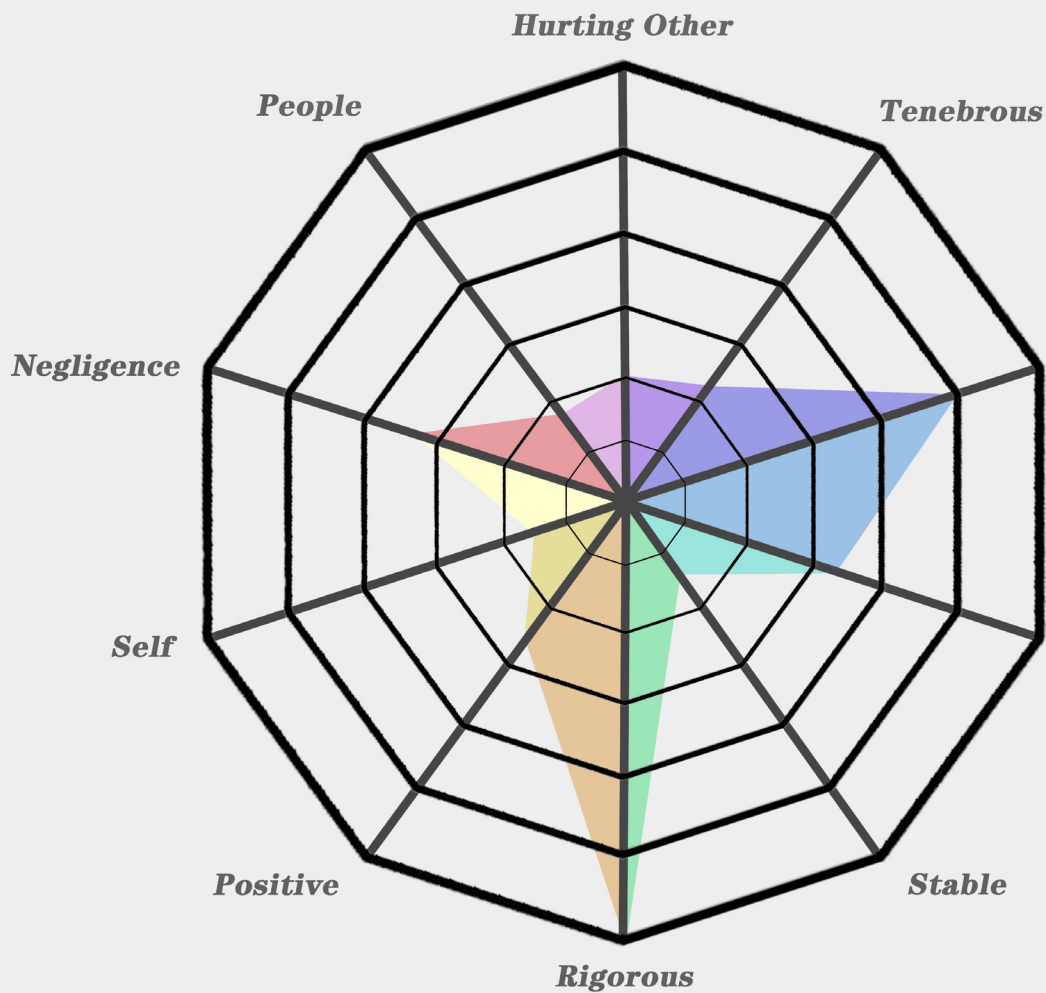


# ***APD Folio 2***

***Xianyao Li - s3875720***

## Week 1 Play + Self

## Computers point of view on Xianyao Li



**Words typed in three days: 4783**

**Words Deleted:1838**

**Accuracy: 61.6%**  
**Out of three words, one will have a typo error**

### ***Datas collected***

[illegible]

## Emotions

[illegible]

## Emotion of A

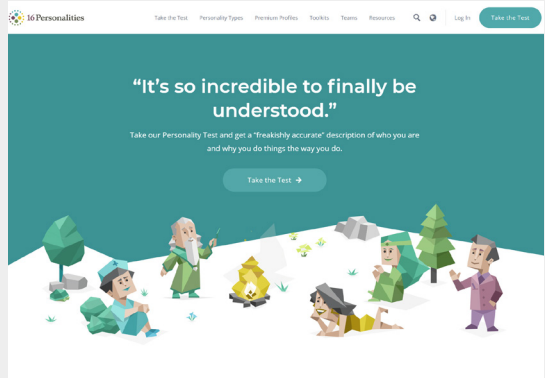
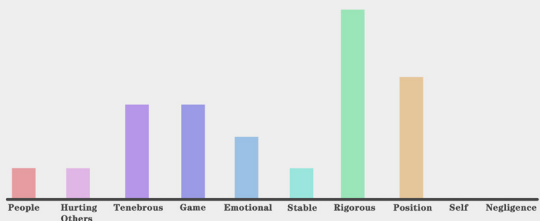


Figure 1: Personality Test by 16 Personalities, 2011, Website.

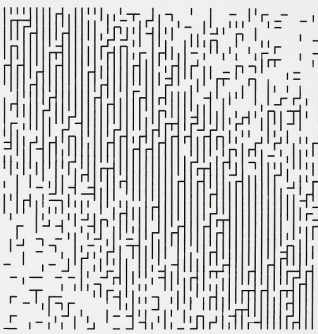


Figure 2: Walk-Through-Raster  
by Frieder Nake, 1966, Computer Art.

# Week 2 Play + Time

### Context:

After the class, when I started to think about time, gravity is the word that came up first, according to the ‘Gravitational time dilation theory. And I imagined some scenes that can apply this idea, I decided to make a short gif that can repeat over and over, justt like the example by Nick Edwards. The content is about a tennis player is practice the serve, and two flies are fighting with each other, because their gravities are different, the time around them have different speed, so they moving with different pace as well. Th idea was inspired by Ant-Man as well, whenever he grow giant, he moves really slow, and he acts really fast if it is the other way.

### Method:

The process is just like a normal animation-making process, I used the ‘Aseprite’ so that it will become a pixel gif. The only difference is that I need to give the tennis player and flies different moving paces. To do that, I let flies move every frame, simultaneously, the player moves every 3 frames, the result is that the player’s action looks like freeze, flies’ actions are faster a lot.

### Response:

I am satisfied with the outcome, but it can be better if I can put more effort into it, for example, make the actions smoother, add more animals or objects to compare with others, it can help enhance the idea which is ‘ the greater the gravity, the slower the time flies.

### Reflection:

This idea was actually been used in many works, in many fields. We all have the kind of knowledge that, the bigger the object is, the slower the movement will be, maybe we noticed this from those films, animations, and games. The reason why I choose flies to compare with the player is because of the word’ time flies’, it is a kind of work play.



Figure 3: Ant-Man by Peyton Reed, 2015, Film.

