**TITLE OF THE WORK**  Borrowed Scenery
**YEAR**  2019
**ARTIST**  Weidi Zhang
**MEDIUM**  Virtual Reality Experience
**DURATION**  5 -15 minutes



Screenshot of VR world

## DESCRIPTION

*Borrowed Scenery* is a virtual reality experience that constructs an autobiographical spatial narrative that point to the deconstruction and reconstruction of cultural identity through experimental visualization of image data.

Being exposed in diverse cultures enables us to continuously portray our own cultural identities through collaging our collective memories cross cultural boundaries. In this project, I utilized autobiographical threads to evoke universal experience of alienation and displacement. Photographs of eastern and western motifs, symbols and landscapes , which are collected as raw source image data, are captured volumetrically mostly in two places - my hometown Suzhou (China) and my current living place Los Angeles (US). Visualizing those two groups of image data in the VR world change the way we percept the scalability of intersections, as we could navigate the space to play with different point of view. A non-linear narrative is created when the intelligent agents ( generated by image data)  crossed over dynamically into interralations, and continously assemblage the virtual world.

The visualization methodology includes photogrammetry, shader programming and intelligent system development. The pixel coordinates from those sets of image data are reconstructed as 3d coordinates of points on structures through automatic calibration. A customized shader is designed for the textures of those data-driven structures, which displaces and animates processed image pixels on vertices with layers of customized algorithms and 3d Voronoi Tessellation, collectively generates a fragmental geometrical forms

and fluid chaos.  Those forms are programmed as intelligent agents to seek and wander in the environment, collide with others, die and get reborn. The system simulates how our cultural identities are evolved and how the 'border' is dynamically disturbed and reformed in aesthetic and subject matter.

The whole space could be interpreted as a data-driven photo montage, an autonomous agent-based system, a bank of collective memories, a tiling puzzle with over 50 thousands tessellating pieces,  and ultimately a shared state of ideas, values and language across the boundaries.

< visualization methodology diagram >



< Data Visualization >

**SUPPORTING MATERIAL**  https://www.zhangweidi.com/borrowedscenery
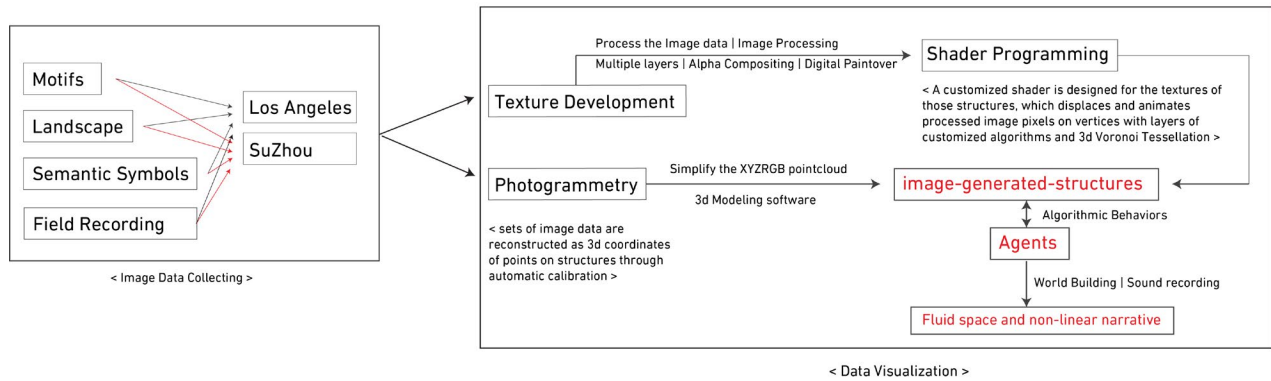
**TECHNICAL REQUIREMENTS**

1. A desktop with 6-Core i7 + graphic card 1080
[could be provided by artist]

2. Samsung HMD Odyssey Windows Mixed Reality Headset.

3. One or two HD Projectors or a monitor (depends on the space)

4. A pedestal

5. Several extension chords



Special Thanks to
Prof. George Legrady
Experimental Visualization Lab