

## Life cycle in digital system

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### Abstract

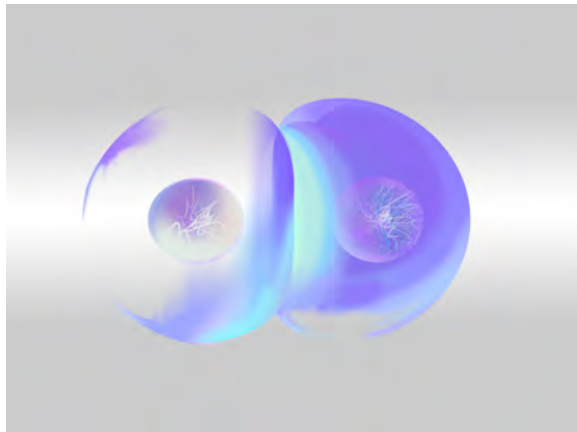
In exploring a perception of life growth and digital visual art, these new short animation films create a serial of new life cycle systems, by combining biological life sciences, artistic imaginative vision and music together. These artworks were invited to be shown in the 11th China ART Exhibition and Tsinghua University.

If only the clock of life would stop ... if only we could stay forever young ... if only our aged body could be reborn, like a new embryo in Spring, and we grow youthful again! Is this not the most dreamed dream we have been dreaming of? Yet this dream could actually be fulfilled - when we understand the key of the grand circulation of life. Do not say that it is death that gives the meaning to life, because this is only true if we have no knowledge to fight aging, and no power to go against death. We will all grow old in time and will all disappear someday, like each individual leaf on a tree. But the new leaves will keep growing out from the tree of life, season after season, generation after generation. The tree of life has grown for millions of years and it will continue to grow for millions of years. In this sense, this grand circulation makes our life the most beautiful and forever young. However this grand circulation goes through a seemingly vulnerable place we call placenta - the place where all life cycles begin.

In these works, 3D computer visualization techniques were used to create a scene that combined biological life sciences and artistic imaginative vision to create a serial of new life cycle systems. We use MAYA 2008, AFTER EFFECT for the animation and Sam created the sound.

### **Creative concept - art and visualization techniques**

Many artists try to explore the notion of 'being' - what is behind the physical surface using imagination. Some of these artworks are helpful for contemporary science and even future research. With the development of technology, the tools for artwork have been extended from paper to mobile and from 2D to 3D. What kind of technology should be used, is a common question when considering how to best to show a creative concept. Whatever tools are used there are always impossibilities and possibilities during the production process.



Lifecycle 001. Hui Zhu



Lifecycle Script. Hui Zhu

### **Good design opens new avenues for the animation industry and markets.**

Even though China's animation has a decades-long history, its animation industry can still be considered a young one. Despite widespread expansion, approximately half China's animation output is produced for other countries, and there is a serious shortage of original content animation and resources within the TV and film industry. The animation industry in China is mostly sustained by either government support or by jobs that are outsourced from other countries. The number of firms with the ability

to produce individual animation pieces that exceed thirty minutes, falls drastically to the teens. Only a very few Chinese animation companies who create original content animation can survive within this environment - most have to rely on government support.

What is a successful design? Successful design will be a bridge to connect concept art and accessible technology. In this life cycle program initially the concept for the art was an idea that came from meditation. The idea is exciting but wispy. Based on our program investment, possibly 2D animation will be fit for such a phantasmagoric theme. However given the program deadline, possibly 3D animation is more controllable for a limited time scale. During the exploration of such a theme, we found similarities between life cycle and digital art, such as from 1 to 0 code. Based on viewer's expectation, 3D computer visualization techniques were used to create a serial of process that combined biological life sciences and artistic imaginative vision to creatively show a new life cycle code.

Everything in the world is in constant change, including our bodies - in the form of split and fusion. In exploring a perception of life growing, more and more digital artwork creates various life cycle systems combining biological life sciences and artistic imaginative vision together: from representationalism to abstract expressionism, different forms express different modes of sensory delivery. With digital technology, this programme shows different views of life cycle, from inside to outside, from microcosm cells to macroscopic universe, from end to regeneration of life.

### **Individual and generational**

One individual person could be viewed as himself or the representative of his generation, his nationality. The same can be applied to this life cycle program. There is only one female character who experiences youth to being old and regeneration. She can be looked at as one person or the whole of human kind, or the experience of one generation after another: it depends on different viewpoints, from inside to outside, from local to international.



Lifecycle002

Hui Zhu

We hope these digital imaginations might help enlighten, for some people, the reality of the genetic project. Do not say that it is death that gives the meaning to life - because this is true only if we have no knowledge to fight aging and no power to go against death.