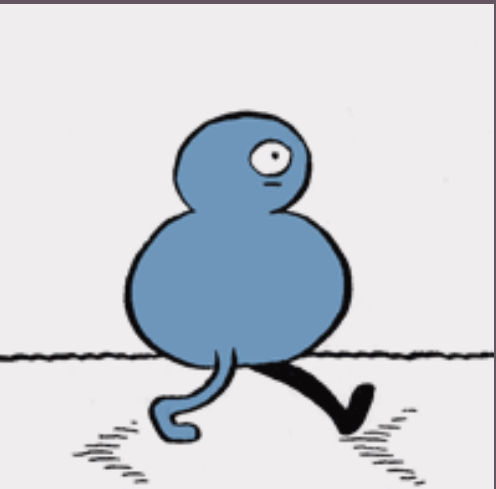
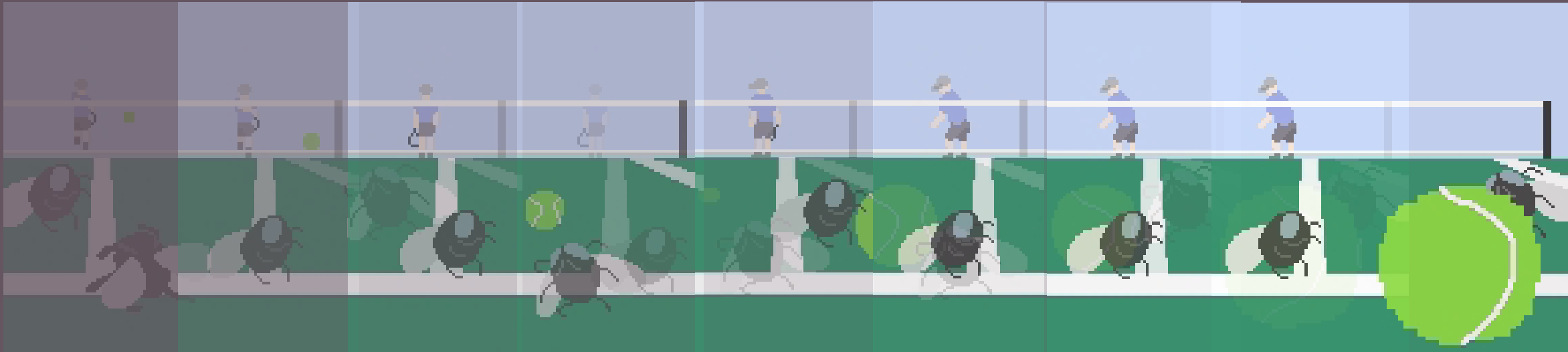
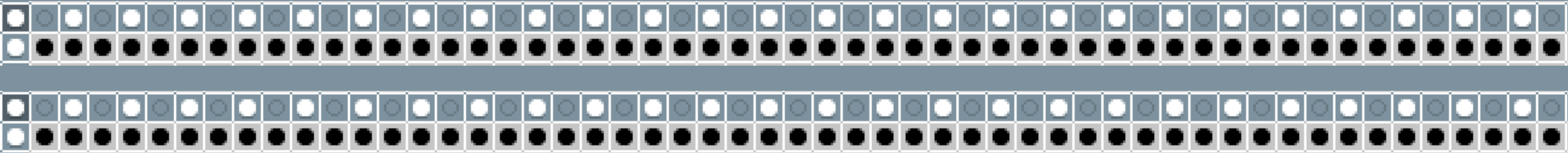


Figure 4: repeating GIF by Nick Edwards, 2011, Digital Art.





## Week 3 Play + Objects

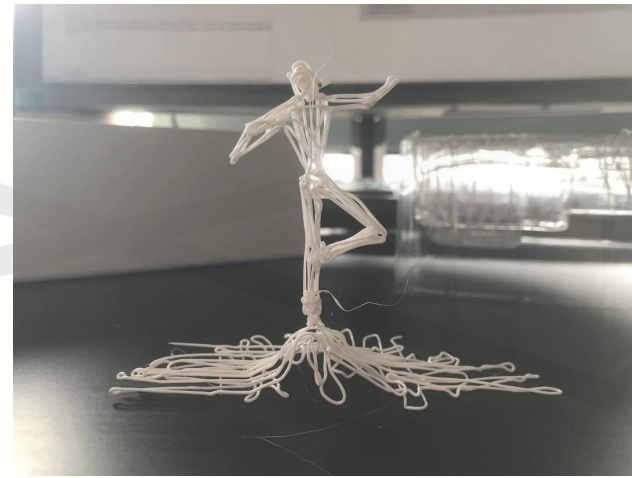


Figure 5: Jadeite Cabbage by Unknown, 19th century, Jadeite sculpture.

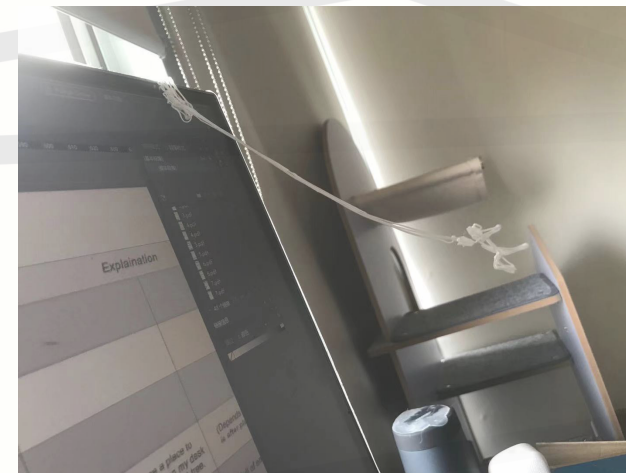
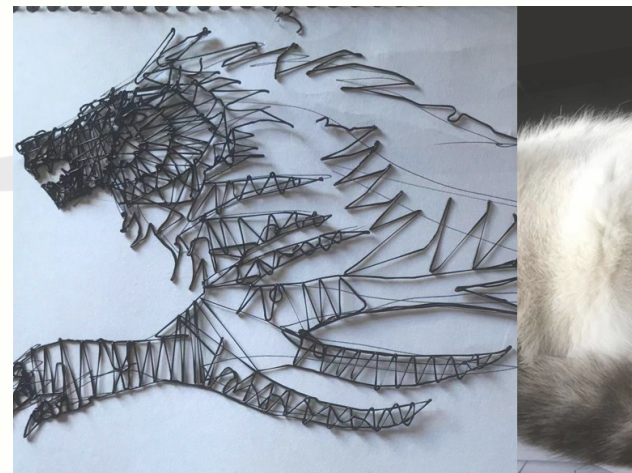
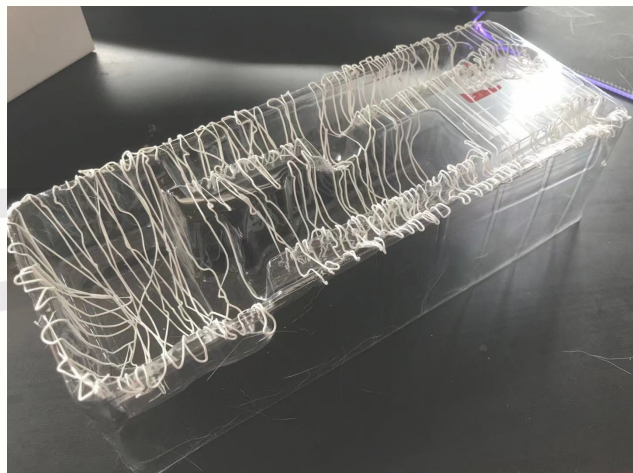


Figure 6: 12 Jin Ling by Wentu Feng, 2011, Woodcarving.

### Context:

This week's theme is play and object. During the class, we thought about words about objects as well, the word I came up with is the 'property' of objects. My idea is to make something based on one property of different objects. I was inspired by Carving crafts, first is a very famous jade carving exhibited in Forbidden city. Because the jade has a green spot at an unusual part, the sculptor follows this pattern and carved a small bug at that part which made the craft has higher artistic value. The other example is a woodcarving work by Wentu Feng. Woodcarving's content depends on the raw root's shape and the trend, different root is appropriate for a certain theme and content which is same as my idea as well.

### Method:

The property I focused on is shape or form. I was trying to make several small models based on different objects' shapes by using a 3D printing pen (A gift from a friend).

### Response:

Each model is unique, because of the shape of that object it builds on. Some of the models are made on a broken object, some are little scenes according to the objects' shape, some are topography-based different shapes.

### Reflection:

The tool (3D printing pen) is interesting, but the point is the way to use it. This week's practice reminds me that there are more perspectives about how we observe things, there are more details and information hiding behind each object, they can only be noticed when we observe them from another direction or interact with them.



