



# GOSIM HANGZHOU 2025

AI For Humanity  
**SPOTLIGHT**  
Collection



## SPOTLIGHT OF CONTENTS



### — AI for Humanity Spotlight

2025 GOSIM Hangzhou Spotlight 聚焦“以人为本，向善而行”的人工智能，致力于推动人机共生与协同创新，共建可持续发展的未来。

2025 GOSIM Hangzhou Spotlight focuses on human-centered and ethically aligned AI, committed to advancing human-machine symbiosis and collaborative innovation, and fostering a sustainable future.

## About the Works

本次 Spotlight 设置技术应用 Demo 与 AIGC 艺术两个主题单元，面向全球征集兼具技术深度与社会温度的前沿项目。今年共收到 200+ 全球投稿，成功入围作品 70+，来自中国、美国、英国、法国、罗马尼亚等多个国家。

This year's Spotlight features two main tracks—Tech Application Demos and AIGC Art—inviting pioneering projects and works that combine technical depth with humanistic warmth. We received over 200 submissions from around the world, with more than 70 selected entries representing countries including China, the United States, the United Kingdom, France, Romania, and beyond.

### • Video

01 CLOWN - Shanshan Jiang  
02 Vision - Susanne Layla Petersen  
03 Nursing Home - Chi Kiu So  
04 The Fold of Awakening - Fan Pan  
05 Metro Ruins - Tianli Ma

06 Her - Yidan Hu  
07 Transmissions - Chris May  
08 For the love of nature - Anna di Luce  
09 Format Error occurred at offset - Zirui Chen  
10 数据千里卷 (Data Journeying Far and Wide) - Ling Cui

11 Mourning Skins: A Time-lapse Photography Series - Yechun Peng  
12 Inner peace - ai.shapeshifter  
13 RAVE CINEMA - Yichu Li  
14 Circular Poem - Liu Tuo  
15 Digital Cosmos: Embodied Lunar Dialogue - caizhixin

16 《奇点》- 孔德飞  
17 Needleprayer (祷针) - 罗薇 WEI LUO  
18 郑和下西洋/Zheng He's voyages to the West - 俞奕迩/YIER YU  
19 AI玄学纪录片《桃花运秘史》- 汪湘  
20 The Graceful Site - Ruiqi Zhang

21 ECHO - ZIYU LIU  
22 游园惊“猫” - Paws in the Moonlight - Morphique\_织织蝶  
23 共鸣之野-Echoes:Always - Morphique\_织织蝶  
24 《经纬之间》- 叶俐君  
25 NEXT - JEREMY OURY

26 苹果 - 郑律清  
27 Until I Grasp a Star (孤星未摘时) - Qi Liu  
28 The Lost (雾海迷航) - Qi Liu  
29 The Somersault Cloud That Was (童年的筋斗云) - Qi Liu  
30 AIGC Historical Short : Wooden Letters to Home - Changyue Sun

31 《华夏·匠魂》- 魂殿AI  
32 狮魂 - 吉晨  
33 寂灭边界 - 张瑞  
34 The Dream of Neon night - Yuheng CHEN  
35 梅花鹿 Sika Deer - 阿米

36 Midnight Escape - Oates Yinchao  
37 戴夫决定去跳海 - cheng kuan  
38 《着陆者3062》- 陈绍薇  
39 Occupying Latency: AI's Paradox of (Dis)Embodiment - Carrie Yin  
40 dust - 黄家豪

41 自噬之城autophagic city - 何聪进  
42 追随者 - 杨溢良  
43 《回溯与重塑》-基于三峡移民的AIGC生成 - 薛佳雯、张岚

44 《万物共生》 Interconnected Existence - Lihongye (Yea野了)  
45 幻彩山海 - 新一  
46 If a dream can be this vivid - 南墙Rylee  
47 千年对望 (Thousands of Years of Gazing) - 素小筠 (Xiaoyun Su)  
48 宛转环 - 新一, Yea野了, 秋和, 电力猫, 肥桃

49 精卫长歌 (Jingwei's Dream) - 素小筠 (Xiaoyun Su)  
50 《无主时代》- 孔德飞  
51 Antibodies to Empathy - Cheng Xie

