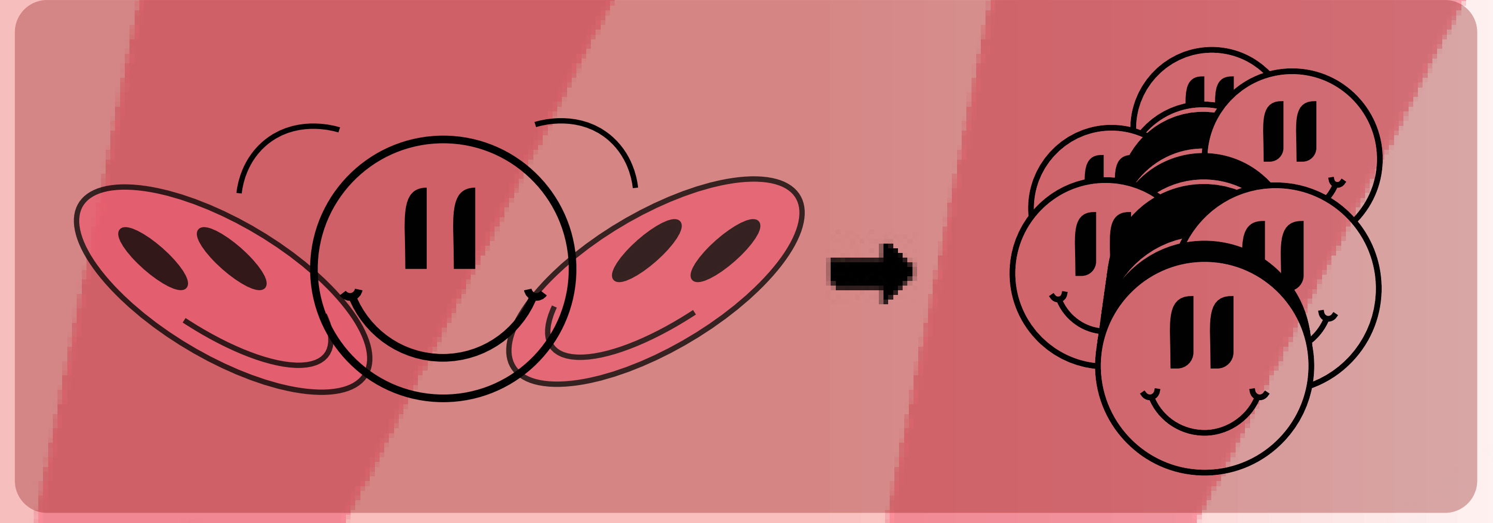
visual design

I plan to design three different ways of expression to simulate the various ways that females act in the relationship scenario.

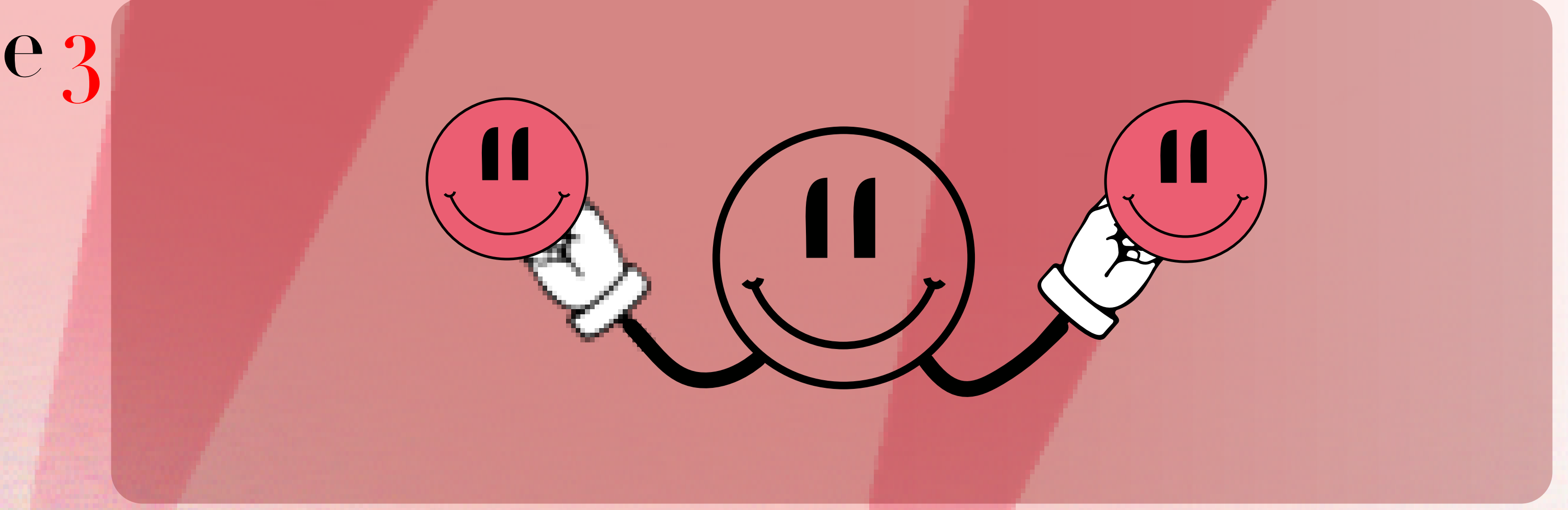
mode 1



mode 2

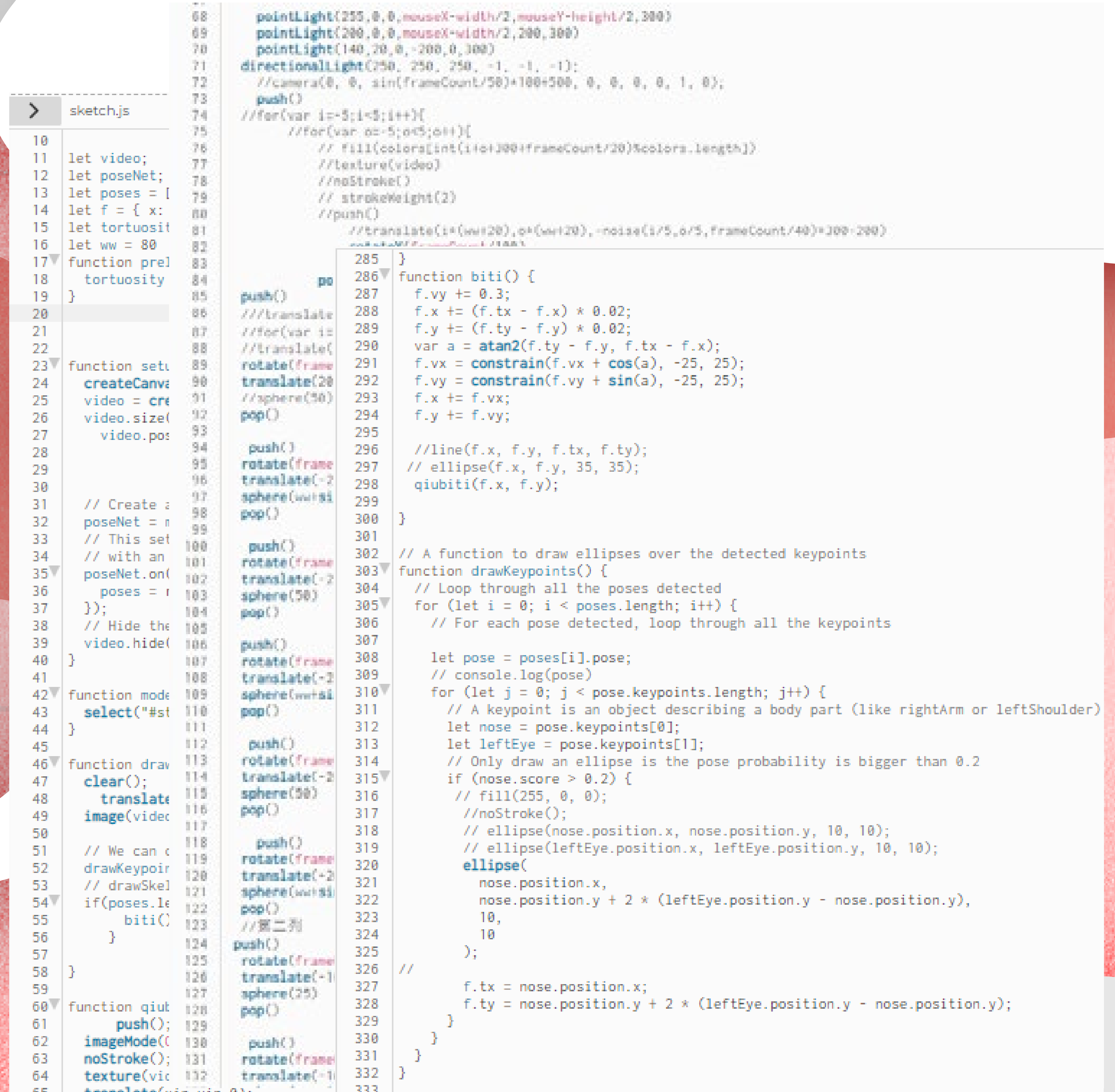


mode 3



programming

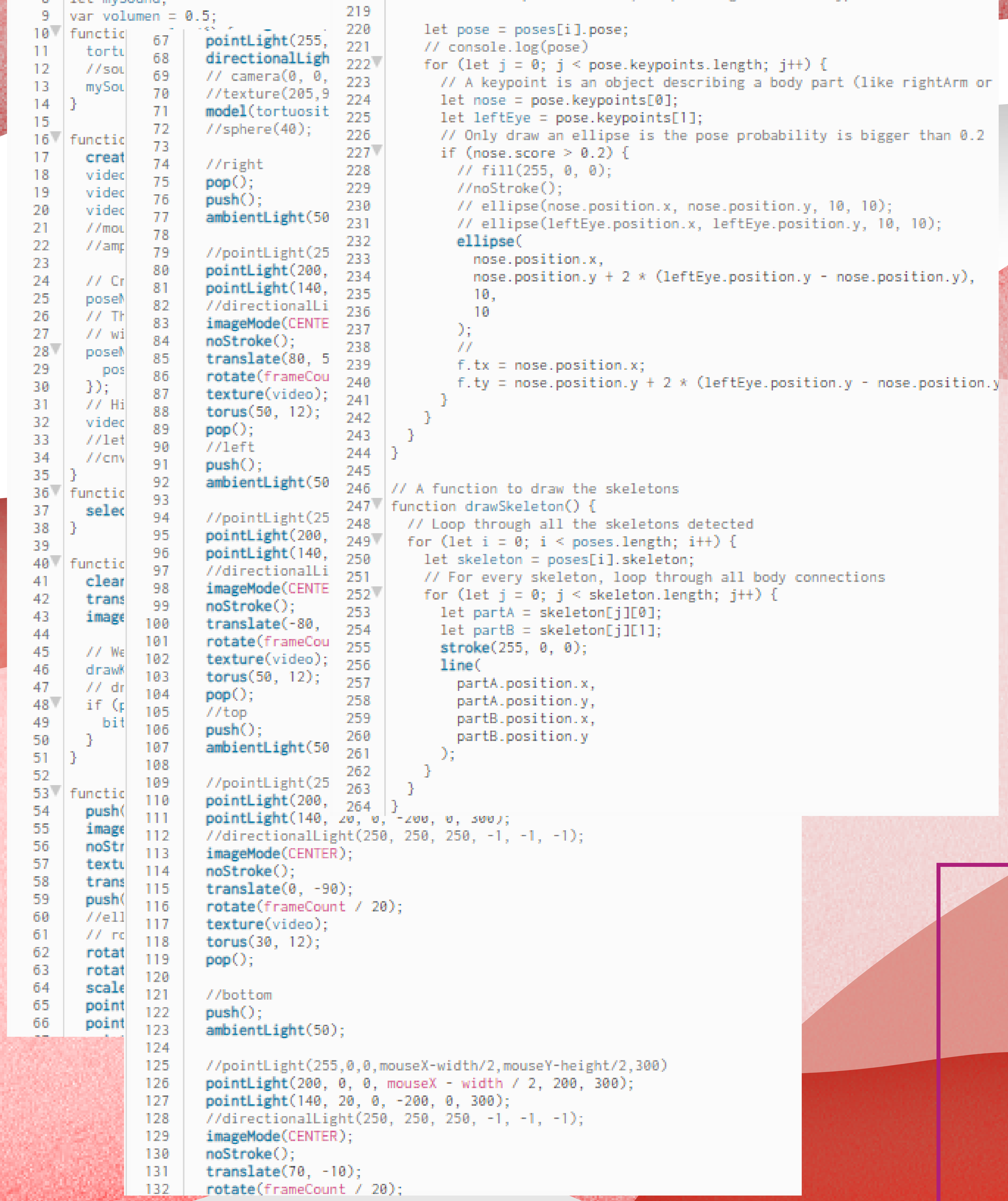
chapter 1



```
  pointLight(255,0,0,mouseX-width/2,mouseY-height/2,300)
  pointLight(200,0,0,mouseX-width/2,200,300)
  pointLight(140,20,0,-200,0,300)
directionalLight(250, 250, 250, -1, -1, -1);
  //camera(0, 0, sin(frameCount/50)*100+500, 0, 0, 0, 0, 1, 0);
  push()
//for(var i=-5;i<5;i++){
      //for(var o=-5;o<5;o++){
          // fill(colors[int(i+o+300+frameCount/20)%colors.length])
          //texture(video)
          //noStroke()
          // strokeWeight(2)
          //push()
              //translate(i*(ww+20),o*(ww+20),-noise(i/5,o/5,frameCount/40)*300-200)
```

```
}
function biti() {
  f.vy += 0.3;
  f.x += (f.tx - f.x) * 0.02;
  f.y += (f.ty - f.y) * 0.02;
  var a = atan2(f.ty - f.y, f.tx - f.x);
  f.vx = constrain(f.vx + cos(a), -25, 25);
  f.vy = constrain(f.vy + sin(a), -25, 25);
  f.x += f.vx;
  f.y += f.vy;

  //line(f.x, f.y, f.tx, f.ty);
 // ellipse(f.x, f.y, 35, 35);
  qiubiti(f.x, f.y);

}

// A function to draw ellipses over the detected keypoints
function drawKeypoints() {
  // Loop through all the poses detected
  for (let i = 0; i < poses.length; i++) {
    // For each pose detected, loop through all the keypoints

    let pose = poses[i].pose;
    // console.log(pose)
    for (let j = 0; j < pose.keypoints.length; j++) {
      // A keypoint is an object describing a body part (like rightArm or leftShoulder)
      let nose = pose.keypoints[0];
      let leftEye = pose.keypoints[1];
      // Only draw an ellipse is the pose probability is bigger than 0.2
      if (nose.score > 0.2) {
       // fill(255, 0, 0);
        //noStroke();
        // ellipse(nose.position.x, nose.position.y, 10, 10);
        // ellipse(leftEye.position.x, leftEye.position.y, 10, 10);
        ellipse(
          nose.position.x,
          nose.position.y + 2 * (leftEye.position.y - nose.position.y),
          10,
          10
        );
//
        f.tx = nose.position.x;
        f.ty = nose.position.y + 2 * (leftEye.position.y - nose.position.y);
      }
    }
  }
}
```

chapter 2



```
    let pose = poses[i].pose;
    // console.log(pose)
    for (let j = 0; j < pose.keypoints.length; j++) {
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      let leftEye = pose.keypoints[1];
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      if (nose.score > 0.2) {
        // fill(255, 0, 0);
        //noStroke();
        // ellipse(nose.position.x, nose.position.y, 10, 10);
        // ellipse(leftEye.position.x, leftEye.position.y, 10, 10);
        ellipse(
          nose.position.x,
          nose.position.y + 2 * (leftEye.position.y - nose.position.y),
          10,
          10
        );
        //
        f.tx = nose.position.x;
        f.ty = nose.position.y + 2 * (leftEye.position.y - nose.position.y
      }
    }
  }
}

// A function to draw the skeletons
function drawSkeleton() {
  // Loop through all the skeletons detected
  for (let i = 0; i < poses.length; i++) {
    let skeleton = poses[i].skeleton;
    // For every skeleton, loop through all body connections
    for (let j = 0; j < skeleton.length; j++) {
      let partA = skeleton[j][0];
      let partB = skeleton[j][1];
      stroke(255, 0, 0);
      line(
        partA.position.x,
        partA.position.y,
        partB.position.x,
        partB.position.y
      );
    }
  }
}
```
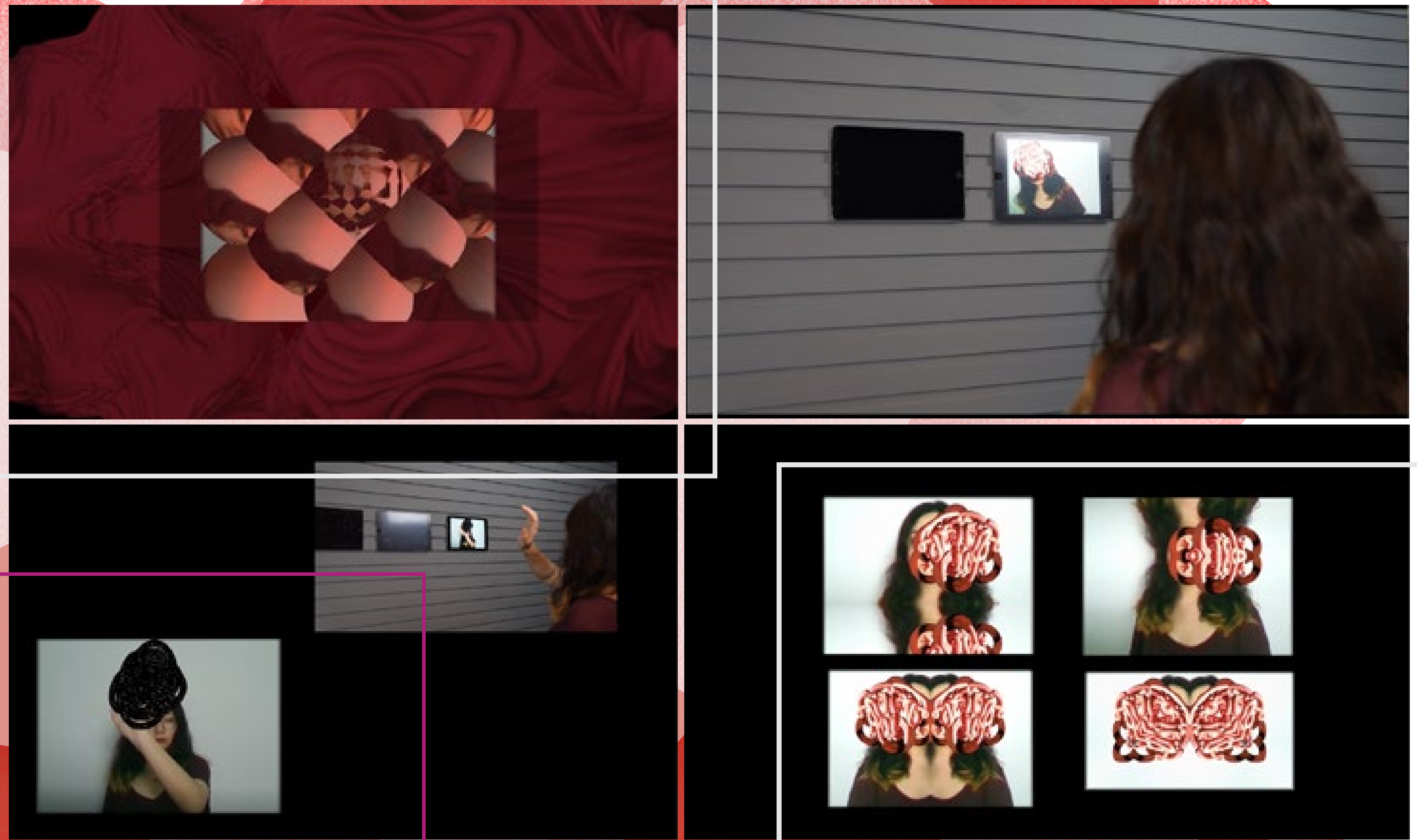

```
  //directionalLight(250, 250, 250, -1, -1, -1);
  imageMode(CENTER);
  noStroke();
  translate(0, -90);
  rotate(frameCount / 20);
  texture(video);
  torus(30, 12);
  pop();

  //bottom
  push();
  ambientLight(50);

  //pointLight(255,0,0,mouseX-width/2,mouseY-height/2,300)
  pointLight(200, 0, 0, mouseX - width / 2, 200, 300);
  pointLight(140, 20, 0, -200, 0, 300);
  //directionalLight(250, 250, 250, -1, -1, -1);
  imageMode(CENTER);
  noStroke();
  translate(70, -10);
  rotate(frameCount / 20);
```

final display

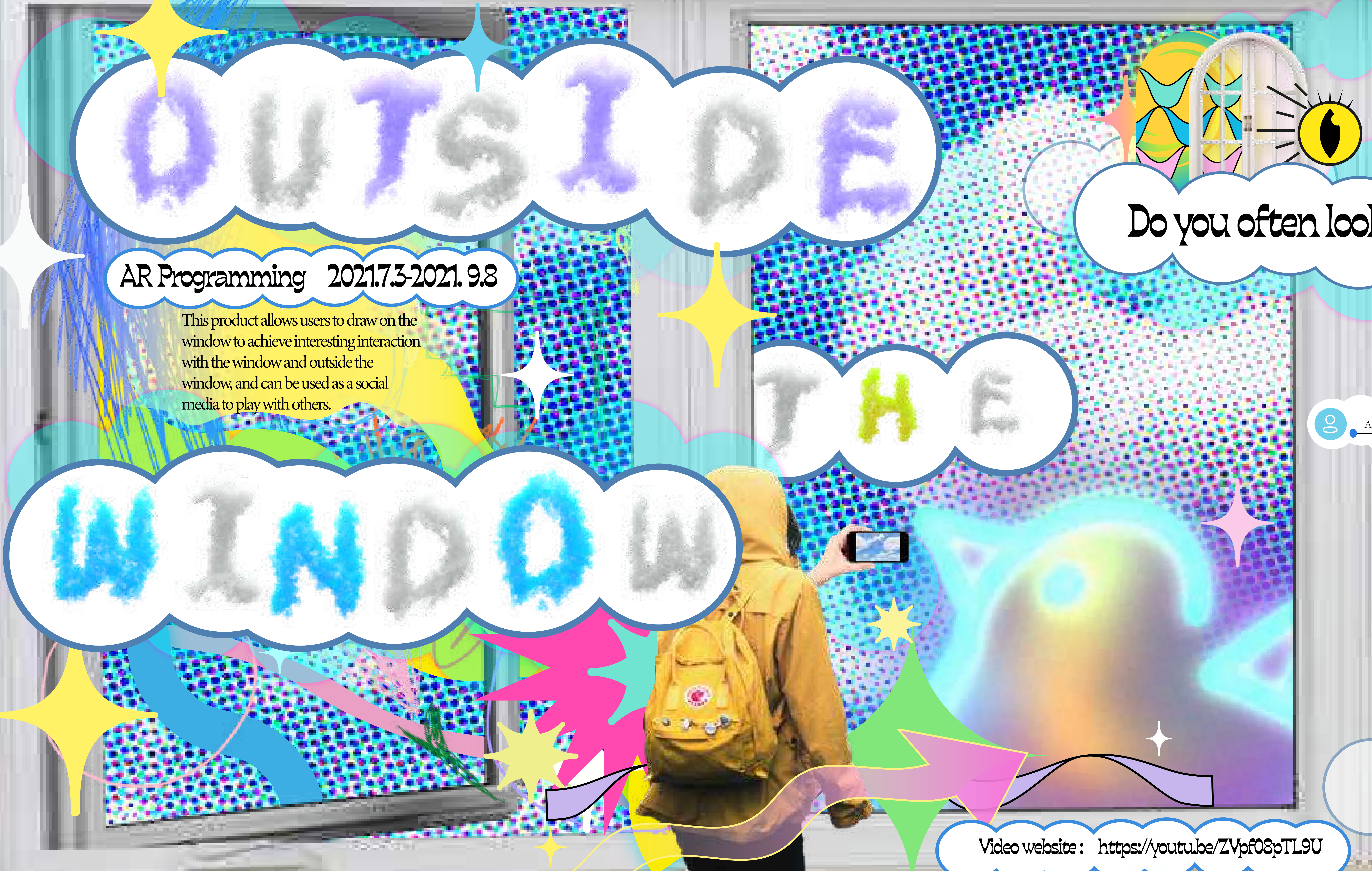


Video Webside:
https://youtu.be/KScSXPra1SQ

OUTSIDE THE WINDOW

AR Programming 2021.7.3-2021. 9.8

This product allows users to draw on the window to achieve interesting interaction with the window and outside the window, and can be used as a social media to play with others.



Video website：https://youtu.be/ZVpf08pTL9U

Do you often look out the window?

When people are imprisoned in boxes, windows become the sole channel to communicate with the outside world. As we are placed in a room with windows, we often step out into the balcony, to rest and to look out into the blank. We aspire to connect with the world by peeking through windows. However, there is often not much to see within such limited vision. There are few days with clear skies; similarly shaped, tediously arranged, and densely populated tall buildings depress our sight. Therefore, I try to create an artwork through AR, a window view deprived of monotony, so that the viewers would cross the closed barrier, reach their inner souls to the vast reality, and regain true freedom.

Feeling like the autumn is coming.
A space of mine.
Such a peace...

people behavior

On social media sites here in China, people are happy to share their pictures of windows landscapes, where there are many related online chatting groups. Here, everyone will upload their photographs and write down their current states or describe feelings of the scenery.

about the window

HISTORY

The English word “window” is derived from Old Norwegian vindauga, from vindr "wind" and auga "eye", which means "wind eye."

In the 13th century BC, the earliest windows were unglazed openings in the roof to allow light in the daytime. Later, the windows were covered with animal skins, cloth or wood. Next are the shutters that can be opened and closed. Over time, windows were built to protect residents from the evil elements and use multiple translucent materials to maintain sufficient illumination, such as flat sheets of translucent animal horns, marble sheets, maple stone, or glass sheets, set in a frame of wood, iron or lead.

Why humans need windows?

1. Daylight helps retain some sense of security;
2. Scenery outside helps to decompress and observe changes in the outside world;
3. Ventilation is the greatest impact on human health and living environment

A prolonged period of time without windows will have a significant impact on people's mental integrity. A window is a channel that links people to the society. If it is disconnected, people will be naturally overwhelmed with depression and anxiety.

PSYCOLOGY

Research has found that compared with windowless rooms, people in rooms with windows present more positive behaviors. For example, they constantly feel content, satisfied, and rarely do they show negative emotions such as sadness and drowsiness.
In addition, in these well-illuminated rooms, people have stronger capability in memory and concentration. However, the presence or absence of windows makes no significant difference in people's short-term memory, planning, and creativity.

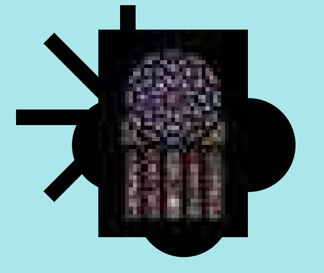
Compared with rooms without windows, rooms with windows bring people more positive emotions and lower the incidence of negative emotions.
In rooms with windows, people's memory and concentration are enhanced.
There are different sceneries and weather conditions outside the windows (buildings and cloudy days, etc.), and the impacts of windows includes aspects on the thermal comfort, mood, perception and eye fatigue of the occupants.

(Won Hee Ko, “The Impact of a View from a Window on Thermal Comfort, Emotion, and Cognitive Performance ” 5, 15, 2020)

AESTHETICS

Stained glass

Engraved on the gilded bronze door of the main entrance of the Church of Saint Denis Line: "The dark mind approaches the truth through matter, and is when seeing the light, the dark heart recovers from the past sinking live. "



Chinese garden window

"Out there lie the same objects and events in their eternal forms. Before setting up the window, I only made a broad view of things or events happening. Once there is this window, I don’t bother to be pointed at. Everyone can envision their own pictures and views. "

art of Painting

The painting should also be like a window through which the viewer can easily understand the content of the screen, which can also provide insight into the meaning behind the screen.

conclusion

The window is a necessary bridge for communication between human beings and the outside world, and at the same time, it exerts a powerful effect on people's emotional and physical conditions.

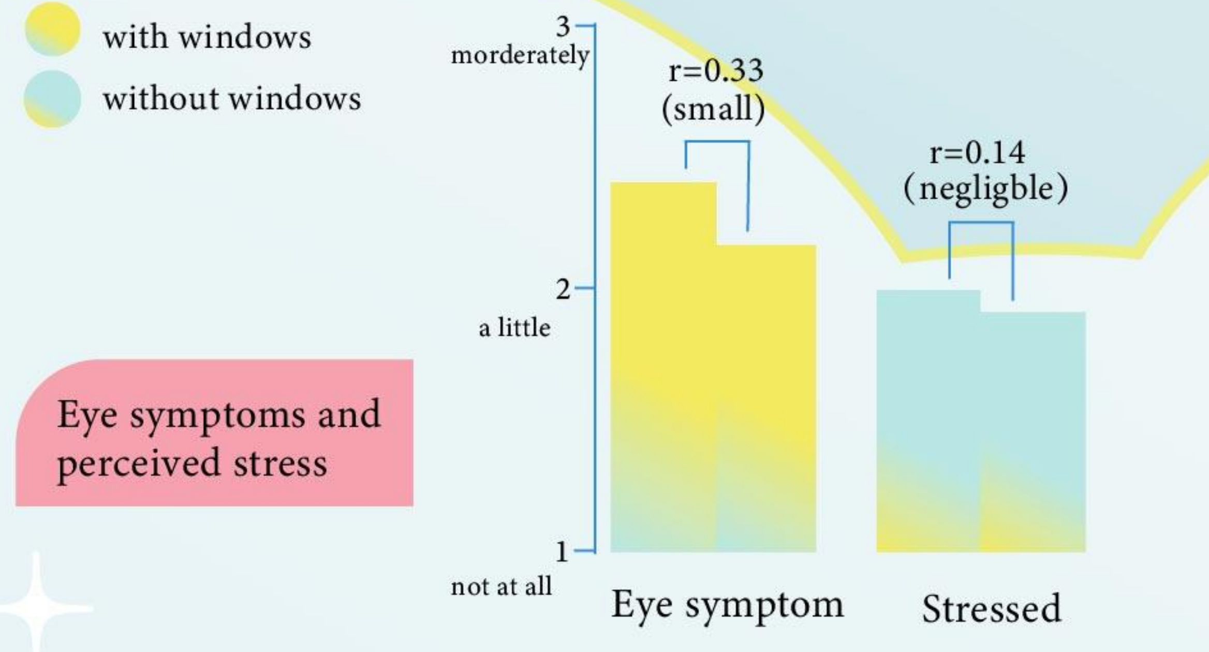
RELATED METHOD ANALYSIS

How do we communicate with the outside world through the media?

