

Fragments, WonderForest, [FishTank] (artwork)

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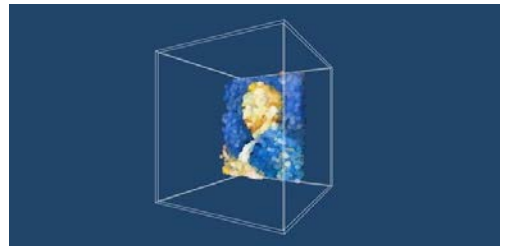


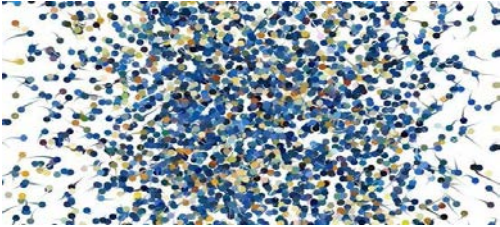
single-color-pixel can also be interpreted as a fragment of one's life whether it is bitter or sweet, it would ultimately mingle together to achieve a beautiful artwork of life. (The reference painting is Vincent van Gogh, "Self-Portrait" 1889, oil on canvas, collection of Mr. and Mrs. John Hay Whitney, which was downloaded through Courtesy National Gallery of Art, Washington's Open Data under a CCO license. <https://www.nga.gov/open-access-images/open-data.html>)

*Video link: <https://vimeo.com/568312803>

Fragments

"Fragments" is a generative art/video piece that illustrates the artist's expression of the meaning of life. The fragmented color pixels distributed in the container metaphorically represent individuals living in this existing world. As human beings, we might get confused and hesitation finding our own destined roles especially after this COVID-19's uncertainty. However, confronting this drastic catastrophe, like the flying color dots that roam around the space and eventually end up in their spots to make a complete painting, all human beings will ultimately cooperate/care/support each other as commons to evolve into a brand-new balanced society. No matter if it's a famous painting or not, the pixel will find its doomed position of the work to actively live out the very best of its life. All





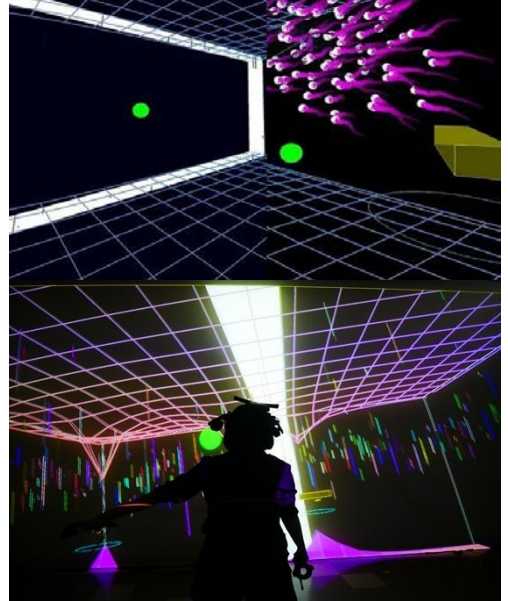
WonderForest

“WonderForest” is an immersive VR interactive piece asking the question of “what is reality?”. If life is composed of a pile of sensory experiences, should VR be included in this game of life? And can “VR” experiences expand and break the stereotypical idea of “nature”? And can we “refamiliarize/redefine” “real” and “nature” under this new blurriness of the physical and digital world especially after the severe impact of COVID-19. This conceptual exploration was inspired by French Philosopher, Gilles Deleuze’s statement that “the virtual is opposed to actual but not real”.

In “WonderForest”, it provides an immersive digitalized visual/audio environment as a new Nature. Just like walking in a forest, the audiences can sense the nature atmosphere but with totally different environmental elements. By creating meshes of waves as landscape, free-floating cubes and flying dots as living species, noise mixing with birds singing as ambient sounds, the project challenges the stereotypical notion of Nature. It is also to convince the audiences' that what they've experienced in the VR environment should be considered/refamiliarized as “real”. No matter if it is virtual or real, they will all imprint in our body/mind as real senses and memories once you experienced

them, just like seeing movies or playing video games, or even dreaming.

*Video link: <https://vimeo.com/613781503>



[FishTank]

[FishTank] is an immersive VR interactive piece questioning “what is the meaning of life?”. If we are living just in another virtual reality world, do we retain our own free wills?

The title, [FishTank], illustrates explicitly the VR environment the audience will experience. In a large cubic space(tank) with a skylight, there is a small floating cube and a school of fish “freely” swimming inside. Not only through observation, but the audiences can add/reduce the cubes with the original floating cube to create sculpture-like continuous artificial reefs for the fish to navigate. This landscape creation process is just like building an environment in Minecraft. It seems like

the audiences have taken the lead owning the powers to manipulate the fish species as the God/Creator. However, from an empathetic perspective by taking the “fish” here as the metaphor of human beings, we (human beings) are all just programmed and living in this water tank (virtual world) created and manipulated by another supreme species. Eventually, what is life? Is it just another programmable reality environment we are living in, just like the fish in the tank?

*Video link: <https://vimeo.com/613882284>