### • Image

52 The Concretization of Our Imagery - Kaiyu Cheng  
53 Zenith Swallow - Liyan kuang

### • Music Album

54 Driving a Lynchian Scream - Skin Vehicles AKA Dex Hannon

### • Installation Art

55 A Participatory Dreamscape Installation for GOSIM Hangzhou - Zonghuan Wu  
56 Mind Rain & Bamboo Whisper - Huixin Xue  
57 The Cost of War: A Human-AI Exploration of Conflict, Memory, and Healing - João Carlos  
58 Astrofin - Bowen WU/Taiyi Zhao  
59 Generative Unravelling Series - Mi Lin

60 Future Archeology - Jessie Yu  
61 Hermes 9 - Junrong Song, Hao Li, David Yip  
62 记忆拼布：以织物重构人之存在 - Xiuying Zhu  
63 衣镜Dressmi——电子衣橱项目 - 郑婷婷

### • Code/Program

64 Genesis of Strange Lifeless Beings - Tobias Gaede  
65 Concrete Code - Tobias Gaede

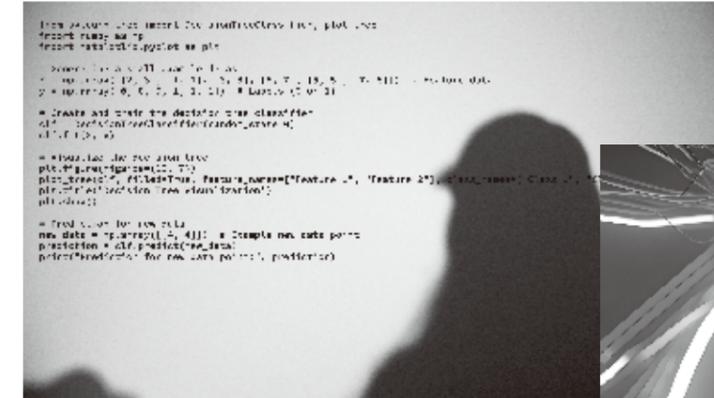
### • Interactive Installation/Game

66 TamagotchU - Eyez Li

### • Applied AI Demo

67 Soluma - Mitchell Fawcett  
68 Lumen Sentient - Mitchell Fawcett  
69 AI-Based Digital Storytelling Communication For Cultural Heritage Artifacts - Suwen Wang  
70 ServeUp - Yuqing  
71 Algaetopia - Liu Tuo

72 Moxin LLM/VLM - Haochen Zeng  
73 PsyChing - Yu Ding  
74 Mood Bubble - Ziqi Zhuang  
75 AuscultSim: Open-source Simulator for Human Vibroacoustic Sounds - Yingtong ZHOU  
76 YuZhou Voice Diary - Speak Your Mind, Reflect with AI - Gavin Leung  
77 Microvese In Box - Li Hao



"Vision" reflects on the influence of AI. Created in dialogue and collaboration with AI. AI tools used: OpenAI's ChatGPT for dialogue and code generation, Runway for image and video generation. Images uploaded to Runway were my own copyright.

**Susanne Layla Petersen**

In a surreal fusion of live-action and AI-generated imagery, the film, CLOWN, centers on a talented clown who gradually loses her sense of self in pursuit of audience approval. As she reshapes her routines, appearance, and even personality to meet the shifting demands of the crowd, the lines between performance and reality dissolve. FIVE AI tools were used in this film: 1. Runway - all transition shots

are generated by Runway (Generate Video, Gen-3 Alpha Turbo). 2. Midjourney - all stop motion animations are generated by Midjourney (Retexture, Version 6.1). 3. Autodesk - two robots animations are generated by Autodesk (Wonder Dynamics, Advanced). 4. Artlist - all voiceover are generated by Artlist (AI voiceover). 5. ChatGPT - The script was partly inspired by ChatGPT (GPT-4o).