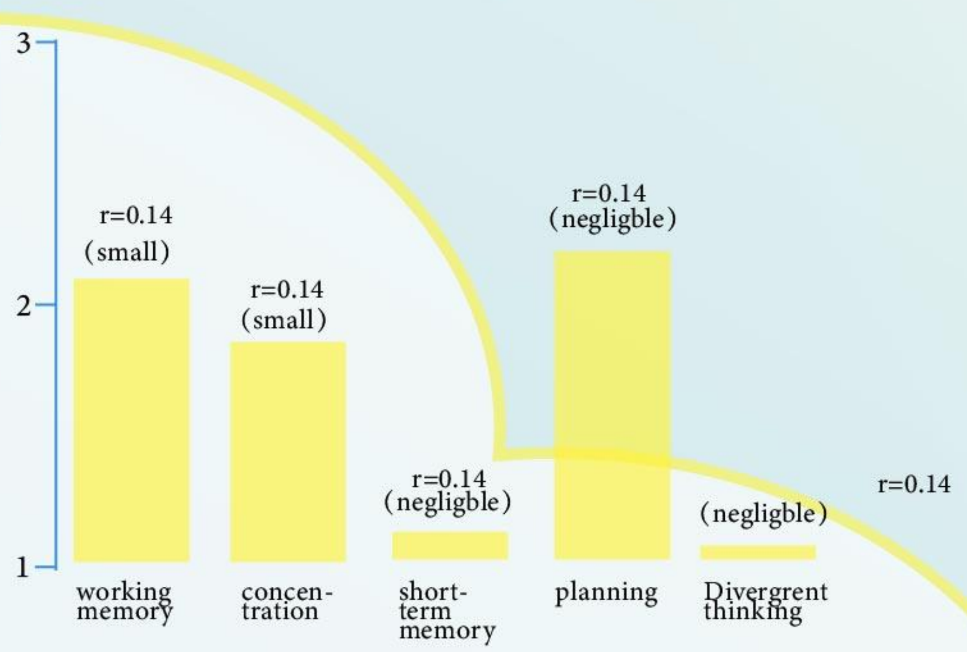
	FACE TO FACE	MEDIA	ON SITE
ADVANTAGES	Enhance communication between people/High efficiency/Information communication can be expressed more clearly	The image has a high degree of credibility/ strong persuasiveness/ Large amount of information/ interactive communications/ and media-based communication/mixed information/ difficult to distinguish right from wrong	First-hand information / sense of presence / sense of reality / highest credibility / most comfortable information in a real environment
DISADVANTAGES	The authenticity of information cannot be guaranteed/multiple processing/interpersonal communications are not always pleasant	Good and bad information is mixed, and it is difficult to distinguish between true and false.	Inconvenient/not everyone can enter the scene/financial limits

THE DATA ABOUT WINDOW INFLUENCE BEHAVIOR

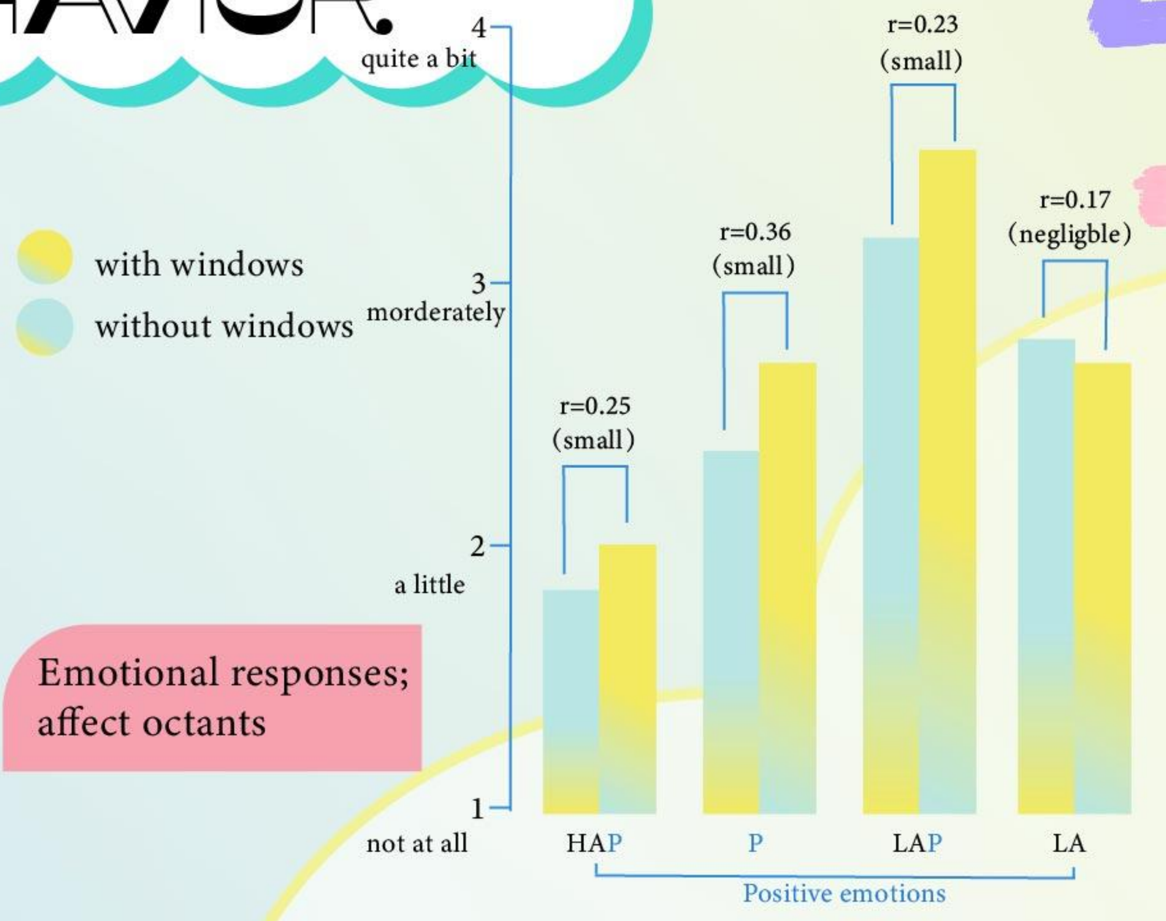
Eye symptoms and perceived stress



Cognitive performance



Emotional responses; affect octants



USER RESEARCH

I mainly focus on people's current dependence on the windows, the thing outside the windows that they care about, the emotions they feel, and the design of their ideal windows.

ZHANG 32
teacher

Not interested in nature
Not really be attracted by the view outside the window

Tings of concern: movable objects like cars and pedestrain.

FEELING: Not related / Lazy / Not necessary

If you live in a room, what do you want the area of the window to take up?
★★★★★☆☆☆☆☆

What want to see outside the window:
Living peoples/ no nature.

CHEN/28
sculpture student

High frequency of looking outside the window
Like to be in a trance
Could not describe clearly the feeling but will look at the window unconsciously

Tings of concern: movable objects

FEELING: Enjoyable

If you live in a room, what do you want the area of the window to take up?
★★★★★★★★★★

What want to see outside the window:
More area.

WANG 21
digital media student

Look at the window if it rains and want to take a break

Tings of concern: advertisements/ traffic flow

FEELING: Freedom / Relax / Funny

If you live in a room, what do you want the area of the window to take up?
★★★★★★★★★★

What want to see outside the window:
beautiful view of nature/ metropolis.

GUO/20
visual communi-cation student

Feeling alive due to connection between inside and outside

Tings of concern: almost everything

FEELING: Peace / Free / Sense of security

If you live in a room, what do you want the area of the window to take up?
★★★★★★★★☆☆

What want to see outside the window:
orderly placed houses.

LEE/29
language major

5.Want to look out the window in spare time

Tings of concern:skyline

FEELING: Flourish / Relax / Rainy

If you live in a room, what do you want the area of the window to take up?
★★★★★★★★★★

What want to see outside the window:
sky without clouds/ sky full of stars/ deep blue sky.

JIN/39
architec

Need to go outside and want to change the mood

Tings of concern: sky/ plants/ construction/ something make nosie

FEELING: Enjoyable / Comfortable / Wanna go out

If you live in a room, what do you want the area of the window to take up?
★★★★★★☆☆☆☆

What want to see outside the window:
natural view/ sea and mountains.

FINDING

1

Most people will frequently look at the window blankly, because there is nothing to see outside
————interesting

2

High demands
————Keep the original characteristics.

3

Sunlight and open scenery can help improve people's mentality
———— adjust emotions

4

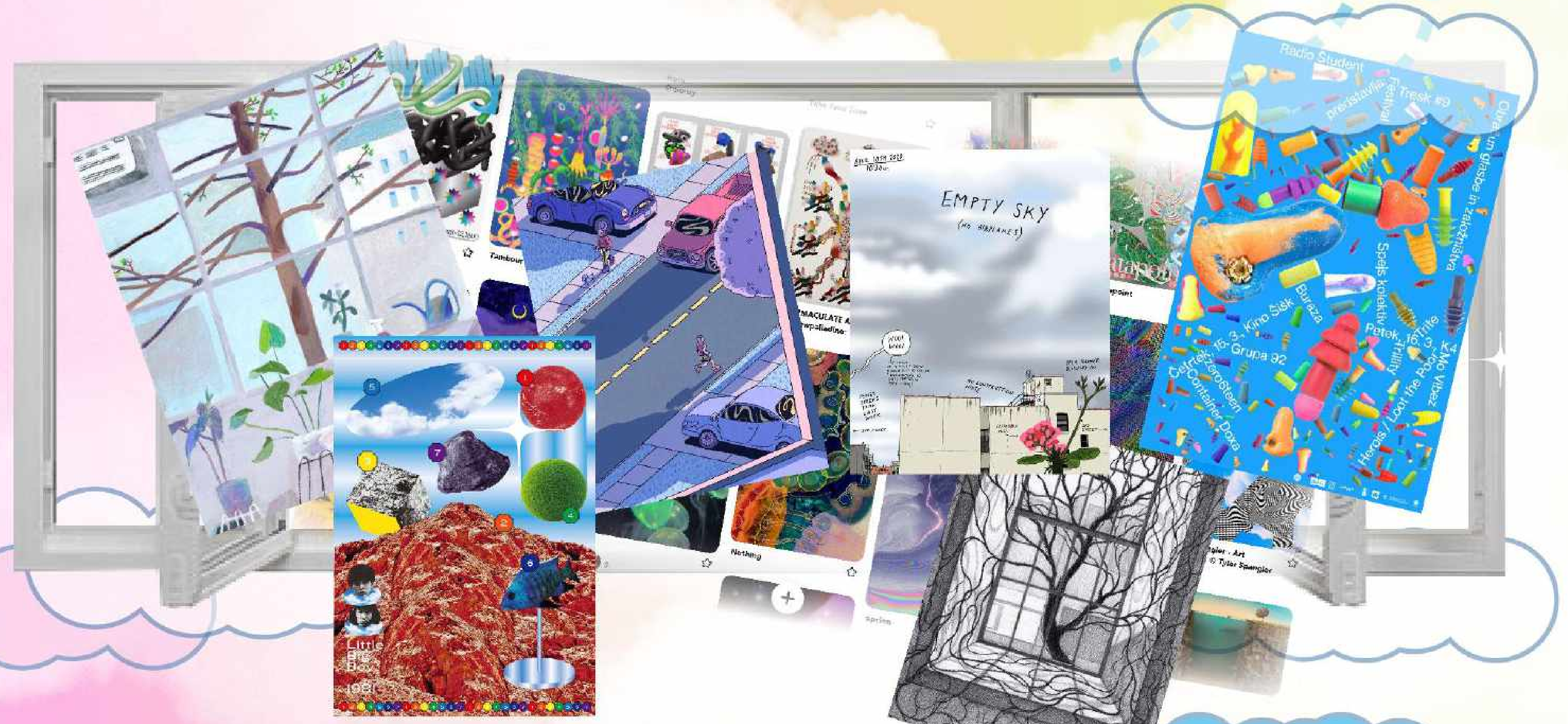
When the scenery outside is mostly static, moving things can attract more of their attention
————interesting dynamic

IDEATION

DESIGN THOUGHT

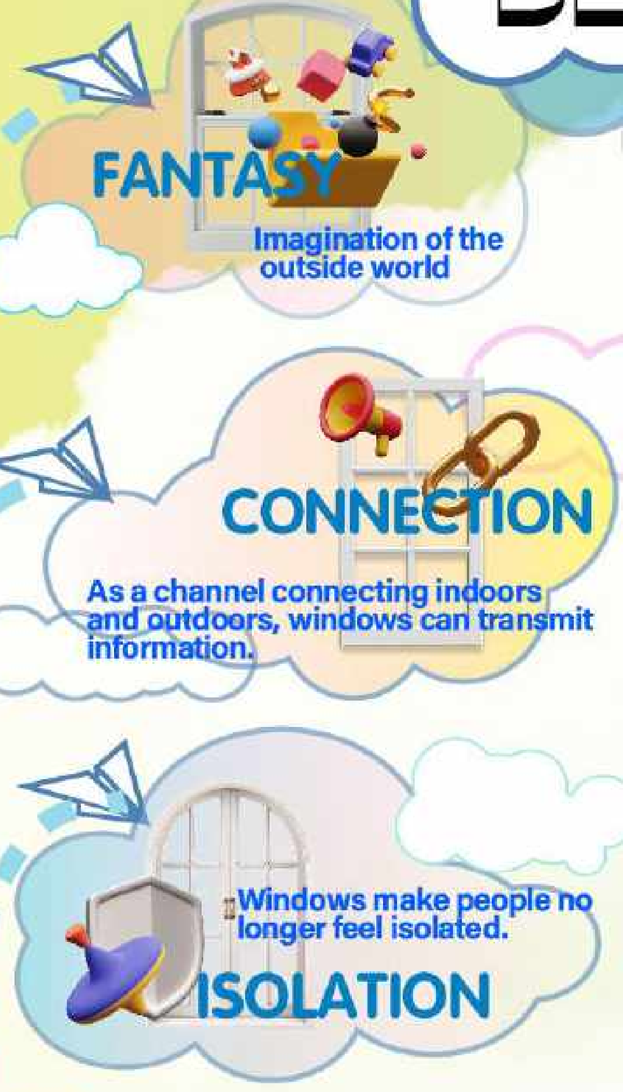
When people often look out of the window, there are basically three basic needs. The first is to check the weather. The second is to use it as a decompression channel to relax, to change the mood, or simply to escape from thoughts. The last one is to use the scenery outside the window as a substitute. They might want to experience something new but don't want to physically be in it.

INSPRIATION

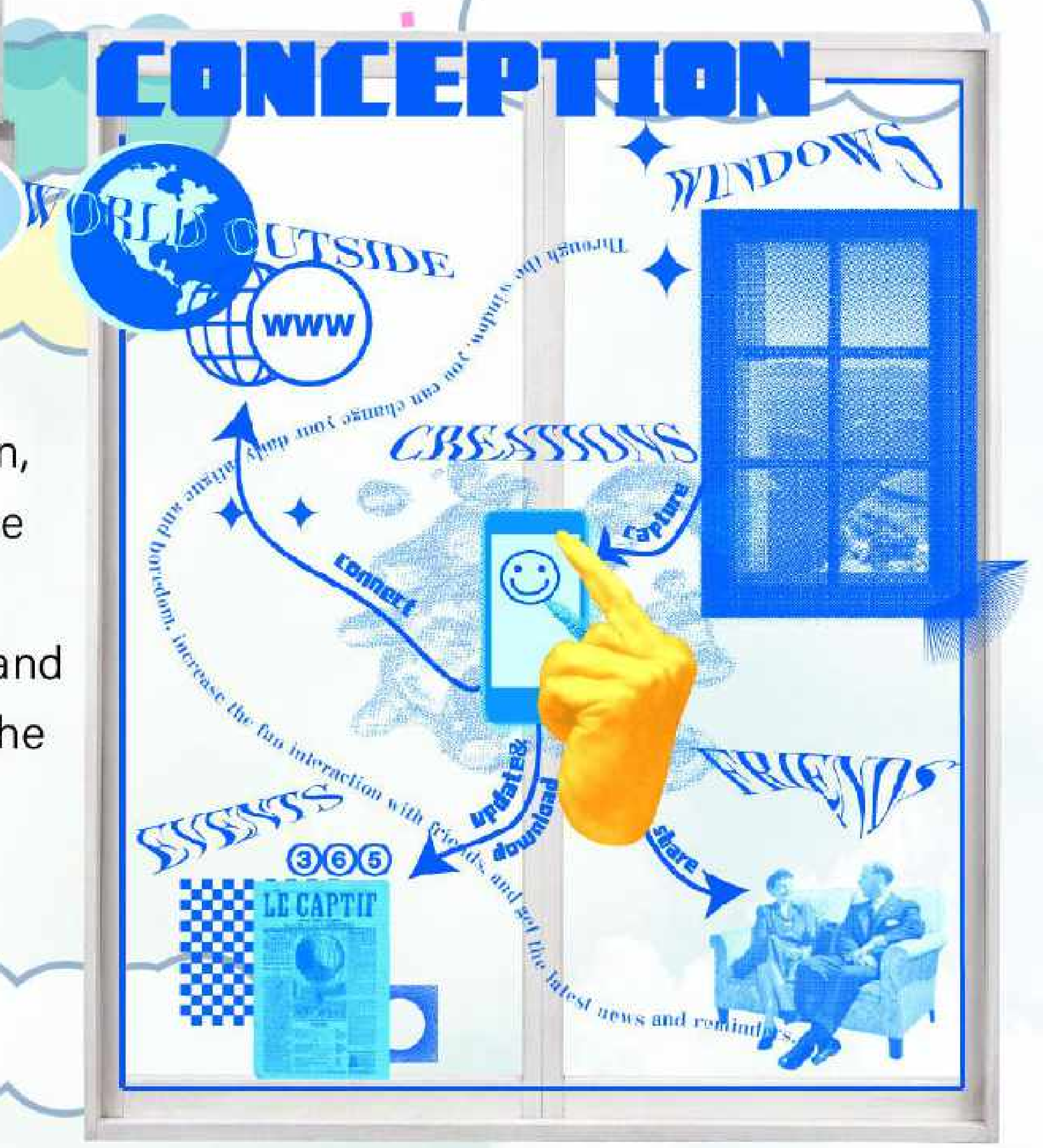


The New York Times recently launched an art project, inviting 17 illustrators living in various parts of New York to draw the world outside their windows.

DESIGN CONCEPT


FANTASY
Imagination of the outside world
CONNECTION
As a channel connecting indoors and outdoors, windows can transmit information.
Windows make people no longer feel isolated.
ISOLATION

According to my research, as a transparent and interactive screen, windows, which communicate with the outside world, needs to be intriguing, interactive, participating and creative. It should also function in emotional adjustment, weather viewing, stress relief, and the system's own narrative record. Moreover, they often contain the role in social purposes.



CONCEPT DEVELOPMENT

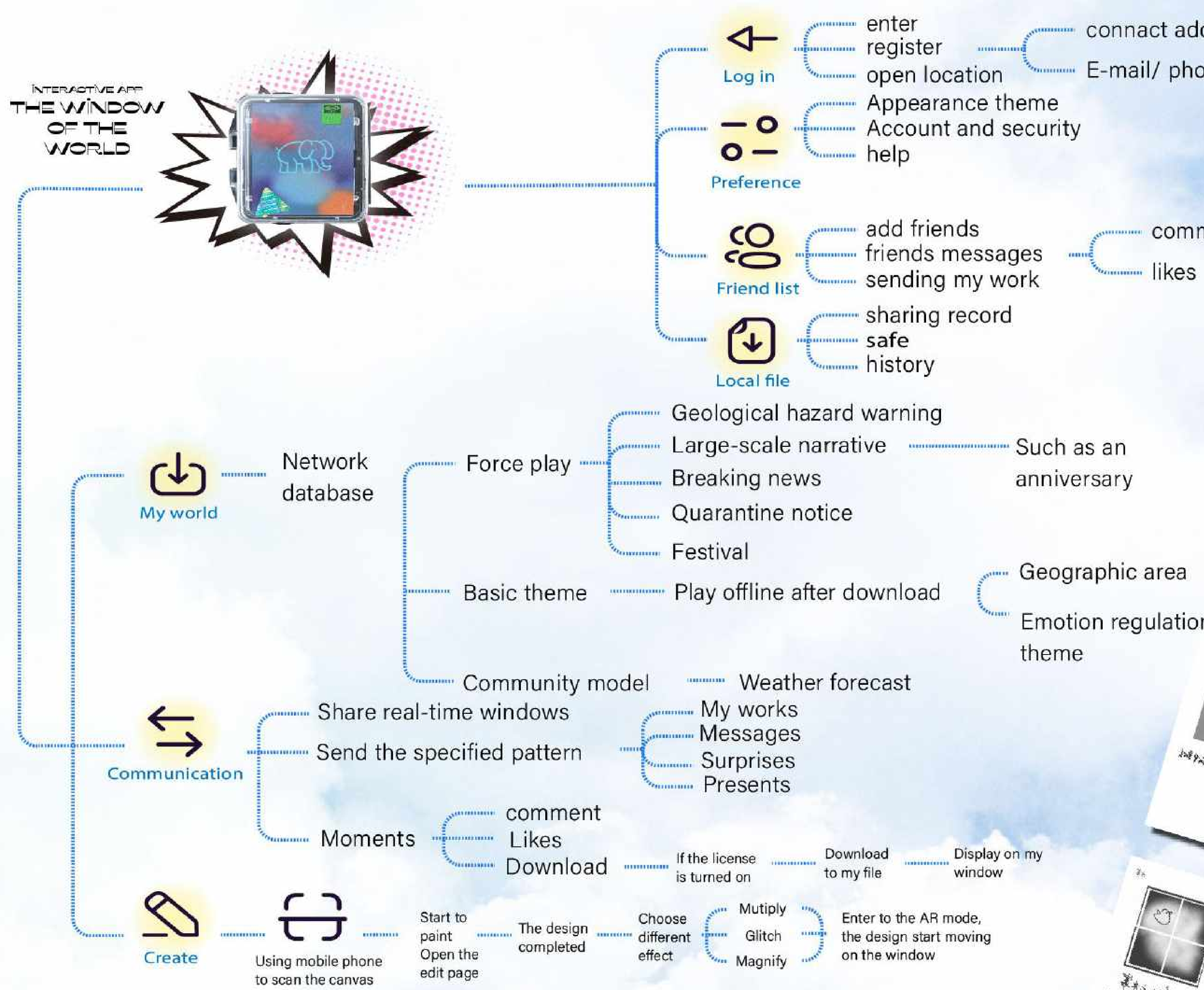
Name of application: Window to the world AR

Experience the many benefits of adding creations to any windows in your home or anywhere you want, including creating mode, community mode, and world mode, with the Window to world AR app. The user could draw on the mobile devises and use augmented reality to see your how drawing works would show off on your windows. Then bring your vision to life with social sharing and more diversified channel to the outside.

This AR app combines the latest AR technology and real-time news updating so you can experience a new way to interact with the outside like never before.

Features:

- Explore a variety of how we look though the window.
- Share and communicate results.
- Visualize in your space with augmented reality.
- Easy access to be noticed when there is an event happened or memorial day.

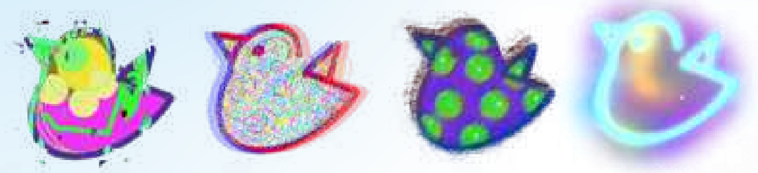


INTERACTIVE APP
THE WINDOW OF THE WORLD

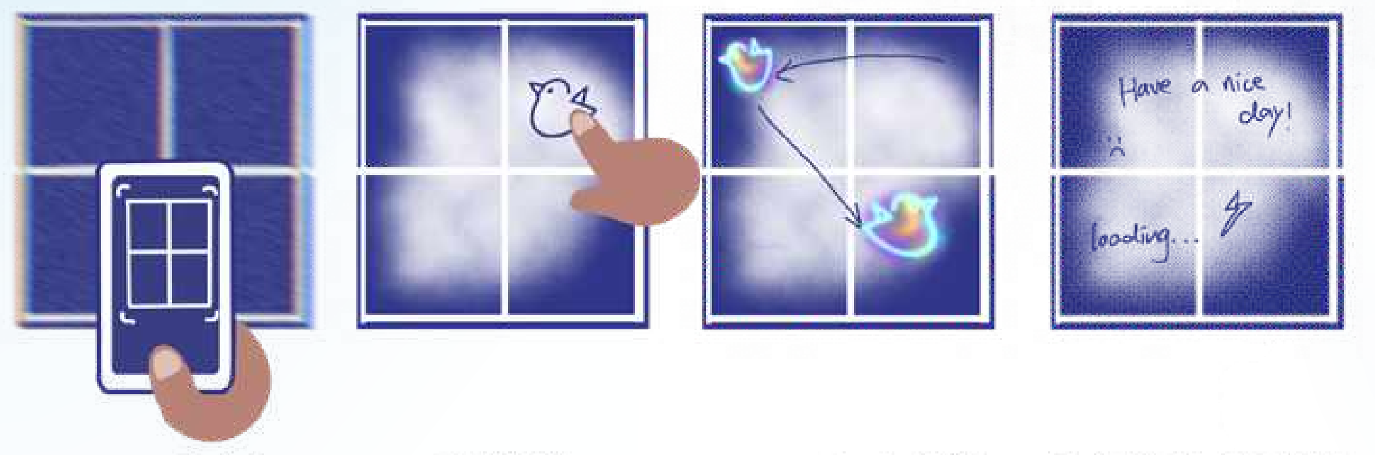
- Log in
  - enter
  - register
    - connact address book
    - E-mail/ phone/ number ID
  - open location
- Preference
  - Appearance theme
  - Account and security
  - help
- Friend list
  - add friends
  - friends messages
    - comment
    - likes
  - sending my work
- Local file
  - sharing record
  - safe
  - history
- My world
  - Network database
    - Force play
      - Geological hazard warning
      - Large-scale narrative — Such as an anniversary
      - Breaking news
      - Quarantine notice
      - Festival
    - Basic theme — Play offline after download
      - Geographic area
      - Emotion regulation theme
    - Community model — Weather forecast
- Communication
  - Share real-time windows
  - Send the specified pattern
    - My works
    - Messages
    - Surprises
    - Presents
  - Moments
    - comment
    - Likes
    - Download — If the license is turned on — Download to my file — Display on my window
- Create — Using mobile phone to scan the canvas — Start to paint Open the edit page — The design completed — Choose different effect
  - Mutiply
  - Glitch
  - Magnify
  - Enter to the AR mode, the design start moving on the window

VISUAL DESIGN

random graphic mode



two effects of the design can choose.



Have a nice day!
loading...

1. using mobile devices to scan the window

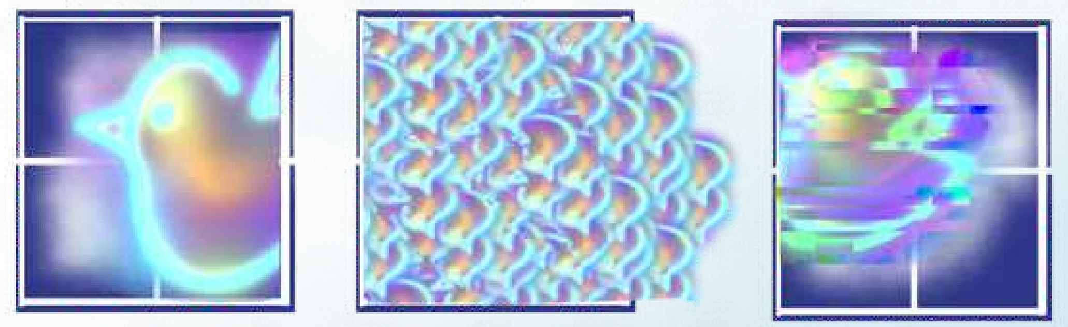
2. wait for the fig, then using finger to draw or write everything you want

3. wait for the system to generate the design

※ words is acceptable!

