



01

Wiikwegamaa

2021 - 2022

*Sound Installation / Projection, Electronics,
Motor, Wood, Mixed Media, Water Samples*

2023 Media Arts Award, FutureTense

In the language of Potawatomi people, *wiikwegamaa* is a verb meaning to be a bay. They indicate that it is the water that decides to be a bay or turn into a pond, a stream or disappear in response to inhospitable conditions. This artwork delves into the subjectivity of water within indigenous knowledge, prompting a re-evaluation of our relationship with nature.

Through a combination of sounds, water samples sourced from a local river, and a set of five glasses, the installation invites viewers to immerse themselves in the sounds and visuals generated by water.



The water samples are collected from five different locations of Lam Tsuen River in Hong Kong. The water flow speeds are detected from these five locations, and then processed to control the spinning speed of each glass. As friction ensues, each device generates a soothing sound with a unique pitch, volume, and rhythm. The installation chooses goblet to store water samples, meanwhile, each device is arranged in front of the corresponding video, indicating where the water sample lived. By intertwining water, sounds, and visuals, this multi-sensory installation intends to sensitize viewers to nature, fostering a renewed environmental consciousness.



There are two versions of this project. The second attempt creates a water container at the top of the device to sustain a long time running, meanwhile modifies the design to make the friction more elegant and stable.

<https://www.youtube.com/watch?v=f9-ZcdRUnpw>

*The video is the first version.



Upstream water (22°44'N 114°13'E)

Pumping station water (22°27'N 114°09'E)

Tap water (22°44'N 114°16'E)

Street water (22°45'N 114°16'E)

Sea water (22°44'N 114°17'E)