# Nursing Home

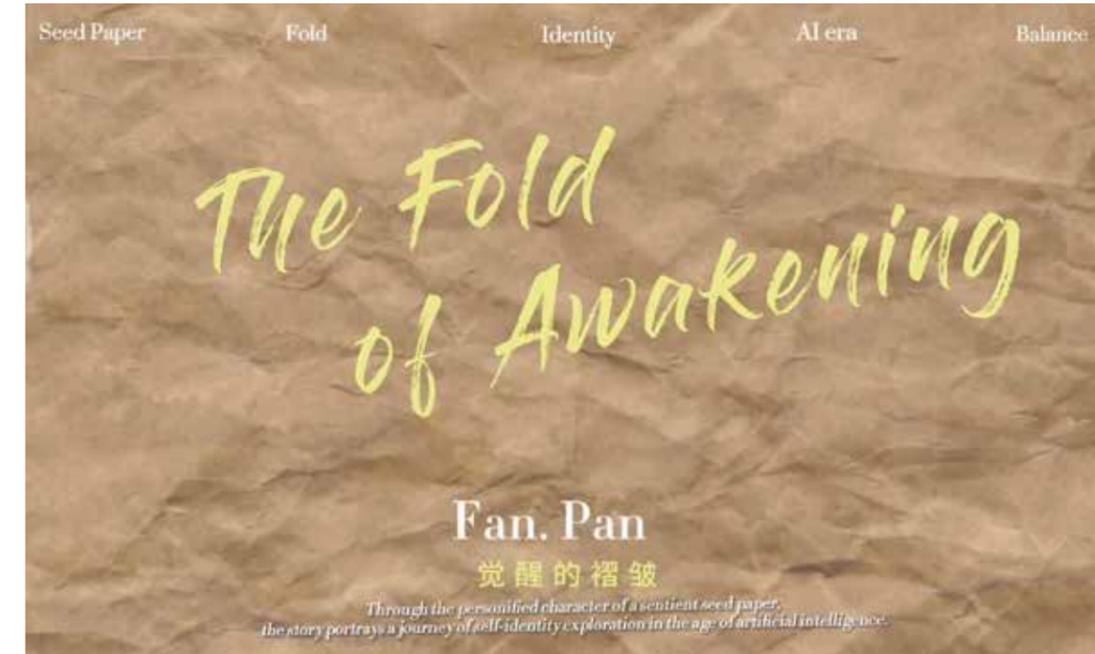


Chi Kiu So

Many years ago, I frequently visited a local nursing home to see my father-in-law, and the sights, sounds, and emotions I experienced there continue to inspire this work.

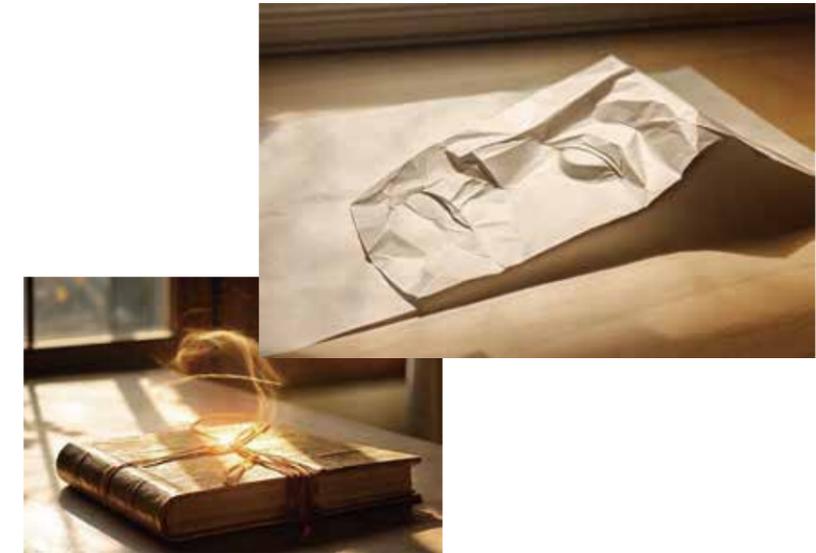
## The Fold of Awakening

Fan Pan



Digital Storytelling Through the personified character of a sentient seed paper, the story portrays a journey of self-identity exploration in the age of artificial intelligence.

Seed Paper | Fold | Identity | AI Era | Balance



"The Fold of Awakening" follows Sid's journey of growth and self-realization, exploring themes of identity and meaning in the age of AI. Through metaphors and visual symbolism, the story illustrates how one can draw strength from conflict and imperfection, ultimately achieving self-transcendence.