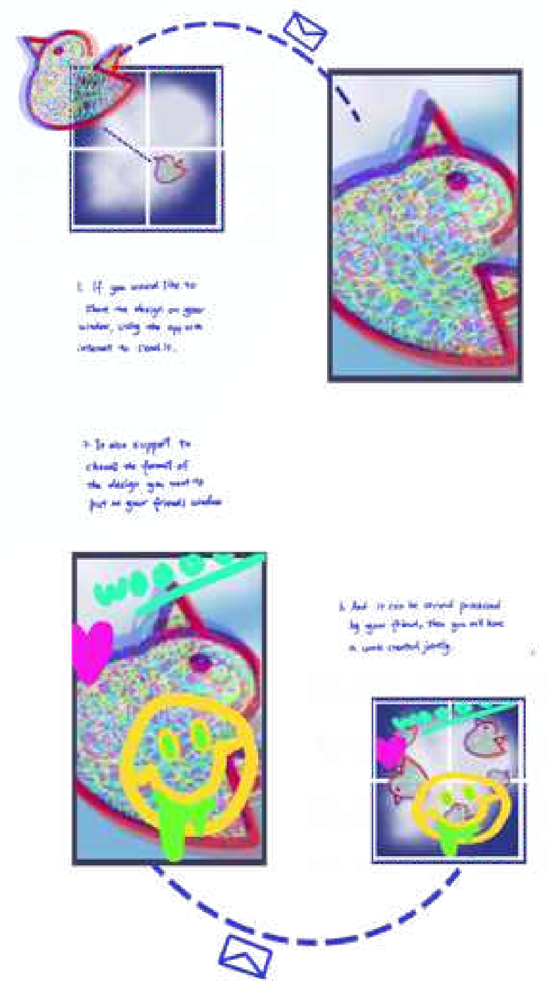
amplification

Multiplication



Personal Interactive Creative mode

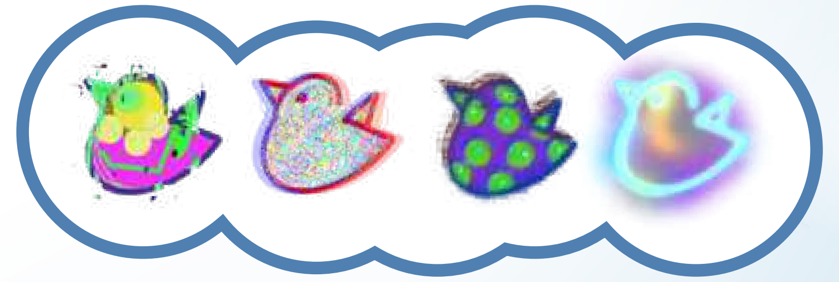
social interaction mode



1. If you would like to share the design on your window, using the app with internet to send it.

2. It also support to choose the format of the design you want to put on your friends window

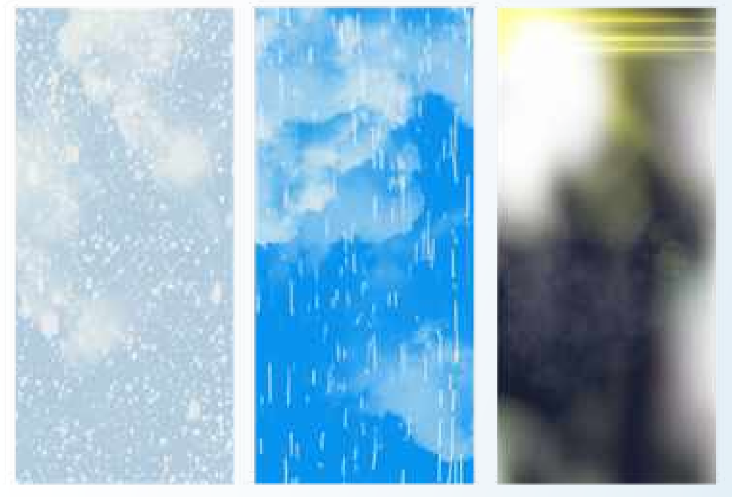
3. And it can be second processed by your friend, then you will have a work created jointly.



snow

rain

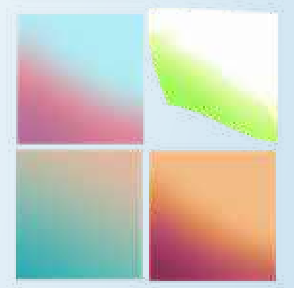
sunset



weather module

Local system

emotion



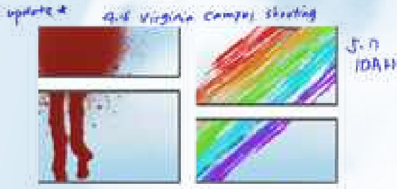
the user could choose the gradient color which can regulate the mood.

memento

★ live update ★

4.16 Virginia Campus shooting

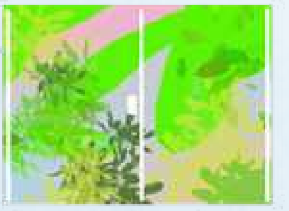
5.12



on the specific day, there would be a alert to remind users.

environmetal Protection

User can using their fingers to draw on the mobile phones. After that, the vegetation flourish.



Some value notions item.

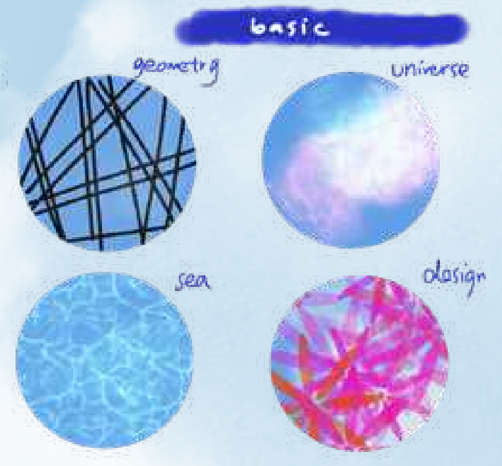
basic

geometry

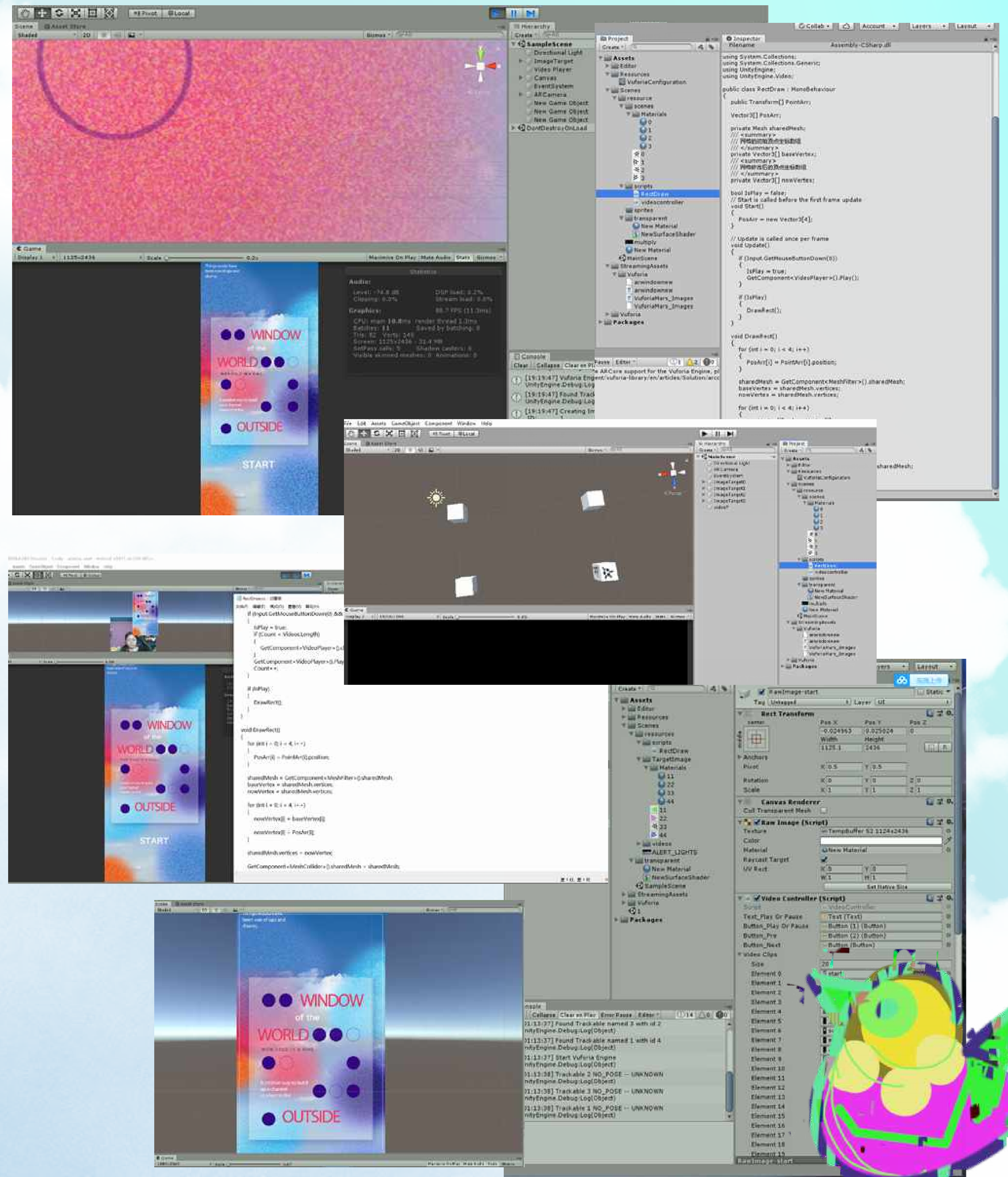
universe

sea

design

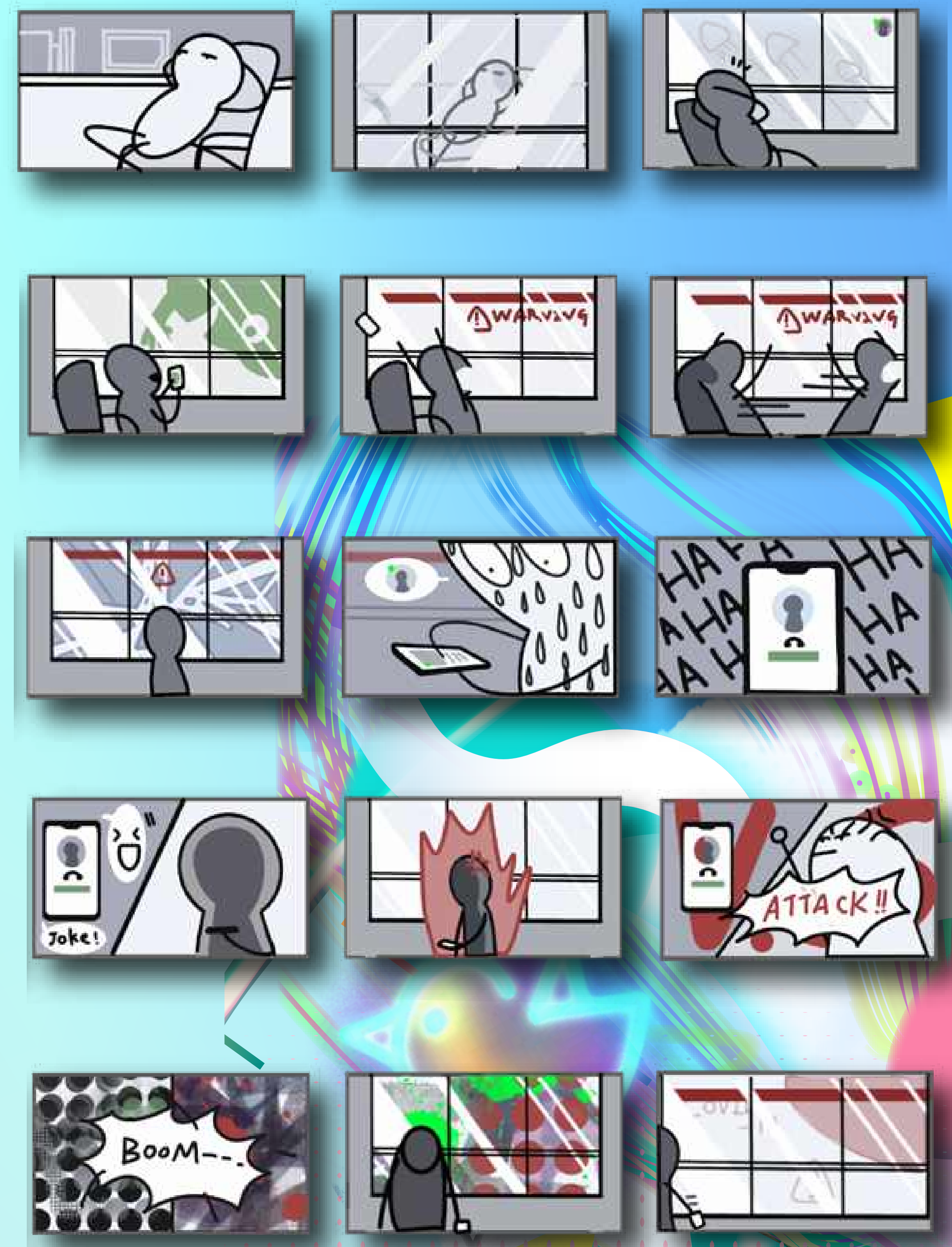


PROGRAMMING



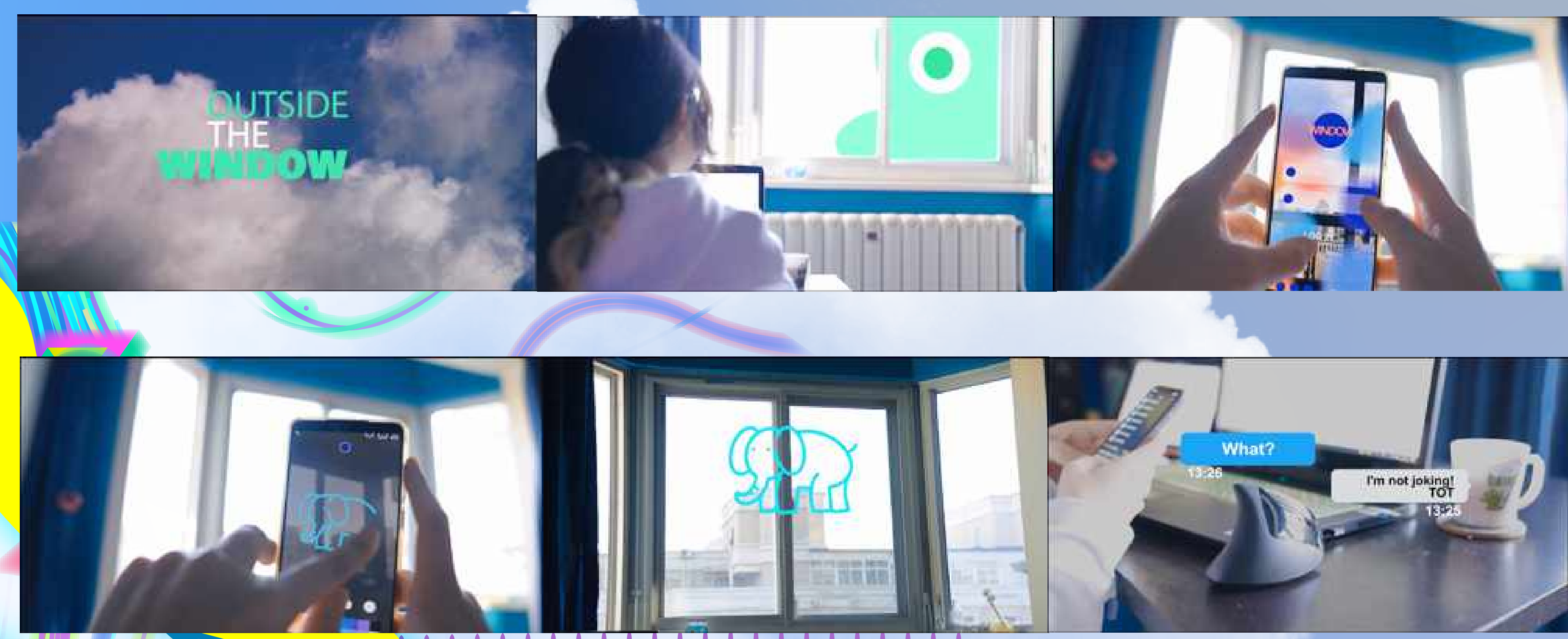
WINDOW
of the
WORLD
OUTSIDE
START

STORYBOARD



WARNING
WARNING
HA HA HA HA HA HA HA
Joke!
ATTACK!!
BooM~~

ACTUAL OPERATION



OUTSIDE
THE
WINDOW
What?
I'm not joking!
TOT

Video Website: https://youtu.be/ZVpf08pTL9U

PICA

Satisfaction and harm from food

experience design& curation design& space design

2021. 10-12

BACKGROUND

The reason why I want to make a design about pica, or allotriophagia, is because of an experience in my childhood. In fact, when I was 5-6 years old, I had the experience of eating hair for a period of time. Although I did not recognize it as a disorder at that time, I learned that it was diagnosed a kind of pica when I grew up. Fortunately, my symptoms disappeared quickly, but when I did my studies, I found that many people did not gradually recover with age like me, but were still troubled by it in later adulthood.

In light of such a situation, I was thinking about why I once started eating hair. There are certainly environmental and psychological factors in it. Thinking about what I can do for this group, I started my research and design.

CURRENT SITUATION

In the "Diagnostic and Statistical Manual of Mental Disorders (Fifth Edition)", it was listed as an eating disorder. In this sense, it should be regarded as a disease that needs to be treated and cured.

Such disorders not only commonly exist in humans, but also widely in animals.

Pica is common among pregnant women, children, people with intellectual disabilities, and people with autism or schizophrenia.

For adults, major psychological damage or mental abnormalities caused by stress can also lead to pica, and there are currently no effective treatments.

AIM OF DESIGN

1. With my greatest effort, find a way to protect a pica patient from being hurt by eating foreign substances.
2. Help pica patients feel less uncomfortable, less misplaced, and less reluctant of going to the doctor for treatments.
3. Help pica patients establish their self-help groups.
4. Familiarize the public with more information about pica so as to correctly understand the patients with pica and to eliminate curious stereotypes.

WHAT DO THEY EAT?

Art tools supplies	Crayons, chalk, glue, markers, pencils, pens
powder	Cigarette dust, baking powder
Building materials	Soil, glass, clay, stone, plaster, wood
fiber	Rope, carpet, cloth, sponge, hair, pillow
household products	Candles, charcoal, coffee grounds, matches
insects	Alive or dead
metal	Screws, coins, nails, rust
paper	Book, label paper, toilet paper
plastic	Plastic cups, plastic toys

DIAGNOSTIC CRITERIA FOR PICA

DSM-5

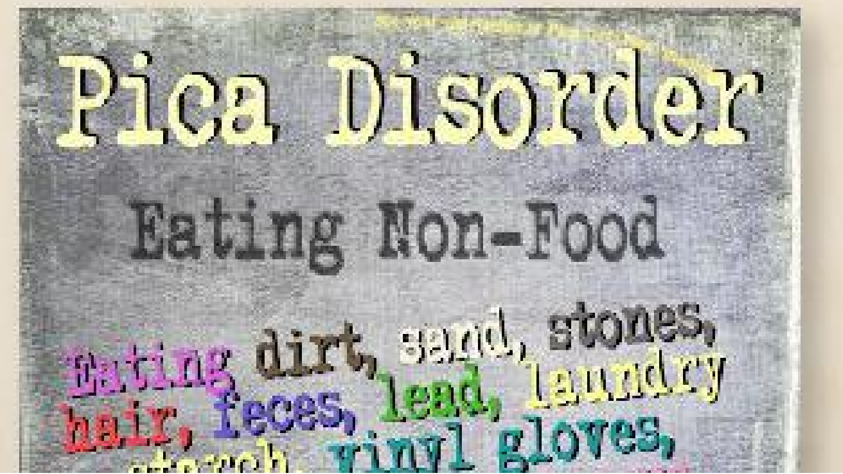
DSM–5 proposes four criteria that a person diagnosed with pica must meet:

The person must have eaten non-nutritious non-food for at least one month. $1

For the human developmental stage, this diet must be considered abnormal. $2

The consumption of these substances cannot be associated with cultural customs that are considered normal in the individual's social environment. $3

For people with current health conditions (for example: pregnancy) or mental disorders (for example: autism spectrum disorder), the behavior of eating non-nutritive non-food should only be taken when it is dangerous and requires additional medical examination or treatment Treated as a pica. The most important thing is that they have accepted their original conditions. $4



Pica Disorder

Eating Non-Food

Eating dirt, sand, stones, hair, feces, lead, laundry starch, vinyl gloves,

PHENOMENA

Six-year-old, Zach Tahir, having gnawed at the walls of his previous bedroom, he has received a special gift of an inedible bedroom on his sixth birthday. Zach's new bedroom adopts a special design with squash-court walls that has a tough surface. The bedroom has cost the family quite a huge amount - £36,000.

Kerry Trebilcock suffers from a rare disorder known as pica.She often tries to "spice" up the sponges with hot mustard or dips them into tea or hot chocolate while lime and lemon are her preferred flavor of soap bars. She also carries a snack bag containing pieces of sponge along with tomato and BBQ sauce.

A 27 year old young Indian lady, she described her mood to be 'depressed', she started consuming nails and found her sadness 'vanished'. She temporarily enjoyed the gritty and spiky sensation of nails along her throat, but at night she used to have a vague abdominal sensation which she described to be 'funny'.

POSSIBLE HARM

1. Poisoning reaction includes the poisoning reaction caused by heavy metals such as lead.
2. Blockage symptoms such as intestinal obstruction caused by trichotillomania
3. Excessive calorie intake is more common in wet amyloidosis
4. Malnutrition caused by Substitute soil/sand for food.
5. Others include parasites and damage of teeth.

UNHEALTHY BUT DELICIOUS?

What is the outlook for pica patients?

In children and pregnant women, pica usually disappears within a few months without treatment. If it is nutrient deficiency that causes one's pica, treating it immediately should relieve the symptoms.
Pica does not always disappear automatically. It can last for several years, especially for people with intellectual disabilities. The doctor will help them understand the prospects of specific cases and what steps they can take to help control the condition.

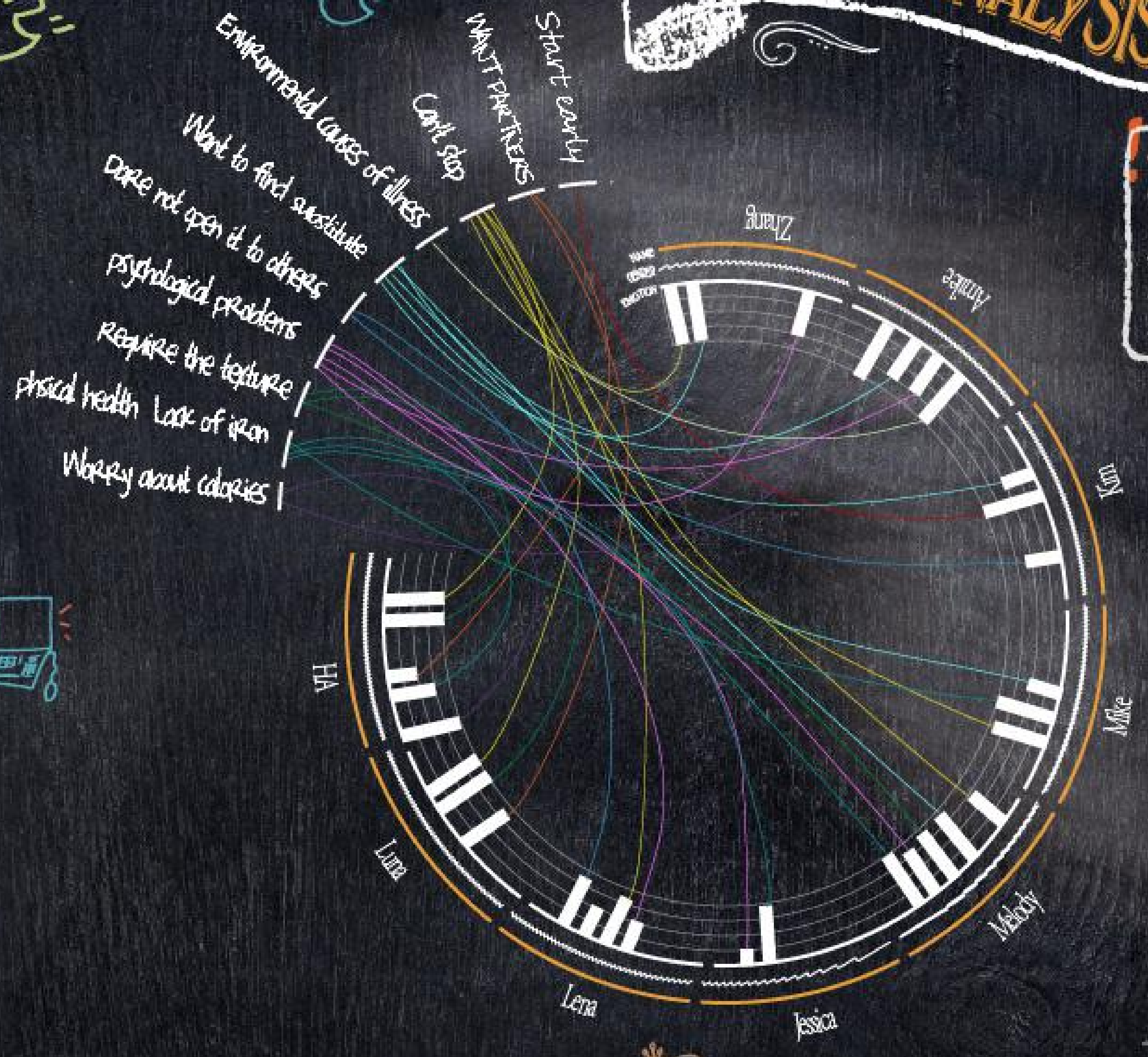
USER INTERVIEW And DATA ANALYSIS

what could I do?

HA/17 female Start time: 15	I feel the same pleasure that smokers feel after having a cigarette···I feels restless and irritable
Luna/28/?? Start time: high school	I loved most of my life with undiagnosed pica. What always got to me was wood. I love the smell, the taste, and the crunch.
Lena/20 female Start time: 16	I've had my craving for around 4 or 5 years now, managing to hide it from everyone around me.
Jessica/44 female Start time: 18	Since I'm 44...I just don't give a fug who knows. I can totally see how that can be annoying and distracting to others..
Melody/20 female Start time: 17	Since i was little id chew on the towels that were just washed··· i was wondering is this similar to anyone else i wonder what its doing to my health
Mike/??/?? Start time: ??	I swallow little pieces of plastic and end up coughing them up. I'm worried about my safety and dental health.
Kim/17 male Start time: 6	I don't feel like I can tell anyone about it because everyone assumes I don't anymore. If I opened up to anyone I feel like they'd be disgusted.
Amilee/?? female Start time:??	I eat pencils because I have the urge to, and I eat ice because eating something else makes me gain weight.. My old school was harsh and it helped develop my anxiety, stress, and bipolar like symptoms.
Zhang/??/?? Start time: childhood	I doubt it will do me any good. :(I get so stressed over thinking how it will make me gain so much weight.

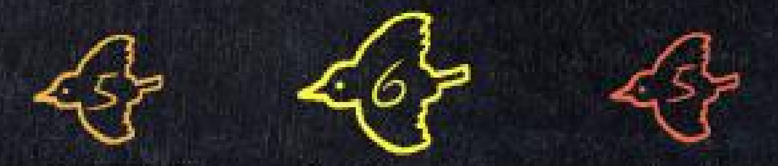
YEAH!!

BUT...



The part we can intervene is the cause and solution

CONCLUSIONS



Want to find substitute Can't stop psychological problem

the most mentioned by the interviewees is the worry that they can't stop, and the second is the desire to find substitutes and psychological problems.

EMPATHY MAP

See	Hear	Think
materials look delicious every	strange scary	how to stop concern about health
Confusion anxiety Can't control enjoy	Stop eating normal food eat materials hide Aggression	no doctor. am I alone? I'm worried about the calorie. I just feel satisfied.
Feel	Do	Say

NEEDS

1. Respectively, try to stop this behavior gradually and continue this behavior but reduce the harm to the body.
2. Substitutes need to satisfy the patient's obsession with the foreign body and the inability to give up, such as in their smell, taste, or texture.
3. It can make this part of the people no longer feel ashamed and worried about their behaviors that are different from ordinary people.
4. It is important to help the group not conceal their alien eating behaviors and eat easily in front of the public or relatives and friends.
5. It is necessary for patients with pica to accept and stick to the treatment in a long period of time.

EXPECTATION

1. Substitutes need to satisfy the patient's obsession with the foreign body and the inability to give up, such as in their smell, taste, or texture.
2. Substitutions need to reduce the harm to the body caused by abnormal food as much as possible
3. The substitute should be able to provide some elements missing in the body of pica patients.
4. Alternatives provide conditions and platforms for mutual discussion among pica patients, so that pica patients no longer feel lonely with the power from a companion.

PERSNONA

normal ?
weird?

1. People who are still suffering from pica in adulthood
2. People who try to reduce the physical damage caused by pica
3. People who have had a pica caused by psychological problems or trauma
4. People who are unwilling to see a doctor and feel troubled by telling others about his or her pica

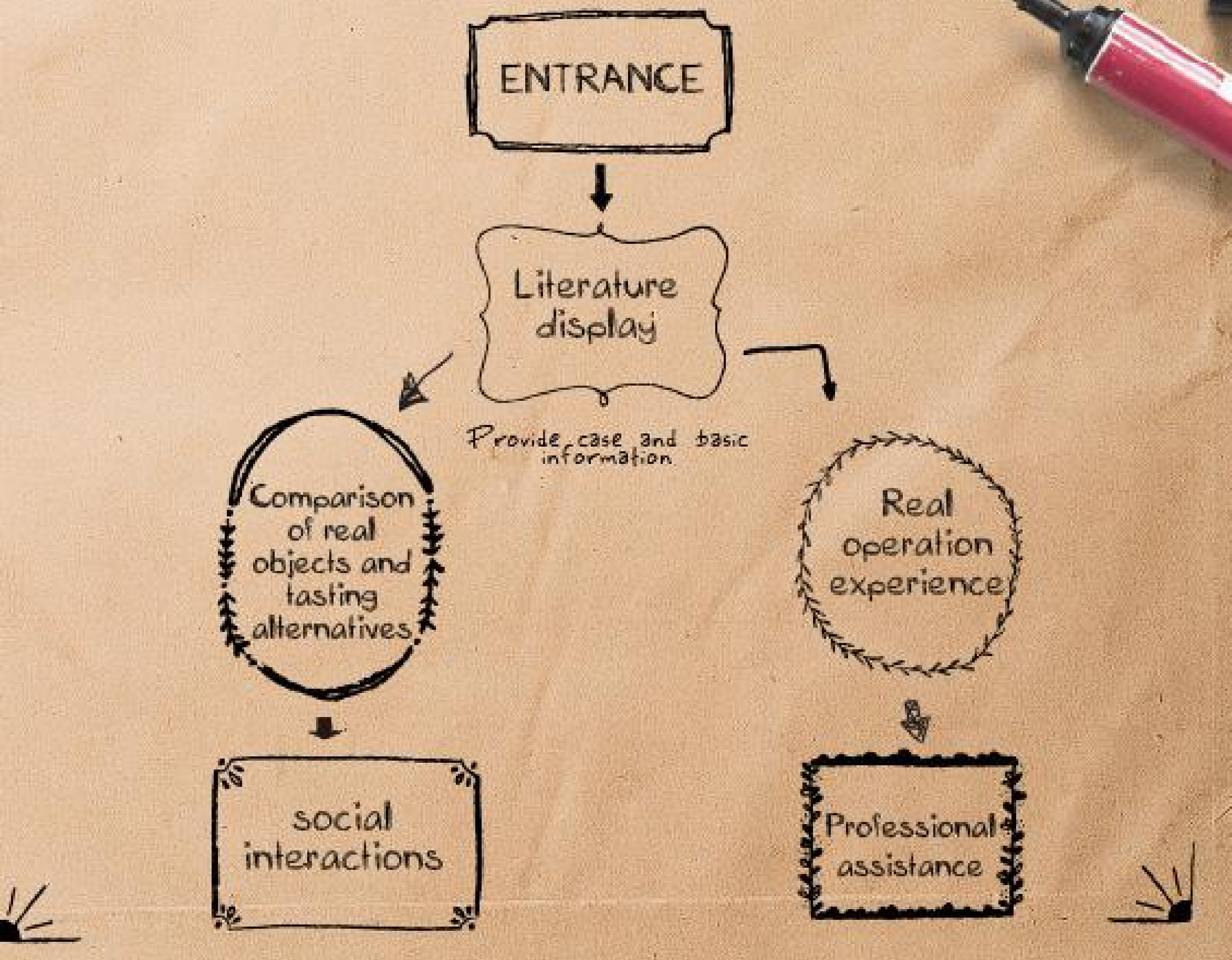
DESIGN CONCEPT

According to the interview, my preliminary design plan mainly uses a pop-up shop as a medium to try to solve two problems:

1. First is about how to make the public more aware of pica and eliminate prejudice.

2.and the second one is to provide a better way to live in the future for pica patients by offering alternative products, an experimental kitchen, and a space for pica patients to find companions in their kinds and no longer feel lonely and helpless.