# Week 4 Play + Place

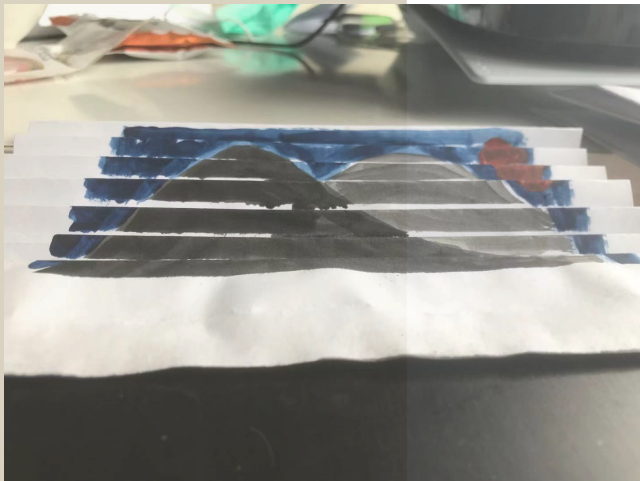
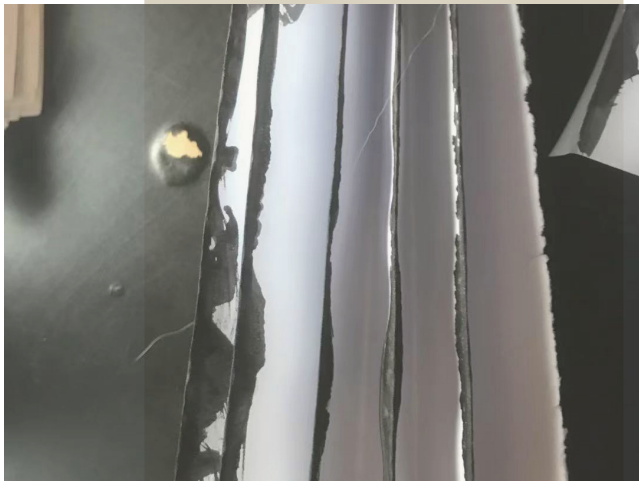
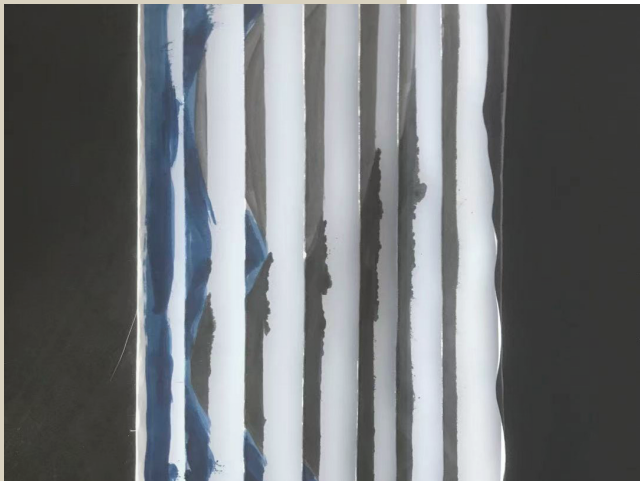
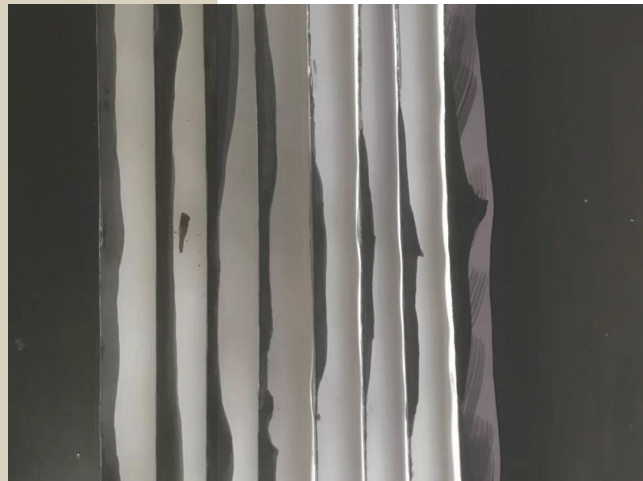
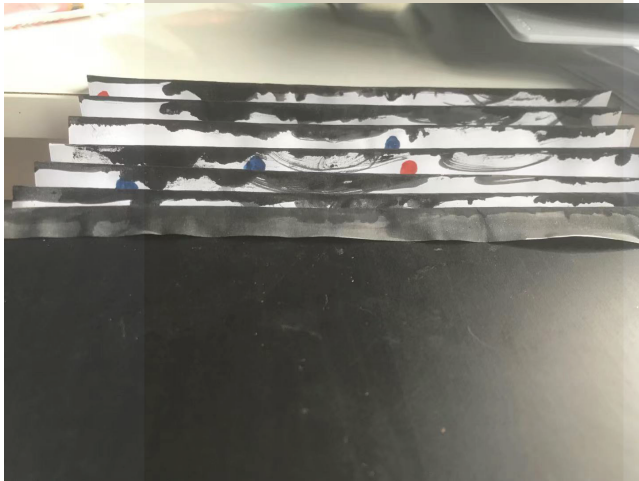
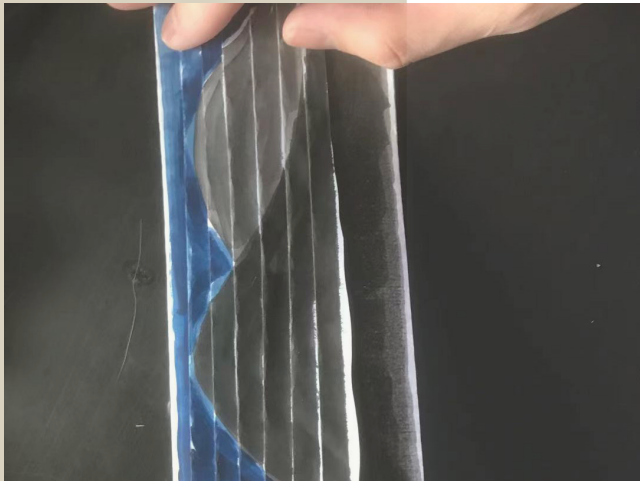


Figure 7&8: Polyurethane Foam Products by Loctite, 1988, Construction Product.

**Context:**  
The theme is about play and place, and because of the lockdown situation at the moment, when think about the word place, I focus more on the indoor space where I live everyday. The first idea was to make a small filter that can installed on the little peep hole on doors, it can change the image when you look through it after install it. But Matt show us some example that is very similar with this idea, so I end up with another idea. When I look at my room, instead of furnitures, I see a lot of 'gaps', gap between furnitures, gaps that I would not notice normally, so gaps are the main 'place' I was focus on for the past week. I was trying to find what things can fit into any gaps, then, I decided to use folded paper to fit it into gaps. The idea came from a tool for building constructions which is Polyurethane Foam. This foam was used for filling gaps, and it will expand based on how narrow the gap is. I was trying to use folded paper to reproduce this founction.

**Method:**  
Depends on how narrow the gap is, the folded paper will extande into different length, the outcome will change based on the 'place'. Then, I use water paint to draw things on the side of the folded paper, the wider the paper extande, the deeper the pen can reach. I used that as a reference about the area where I can draw things on. Also, the postion of where I sit is also a factor to consider, so every folded paper drawing is made based on which gap it fit in and the position and angle between me and the gap.

**Response:**  
I am actually not satisfied with the outcome, the qulity is not what I expected. It is hard to draw on the foded paper, it is easily to looks like chaos. The material is also another reason, because Melbourne locked down now(an excuse), other wise I can go buy some materials like foldable plastic, pens and colors that are easier to use.

**Reflection:**  
The main reason that I looked for 'place' in my room is because of the lockdown, but I did not like to blame no it, because I still think I am satisfied about the idea that let gaps be the 'place', because we all see 'things' everyday, but gaps are also very valueable space, and we normally ignore them, thats why I was trying to play around with gaps, it is just the qulity of the work should be improve.



# Week 5 Play + Force

Tasks	Services	Explanation	
1, 9:00 Am: Wake Up	Nice Morning wake up srvice (Music, Combing, Massage)		
2, 9:30 Am: Breakfast	More and nicer food		
3, 10:00-11:00 Am: Wants to play	Play with her before she asks		
4, 11:00-? Pm: Sleep again until she wakes up	Provide massage service, be very quiet	She will also change a place to sleep, normally either on my desk in front of me, or on her cat tree.	(Depends on how tired she is after played with me)
5, Afternoon: Run and become crazy in the room for at least 1 hour.	clean out all the barriers for her so that she can enjoy the exercise		(Full of energy after sleep)
6, Afternoon-8:00 Pm: Sleep again, until dinner	Be quiet and massage again		
7, Dinner	Nice food		
8, 9:00 Pm-10:00: Play time 2	Play with her until she's tired and provide treats		
9, Sleep earlier to follow her schedule			She sleeps earlier than me normally, and I often disturb her.