At Nightfall, the Goldfish

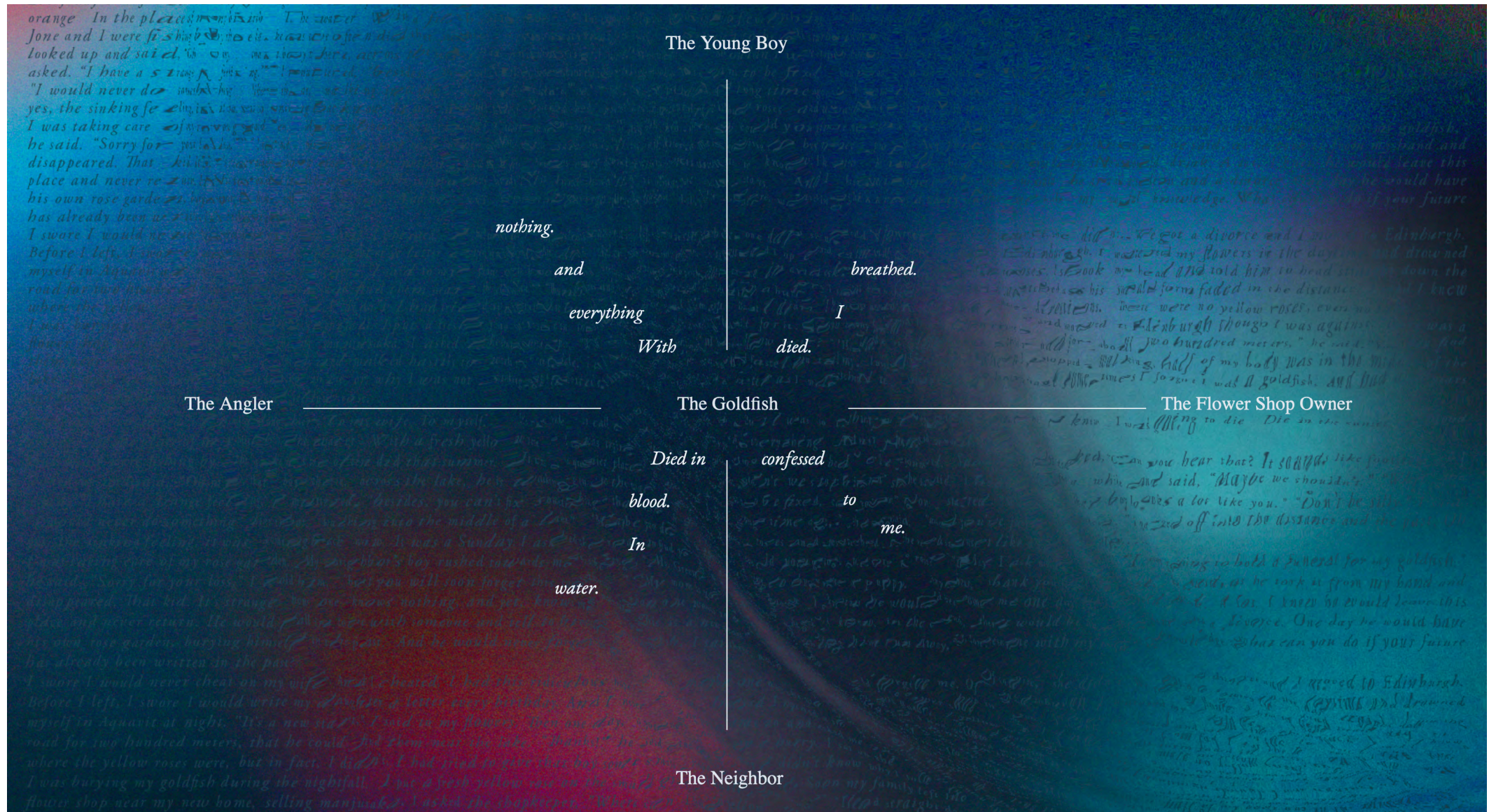
2021

Digital Literature / Website

2022 New Media Writing Prize