The design mainly includes the following functions and their corresponding services:


ENTRANCE

Literature display

Provide case and basic information

Comparison of real objects and tasting alternatives

Real operation experience

social interactions

Professional assistance

THE REASON WHY I WANT TO SHOW THIS THEME IN A POP-UP SHOP:

The reason is that pop-up shops are usually opened in densely populated places, and pica patients usually don't share this symptom with others. Therefore, by utilizing the publicity of this method, I hope that people with food addiction no longer just feel scared in their own space, but can have the opportunity to contact the same group of people, and also get the opportunity to open up and communicate with others.

FEATURE DESIGN

VIEWING AREA

Two popular science films about pica will be played here

sitting place

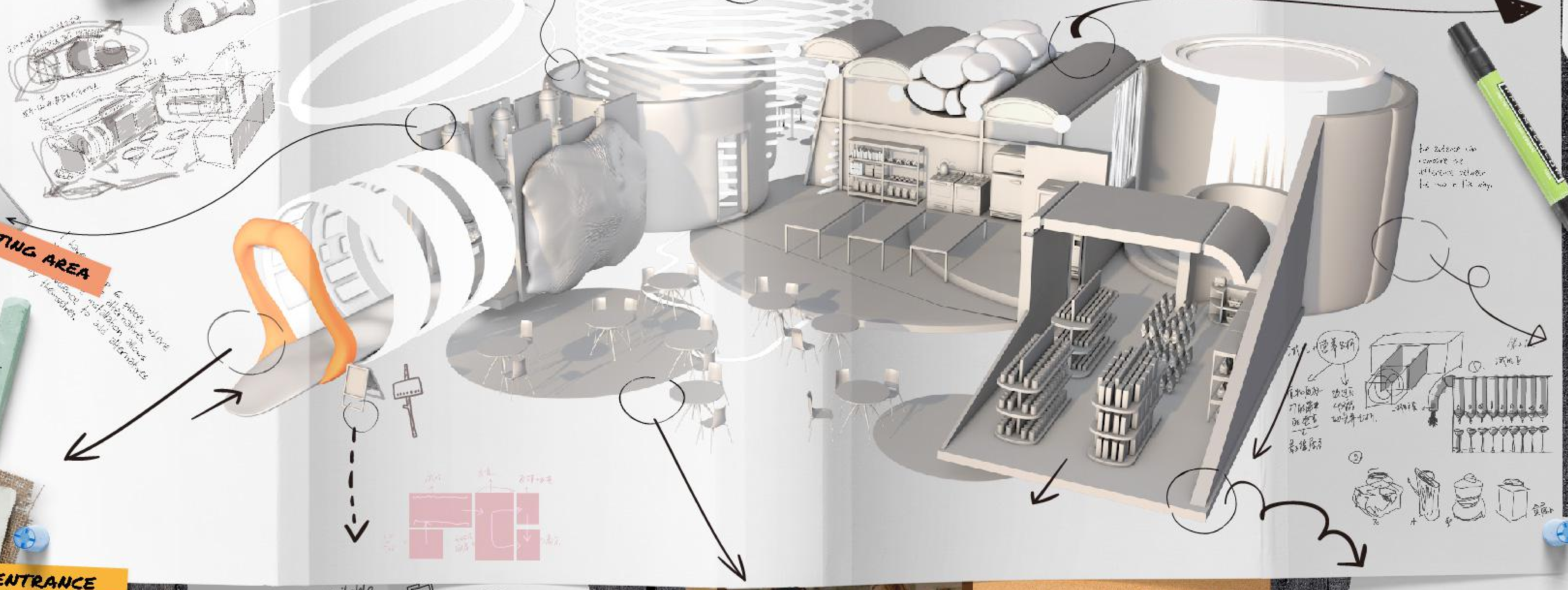
EXCHANGE AREA

Here pica patients who want to find a companion can stay for a while waiting for people with the same hobbies to come in, a na have an opportunity to make friends and chat.

TASTING AREA

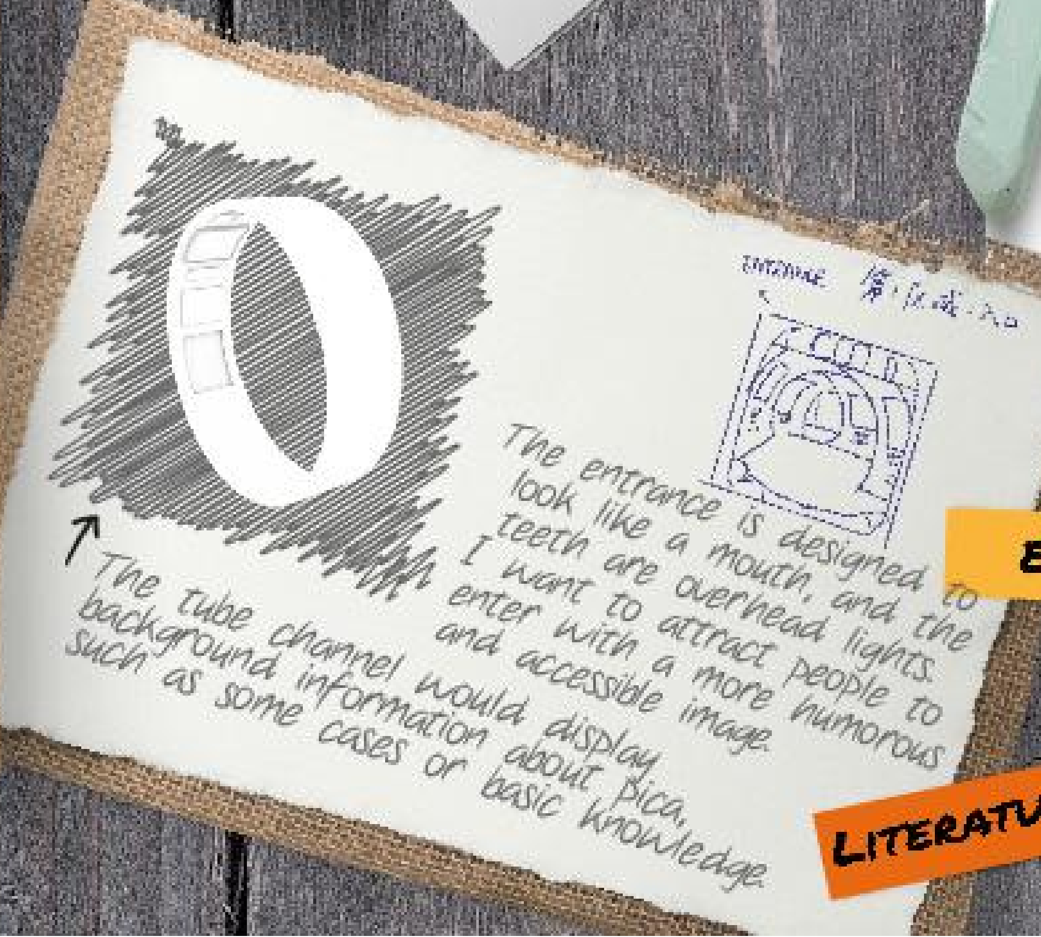
The audience can compare the difference between the two in this way.

I have set up 6 places where you can taste alternatives. The above installation allows the audience to add alternatives by themselves.



ENTRANCE

LITERATURE DISPLAY

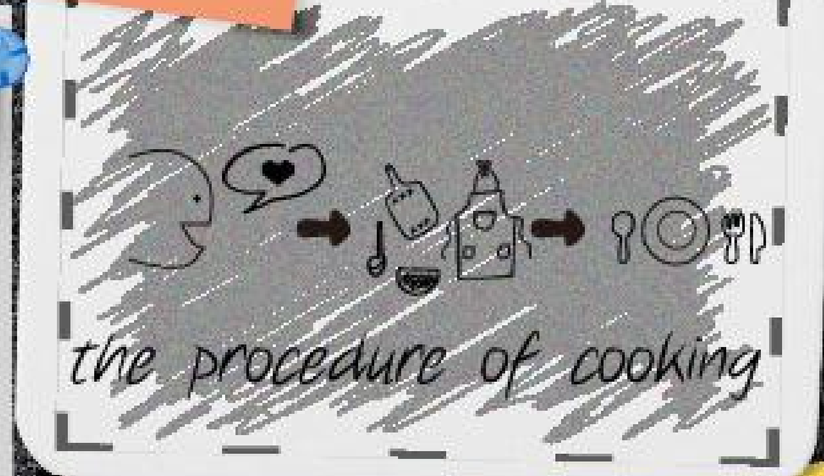


The entrance is designed to look like a mouth, and the teeth are overhead lights. I want to attract people to enter with a more humorous and accessible image.

The tube channel would display background information about pica, such as some cases or basic knowledge.

KITCHEN

Here, both pica patients and those who are willing to understand pica can learn how to make substitutes under responsible teaching and use materials to make substitutes that suit.


the procedure of cooking

MESSAGE AREA

The audience can interact, leave a message and choose the color that can represent their emotions.

After entering the message on the tablet, it will be placed on the wall to interact with the audience.

SCHEDULE

Timetables of available kitchens and names of responsible persons in every project are displayed here.

REST AREA

Tables and chairs would be placed in the outdoor area for more people to rest and participate in exchanges.

SHOP

Functioning as an exit and a store customers in need can bring home the goods they need.

PRODUCTION PROCESS

IN KITCHEN

I noticed that many pica sufferers insist on eating those items because of their texture, taste and smell. Therefore, I tried my best to restore each item with edible normal food.

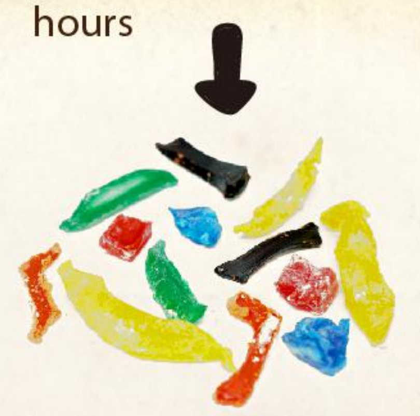
TIPS

Because many pica patients are worried about two points, one is the lack of iron, and the other is worried about calories, so I try to choose low-calorie and iron-rich materials for these foods.

PLASTIC

Material: corn starch, water, pigment, vitamin

Finally put it in the oven and bake at 65° for 3 hours



HAIR

Nostoc flagelliforme is a kind of algae that looks like hair. It is rich in minerals, iron, calcium, iodine and protein, and only 189kcal per 100 grams,.

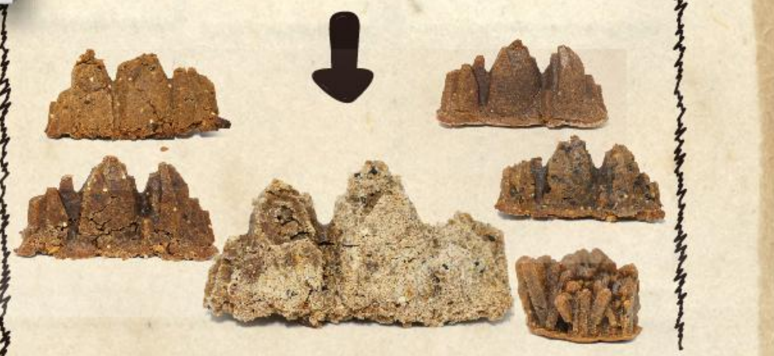
⇐ uncooked Nostoc flagelliforme

SOIL

Considering nutrition, color and soil-like loose texture, I chose cooked soybean flour, flour and rye flour as the base materials,

Imitating six different soil textures

and added some black sesame seeds that can replenish iron and grains to increase the taste.



WOOD

Saccharum officinarum

It also has a high content of inorganic elements such as calcium, phosphorus and iron. Among them.

Its plant fiber is softer than ordinary wood, does not cause harm to the human body, and can help the body to discharge waste that is not easy to be discharged in the stomach and intestines.

FEEDBACK

I feel that these foods will not make me worry too much about health.

It tastes really like wood!

It tastes very similar, and it is easier to accept, but I hope there are more varieties.

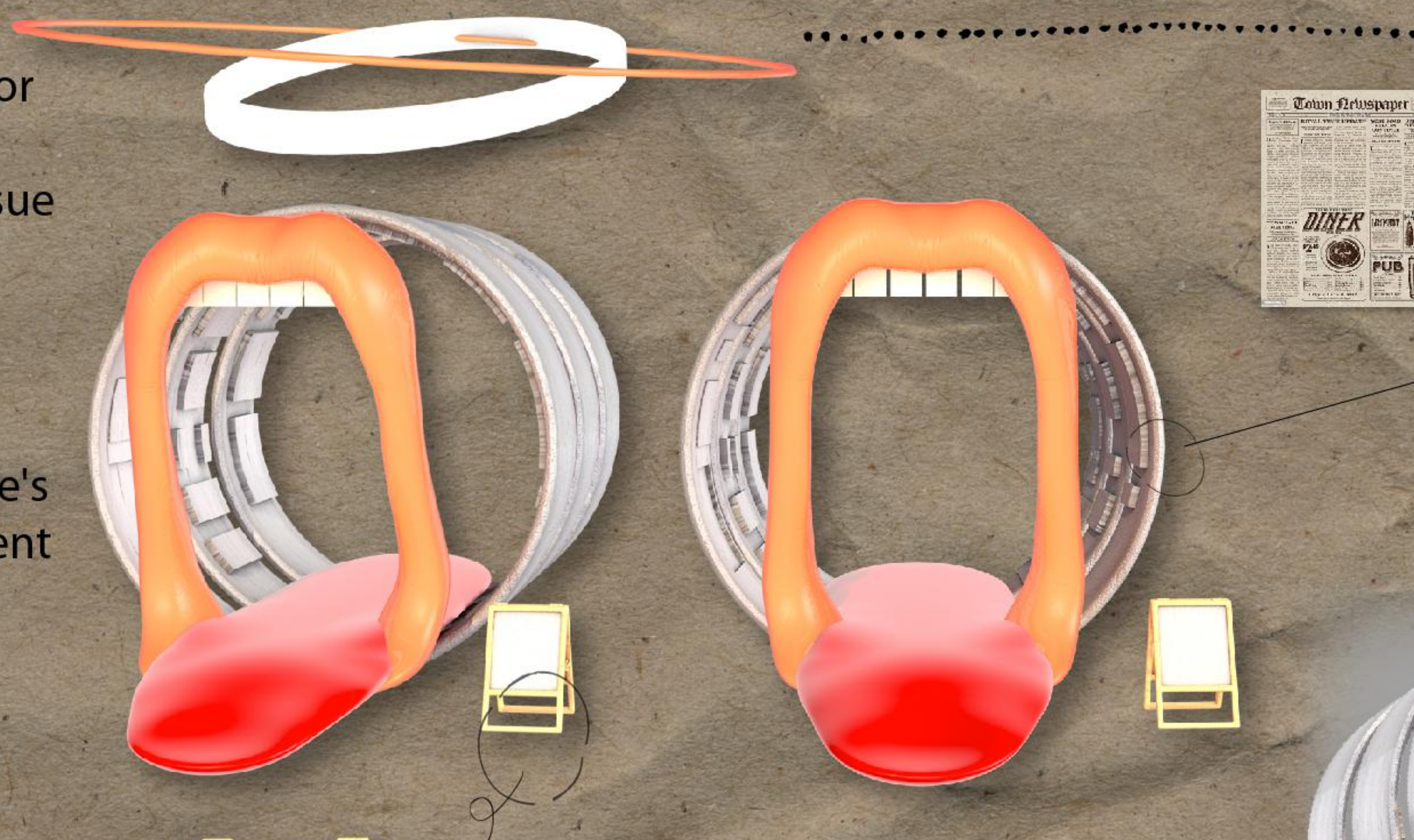
DETAIL DESIGN

start here

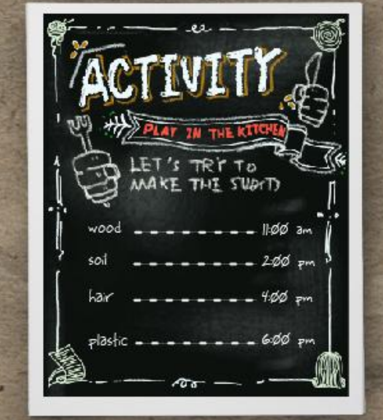
ENTRANCE + FRONT PORCH

I chose flesh orange for the whole color, and used a lot of body tissue elements.

Hoping the entrance with a cartoonized mouth arouses people's curiosity, and then went to visit.



Display relevant information, news and pictures about pica.



ACTIVITY

PLAY IN THE KITCHEN

LET'S TRY TO MAKE THE SUBJECT

wood ---------- 11:00 am

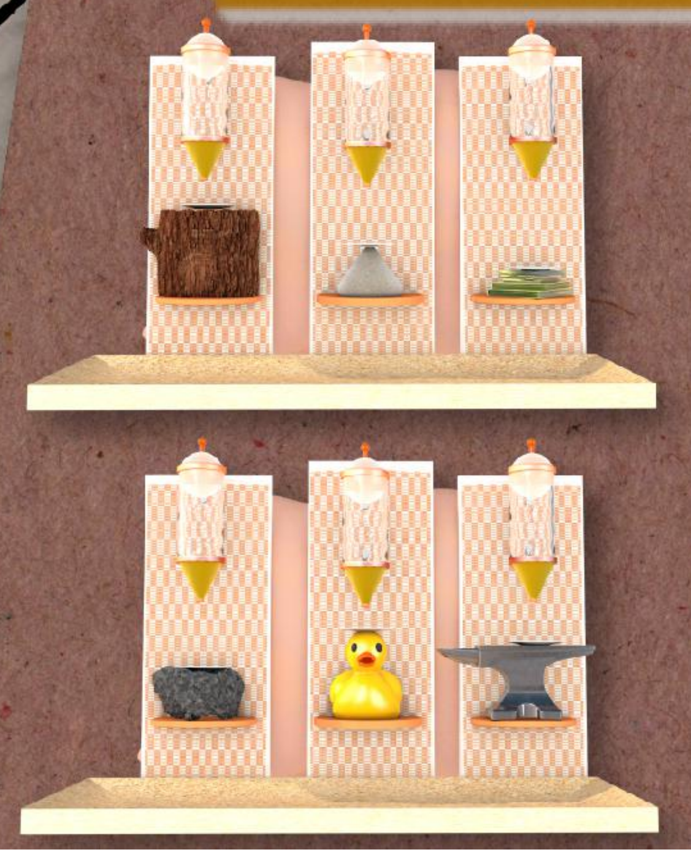
soil ---------- 2:00 pm

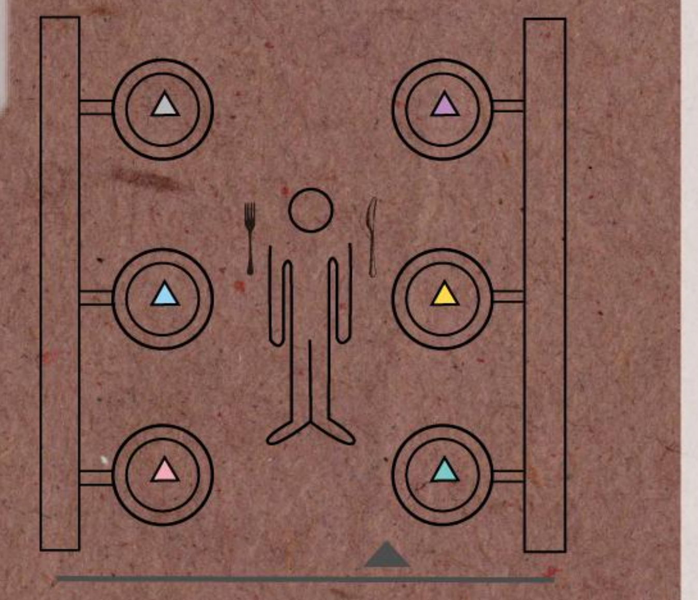
hair ---------- 4:00 pm

plastic ---------- 6:00 pm

Here, you will be notified of the available participation time for each production activity every day.

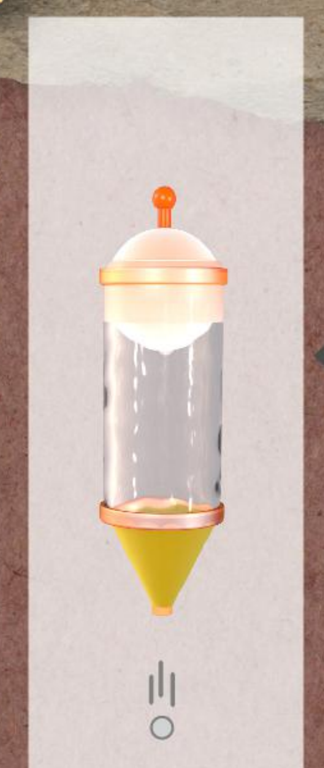
TASTING AREA





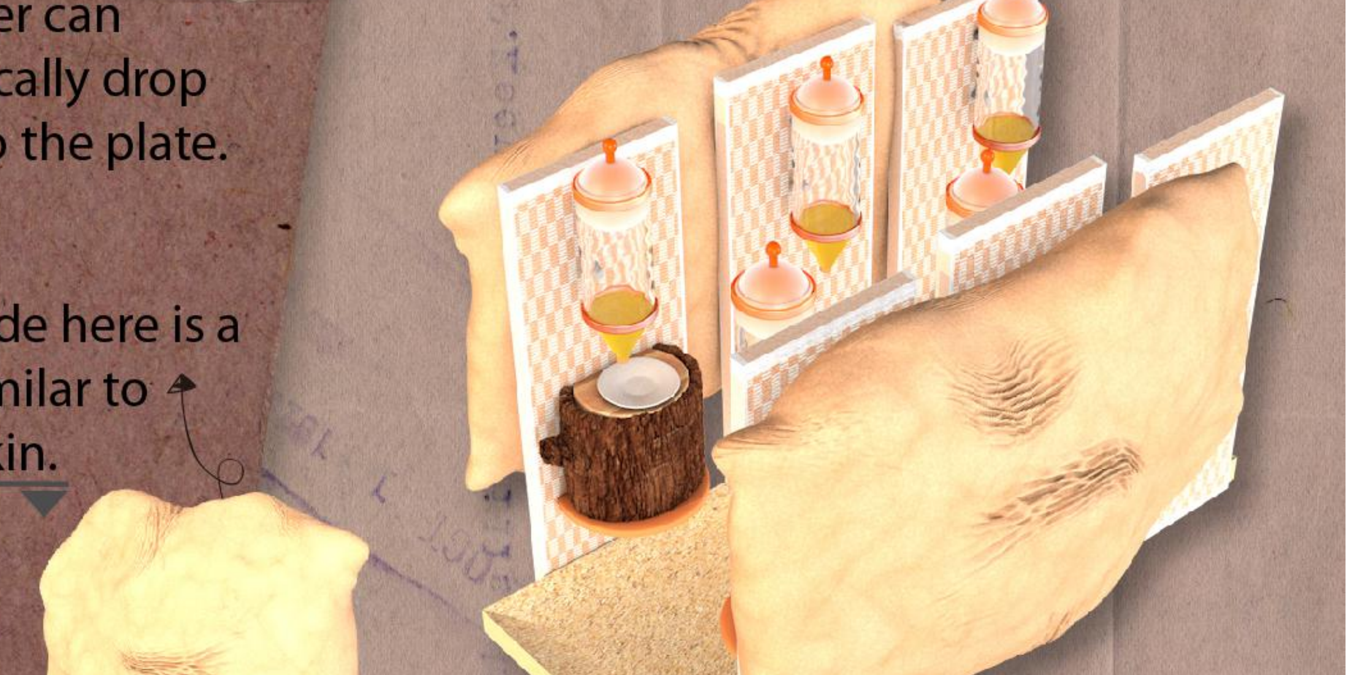
The substitute and the food of the original pica patient bring a visual impact.

I prepared six different materials



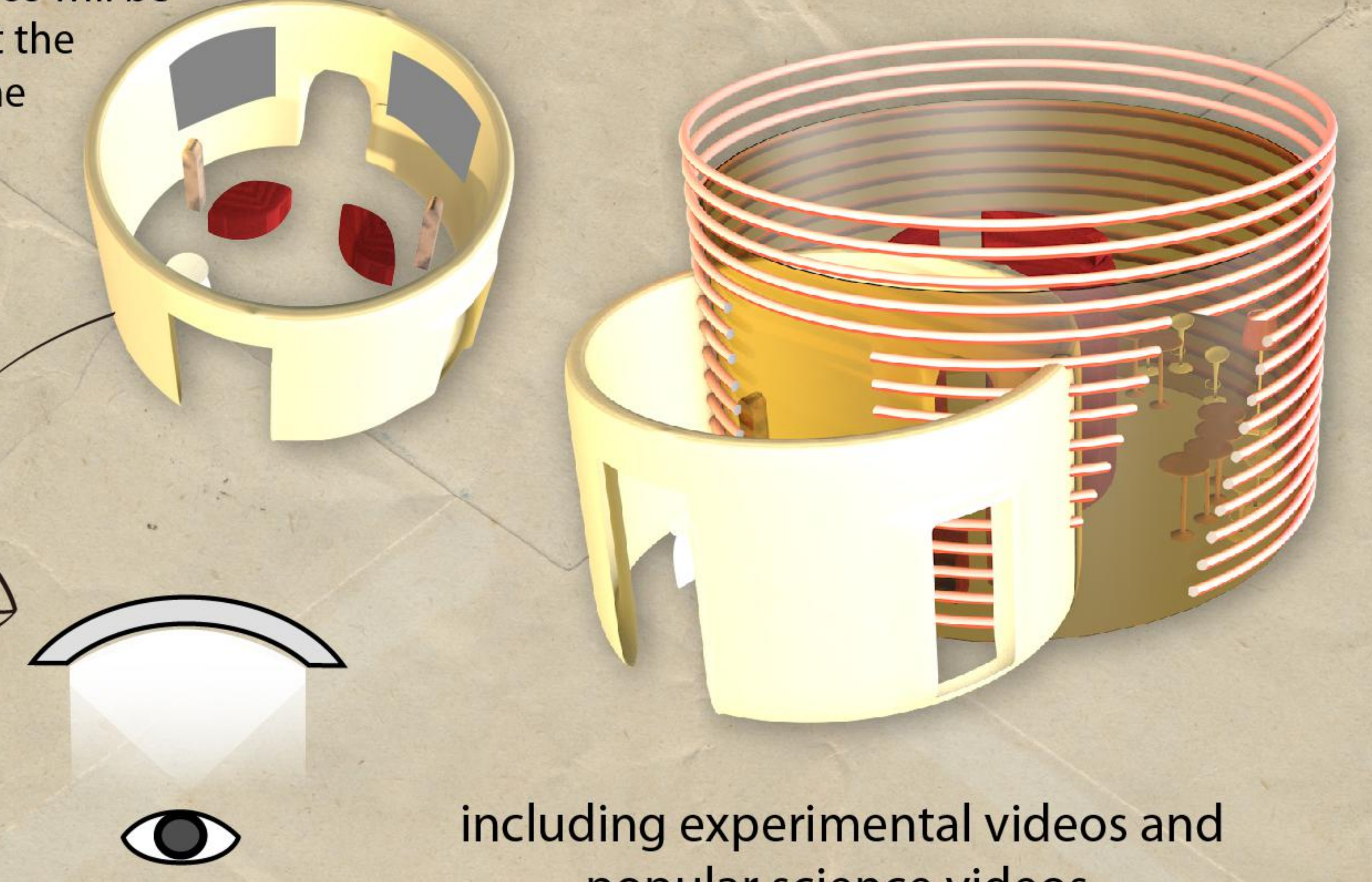
This feeder can automatically drop food onto the plate.

The outside here is a device similar to human skin.



