STUDENT PORTFOLIO  : selected works
MORE WORKS @ teaching.suhyunnam.com
Interactive Installation, 24 X 24 X 30 inch
Heat Lamp, Force Sensor, Power Supply, Arduino, Chocolate, Candies
Popcorn paint, Graphite, Treadmill, Robo Russian Hamster, Acrylic, Play doh
274cm x 274cm x 190cm

Images from Jason Guo’s website
http://www.jasonguo.com/documents/squirt.html
Performative installation with custom software and device
GPS tracker in a metal box
Software developed in Processing with Unfolding map library

Small metal cubes with the text ‘this is a tracking device’ will be placed around public downtown Chicago. Inside each sealed box is a tracking device with a lifespan of 7 days. The data from the location of each box is logged every 3 minutes and eventually visualized in the gallery space using the above software. Public interaction with the Tracker Cubes is entirely voluntary although no information is provided on the cubes themselves.

Description and image courtesy of Brannon Dorsey
Diamond Diamond is a free software project that allows users to create poetic images using their own text and pictures. It aims to incorporate a balance of randomness and control over its content, leading users to draw inspiration from and make associations with imagery and language in new ways.

Description and image courtesy of Brannon Dorsey
Project Proposal

The organic object made of white felt resembles a decaying hybrid of animal and plant. Digital parasites are embedded in its soft surface. Contact with the felted circuits produces distorted sounds of nature. Birds, wind, water, frogs etc. are amplified by the window with mirrored panes of glass. Participants are invited to create a dysmorphic symphony of sounds and experience their own vibrating reflection. Applying more pressure to the points further distorts the audio while strengthening the physical and tactile connection to the object. Contact with the nodes also triggers a projection, moldy decay patterns crawl out from one point and into another, encouraging a playful yet disturbing interaction.

Description and image courtesy of Marina Pfenning and Lauren Ramsey
Project Proposal

Water is one of the promising resources and it is essential to all life. However, properties of water are hard to control and the world beneath water is still unknown territory. As a result, it’s familiar but still untouchable area. This project is the imagination of more close connection to water by controlling vapors and water movement.

Description and image courtesy of Shin Hae Ahn and Yufan Gao

Project installation and demonstration
Interactive Sculpture, Dimension Variable
Arduino, Distance Sensor, Plaster, Spot Light, 5.1 Surround System
Interactive 3D Video Game, Stereoscopic Projection
Unity 3D, Autodesk Maya
**Primal Nest**

Primal Nest is an experimental 3D video game where the viewer is invited to play. A participant can zoom into the frame and navigate the virtual landscape through an inter-vaginal perspective. The interior is a female womb, humanity’s primal nest, imagined and constructed with disembodied legs, arms, hands, fingers, and toes. The virtual reality scene contains a light source, water, and sound. Shadow, reflection, and echo are rendered in real-time as the viewer explores. The work is installed in domestic environments — ordinary entertainment centers that include TV, table, and video game consoles — so as to be approachable and interacted with instinctively.

Preoject description by Sanglim Han
Digital Imaging / Digital Print
Photoshop
Paura

My idea is to bring the player into the mind of a young boy who lost his family due to a fire, he blames his father and throughout the experience he contemplates why he is in the position he is in, why he is still alive and if he should keep on living. This is done through the abstract, different objects and metaphors, odd experiences and camera views, places where the player has complete control of a situation and places where the player just has to sit there and watch. Using the Oculus Rift and headphones that support full 3D sound I bring the player fully into the experience, I want them to experience the pain this boy is going through, the fear that he faces; the anxiety that flows through his head. Seemingly random occurrences will happen that make the player scream while other occurrences will make the player wonder what is happening. ‘Paura’ stands for ‘fear’ in Italian, I don’t want the player to know what is coming next, I want them to guess and hope that they don’t come across something that will scare them.

Project description by Ian Ford
3D video game for Mac and windows
Object collecting system with two game scenes
Autodesk Maya, Unity 3D, Javascript
3D video game for Mac and windows
Object collecting, avoiding enemy and waypoint system
Autodesk Maya, Unity 3D, Javascript
Rise of Dominators (RotD) is an experimental strategy game, where you and four teammates fighting against an opposing team of 5 enemies. Players are played in the first person perspective, and each player in the game controls one hero with four abilities. The objective goal is to destroy enemies main building. Once the main building is destroyed, the team without the main building loses.

I believe the concepts from genetic algorithm can construct a competitive and balance game. Thus, the first priority for my project is to practice the implementation of genetic algorithm. Genetic Algorithm mimics the process of nature selection, and two of the most important factors are mutation and crossover. In my game, I want to implement the mutation and crossover concepts into heroes' spells in order to provide players the variations of spell builds. I also want players to decide and control their avatar's (heroes) mutation rate. The team has the strongest mutation that fits best to their strategy would probably win the game.

3D video game for Mac and windows
Autodesk Maya, Unity 3D, C#
Light Up the Darkness

The general idea of the story is that the main character is the sole person alive and well on a planet. All the rest of the people are in a frozen state in a bunch of futuristic “cubes” waiting to be reawakened after some disaster happened on the planet that wiped everything out. They’re waiting for the main character to bring all the plants back to life and replenish the planet’s natural resources. The main character has access to some of the plants before the disaster. Though, the main character has to figure out which order to regrow these plants, which ones to make hybrids out of, which ones to make medicines out of, and how to balance them all together. With the right balance of plants giving off light energy, they’ll give off enough energy to awake the “cubes” where the people and other plant resources are being held. Once enough energy is restored, the planet is then habitable again and everyone else will be reawakened.

3D video game for Mac and windows
Autodesk Maya, Unity 3D, c#
Wampum Belt Template Generator

This project is inspired by the Wampum Belts of the Haudenosaunee. These belts are encoded symbols of knowledge and carry powerful meanings relevant to life, governance, sustenance, and philosophy. My main purpose for developing this project is to aid in the design process of creating real wampum belts so that users may work out the technical and visual aspects of their designs such as patterns and the number of beads they will need.

Proposal image and project description by Waylon Wilson

Web-based drawing application with array
Javascript, Canvas API
Drawing application
Processing, Kinect, OpenNI