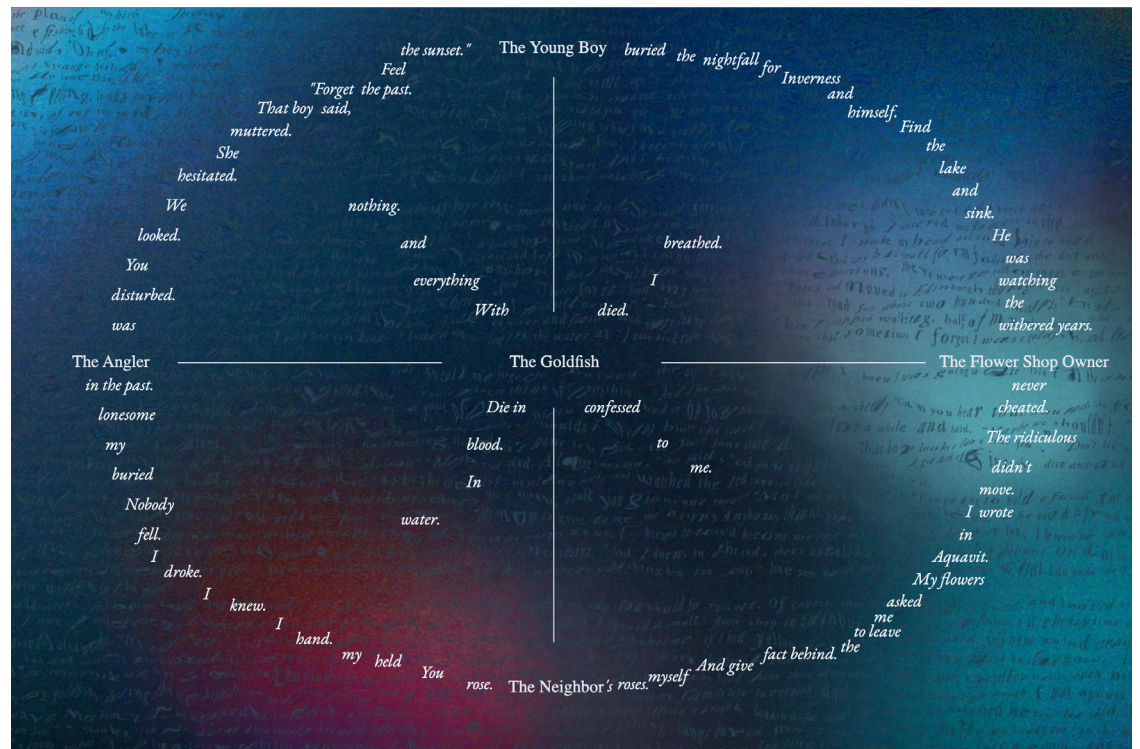
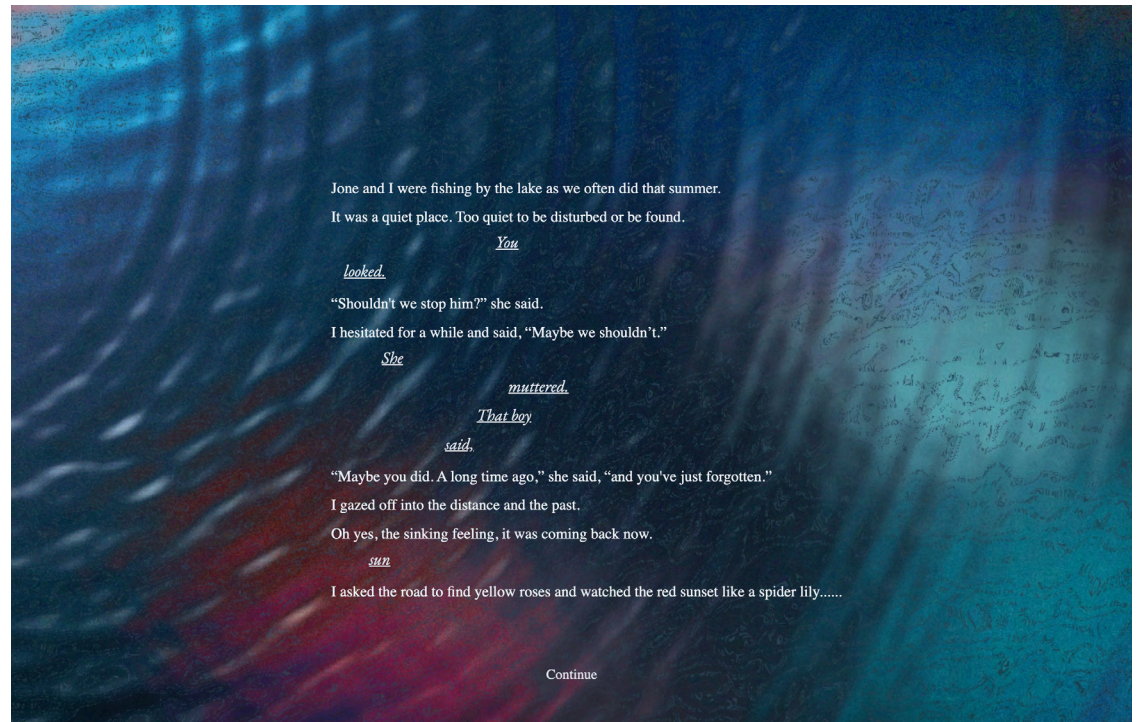
2022 SOUNDTEXT - Skuc Gallery