THEATER

Two videos will be played at the same time here

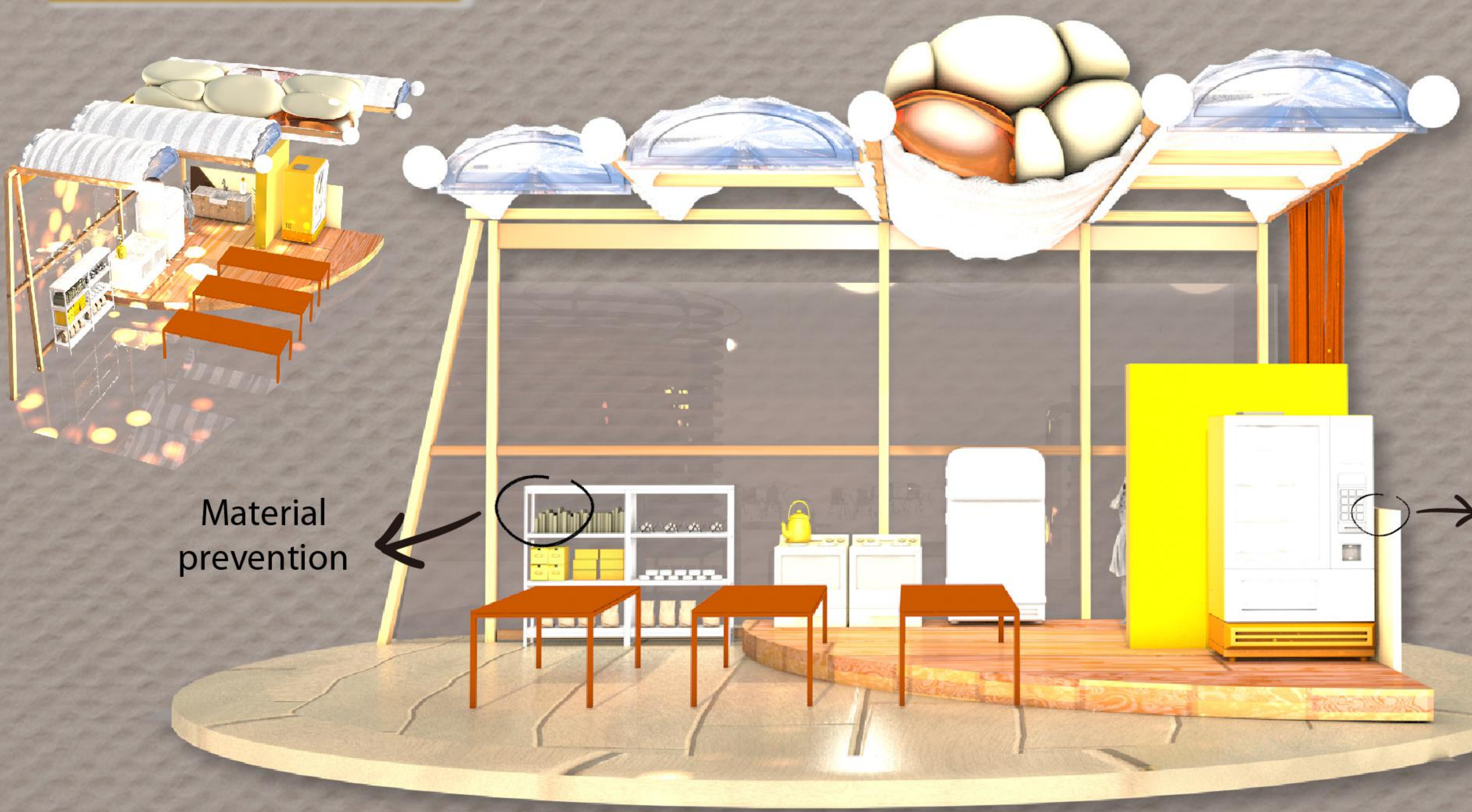


including experimental videos and popular science videos.

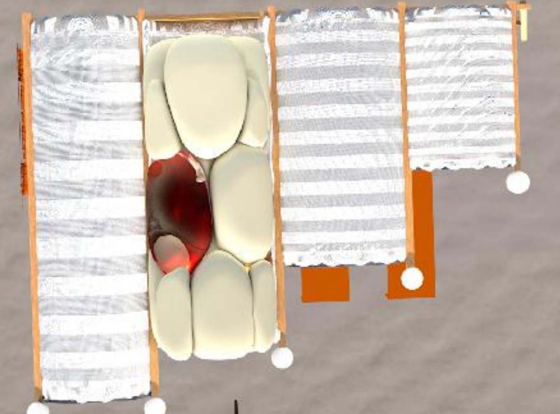
EXCHANGE ROOM

At the back of the screening hall, people who want to find companions or communicate with each other can wait a while and find someone like themselves to chat.

KITCHEN



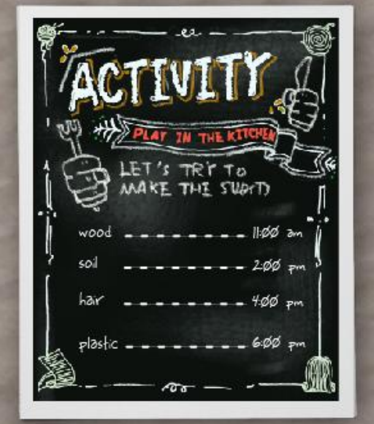
Material prevention



details of the ceiling

Self-service vending machine

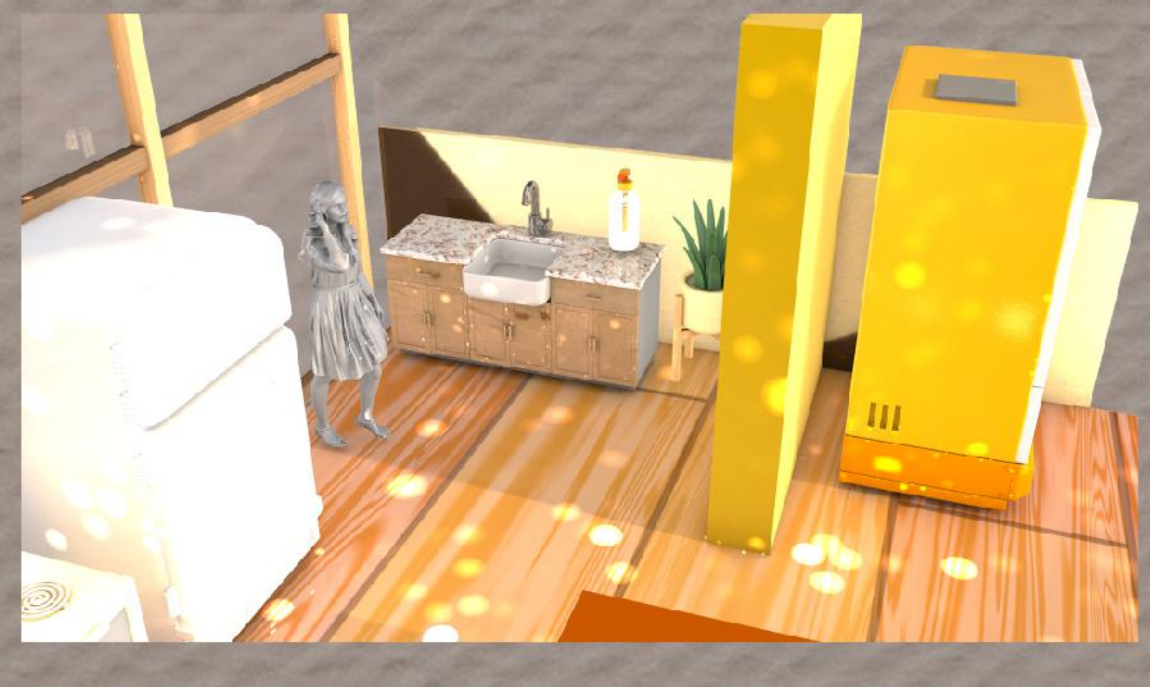
At the time of the activity, the assistant will lead the participants to try to make alternatives. The activity will be very flexible. In addition to the basic production methods, participants can also add their own ideas.

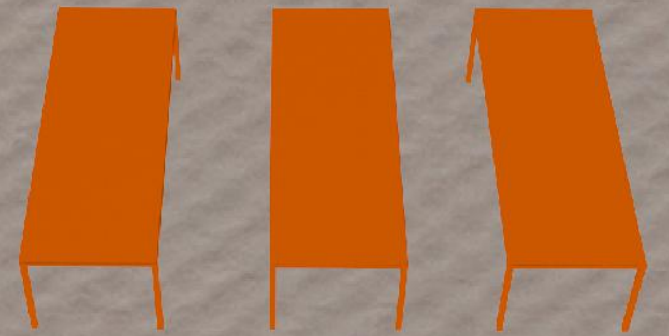


ACTIVITY
PLAY IN THE KITCHEN
LET'S TRY TO MAKE THE SUBT)
wood ---------- 11:00 am
soil ---------- 2:00 pm
hair ---------- 4:00 pm
plastic ---------- 6:00 pm

Activity planning

Kitchen sink

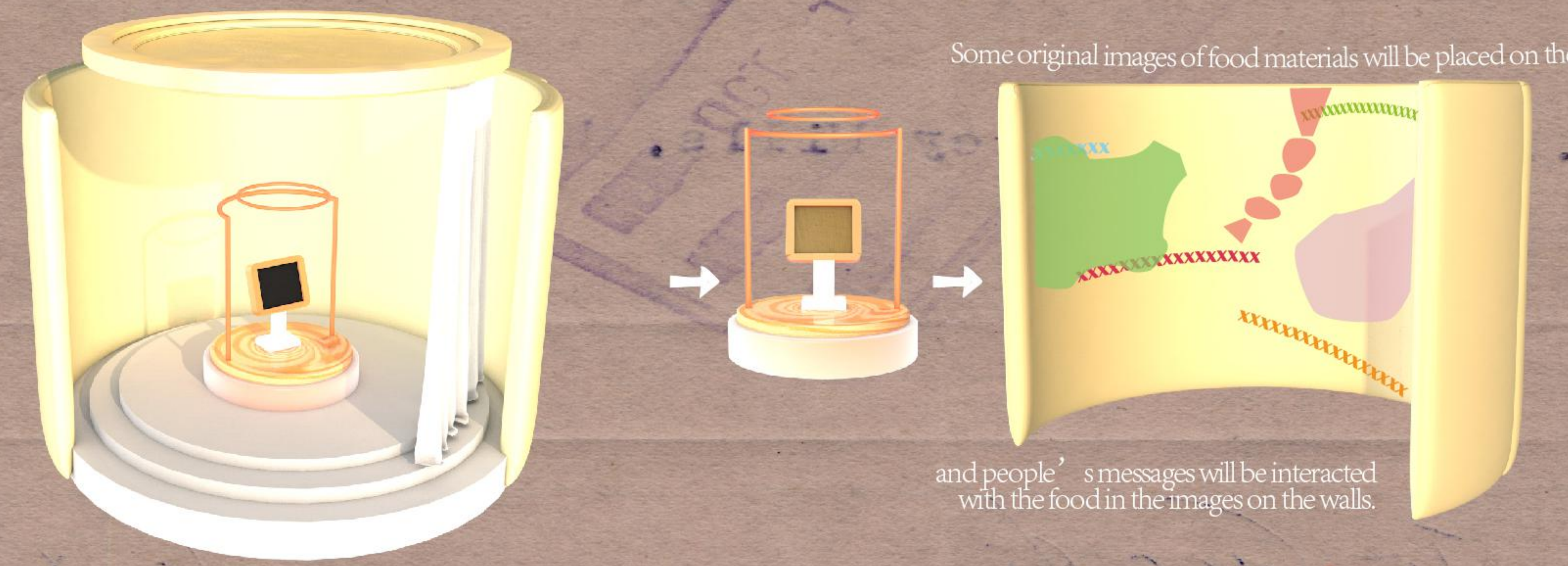




Operating desk

MESSAGE AREA

After entering this room, people can give feedback, leave a message and express their opinions. They can say their views on this lightning, or what they want to say to the group of pica patients, or suggestions for the alternatives we provide.



Some original images of food materials will be placed on the walls

and people' s messages will be interacted with the food in the images on the walls.

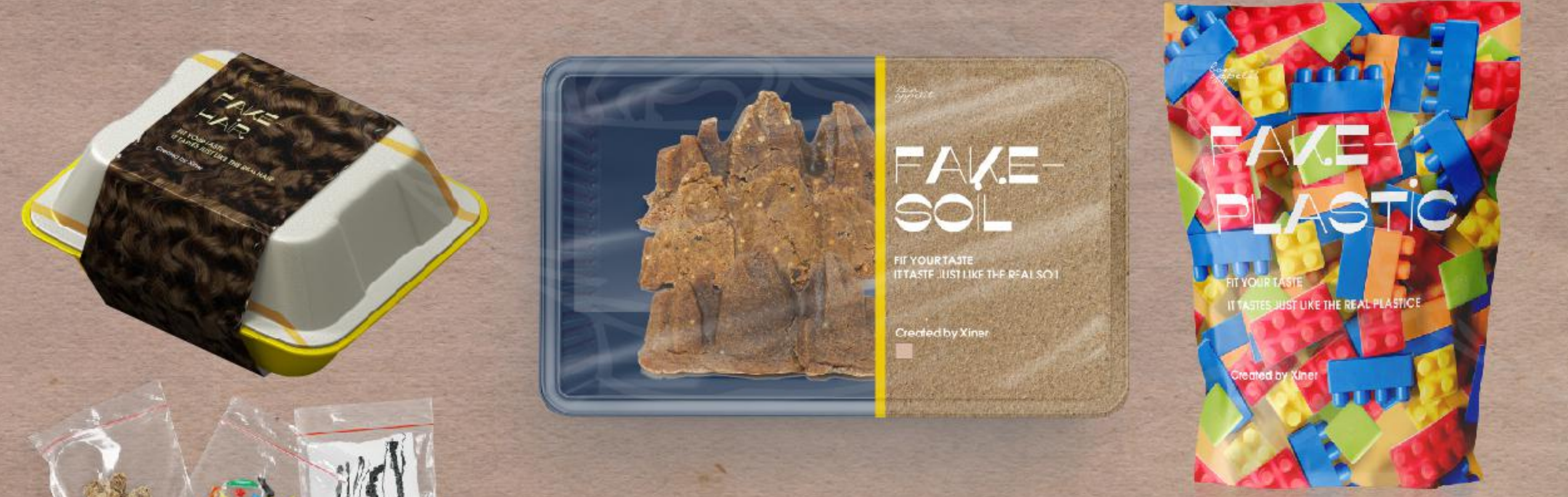
At the same time, we also have a special service button here. You can make an appointment with a professional psychologist in the system for counseling. There will be a psychologist coming to the communication room to wait from 3 to 5 pm every day. Patients who hope to communicate with him can get it from here The location and information of the doctor. I hope that this pop-up shop can give people who dare not go to the hospital to face their own illnesses the courage to see a doctor.

SHOP

There are several alternatives to foods that are most frequently talked about for pica sufferers.

checkout counter

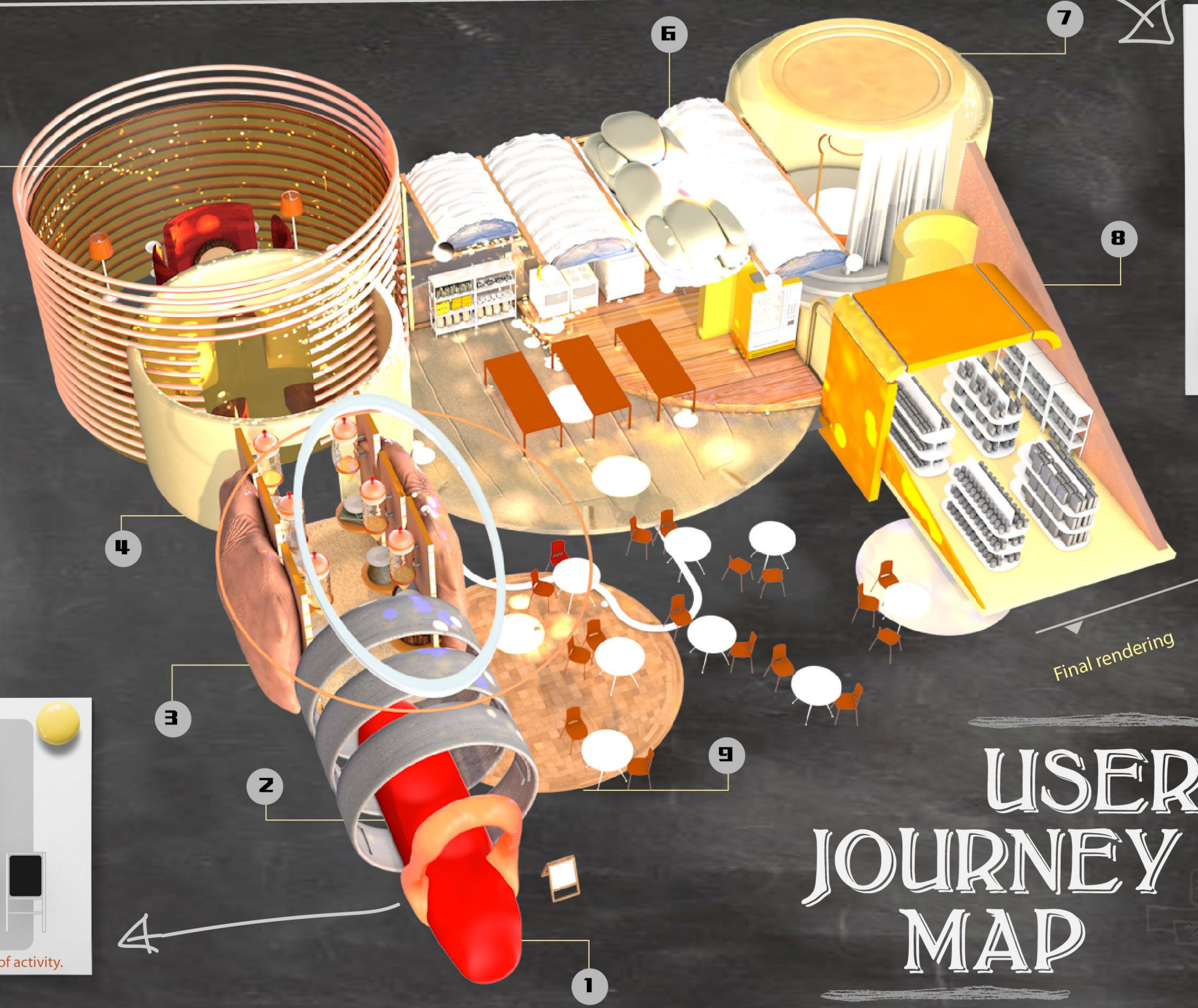
In addition to actually trying to make food, I also designed packaging that has a texture similar to the original material.



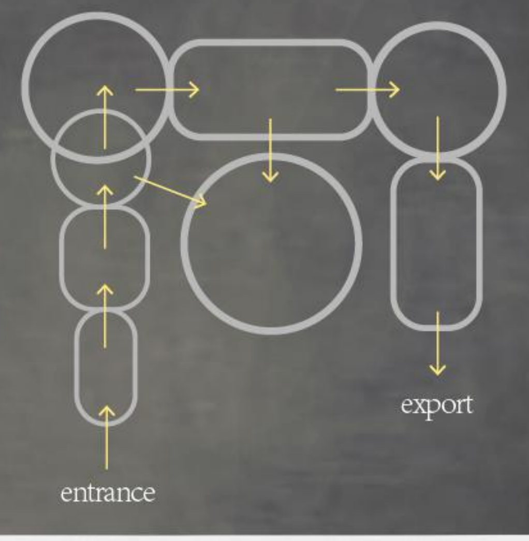
FAKE HAIR
FIT YOUR TASTE
IT TASTES JUST LIKE THE REAL HAIR
Created by Xiner
FAK.E-SOIL
FIT YOUR TASTE
IT TASTE JUST LIKE THE REAL SOIL
Created by Xiner
FAK.E-PLASTIC
FIT YOUR TASTE
IT TASTES JUST LIKE THE REAL PLASTICE
Created by Xiner

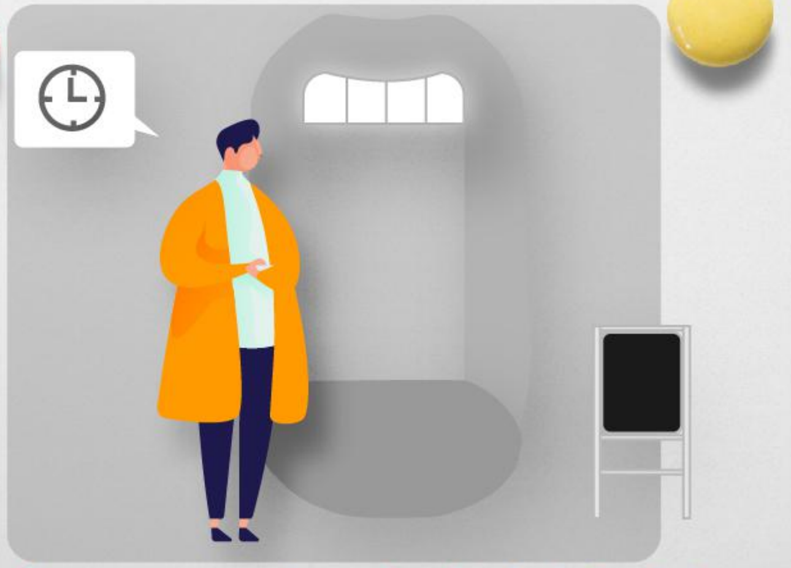
There are these four in total.

USER JOURNEY MAP

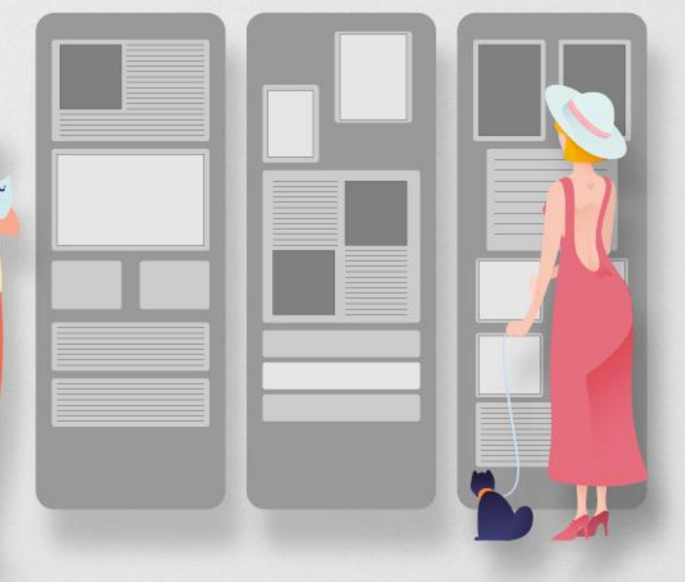


Final rendering

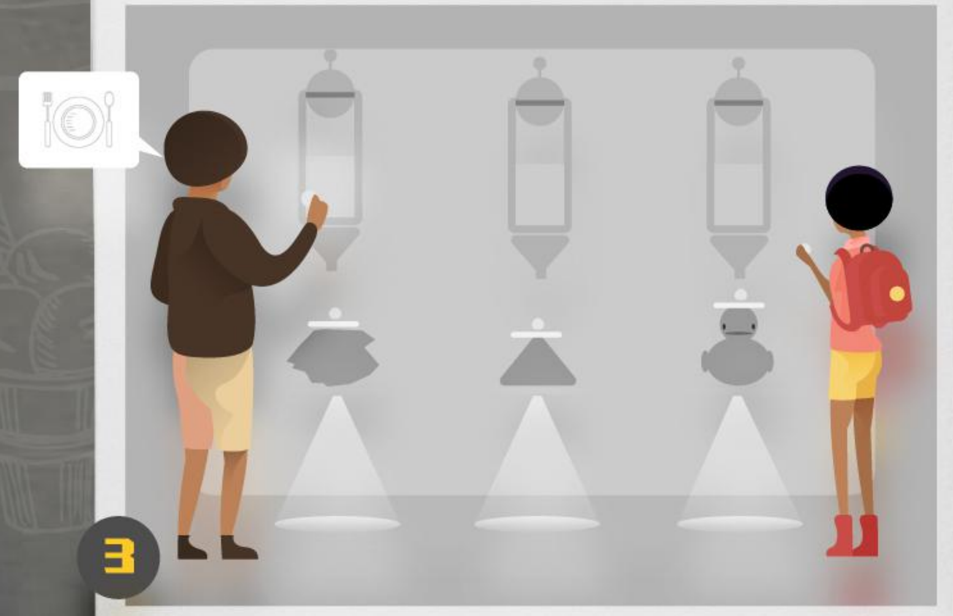




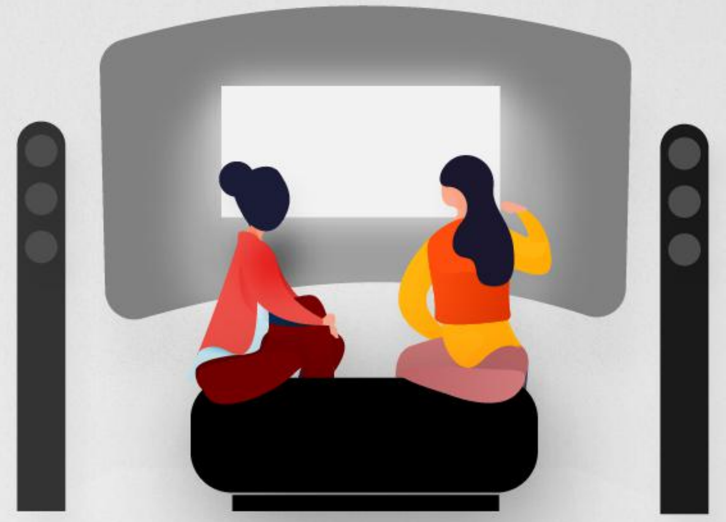
1 Finding entrance and get the scheduel of activity.



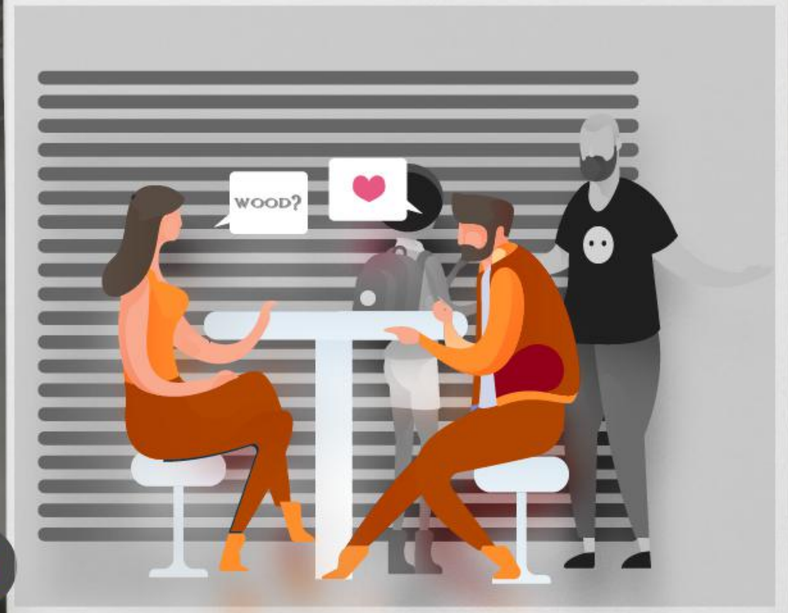
2 Reading the background knowledge and reports.



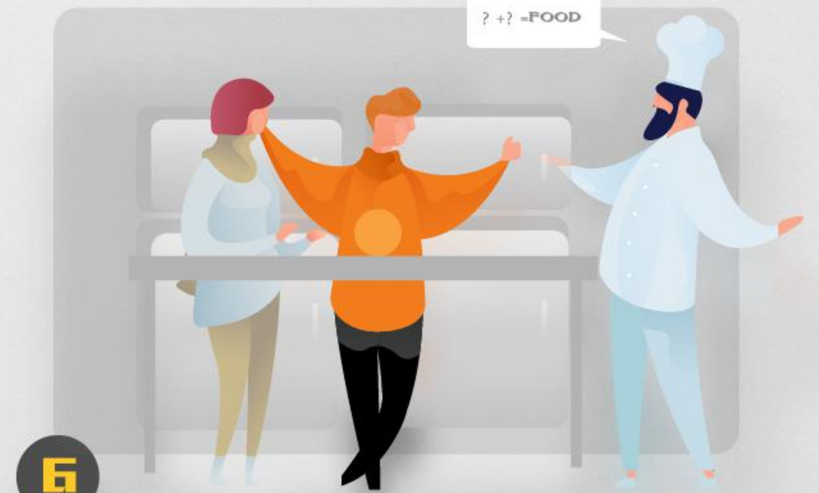
3 Reading the background knowledge and reports.



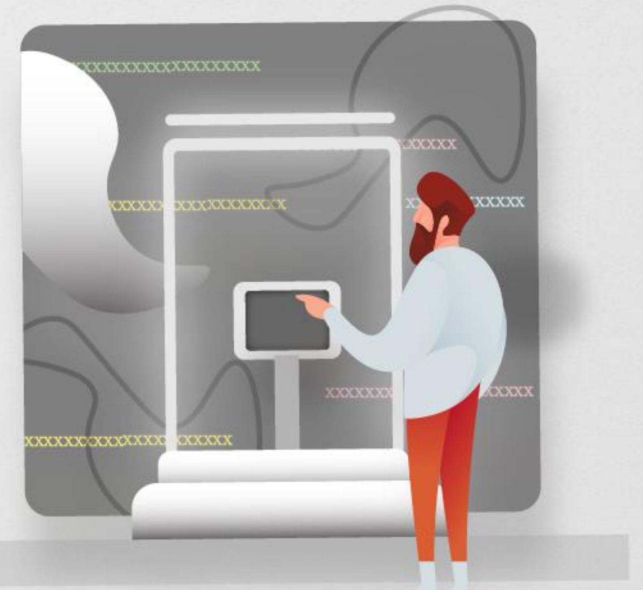
4 Watchinng documentaries and experimental images.



