

Aura of Rhythms-The Integration of Visual, Auditory, Tactile in Artworks

Hui Cui^{1,a,*}

¹Media Content, Konkuk University, Chungju, 27478, Korea

a. jrxxch51@naver.com

*corresponding author

Abstract: In the 21st century, with the spread of cell phones and other media, the Internet has changed the way humans live and think in leaps and bounds. Rich media portals have opened up to audiences, bringing an overwhelming amount of information and myriad choices on the one hand. On the other hand, data quietly records people's media behaviors and expressions, and the more you use the media, the more it understands your habits and needs. The media interface pushes information according to the needs of the audience, and as Lipman says, we live in an "imaginary world" created by the media, so much so that we sometimes appear to neglect to consider the real existence of the message.

Keywords: Emotional experience, Aesthetic experience, Artistic experience, Emotional rewards, The art of evolution

1. Introduction

The German scholar Walter Benjamin (1892-1940) coined the concept of "spirituality" as a concept of art, which raises many questions about art in the context of reproduction technology, such as "cult value" (Kultwert) and "exhibition value" (Ausstellungswert) [1]. As art becomes more and more accessible to the public, the "Aura" rooted in the inaccessibility of artworks is gradually dissipating, and with the impact of technology on people's lifestyles, we need to ask deeper questions about this era. We try to feel life in its purest form by thinking out of our own mind and cleverly adopt the construction method of "information architecture" in a contemporary context, using various media such as technology, materials, sound and media to display the works, so as to convey information to people and awaken their consciousness. The exhibition adopts a visual-oriented approach and uses the interaction of the other four senses in an effort to give the audience a better and more complete perceptual experience and to enjoy the aesthetic experience and meaning conveyed by the works. It is hoped that the exhibition "Spirit of Rhythm" will allow audiences to re-explore the sense of life back to its origin and promote the harmony between man and society, man and nature.

2. Exhibition Program

2.1. Classification of Works and Reasons

The exhibition is divided into two main areas, the display area and the interactive area, through which the audience can actually participate and become a part of the work through such an interactive

exhibition. According to the survey, the act of touching can directly enhance human participation, thus increasing the effectiveness and experience value of the exhibition [2]. Therefore, in the interactive area, I choose to increase the touching opportunities between the audience and the works through the interactive way of web design, so that the audience can understand the characteristics of the exhibits more intuitively, and thus feel the theme of the works, and have a more comprehensive understanding of the exhibits through this way.

2.2. Detailed Description of Works in the Exhibition Area

2.2.1. Visual Perception of Nature

2.2.1.1. Around, 2021.10

Surroundings present a narrative about the wind in nature through various materials and artistic media. Creating and communicating to recognize the nature in which we live. The ability to capture the feeling and insight of the essence of the wind from multiple perspectives allows the audience to feel my expression of the wind. The story of the work is divided into two parts:

The Word of the Wind: Record the traces left by the oscillating shapes of the wind through droppers, ink, and drawing boards as shown in Figure 1.

The Shape of Wind: Using a film camera to record the real shape of the wind at different latitudes at different times as shown in Figure 2.

The work wants to express that everyone will have a natural world of their own in their hearts and should respect each other's thoughts and look at our surroundings together to explore nature's essence.



Figure1: Installation Artwork: The word of the wind, Hui Cui



Figure2: Photo: The shape of wind, Hui Cui

2.2.1.2. The Breath of the Waves, 2020.6

The documentary "Breath of the Waves" shows how plastic products "stop" the ecosystem from breathing. It is hoped that the combination of this film and the installation art, once again made of plastic, will give the audience a more comprehensive perceptual experience through the changing of

day and night and combined with the ASMR sound of the waves as shown in Figure 3. It is hoped that the film will give the audience a more intuitive understanding of our current ecological situation and a reflection on the relationship between man and nature.

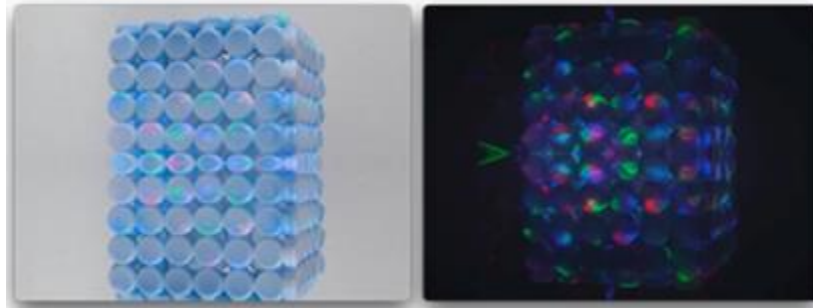


Figure3: Installation Artwork: The Breath of the Waves, Hui Cui

2.2.2. Tactile Perception of Faith

2.2.2.1. Beyond the Clouds, 2022.8

Totem worship is ancestral speculation and expectation of the unknown world, based on the idea that all things are spiritual. Totem worship is a spiritual belief, a spiritualized symbol, a fantasy of the subconscious. Today, as the cognitive space of human beings continues to expand, new unknowns and new confusions will again plague human beings, and more and more magical new spiritual worship will be hidden in people's subconscious.

"The wind from the tiger, the clouds from the dragon" out of the "I Ching. Qian Gua" in the metaphorical mutual induction between things. So I want to find the fit between modern culture and art and totem worship through mosaic installation art, modern material with a sense of touch as shown in Figure 4. Through the external stimulation of the sensory organs, the original totem memories in the human brain are combined and linked, thus generating a deep sense of the soul and giving the totem a contemporary meaning.