2021 The New River - Spring 2021 issue

<https://melodyneedsmoney.github.io/AtNightfalltheGoldfish/Goldfish.html>


At Nightfall, the Goldfish is an experimental interactive story, exploring the new possibility of computational technologies to present nonlinear narratives. Readers are granted complete freedom to determine the reading order and to interpret the content.

This writing applies a first-person narrative for each character, telling their life experience. Each chapter is closely intertwined with another. Various narrative strategies, such as maze narrative, circular method, and leaping strategy, are employed to construct a surreal plot with absurd details and entangled interlinks. The interface utilizes a shader based on a jQuery Ripples plugin, creating the illusion of water waves. This work tries to break the limitation of the online reading experience through interaction, vision and stimulation of a tactile sense.



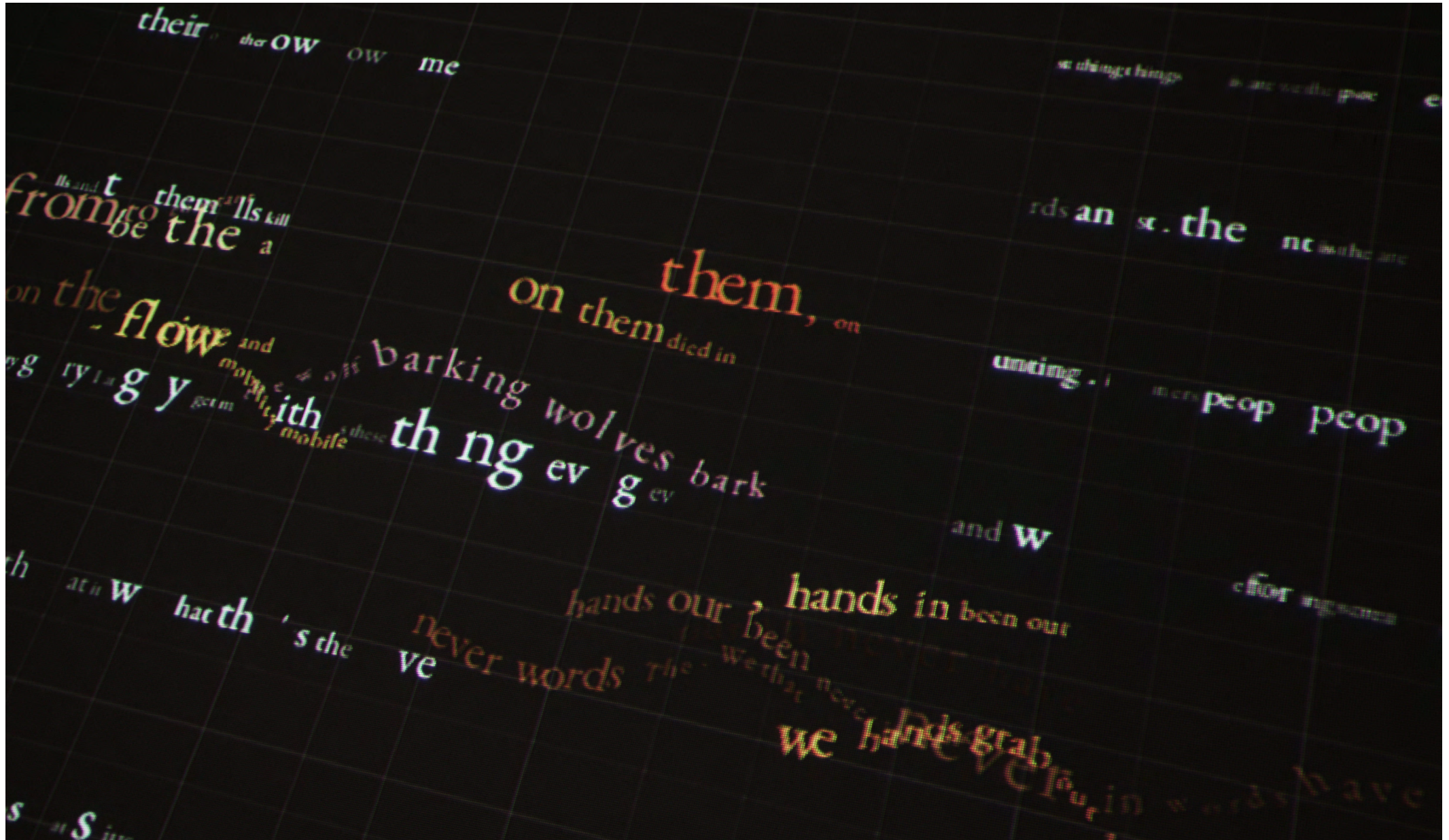
03

Latent Words

2022

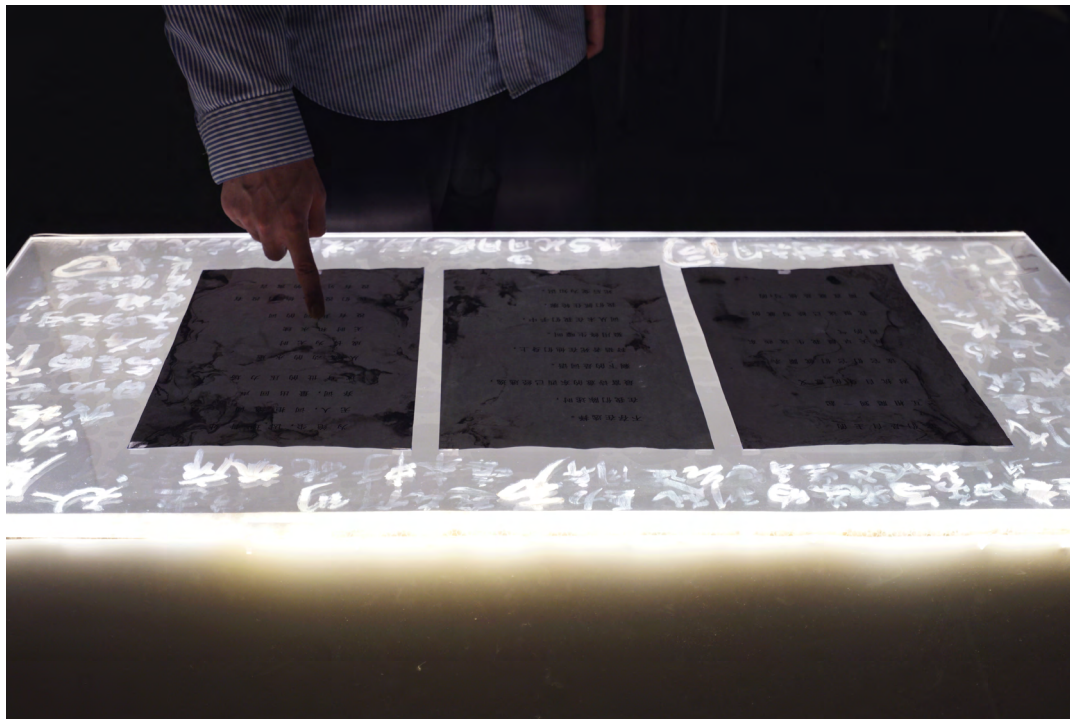
Installation / Projection, Camera, PVC, Acrylic, Electronics, Lights