## Score Counting:

Each task: 10 points

Total: 90 points

Every time she meows because of my bad service: -3

The final score needs to be higher than 70 so that it can be called a happy birthday for Miyu

Result: 78

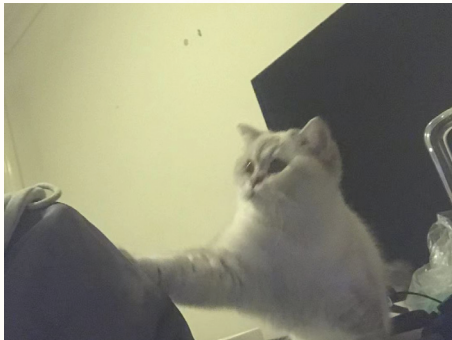
**Context:**  
This week's theme is play and force, I decided what to do at the moment I hear this topic. Because my cat Miyu's 9 month birthday is coming, I decided to hold a special birthday for her, she is the 'ruler' of that day, the only rule is to make her happy.

**Method:**  
In order to do that, I need to figure out what are the things that can make her happy.

I start to record and analyze her every day's life, including what things does she do, at what time, what's her habits, how does she feel and how does she show her feeling.

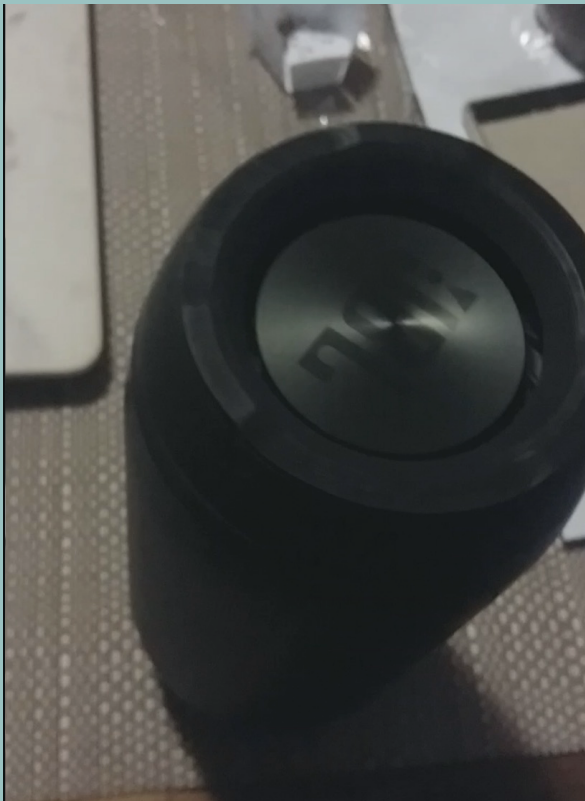
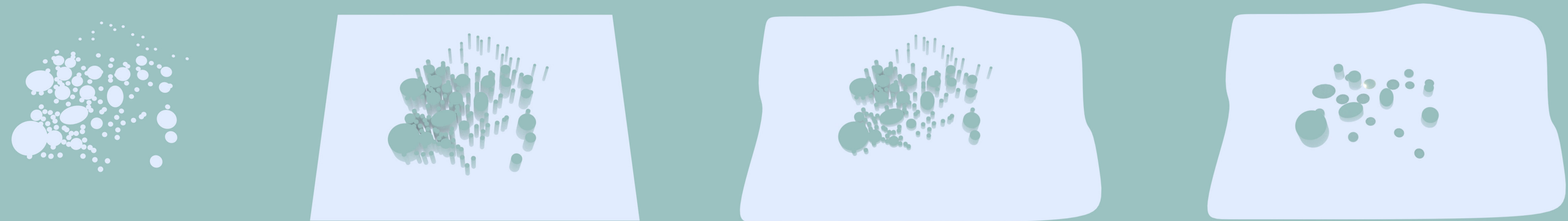
**Response:**  
I made a schedule about all the tasks and services I need to provide for her. And I made it become a one-day game, the intention is to make Miyu happy, every task is worth 10 points, and if I do something that makes her unhappy, I will lose points. Except for the pre-planned schedule, there is a backup plan which needs to be applied and adjust during the day, for example, I calculated her average walking speed, if there is someplace that takes her a long time to walk through, that means, I need to clean out the place for her or, I need to whenever she wants to sleep, I need to stop what I am doing and be quiet. At last, the score needs to be higher than a certain number which means this birthday is a happy day for Miyu.

**Reflection:**  
I was thought I know everything about my cat before, and I think I such a perfect owner. But after I start to analyze and record her daily life, I found out that I am not that familiar with her everything, and I still think I am a very good owner, but there are many things that I need to improve. I decided to do this periodically, it is interesting, and it helps me to get closer to Miyu. Now I have become more familiar with everything in my room again.





# Week 7 Play + Sound



Youtube Video Link: [https://youtu.be/KTZHxiYS8\\_g](https://youtu.be/KTZHxiYS8_g)

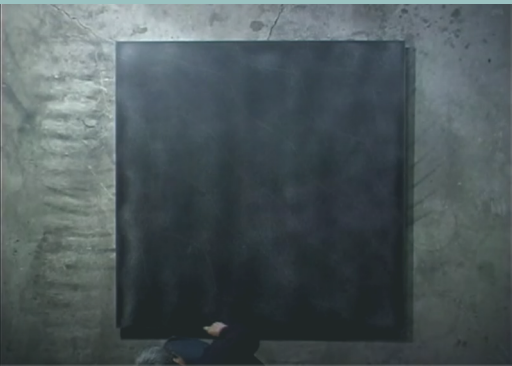
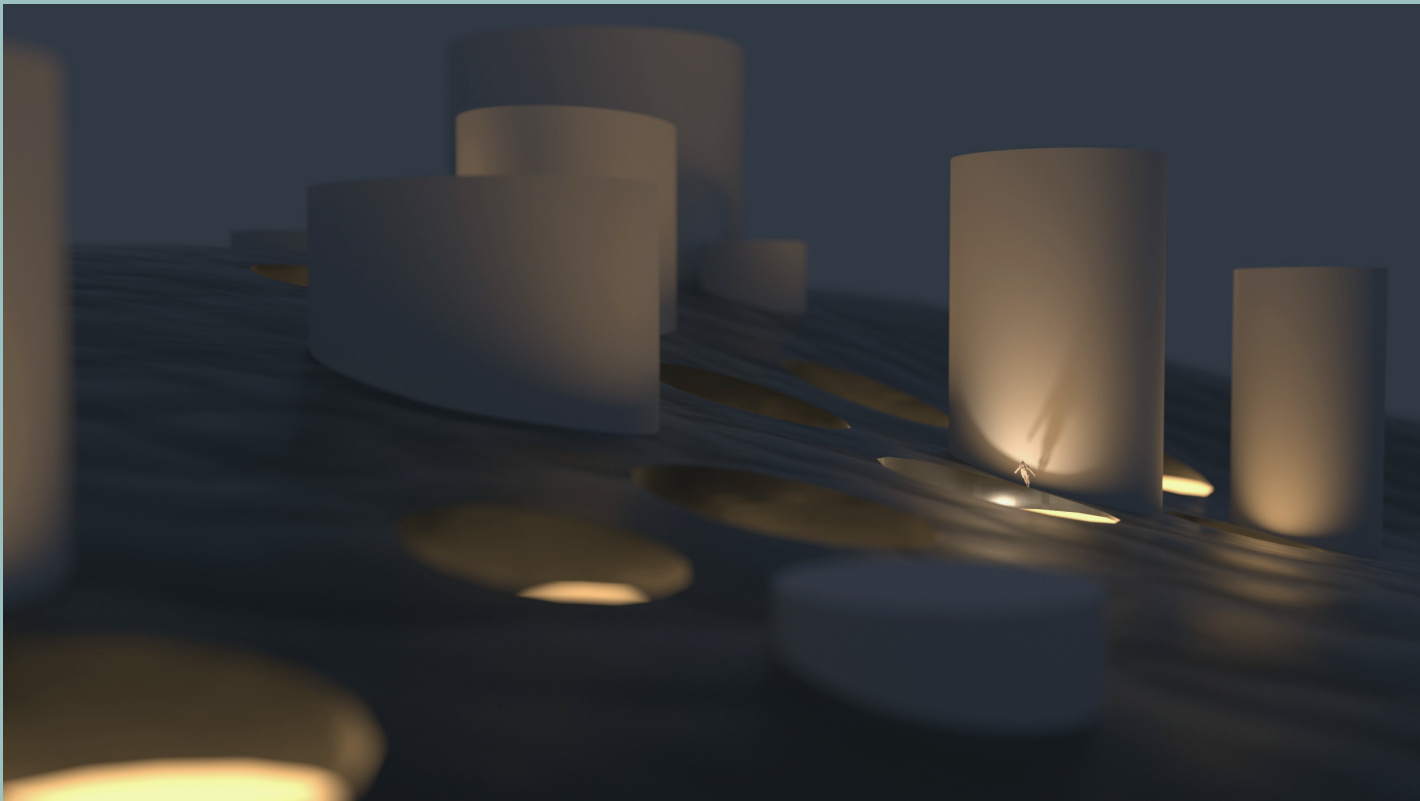


Figure 9&10: VIBRATILE SHAPE 2003 by Kanazawa Kenichi, 2003, Interactive sound art.