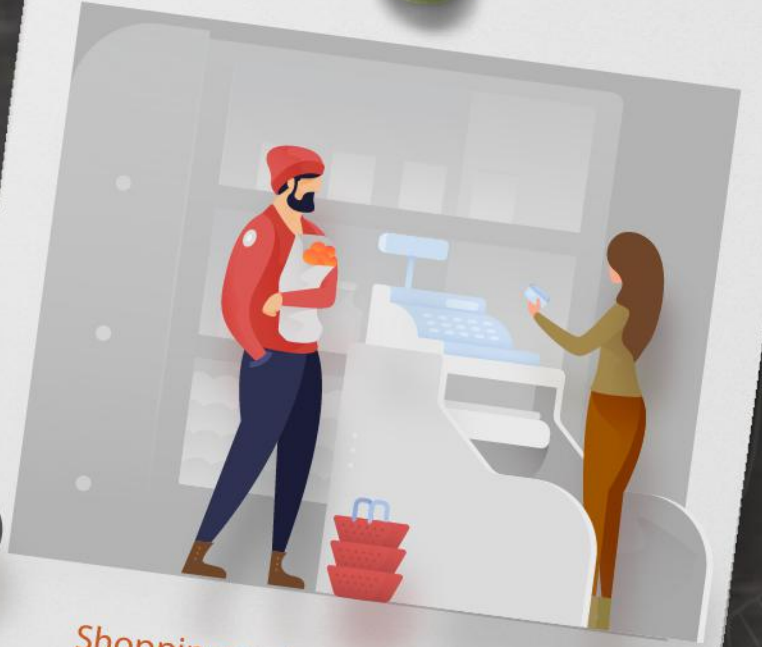
5 A place the Pica patients can socialize and find companions



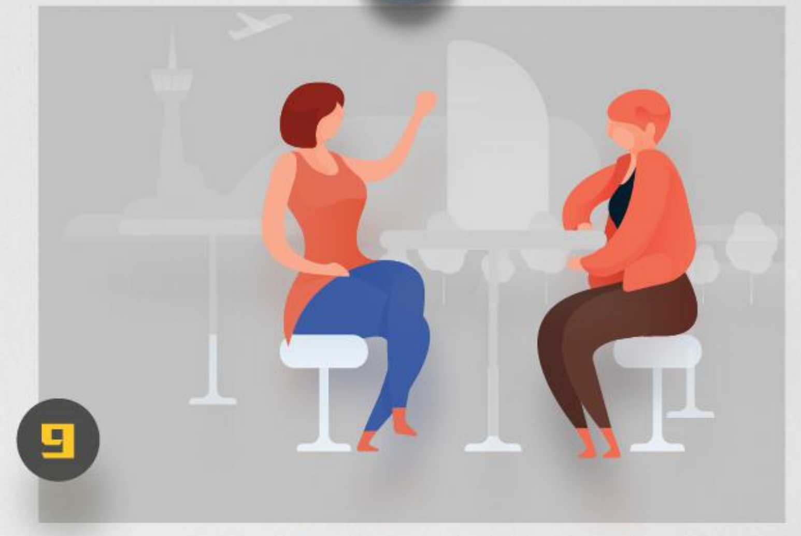
6 Learn how to make a pica substitute.



7 Post thoughts and feedback



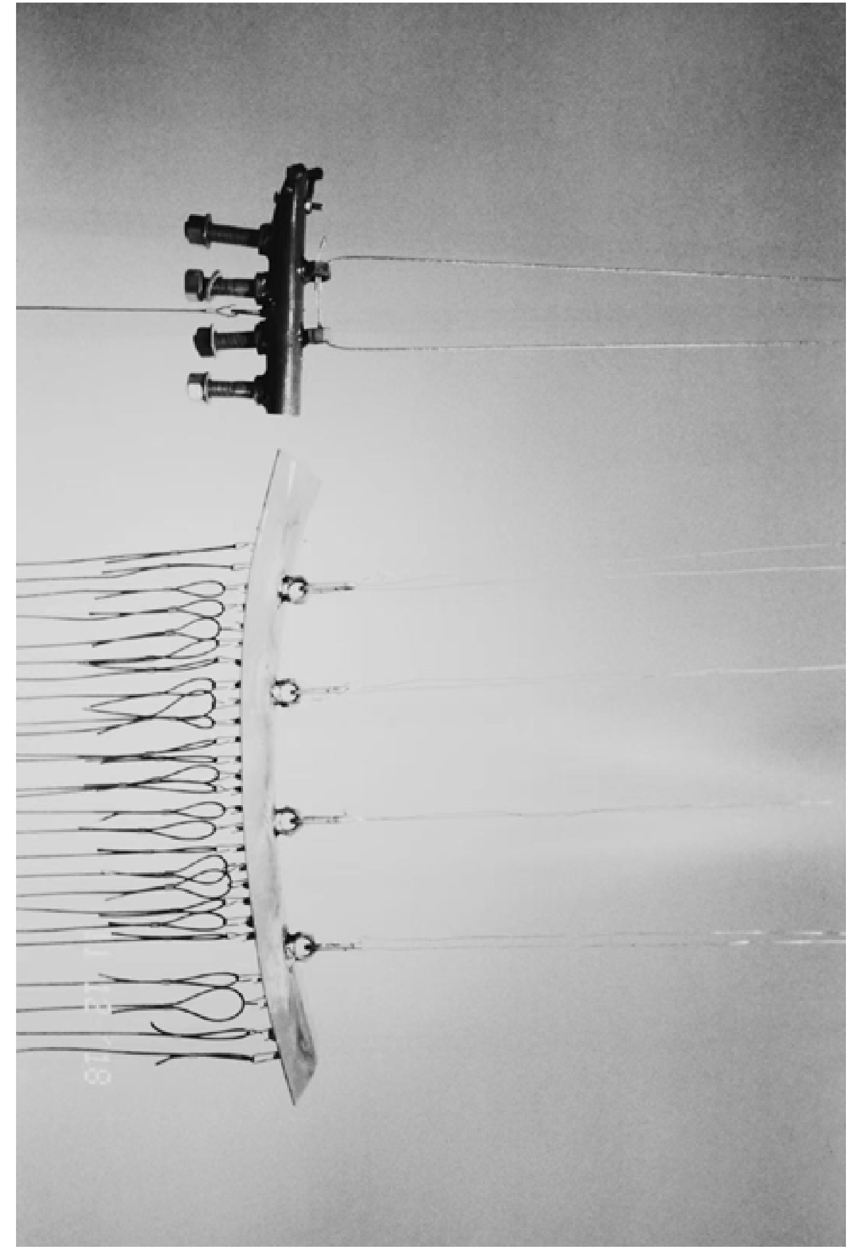
8 Shopping and making comments

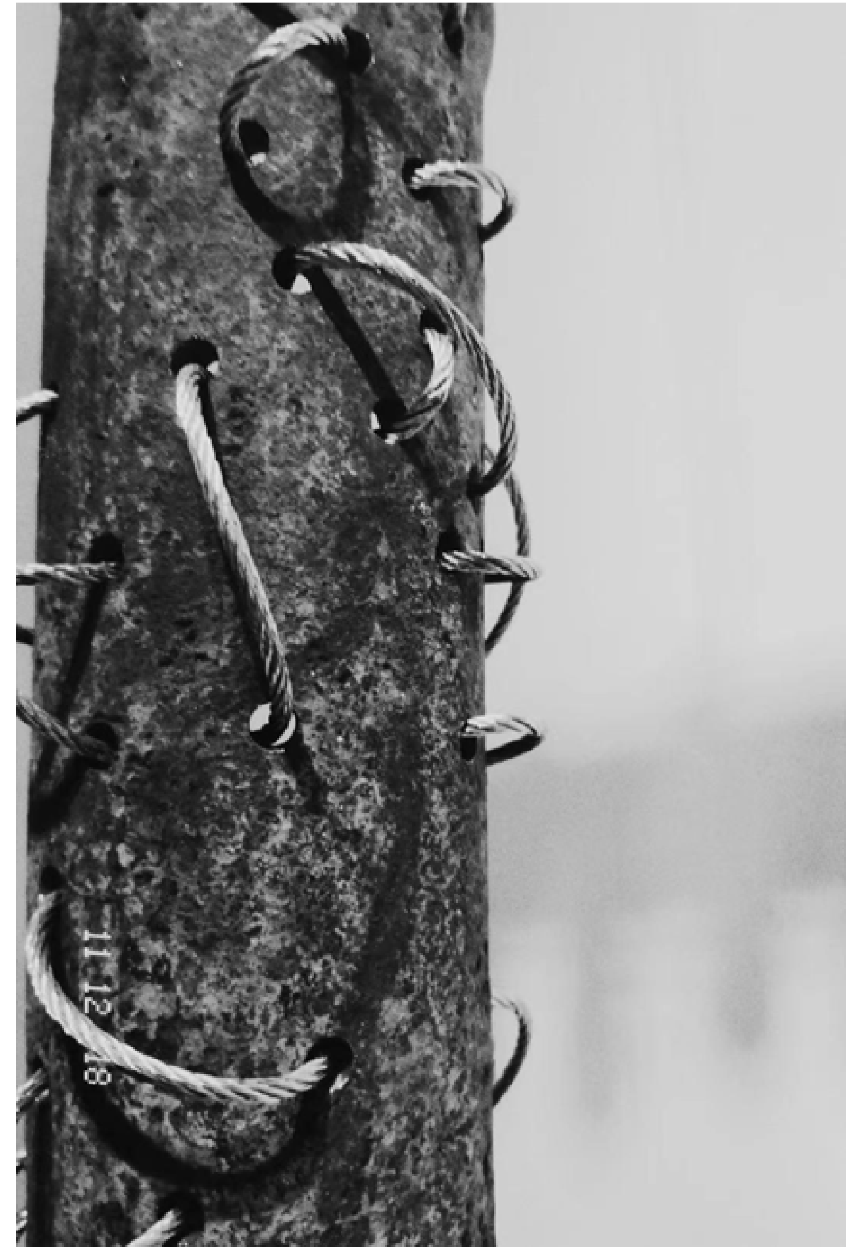


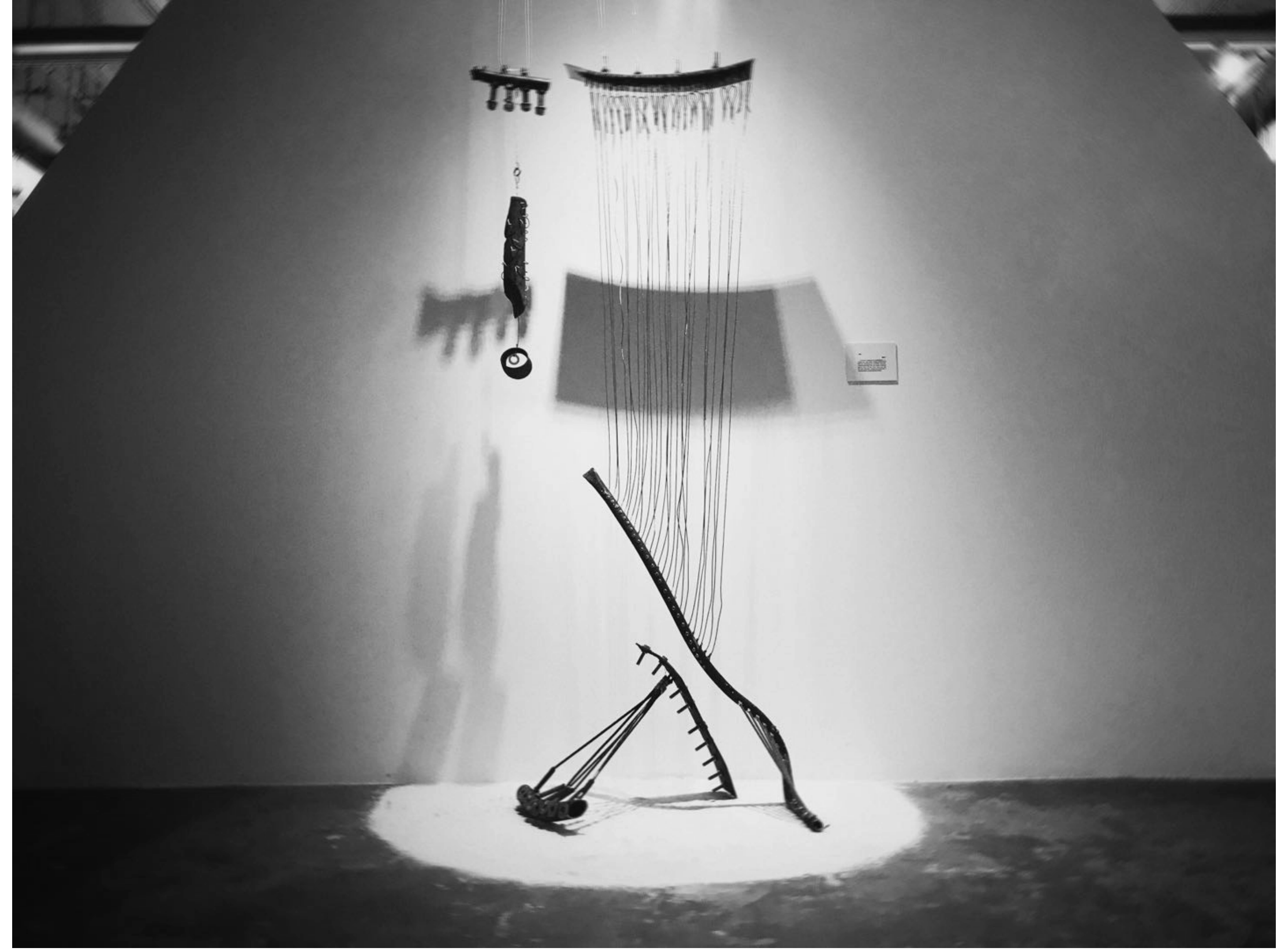
9 rest and continue to communicate

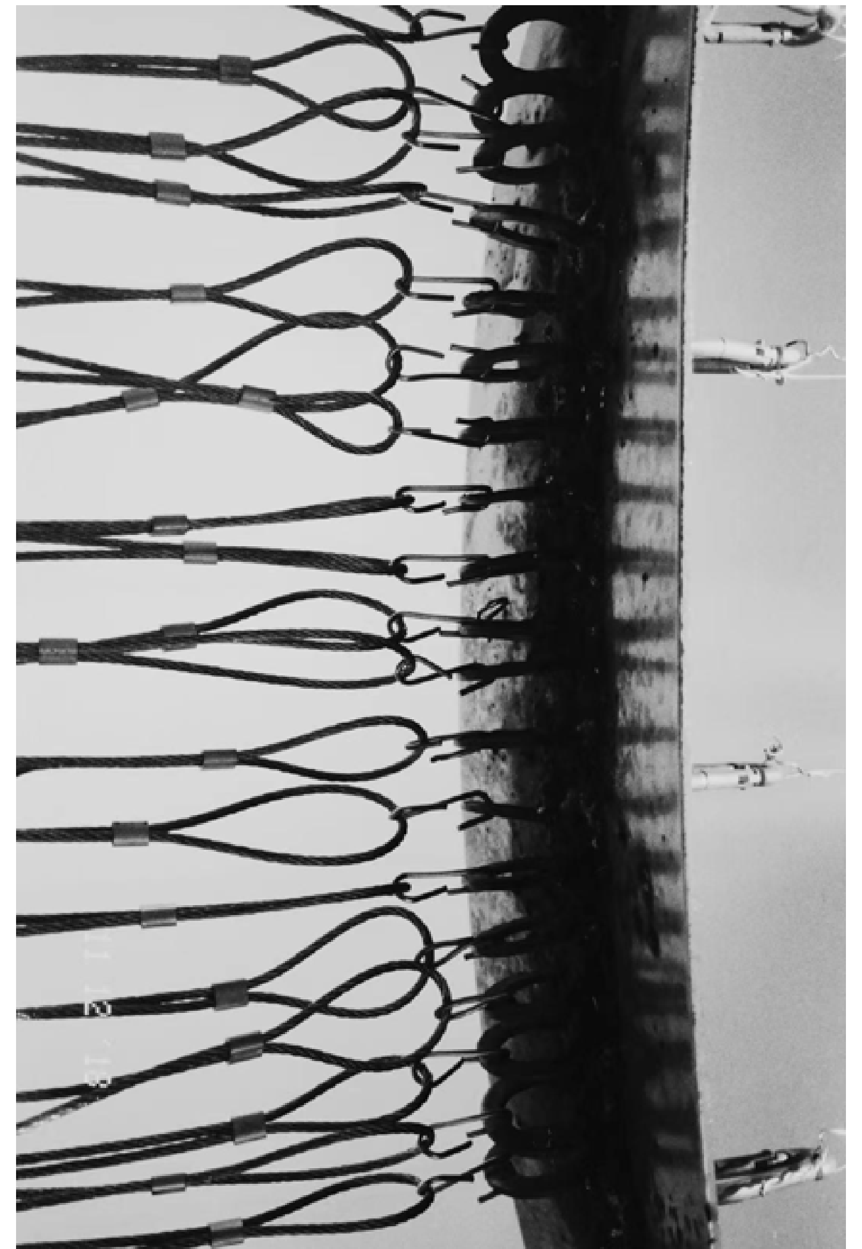
Other Works

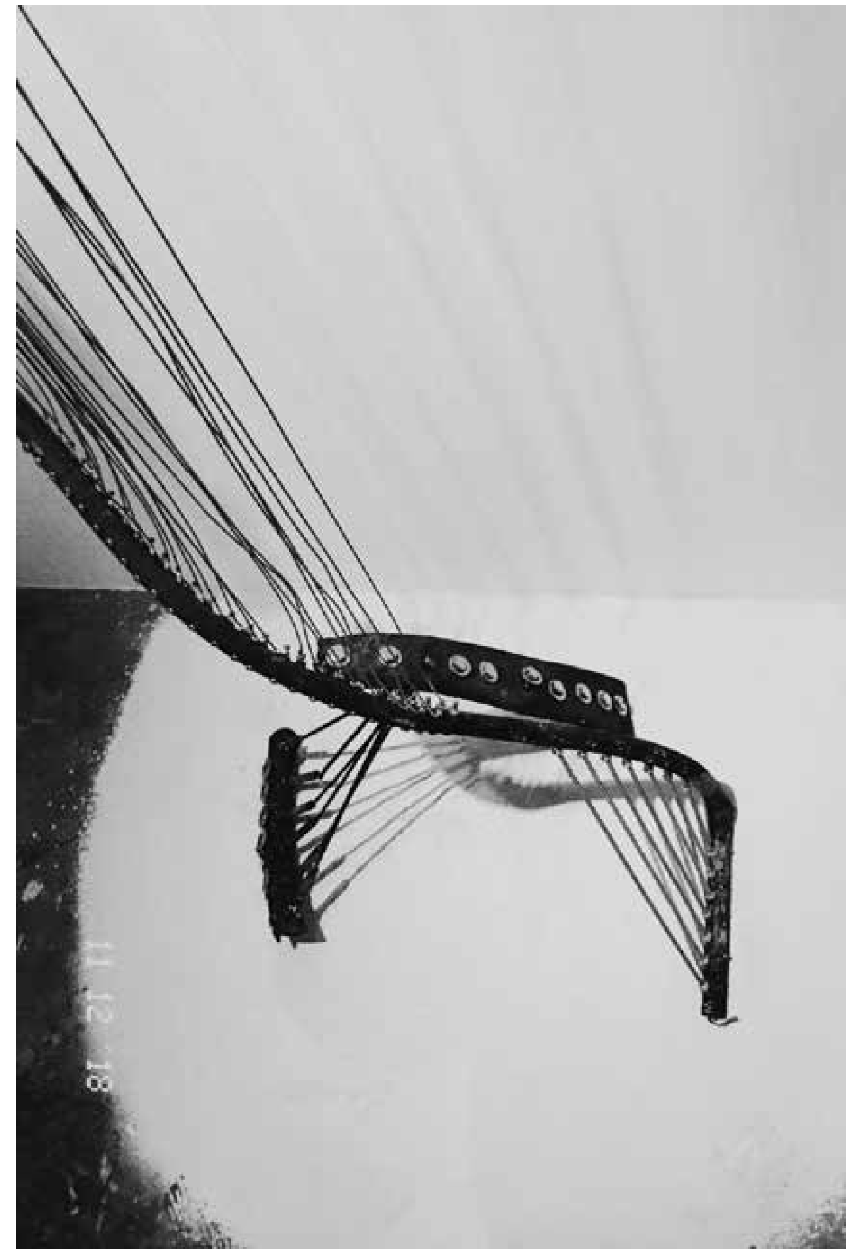
- *Sculpture
- *Experimental Film
- *Game
- *Artist's book
- *Figure Design