<https://www.youtube.com/watch?v=JM8tnpzu6mg>





This project is an interactive installation delving into the latent space within neural machine translation, while exploring the autonomy of language. Current AI translation prioritizes accuracy over creative or poetic implementation of language. From a post-modernism perspective of the task of translator, this work seeks other possibilities of expression by opening the BlackBox. It visualizes the hidden word lists from beam search decoding algorithm in a large language model.



The installation further investigates paper-based interaction through material experimentation and computer vision technologies. It integrates physical and virtual media to create an immersive experience. Viewers are invited to touch the poems printed on paper to trigger word-based interactions, meanwhile revealing all the potential translations. Projected words continuously transform in response to the interaction through time, representing the mutual influence between humans and language. This multimedia artwork spans poetry, linguistics, and machine learning, unfolding the latent data and poetics behind neural machine translation.

04

Fukushima Offset

2021

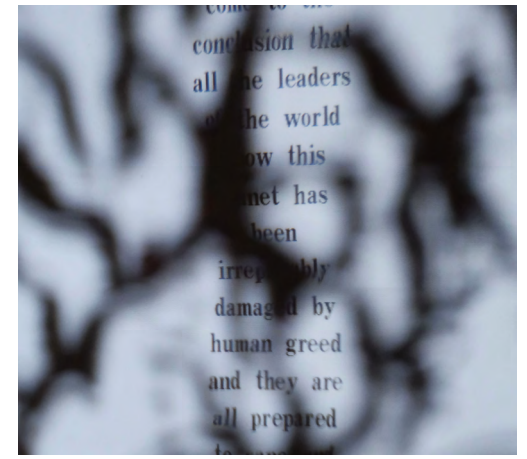
*Installation / Projection, Electronics, Motor,
Wood, Clay, Stones*