## Context:

This week's theme is about sound, I still focus on the space around me which is my room, so I decided to visualize all the sound from my room. There are some amazing works that have a similar idea to this exercise, for example, Kanazawa Kenichi' s 'VIBRATILE SHAPE 2003'. He pours sand on a metal surface and manipulates sand's distribution by providing sound vibration to the surface.

## Method:

I started to record all the sounds that happened in my room. In order to 'visualize' the sound first, I immediately think about vibration which is the reason for every sound. I found a surface that can vibrate when the speaker plays sounds. Then I sprinkle some flour on the surface and I play those sounds I collected from my room. The intention is to see how different vibrations can influence the shape and the distribution of those flour. I also did some tests to see different types of songs that do change flour's distribution in different ways, for example, I played 10 slow romantic songs and 10 hardcore rock songs to see the differences. So, I can say that the shape of those flour after I played all the sounds in my room is unique and only for my room.

## Response:

I was satisfied with the visual deesign, I will do more editing later about the soundtrack, because I still learning how to use software to do that, and this is my first time doing it, so there will be some updates later, maybe I can make it sounds better.

## Reflection:

This is really fun for me, to change an invisible sound into a visible figure and it is specifically for my room. Again, my focus point is still about understanding my room, and this week I was able to understand how my room sounds like and how that sound 'looks' like. This is some themes that I really appropriated because it provides opportunities to look or listen to my room in a different angle and perspective, which I normally would not think about and notice.

## Week 8 Play + Body

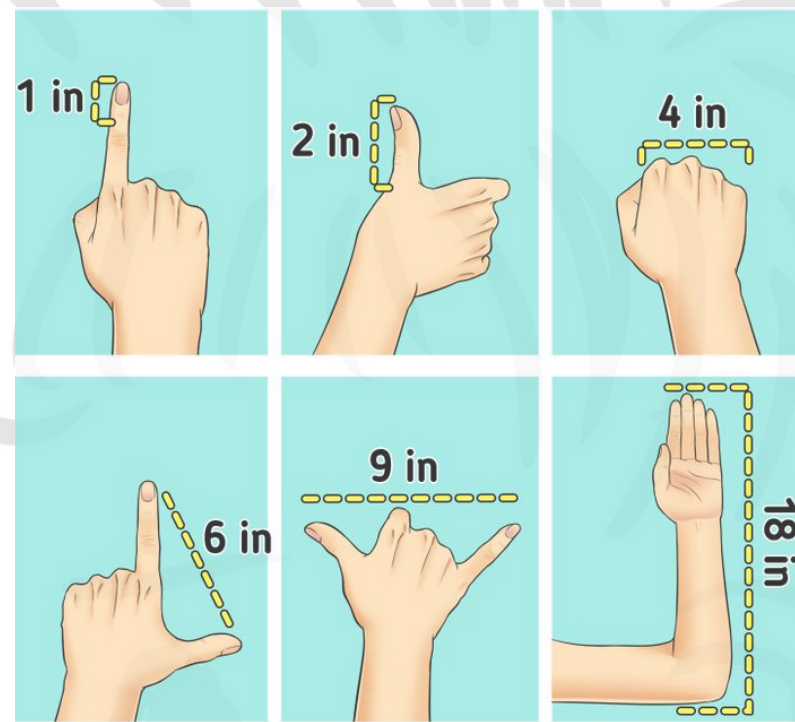


Figure10: Using body as a ruler

### Context:

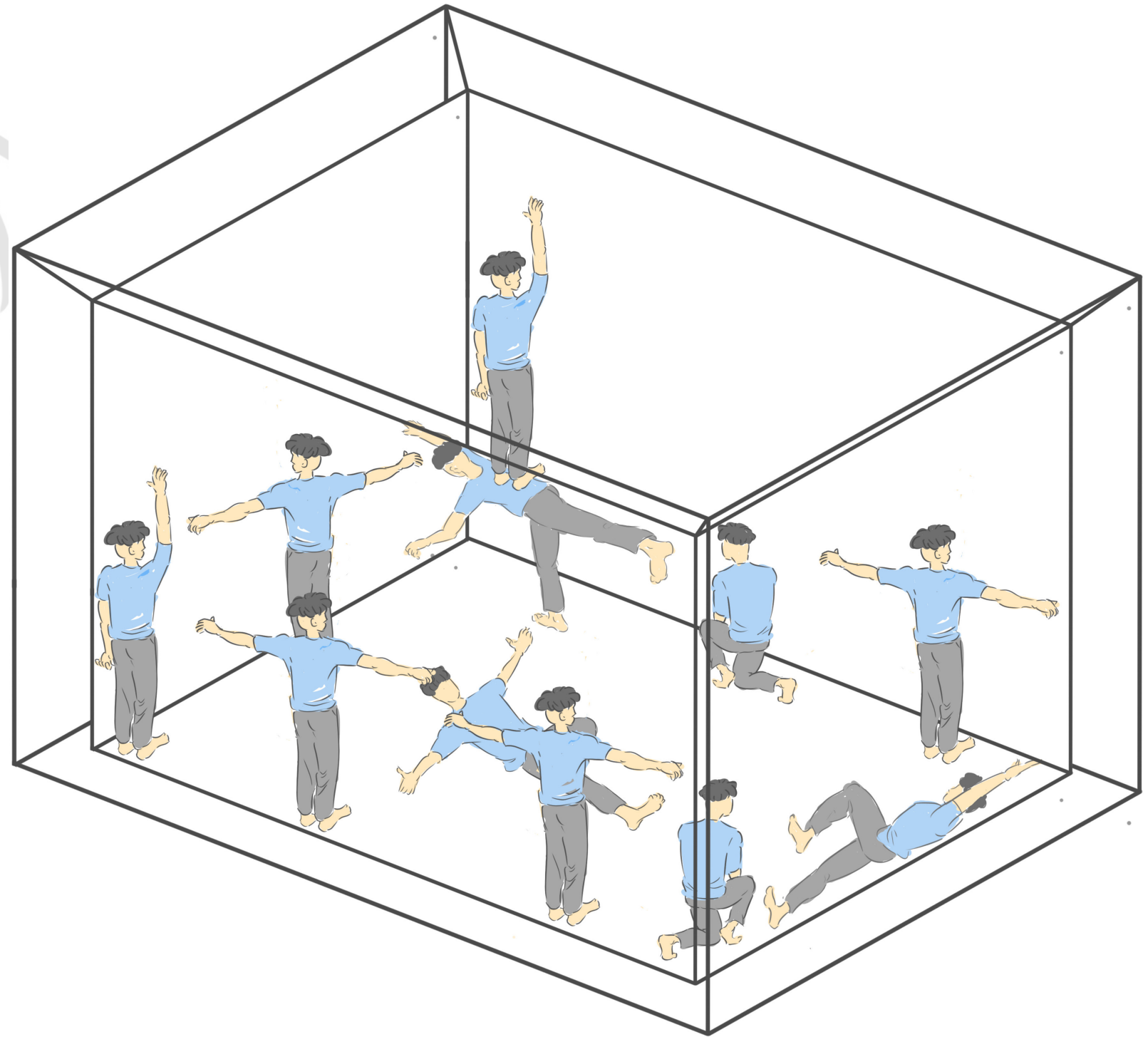
This week's theme is play and body. When thinking about my room, it just reminds me of a very familiar action when architects walking on-site. They will measure those dimensions by counting steps, this is a traditional and convenient method to measure. This action use body as the 'ruler', I decided to follow it, use my body to measure my room.

### Method:

I use my body as the ruler, measured my room, and draw the dimension into a drawing, using the body as a unit rather than a meter or millimeter.