Figure4: Mosaic Artwork: Beyond the clouds, Hui Cui

2.2.2.2. Endangered Birds, 2019.11

Endangered Birds's design (Figure 5) is based on the images of birds in the idiom story "Xingfu Zhuan". Through research and data collection, we discovered ten species of birds that are threatened with extinction due to ecological problems. Through the images of these birds and their living environment, we designed this work. This ability is based on the compassion that every human being

has, on our ability to perceive the emotional feelings of nature's creatures, to experience their inner feelings, to comprehend their thoughts, ideas, attitudes and emotions in order to achieve empathy: if we do not care about the environment, these birds will become permanent monuments on the emblem, and we will not be able to touch the beauty that belongs to nature.



Figure5: Brand Design: Endangered Birds, Hui Cui

2.2.3. Auditory Perception of Time

2.2.3.1. 20, 2021.1

This product (Figure 6) is a presentation of the way of life of young people of the 20th generation through the sound of different frequencies and rhythms. Hopefully, the film can make people look at our relationship with our bodies again. If we don't stay in balance with our bodies and time, our lives could start counting down from the 20th generation." It evokes the importance of time and one's own body through a 20-second countdown.



Figure6: Movie: 20, Hui Cui

2.2.3.2. Hawkeye, 2019.10

This film explores the relationship between society and the individual. It was created by looking for a once thriving urban area in Korea in the 80s, which became a ruin left behind by society as time passed and the general environment changed, but now the torso remains. The film was created by collecting sounds around the buildings and using "Passing Time" as a specific character. The character "Passing Time" returns in 2022 to the place where he lived at that time in 2000, and there is a strong visual contrast between the once lively scene in his head and the actual dilapidation. I hope that this film can make people think about the current living environment. The film also raises questions about the current social environment, asking "What is our rapidly developing present built on? Here, subject and object, emotion and reason, concrete and abstract, image and thought, finite and infinite reach a state of "integration", dissolving the confrontation and gap between them, and reaching a state of "instant unity". It causes a strong resonance of life. As the Figure 7 shows, in this story, the four aspects of subject and object, emotion and reason, concrete and abstract, image and

thought, finite and infinite, reach a state of "integration". This state dissolves the confrontation and the gap, and reaches a state of "instant unity", thus causing a strong resonance of life.



Figure7: Movie: Hawkeye, Hui Cui

2.3. Interactive Area Description

2.3.1. The Third View, 2021.12

The Third View is about reinventing web design for sound and image. By creating a web design to the reconstitution of sound and picture that shows the relationship between sound, image, and emotion, the site is presented through a simple and clear navigation menu, menu bar, and options bar, focusing on the information presented - images, sound. Other elements of the website, such as the about page and the introduction of the theme of the work, are covered in the "ABOUT" section. The navigation menu of the website has no redundancy, and the minimalist design allows the public to find the information they want to obtain more quickly, thus enhancing the user experience. From the point of view of sound rhythm, the sound was divided into four categories: continuity, repetition, clutter, and instantaneousness at the early stage of creation, and the video clips were created according to these rules. Continuity refers to the relatively uniform frequency, which is calming and can have a similar effect on sleep or concentration, such as in the video clips "Breathe", "Sea Wave" and "Bonfire". "; repetition refers to the repeated repetition of a sound, such as the video clips "Momentary", "Salad Days" and "Crossroads " a single sound rhythm will make people think over and over again, thus creating a sense of anxiety; suddenness, a sudden appearance of a sound, such as a video clip "Drop" "Inspiration" "Key" can create a sense of fear; clutter, there will be a sense of quarrel, "Chew" "Drop" "Fluxion" such as the rhythm of the sound makes people feel irritable, confused and unable to focus. The fixed concept of "the sound that should exist" is replaced by "the subjective sound". The meaning of images and sounds is redefined.

By interacting in Figure 8, I hope to show that "the world as we think it is" may not be the world as it is. We should re-examine ourselves from a third perspective and try to accept the diversity of the world.



Figure8: Web Design: The third view, Hui Cui

3. Conclusion

Kenya Hara says, "The human being is not only a sensory combination of receptive organs, but also a sensitive memory regeneration device capable of reproducing images in the mind based on memory [3]. The images that appear in the human body are magnificent images of several sensory stimuli and the human regenerative memory intertwined at the same time". In digital media, the status of vision has been elevated as never before, and a variety of functional functions such as vision, hearing, touch, and smell are interwoven and integrated, leading people's vision to a virtual reality world that was once unattainable, and people have a more multidimensional perspective on how to see. With the rapid development of science and technology, the development and maturation of new media technology in the latter part of the 20th century has given new media art a broader scope, presenting a new audio-visual language that is popular, diversified, and emphasizes interaction and communication. The exhibition planning of "Spirit of Rhyme" is my attempt to use "information architecture" to induce an interactive exhibition for the audience's aesthetic experience. It will allow the audience to experience their inner emotions and thoughts by using their sensory system, emotional system and cognitive system flexibly, so that they can step out of their original thinking patterns, re-examine and rethink, return to the original meaning of life, and finally promote the construction of a harmonious coexistence relationship between human and society and natural life forms. With our experience and their experience, we can feel the past, present and future together.

References

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