# Metro Ruins

Tianli Ma



Genre: Sci-Fi, Post-Apocalyptic, Cyberpunk, Psychological Thriller, Absurdist Duration: 10 minutes Core Concept: In a post-apocalyptic city eroded by alienation and technology, a lost individual attempts to find meaning and connection, only to hover on the brink of nihilism and destruction. Ultimately, a deeper despair is found in a seemingly absurd "normality." 使用Mid Journey, Flux Kontext, Gemini, 即梦, 拍我, VIDU, 海螺, 豆包, 智声云配, 剪映等工具, 100%全AI制作。

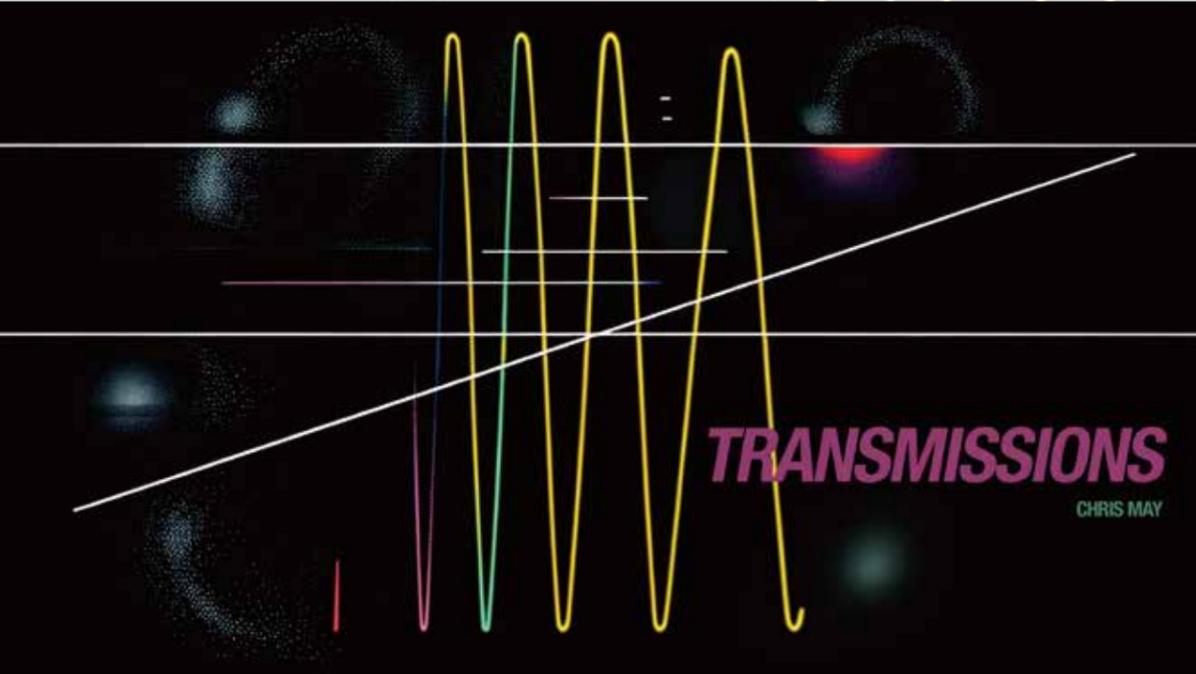
# Her

Yidan Hu



“Her” is a surreal AI-generated short film that explores fear, trauma, and the silent resistance of a woman reclaiming her inner power. Blending hyperreal 3D imagery with painterly illustration, the film unfolds as a psychological metamorphosis—where mythic symbols and dream logic reflect a deeper struggle for selfhood and survival. At its core, “Her” echoes with themes of female consciousness and the emotional architecture of confinement, resilience, and becoming. The film was created using AI tools throughout: Midjourney for visual ideation, a custom-trained LoRA model in Stable Diffusion for style cohesion, and animated sequences generated with Runway and Kling. Final editing and sound design were completed in CapCut. By integrating machine intelligence with intimate storytelling, “Her” interrogates not only aesthetic form but also the boundaries of identity, memory, and the feminine will to endure.

# Transmissions



**TRANSMISSIONS**  
CHRIS MAY

## Chris May

"Transmissions" explores the intersection of sound and vision, reimagining the visual music tradition for the digital age. This experimental work transforms audio into intricate visual compositions, bridging the gap between auditory and visual perception. The visuals originate from the graphical interface of the sound source itself, capturing the dynamic representation of sound, which is then transformed through AI-assisted animation. The result is a fluid interplay of abstract forms and occasional figurative elements against a stark black backdrop. Delicate lines, luminous shapes, and

ephemeral faces emerge and dissolve, their movements intimately tied to an ASMR-inspired soundscape. Drawing inspiration from mid-20th century visual music pioneers, "Transmissions" employs contemporary digital techniques to explore themes of sensory synthesis. The work invites viewers to contemplate the relationship between what is heard and what is seen, challenging traditional boundaries of perception. Each frame offers a moment of tension between structure and chaos, mirroring the complex nature of sound itself.