### Reflection:

The measurement is not that accurate, but this activity is not about accuracy. This exercise is about to fit the body into those usable spaces, gaps. The room was designed for people, understanding the relationship between the space and the body is way more straightforward.





Week 9 Play + Abstraction

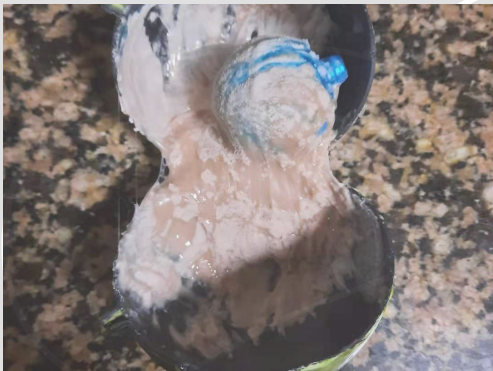


Figure 11&12: Gacha Toy In Japan



context:  
The theme is about play + abstraction, I was trying to define abstraction, but the definition of abstraction is too broad, I can not found a way to express it at the first. Then I tried to think the other way around, everything that is not rationale is abstract. Inspired by this draft, I was trying to use toys in my room to represent it, the bigger ball represents everything, the small ball represents rational things, the void between these two is the 'Abstraction'.

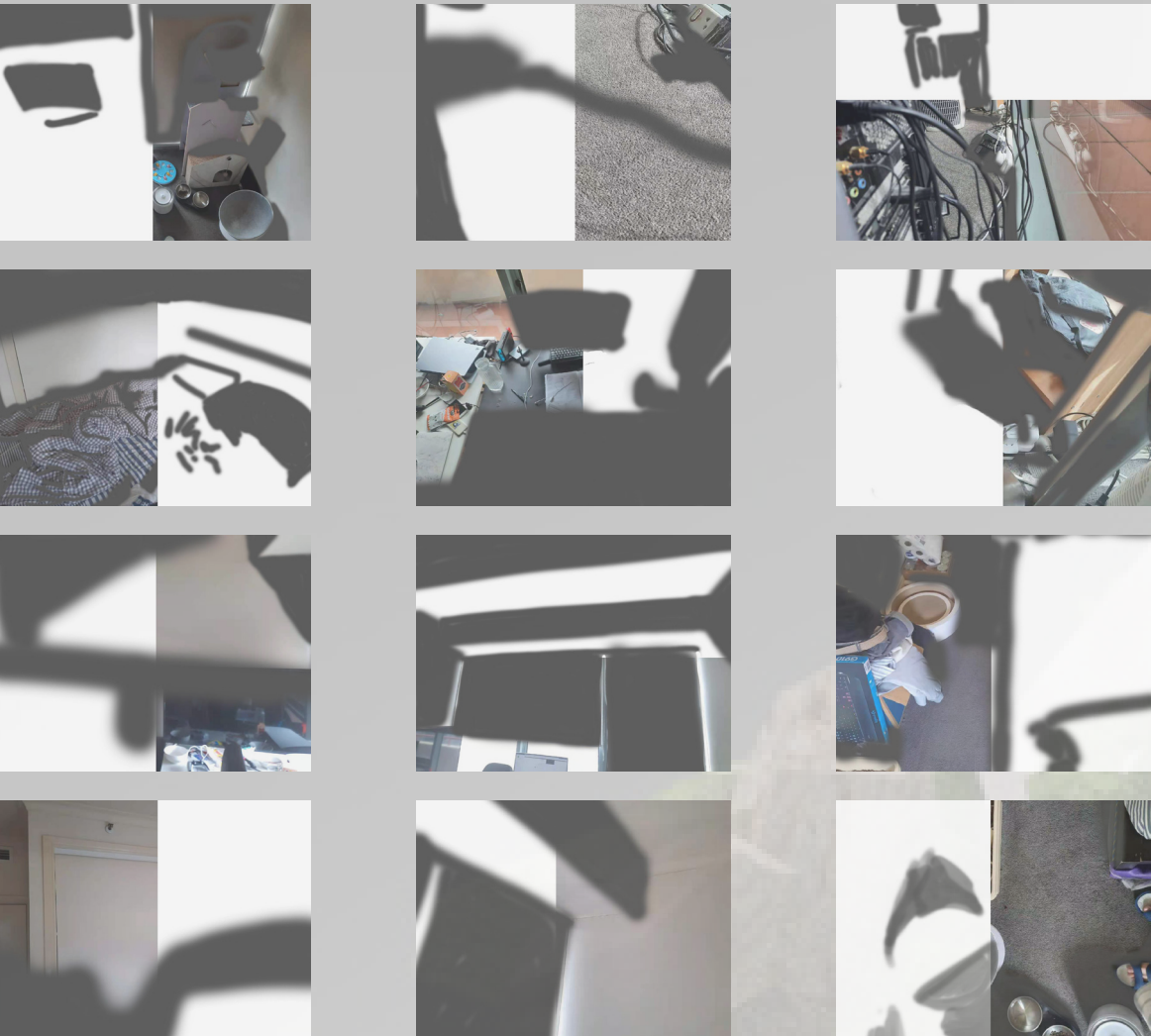
Method:  
To visualize this 'Abstraction', I was trying to using the liquid that can solidify quickly when I shake it, no one knows how it looks like before it is opened. I tried different types of glue, pour cold water to the ball while shaking it and freeze it in the fridge.

Response:  
I was trying to make the shape of the glue very strange but the outcome does not look like how I imagined. Because the glue is very sticky and after I took it out from the fridge, their shape is very 'normal', and they all stick on the ball which is really hard to take off, so I applied some baby oil to the internal surface of the ball to deal with the problem. It was a bit better after using baby oil, but still, I was not satisfied with the shape

Reflection:  
I searched about 'quick setting liquid', but most of the solutions (including the specific materials, certain temperatures) can not be made in a short amount of time, so I switch the direction a bit. It is a compromise but temporarily, I will keep finding new liquid to test, and hopefully make something that I am satisfied with. The name of this project is Schrodinger's Gacha. Just like Schrodinger's cat, how the inside glue looks like before you open it. it is also like Japanese Gacha, that is what I am trying to achieve, it is just that the outcome did not look good.



# Week 10 Play + Nature



Context:  
This week's theme is play and nature. And for me, another theme is still understanding my room, so I start to think about the connection between my room and nature. I imaged my room as a natural environment, and use it to grow a new natural environment. I used a methology called Parametric design to generate the growing nature environment rather then building it by myself. This idea is also applied to many buautiful archiitecture designs, for example, the 'Absolute Condos' by Yansong Ma.