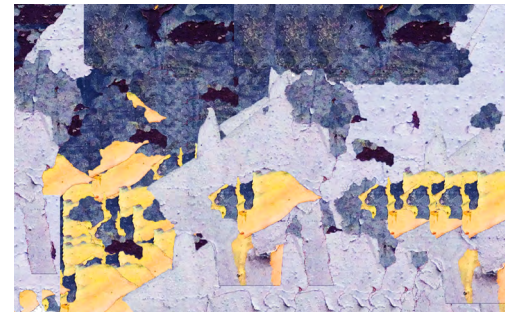
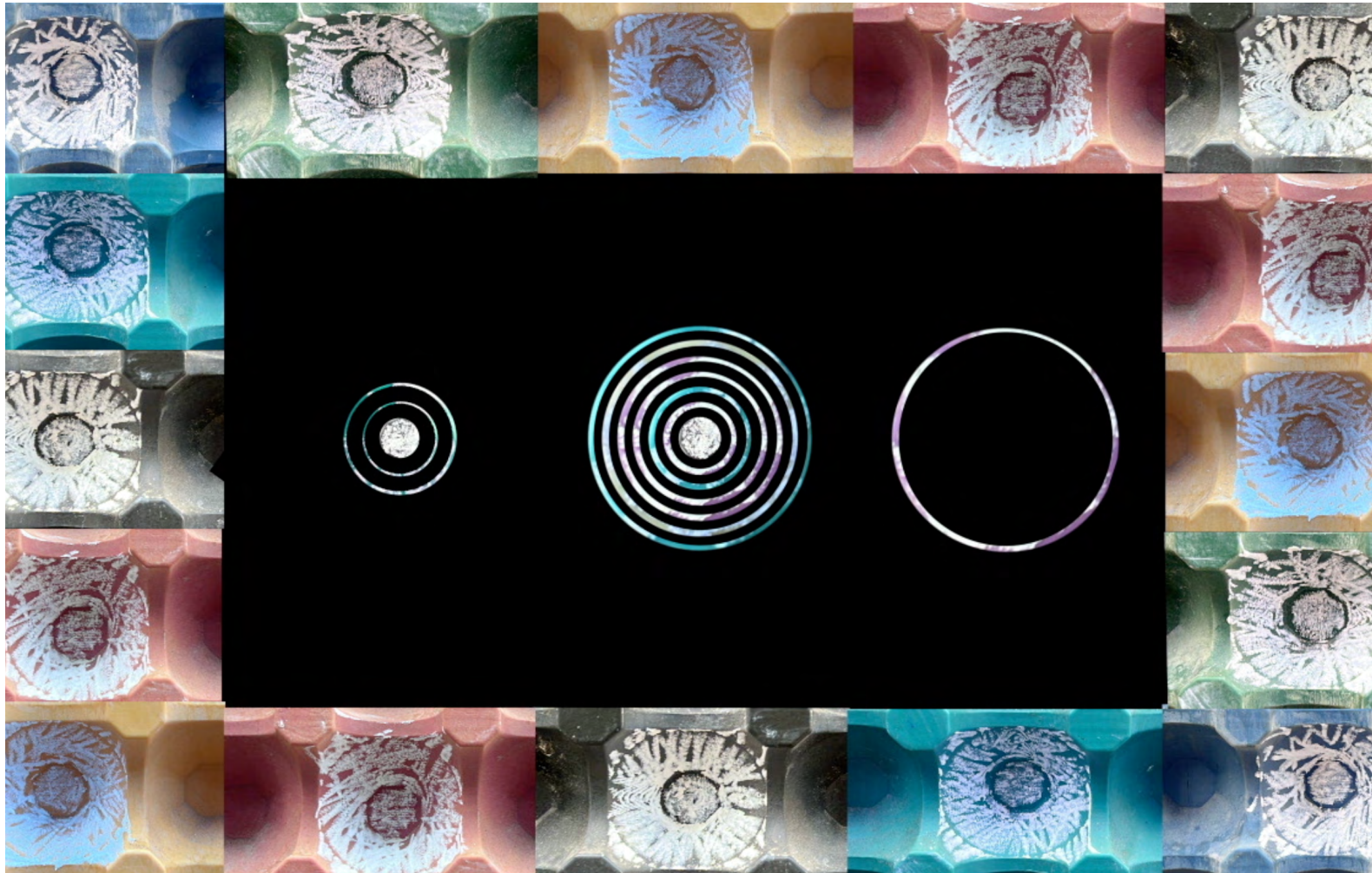
2023 Top 10 selected, FutureTense Media Art Award

<https://www.youtube.com/watch?v=nsn4QGG7wmM>

Fukushima Offset explores the dynamic relationship amongst ecology, media news, and public discussion, within the context of Japan's Fukushima treated water event. An installation of giant kelp is designed to represent the complex relationship through sounds and visuals.

Twitter comments from four public media sources (BBCNews, guardianeco, zlj517, Greenpeace) are scraped as data, controlling the spinning motions of the giant kelp, meanwhile, are projected upon the sculptures. The giant kelp gradually breaks and creates sounds during the spinning. The installation after a long time of collisions transforms from the representation of a biological species to a complex social symbol. After the event is filtered by the media, does the ecological issue transform into political condemnation and a bargaining chip for taking sides? This project asks whether peoples' opinions can be passed on to reality to have a positive impact and explores the relationship between reality (marine life) and the public discussion.





05 RUSH!!

2022

Abstract Animation / Photography, Coding

https://drive.google.com/file/d/1MibNxYMD_G7TULOtTcfjXCjDojirky-h/view?usp=sharing

- 2023 FILE Festival, ANIMA+ category
- 2023 "Hong Kong Neighborhoods" - Digital Art Exhibition
- 2023 VIDEOFORMES 2023 - Video Art Academy
- 2022 Lugano Animation Days
- 2022 Relentless Melt No.25
- 2022 Supernova Digital Animation Festival 2022

Co-Director: Huang Siyi