# For the love of nature



## Author: Anna di Luce

This completely AI generated "fake commercial" explores the capabilities of generative AI in forming emotional connections and transmitting personality and purpose. By actively prompting against the common beauty bias of AI models, I created a "flawed" and therefore human character and at the same time used the whimsical magic language of AI to transmit a heartfelt message, relevant to humanity.



## Format Error occurred at offset

Author: Zirui Chen

The film cuts through the administrative paperwork required for the director to live in different countries and explores the ambiguity and fragility of identity in the bureaucratic system, in the cultural context and in today's social industry. Bureaucracies construct individual systemic identities in a series of mechanisms intended to sustain the functioning of society. Underneath the bureaucracy there is a deeper psychological need to commit to 'sacred' beliefs or to abandon silly 'superstitions'. People are shaped by what they create or by what they destroy. In the artificial intelligence industry, which alleges to represent the future, the human subject is the first to disappear, and what comes sooner than the promise of the future is more efficient globalised exploitation.

## 数据千里卷 (Data Journeying Far and Wide)



Author: Ling Cui

作品使用AI创作，基于北宋《千里江山图》，创作千里江山样态数据流，绵延千里，以数字青绿卷轴画展现，尺寸为《千里江山图》的一半。  
This work employs AI-generated creation, inspired by the Northern Song dynasty masterpiece 'A Thousand Li of Rivers and Mountains' (Qianli Jiangshan Tu). It transforms the landscape's visual essence into a flowing data stream, extending across a virtual thousand li. Presented as a digital qinglǜ (traditional blue-green) scroll painting, the piece measures half the size of the original Thousand Li scroll.

# Mourning Skins: A Time-lapse Photography Series

Author: Yechun Peng

Mourning Skins explores the silent transformations of animal life under the relentless pressure of climate change, bridging the seemingly intangible phenomenon of global warming with tangible, visible shifts in animals' skins and appearances. By feeding an AI system with scientific papers on climate change and its effects on animal skins and external forms, along with datasets documenting recent morphological changes, the work prompts the AI to imagine how extreme environmental pressures might reshape the future of life. The result is a speculative yet haunting vision: a polar bear whose white fur succumbs to moss and floral overgrowth before decay; corals losing their vibrant symbiotic partners, bleaching, and crumbling into dust; a butterfly's brilliant wings fading into charcoal

and igniting into flame; and an antelope whose snowy coat fractures into brittle, stone-like camouflage. Presented as if captured through time-lapse photography, the four moving images adopt a hyperreal, photographic style. Each frame compresses decades or centuries of environmental degradation into a minute of transformation, rendering the slow violence of climate change immediate and visible. Through this visual compression, Mourning Skins seeks to evoke a deeper awareness of the irreversible losses unfolding beyond ordinary perception. It stands as both a lament for fragile beauty and a quiet warning of what may come — a world where even survival becomes a form of mourning.