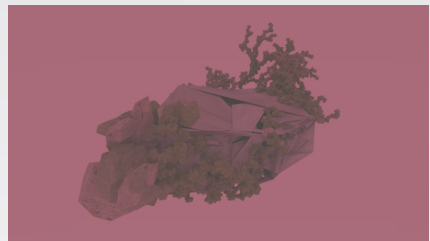
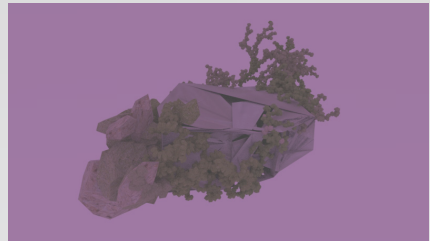
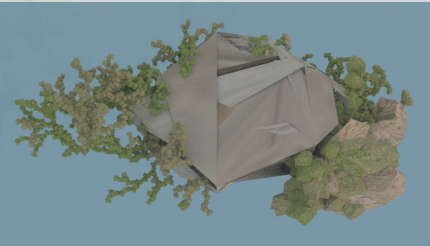
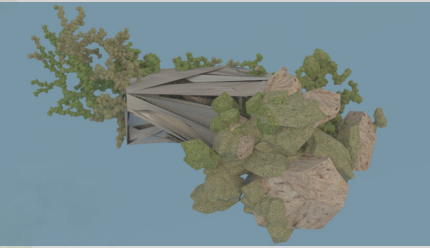
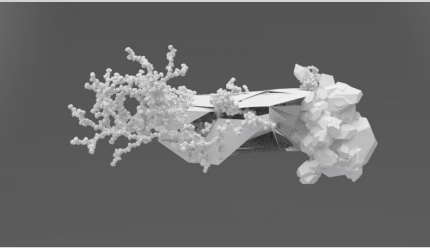
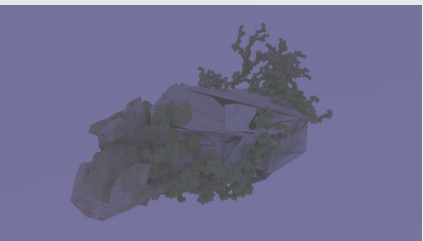
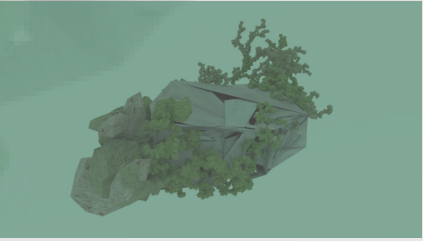
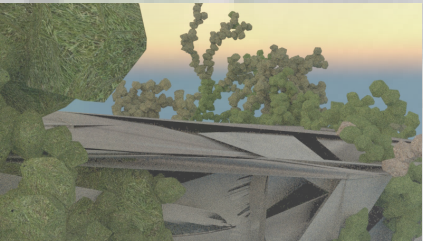
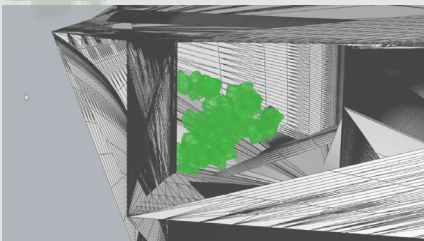
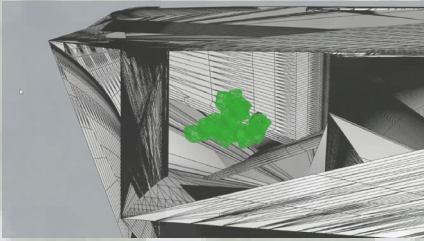
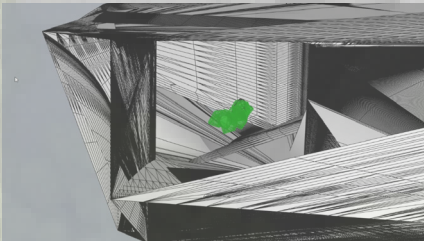
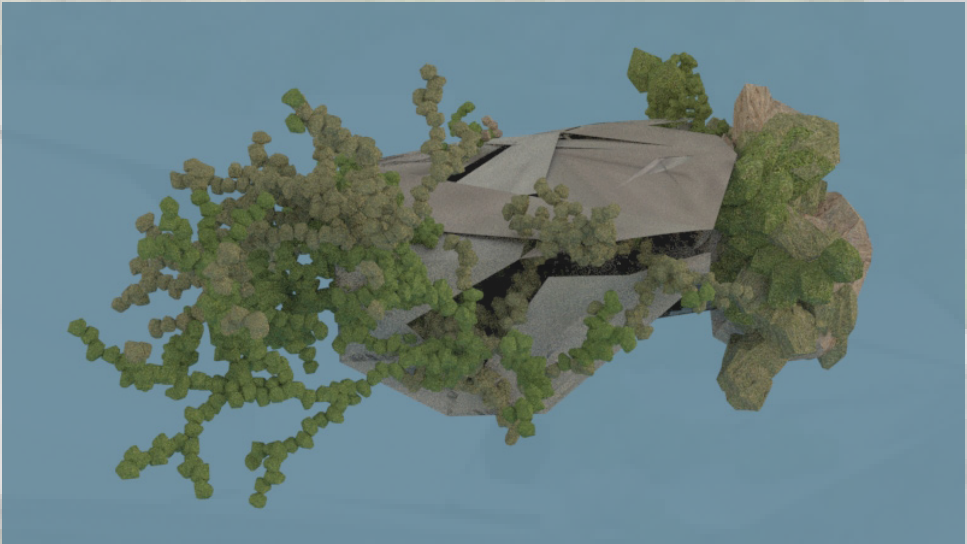
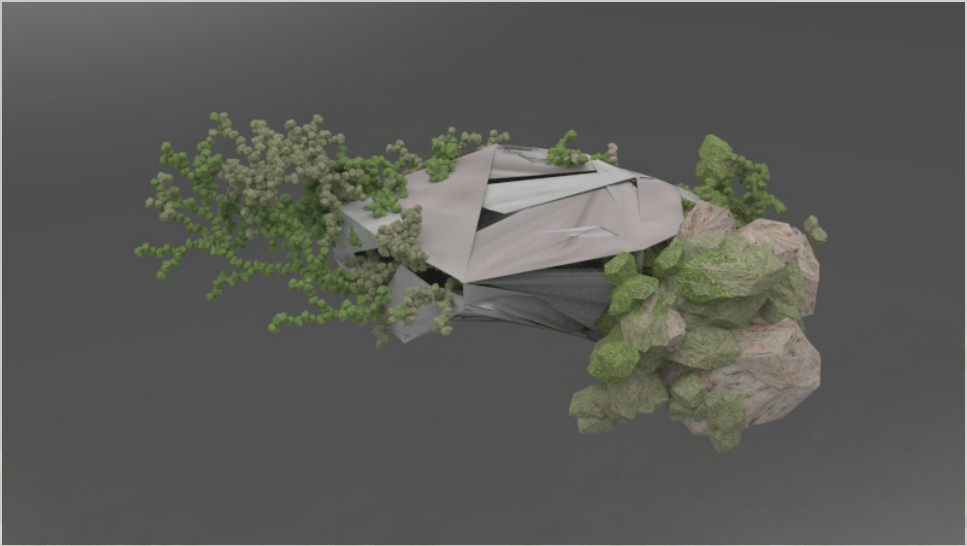
Method:  
I took photos of my room again, but this time is I focus on the light and shadow areas. Because I was trying to distinguish and separate space based on whether it is natural or not. The space that was illuminated by light is 'nature space' because, in order to grow plants light is the necessary requirement, on the other hand, shadow spaces are 'unnature space'. Then I built a model in the modeling software, cut off those shadow spaces, and abstract it into a rock-like space, it works as a flowerpot. Then I used the software to let the 'plant' automatically grow based on the structure and shape of this flowerpot.

Response:  
The outcome is a new landscape if my room is a 'flowerpot'. I am satisfied with the result if I can buy some material the next step can be, I can try to make this landscape by using concrete, stone, and so on.

Reflection:  
Again, I like this week's theme, because this is the direction that I did not think about before, to analyze my room based on the word 'nature', and turn my room into a natural environment. I think this could be a methodology that I can accumulate, it has the potential that can be generically applied to similar situations.



Figure 13&14: Absolute Condos by Yansong Ma, 2012, Architecture.