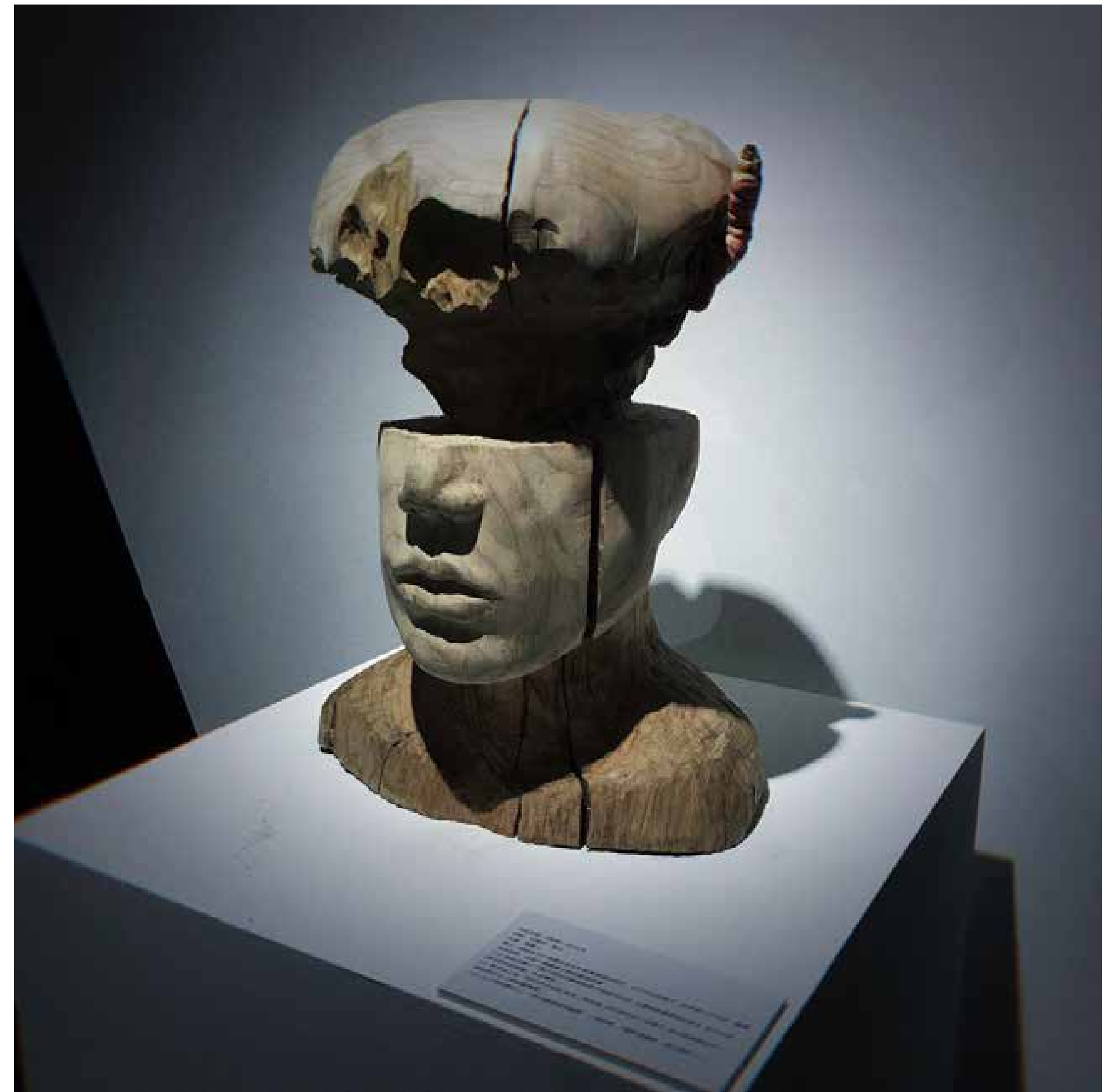




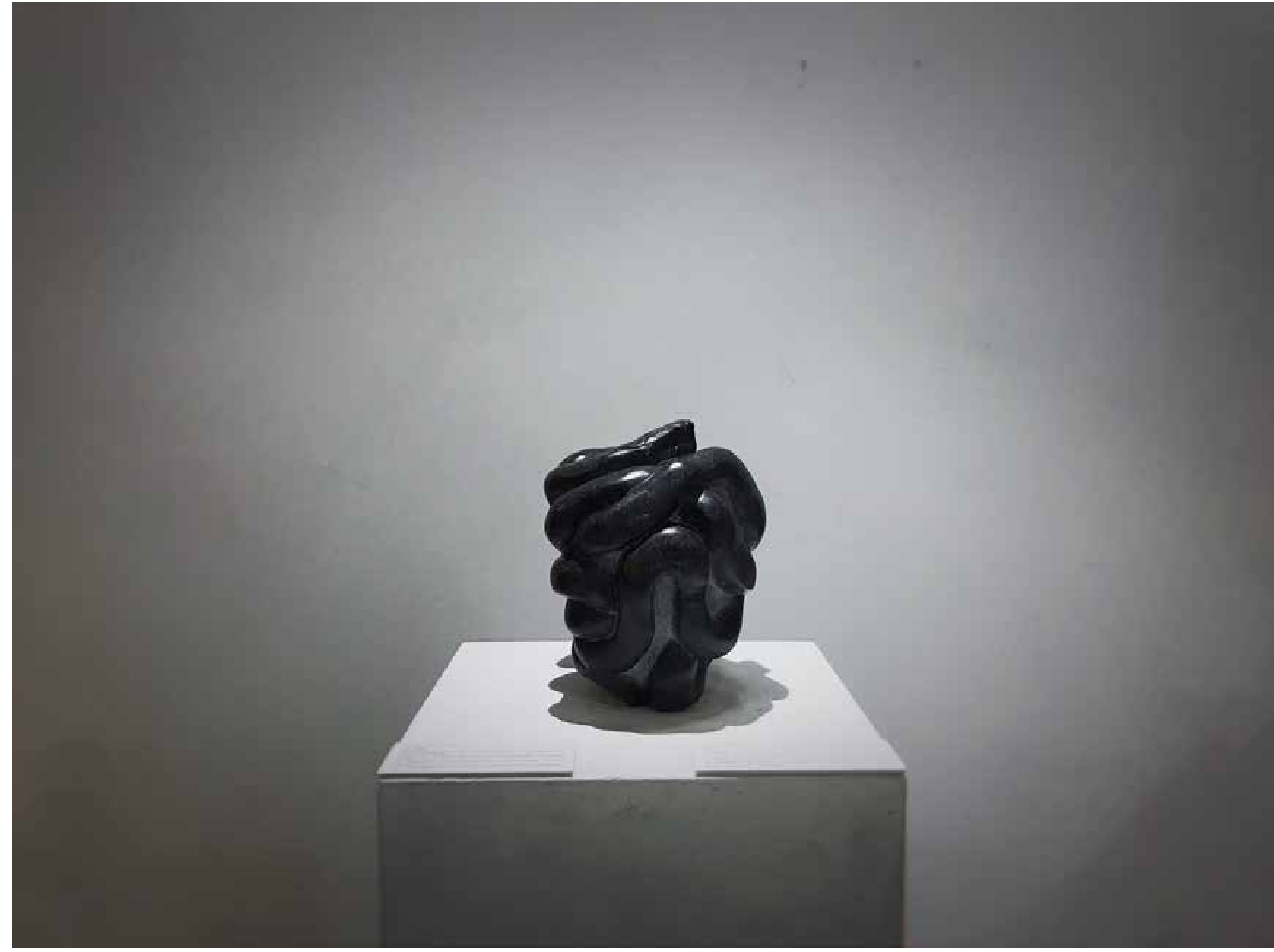




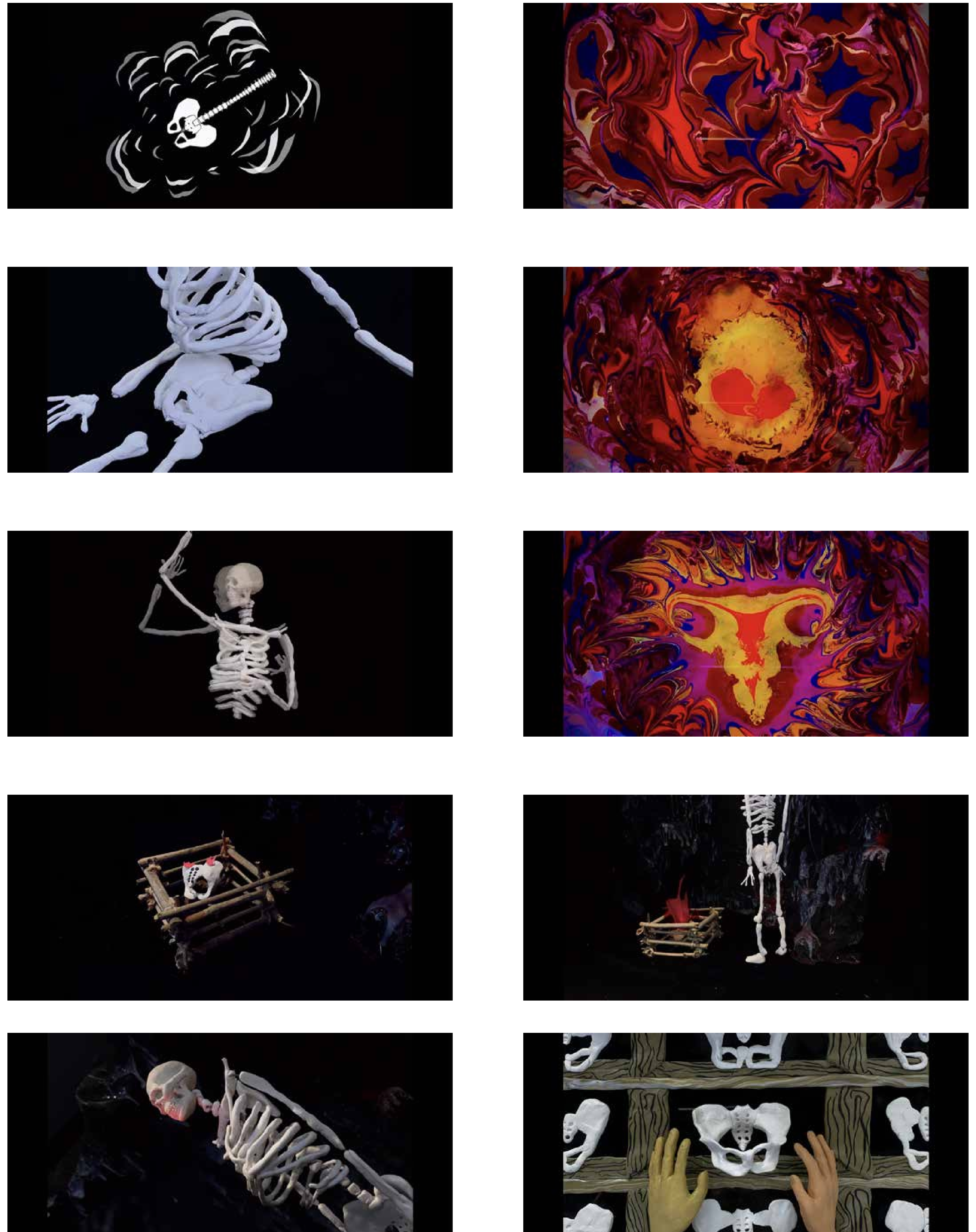
*Rhythm
rusty iron, steel rope
2018



*ABMI-105
Camphor wood
2018



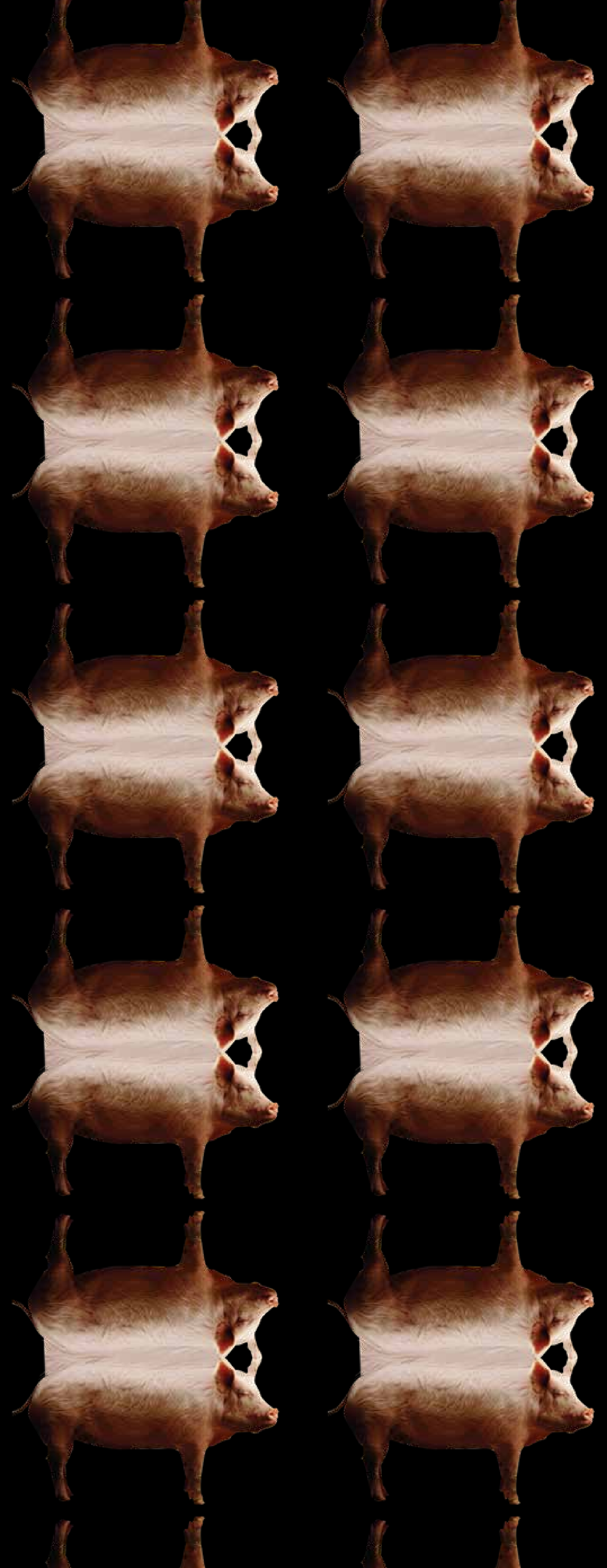
*ABMI-106
granite
2018

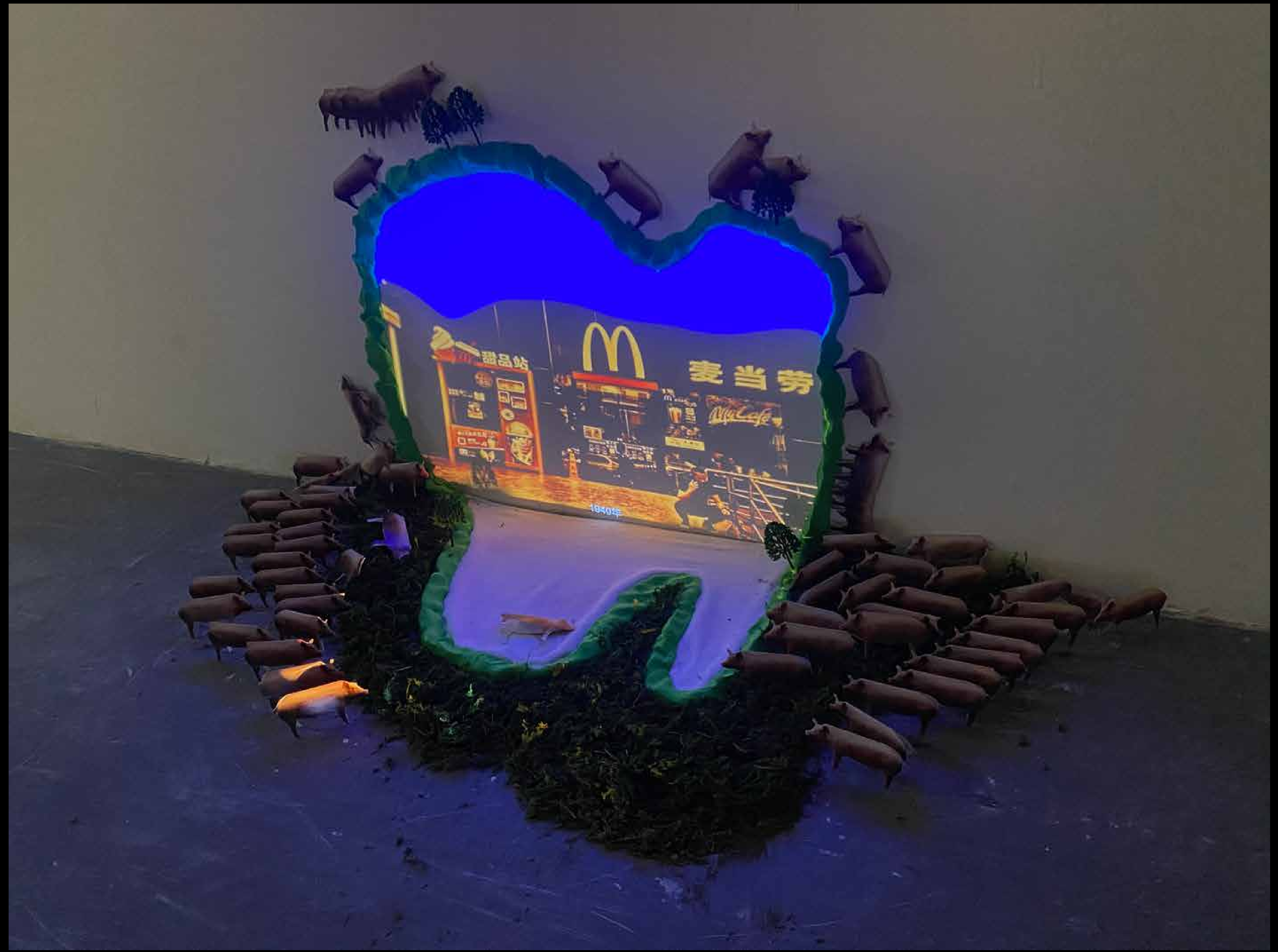


*Then it all went wrong

Stop-motion Animation
2020

*Video Link:
https://youtu.be/t3IrE85dFco





*Video Link:
https://youtu.be/0LOr2iH8AzE

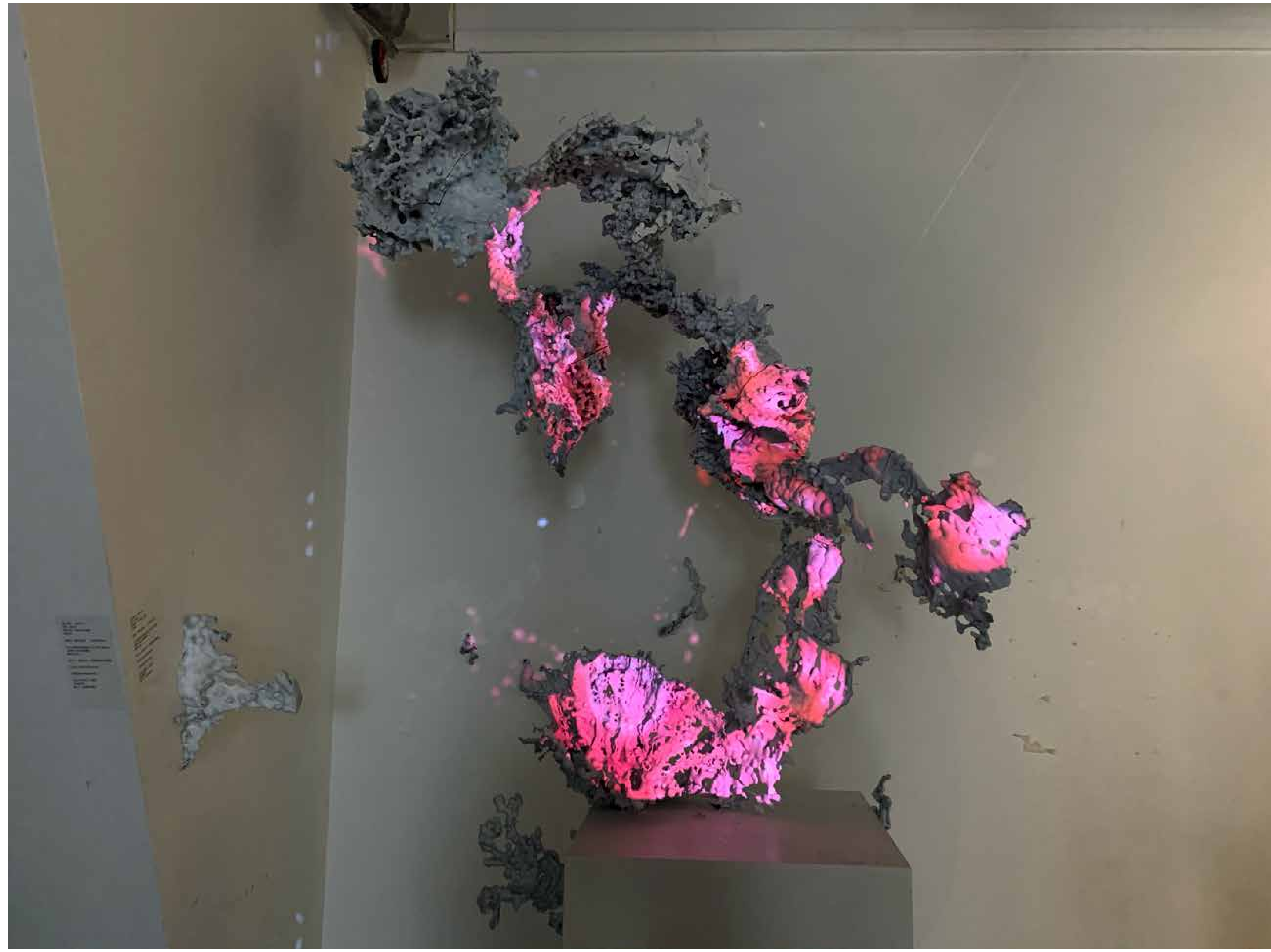
*Pigs
experimental film
2021

*Experimental Film

*Silence

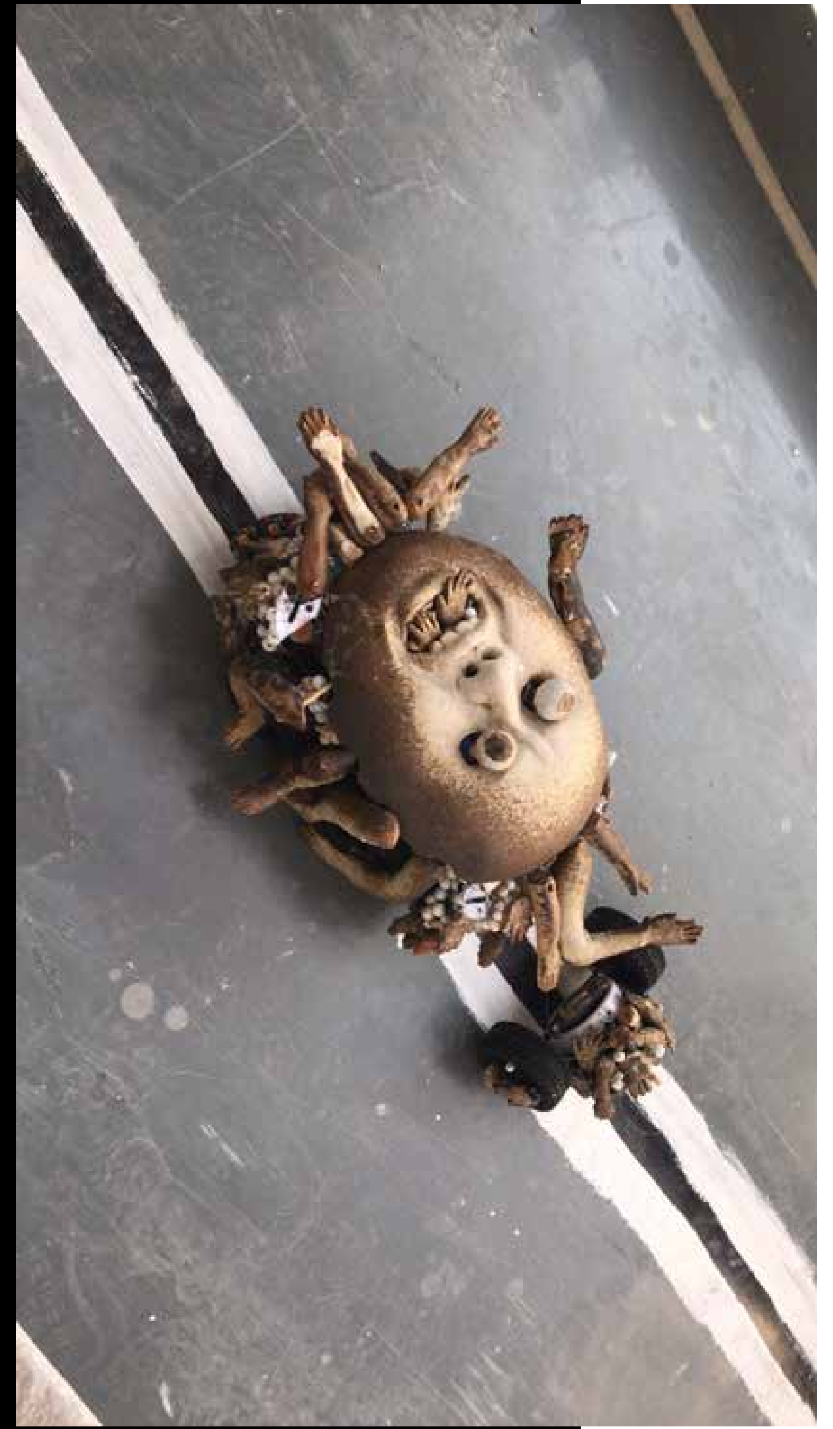
linen,glue
2018

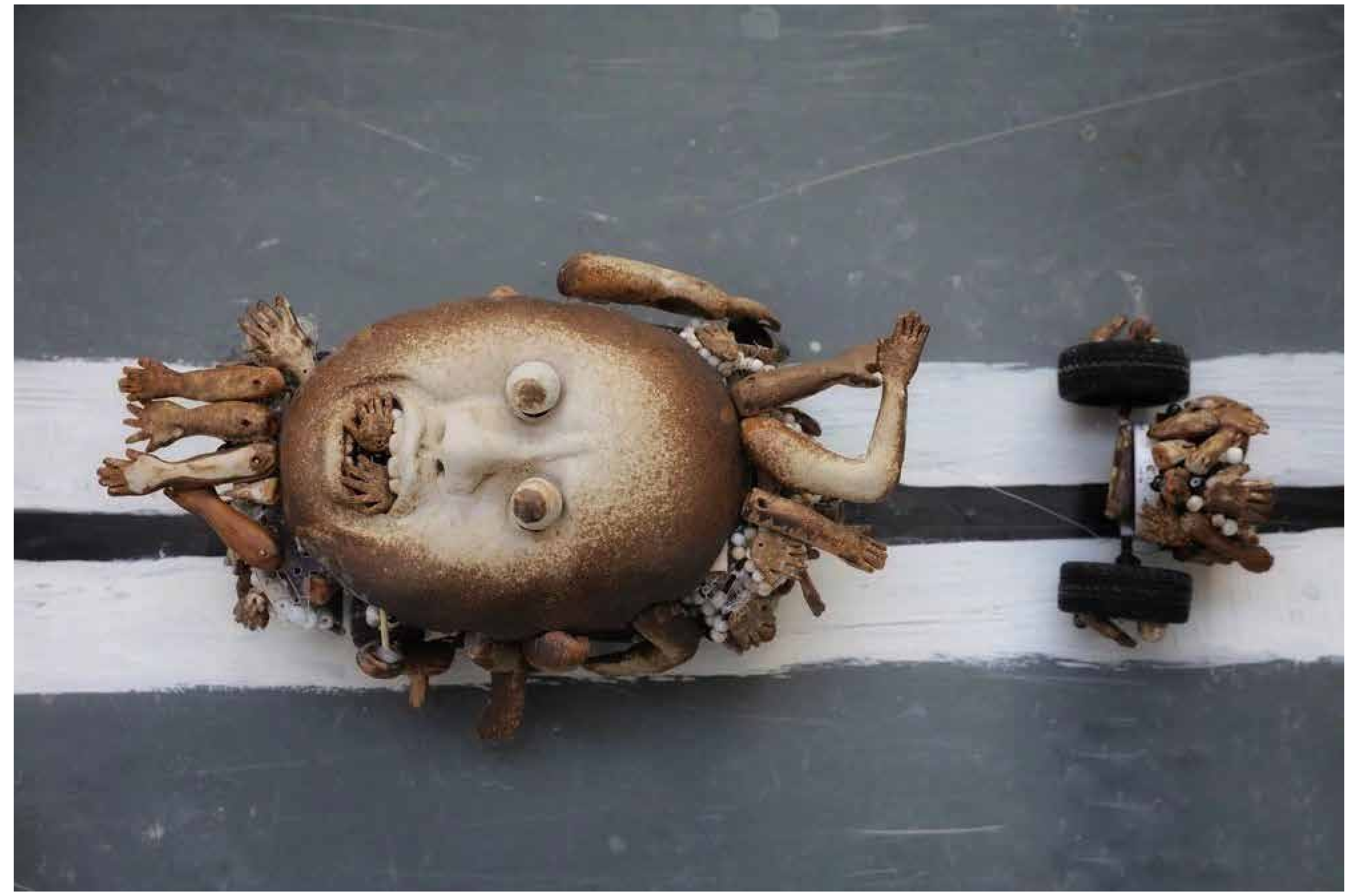
*AMBI-107
Cast copper
2019

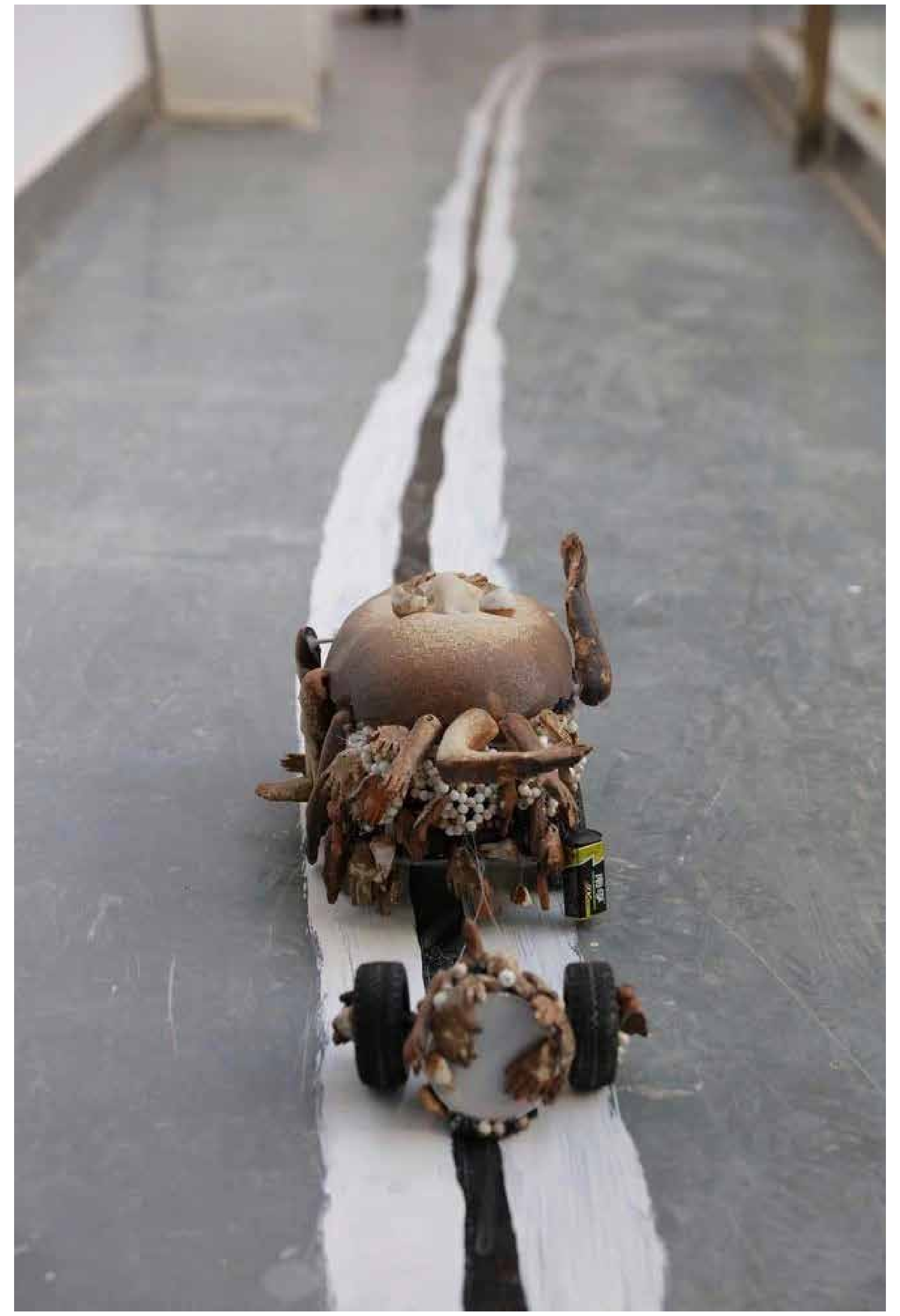


*
3D printing
2020

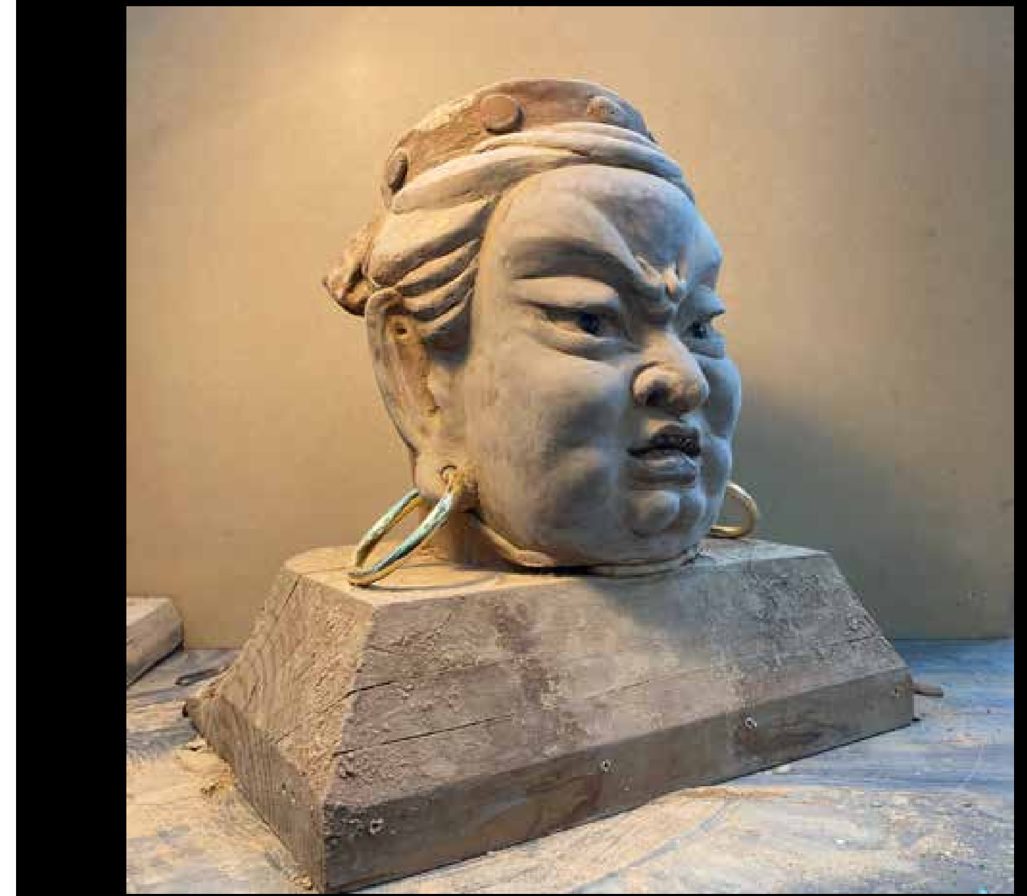
*Video Installation

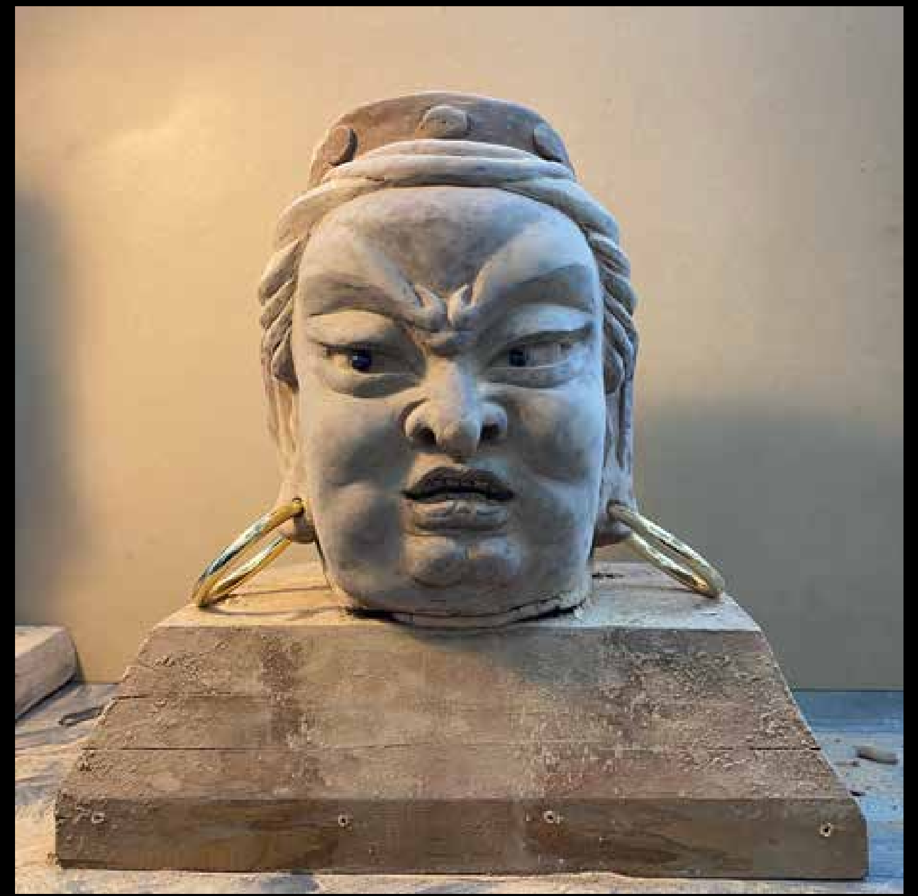


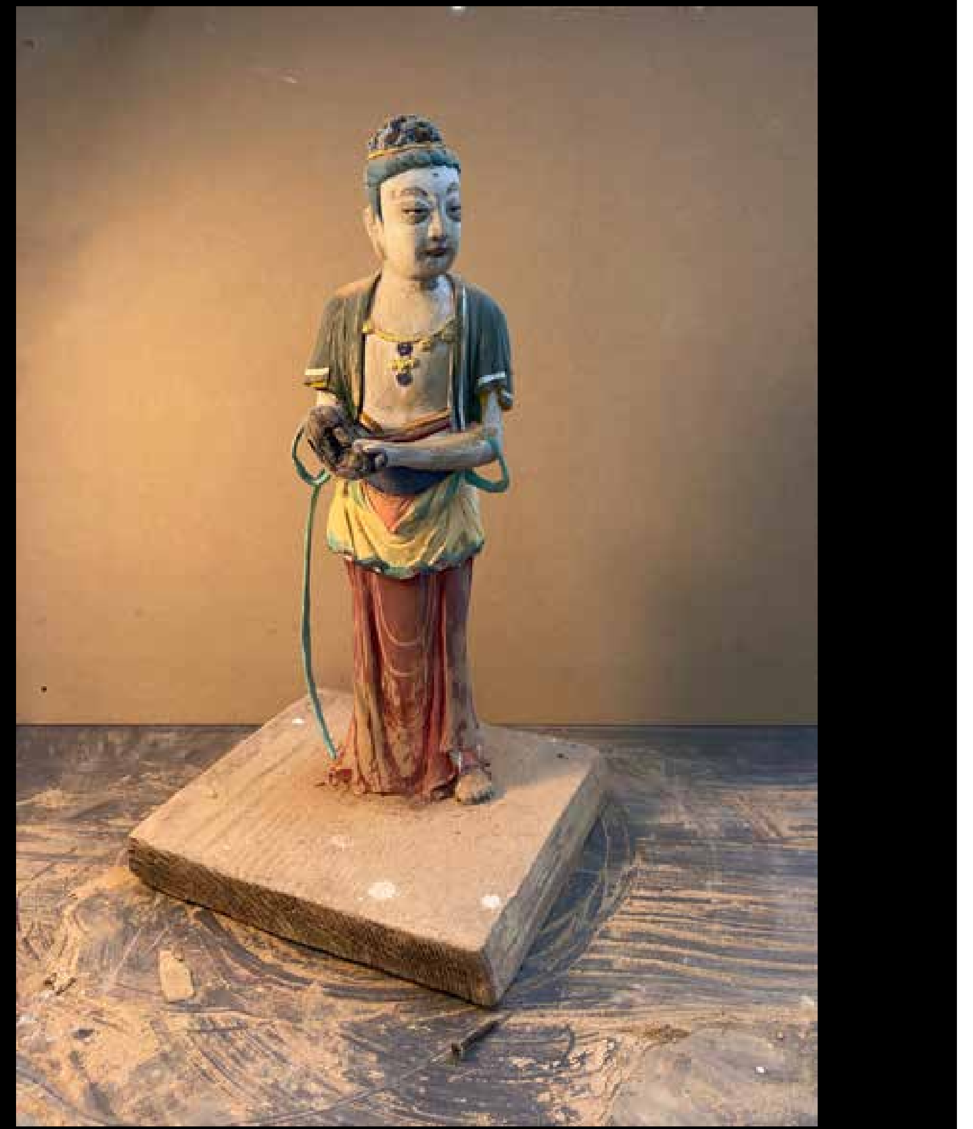




*
ceramics,
Infrared obstacle
avoidance sensor
2018

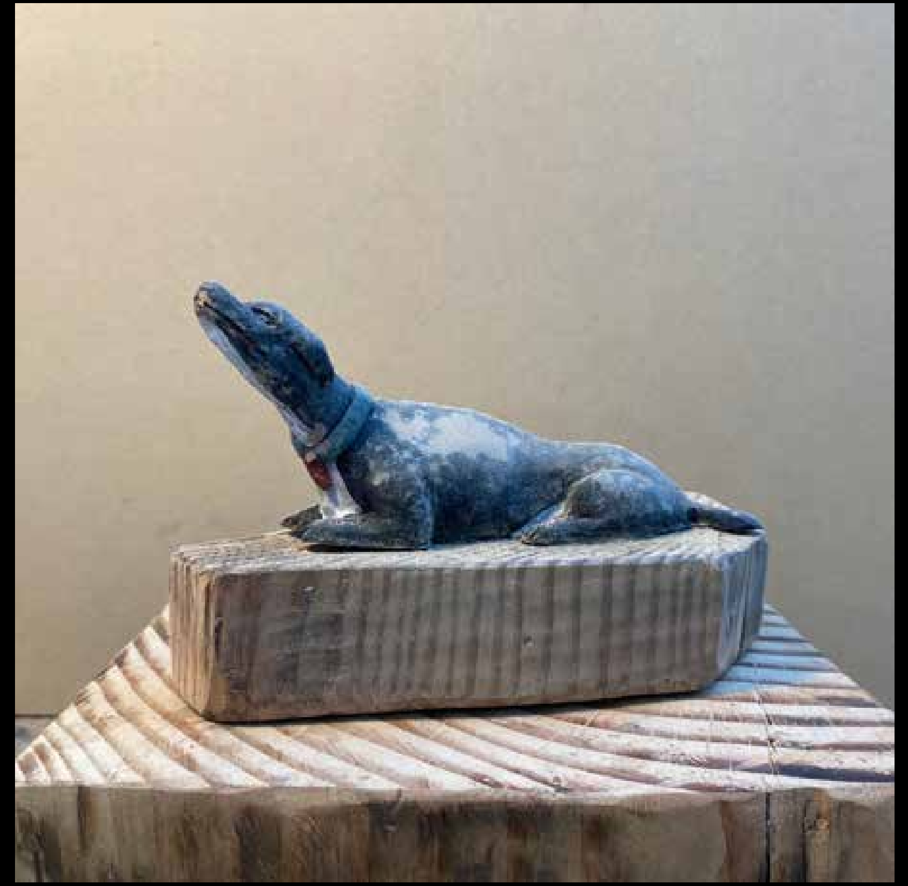


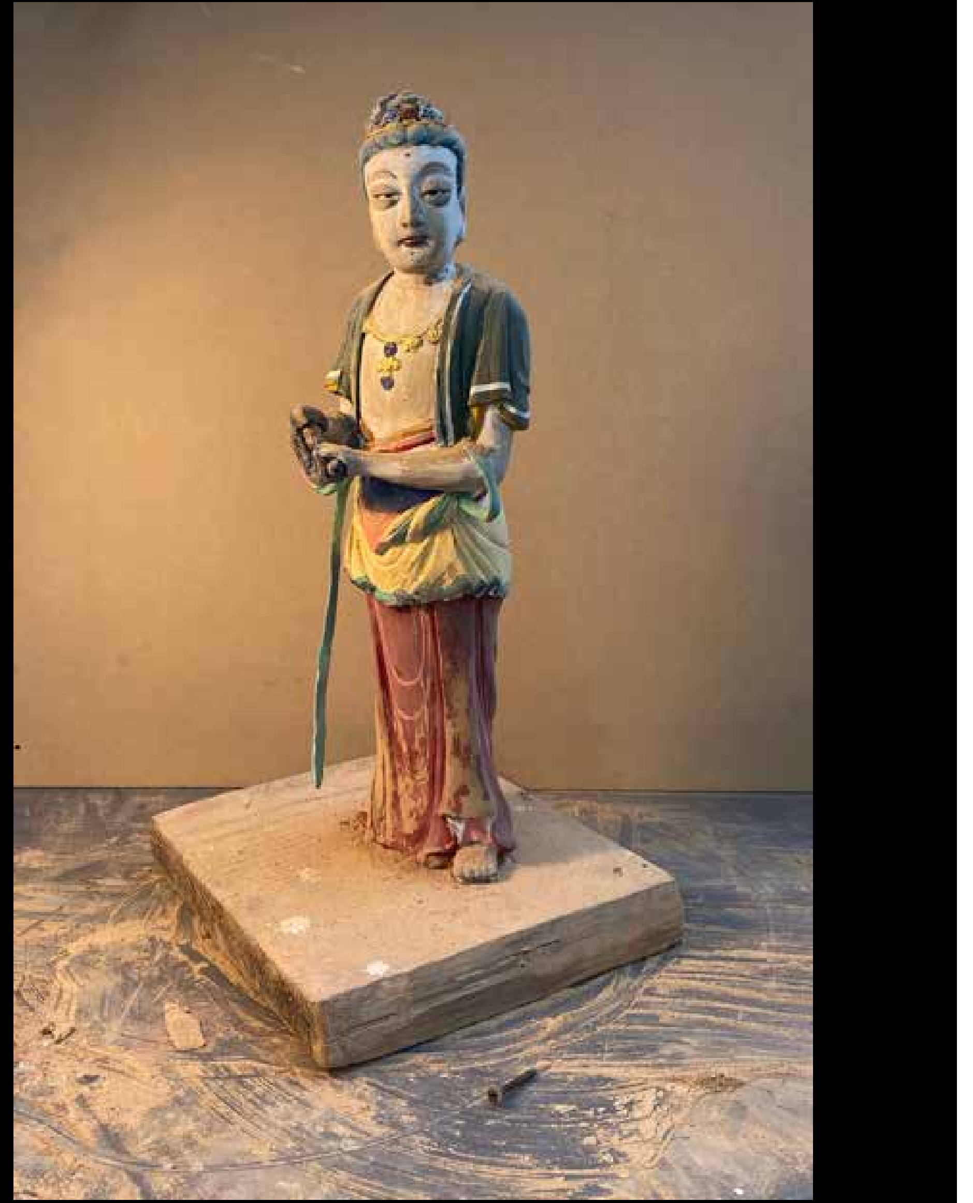




*Chinese traditional statue

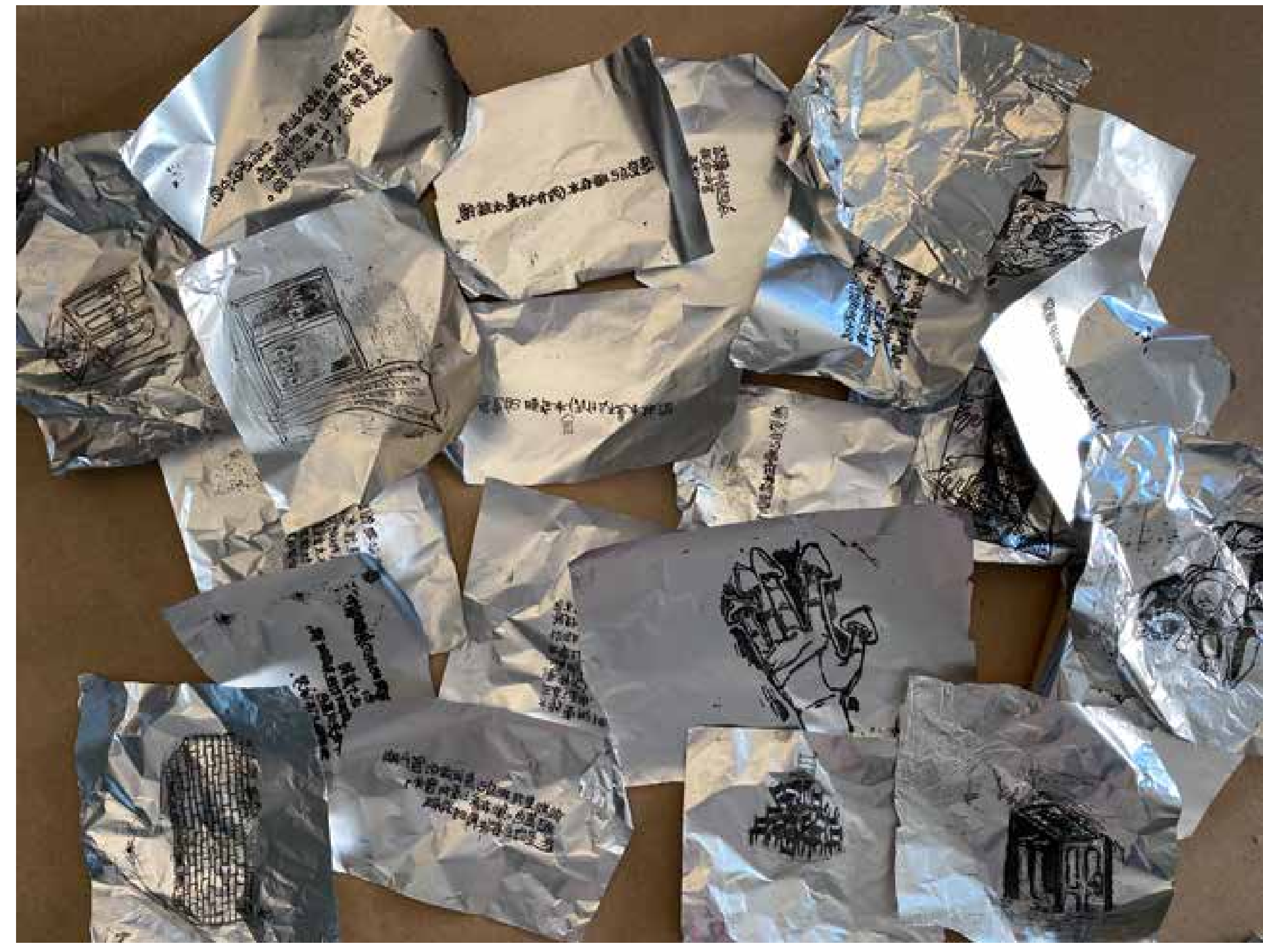
home-made mud
2021

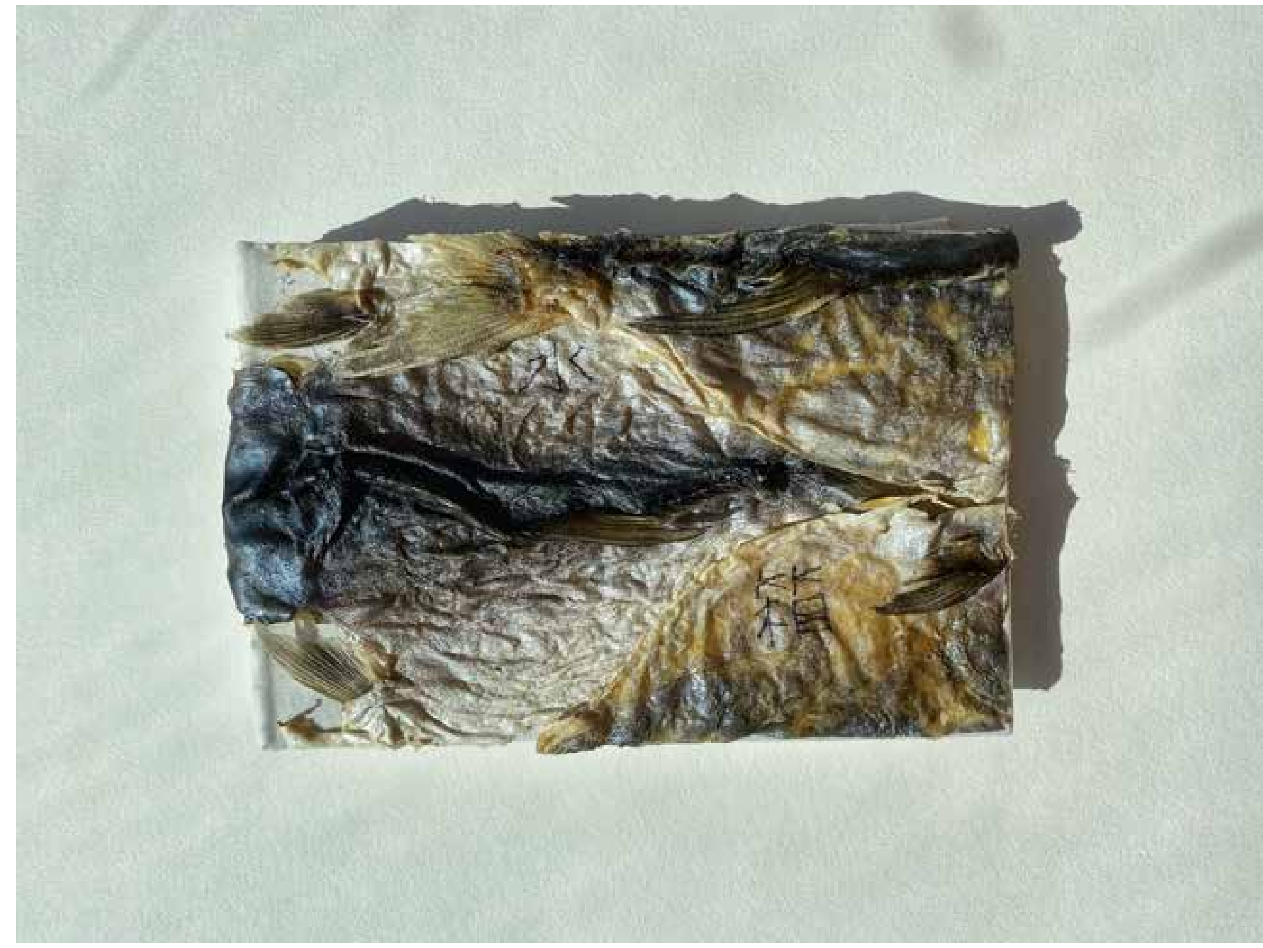


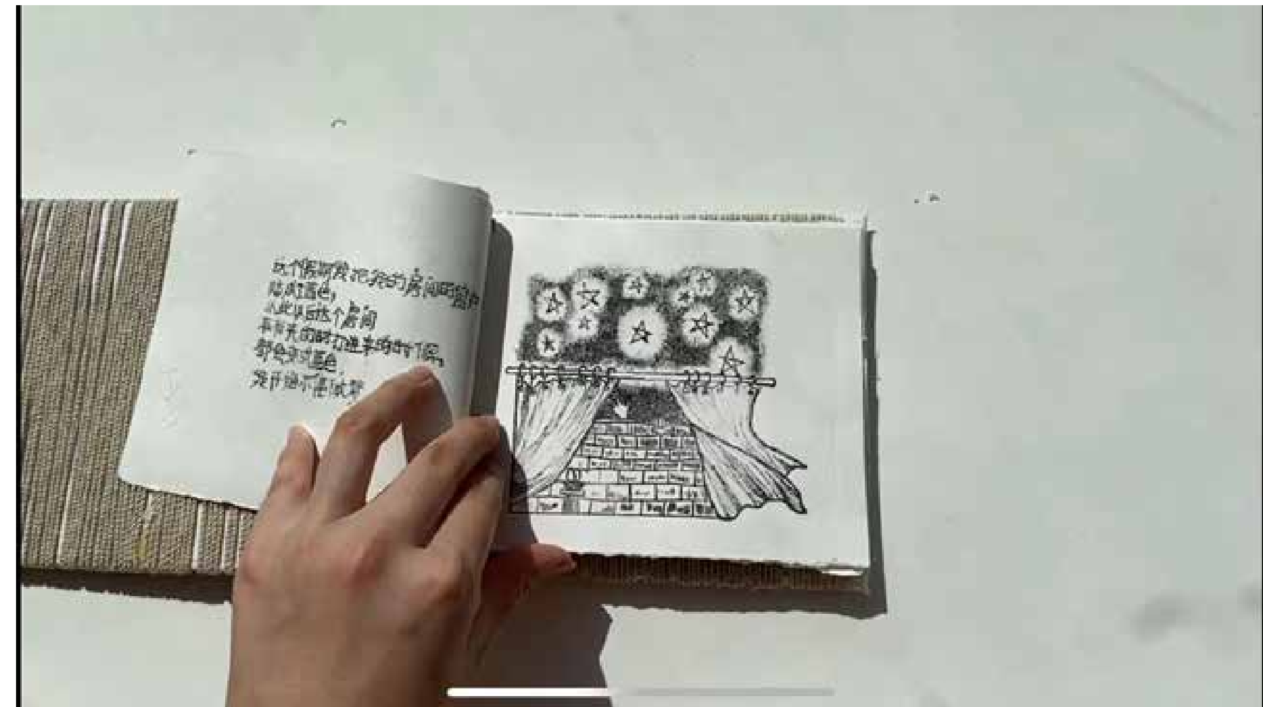


* Water tank

Lithograph
2020

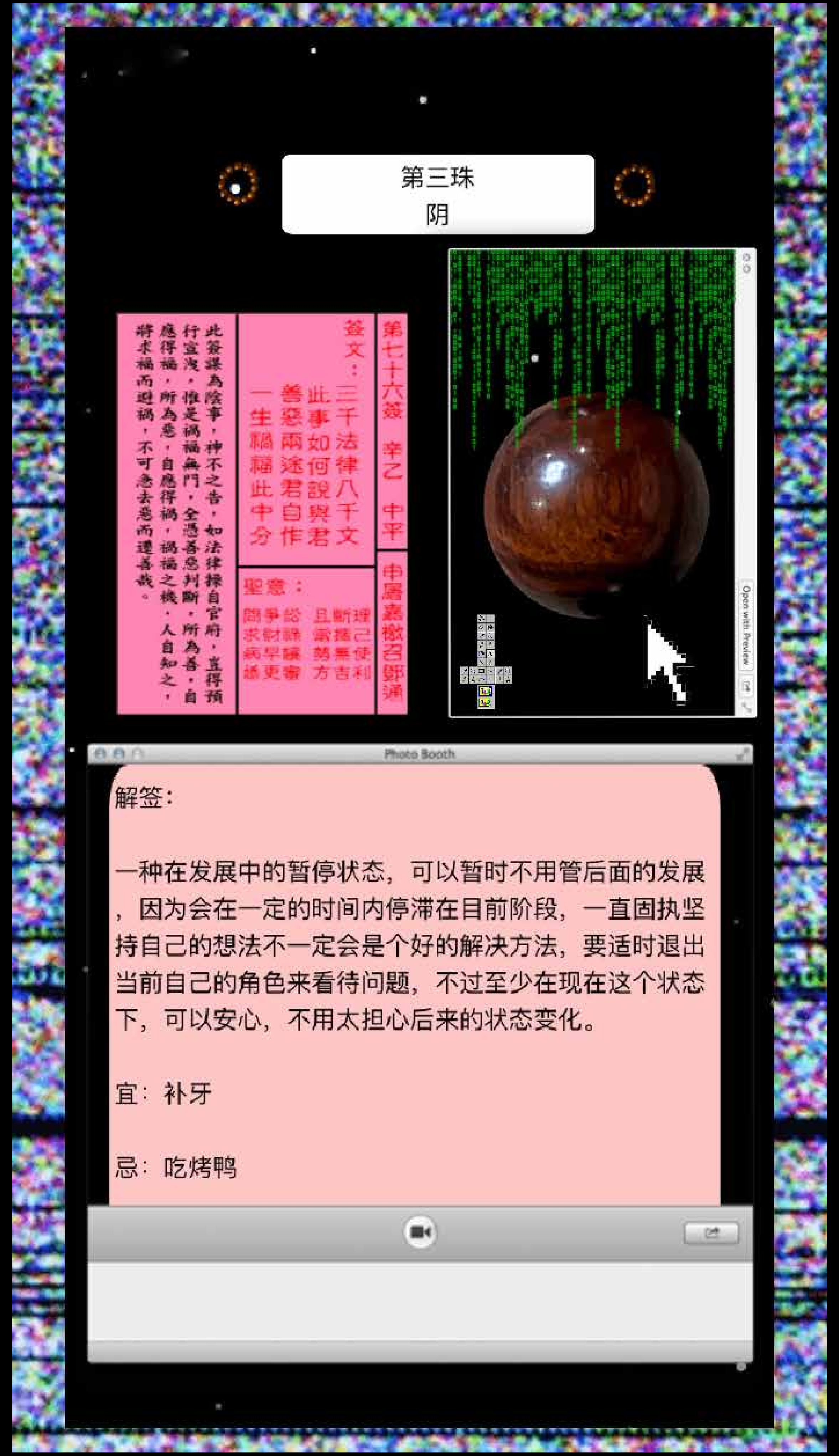






*Yigou Divination

mobile game
2021


第三珠
阴

第七十六簽　辛乙　中平

申屠嘉徵召鄧通

簽文：三千法律八千文
此事如何說與君
善惡兩途君自作
一生禍福此中分

聖意：
鬧爭訟　且斷理
求財祿　宜據己
病早禳　勢無使
婚更審　方吉利

此簽課為陰事，神不之告，如法律操自官府，直得預行宜洩，惟是禍福無門，全憑善惡判斷，所為善，自應得福，所為惡，自應得禍，禍福之機，人自知之，將求福而避禍，不可急去惡而遷善哉。

Photo Booth

解签：

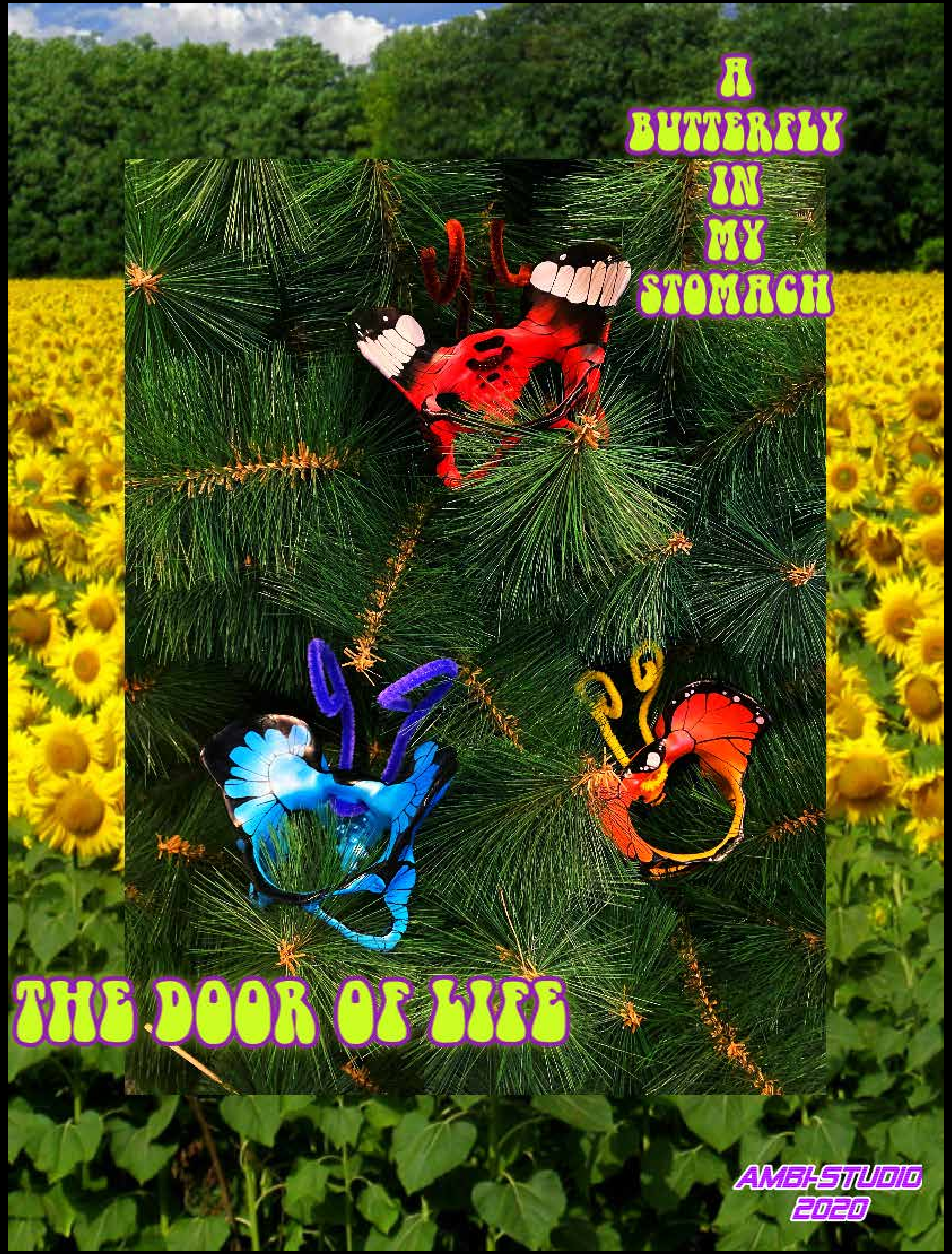
一种在发展中的暂停状态，可以暂时不用管后面的发展，因为会在一定的时间内停滞在目前阶段，一直固执坚持自己的想法不一定会是个好的解决方法，要适时退出当前自己的角色来看待问题，不过至少在现在这个状态下，可以安心，不用太担心后来的状态变化。

宜：补牙

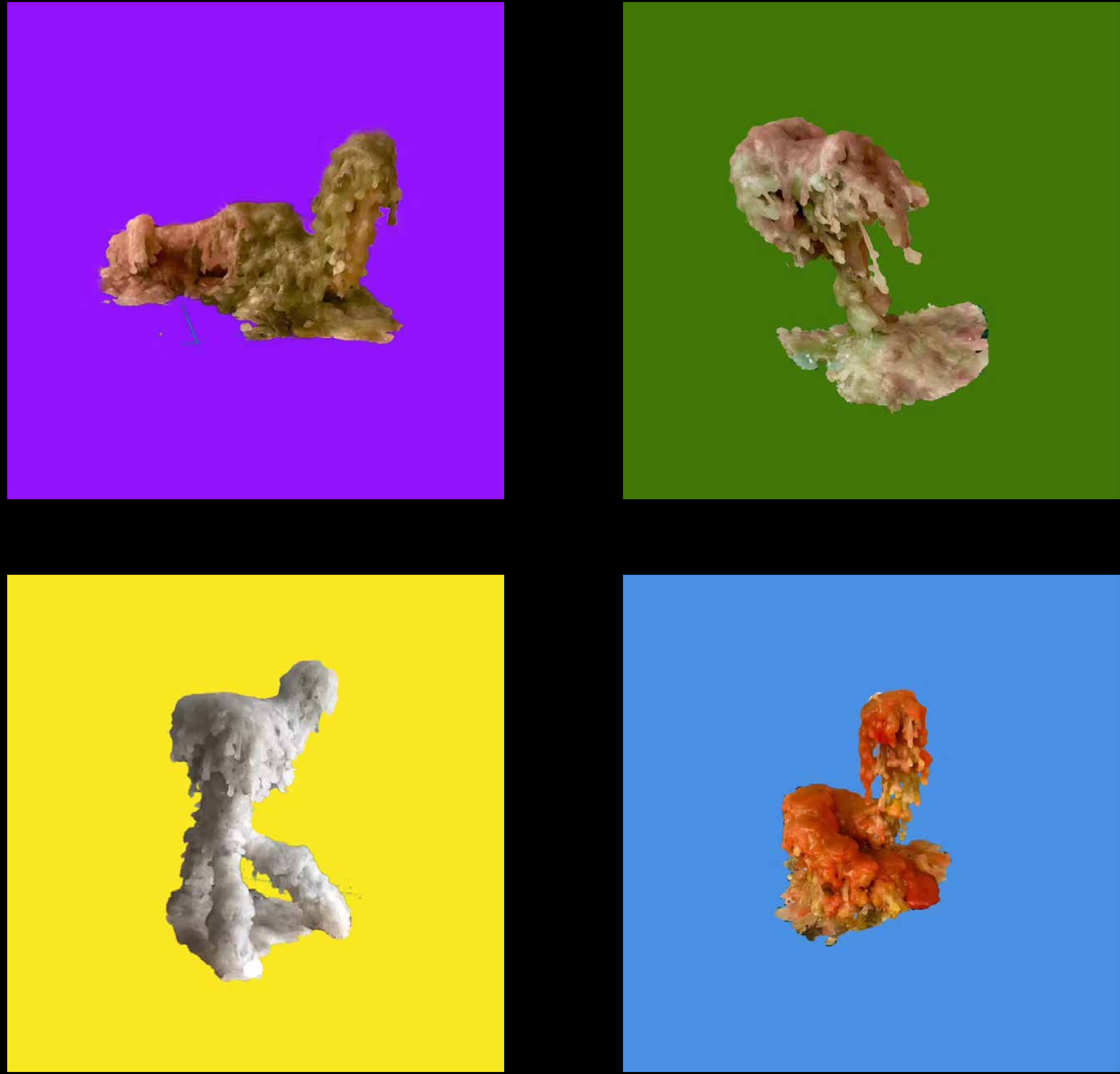
忌：吃烤鸭

*Gate of life

Resin
2020


A
BUTTERFLY
IN
MY
STOMACH
THE DOOR OF LIFE
AMBI-STUDIO
2020

*Change

Wax
2018