# Week 11 Play + Stillness

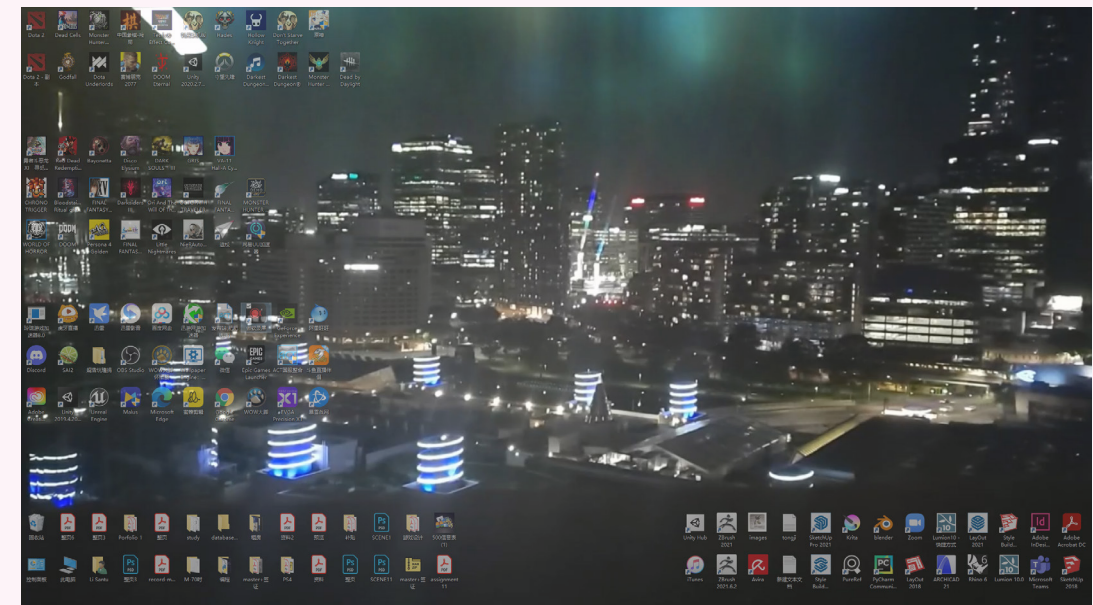
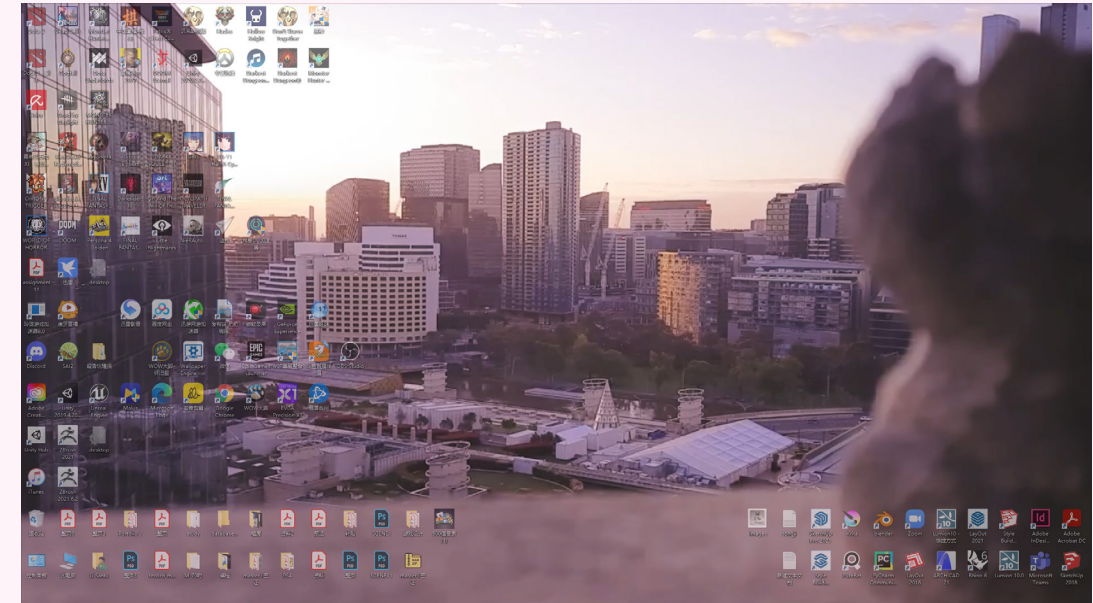


Figure 15: lofi hip hop radio - beats to relax/study to by Lofi Girl, 2020, Youtube Video.

Context:

The theme of this week is play and stillness, I have been thinking about what are the things that can be described with the word stillness in my room, for example, furniture? Furniture will be replaced by a new one. Layout? Normally, I change the layout every 2 months. I found out that everything in my room is changeable and unstable, then I notice the view in front of the window, it accompanies me for years, and it just sits there, it remains how it looks like when I moved in. So I am trying to save this view. It is a similar idea as the youtube video called 'lofi hip hop radio', to make something that can help you with your performance of doing other things.

Method & Response:

I recorded the view at different times, and also different weather and use them to make dynamic desktop images after adding effects. I can choose the one that I would like to use as the background even the outside weather is not the same.

Reflection:

I kept searching for inspirations inside of my room but ignored the outside world, and forget that this view is also part of the room, and it was the only thing that accompanies me all the time, during the tough time. At the end of this semester, this course, just want to do something to commemorate it, to thank it. Will keep updating more versions when meeting different weather.

# Reference

1, 16 Personalities, 2011, 16 Personalities, Website, viewed 22 July 2021,

<<https://www.16personalities.com/contact-us>>

2, Frieder Nake, 1966, Walk-Through-Raster, Computer Art, viewed 29 July 2021,

<<http://dada.compart-bremen.de/item/agent/68>>

3, Peyton Reed, 2015, Ant-Man, Film. Marvel Comics, viewed 5 August 2021,

<<https://www.imdb.com/title/tt0478970/>>

4, Nick Edwards, 2011, Repeating GIF, Digital Art, viewed 12 August 2021,

<<https://www.deviantart.com/mrdynamite/art/repeating-GIF-271551998>>

5, Unknown, 19th Century, Jadeite Cabbage, Jadeite Sculpture, viewed 19 August 2021,

<<https://theme.npm.edu.tw/selection/Article.aspx?sNo=04001080>>

6, Wentu Feng, 2011, 12 Jin Ling, Woodcarving, viewed 26 August 2021,

<<http://www.jia360.com/new/96296.html>>

7, Loctite, 1988, Polyurethane Foam, Construction Product, viewed 3 September 2021,

<<https://www.loctiteproducts.com/en/products/build/polyurethane-foam.html>>

Week 1 MAGI Website:

<https://magistudio.net/work/adp-week-1-obervation-self>

Week 2 MAGI Website:

<https://magistudio.net/work/adp-week-2-play-time>

Week 3 MAGI Website:

<https://magistudio.net/work/apd-week-3-play-object-1>

Week 4 MAGI Website:

<https://magistudio.net/work/apd-week-4-play-place-2>

Week 5 MAGI Website:

<https://magistudio.net/work/apd-week-5-play-force-1>

Week 3 Youtube link:

[https://youtu.be/enzqoR\\_xe5U](https://youtu.be/enzqoR_xe5U)

Week 5 Youtube link:

<https://youtu.be/G27Eg21fLMQ>



8, Kanazawa Kenichi, 2003, VIBRATILE SHAP 2003, Interactive Sound Art, viewed 18 September 2021, < <a href="https://www.ftarri.com/festival/2019/weekone/kanazawa-e.html">https://www.ftarri.com/festival/2019/weekone/kanazawa-e.html</a> >	Week 7 MAGI Website: <a href="https://magistudio.net/work/apd-week-7-play-sound">https://magistudio.net/work/apd-week-7-play-sound</a>
9, Kanazawa Kenichi, (2020, October 26). Kanazawa Kenichi 'VIBRATILE SHAPE 2003 RINGS'[Video], viewed 26 September 2021, YouTube. <a href="https://youtu.be/VcP33EAE1WM">https://youtu.be/VcP33EAE1WM</a>	Week 8 MAGI Website: <a href="https://magistudio.net/work/adp-week-8-1">https://magistudio.net/work/adp-week-8-1</a>
9, Quora, 2021, Ways to measure length without a ruler?, Website, viewed 3 October 2021, <a href="https://www.quora.com/Ways-to-measure-length-without-a-ruler">https://www.quora.com/Ways-to-measure-length-without-a-ruler</a>	Week 9 MAGI Website: <a href="https://magistudio.net/work/apd-week-10-7">https://magistudio.net/work/apd-week-10-7</a>
9, Blippo, 2021, GACHAPON, Website, viewed 11 October 2021, <a href="https://www.blippo.com/toys/gachapon">https://www.blippo.com/toys/gachapon</a>	Week 10 MAGI Website: <a href="https://magistudio.net/work/week-10-play-nature">https://magistudio.net/work/week-10-play-nature</a>
8, Mad studio, 2004, Absolute Condos, Architecture, viewed 18 October 2021, <a href="http://i-mad.com/zh-hans/work/absolute-towers/?cid=4">i-mad.com/zh-hans/work/absolute-towers/?cid=4</a>	Week 11 MAGI Website: <a href="https://magistudio.net/work/apd-week-11-play-stillness-1">https://magistudio.net/work/apd-week-11-play-stillness-1</a>
9, Lofi Girl, (2020, February 23). lofi hip hop radio - beats to relax/study to, viewed 25 October 2021, YouTube. <a href="https://www.youtube.com/watch?v=5qap5aO4i9A">https://www.youtube.com/watch?v=5qap5aO4i9A</a>	Week 7 Youtube link: <a href="https://youtu.be/kTZHxiYS8_g">https://youtu.be/kTZHxiYS8_g</a>