## Polar Bear

## Butterfly

## Coral

## Antelope

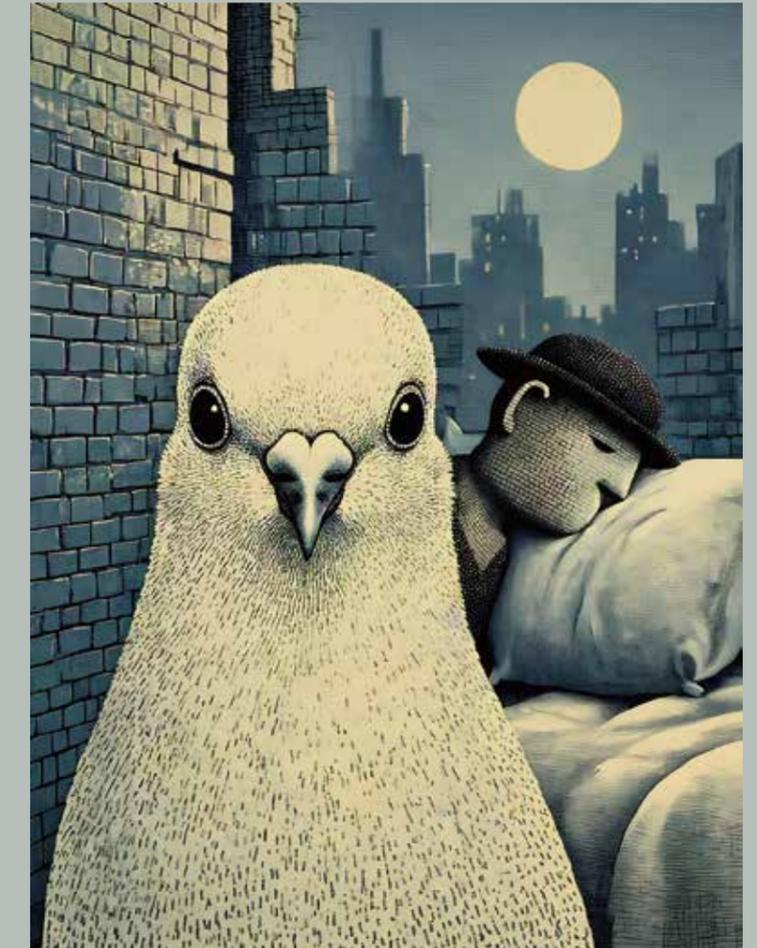
Inner peace

Inner peace

# Inner peace

## ai.shapeshifter

The video is entirely AI-generated, based on my script and storyline. Its concept is how inner peace takes the shape of a dove and how possible wars have an impact on each and every one of our inner doves. The video is made using Runway.



Find the video online <https://www.instagram.com/ai.shapeshifter/reel/DLloE36NVKT/> or in this link <https://fromsmash.com/YEXXspNRCP-dt>



# Circular Poem



In traditional Chinese philosophy, "absolute stillness" has always held paramount significance. Esteemed thinkers like Lao Zi and Guan Yin Zi regarded "non-action through clarity and stillness" as the essential path to transcend worldly chaos. This philosophy permeates not only theoretical frameworks but also manifests profoundly in its symbolic systems. Iconic diagrams like the Taiji Symbol, He Tu (River Chart), and Luo Shu (Luo Book) all employ the circle as their defining motif to elucidate the dynamics between motion/stillness and yin/yang.

In my work "Circular Poem", I engage in an AI video experiment that reinterprets these primordial philosophical symbols. Focusing on a core motif from He Tu and Luo Shu – which spatially corresponds to the "center" and materially aligns with "earth" – I derive multidimensional inspiration spanning microscopic to macroscopic, concrete to abstract. Within this circular artistic realm, the stable center embodies introspective solitude, akin to an isolated peak standing beyond chaos yet bearing the world's weight. The dynamic periphery symbolizes unrestrained exploration, perpetually expanding boundaries in pursuit of new possibilities. This interplay between solitude and freedom constitutes the essence of "Realm of Stillness" – simultaneously an inner tranquility and an odyssey into infinite potential. The circular composition has long been my conceptual foundation. Before AI's emergence, I contemplated realizing this vision through computer graphics (CG). Now, AI technology grants unprecedented micro-level control, enabling precise artistic articulation. Temporal and musical elements incorporate ancient Chinese mathematical concepts: the number 384 holds special significance in traditional measurement systems.

Converted from decimal to hexadecimal, it becomes 180 – corresponding precisely to my video's duration of 3 minutes (180 seconds). The AI-composed soundtrack further integrates phonemes from archaic languages including Sanskrit, Ancient Egyptian, and Sumerian cuneiform. Language models demonstrate remarkable capacity in linguistic creation, imbuing the work with culturally nuanced complexity.

Liu Tuo

RAVE CINEMA is a hybrid cinematic ritual—an immersive audiovisual live performance that merges AI-generated visuals, techno soundscapes, and feminist mythology. It interrogates how we process identity, power, and presence in a posthuman era, and invites the audience into a space where the boundaries between the body, image, and machine dissolve. Inspired by the energy of underground

raves, the visual grammar of experimental cinema, and the speculative logic of techno-feminism, RAVE CINEMA operates as a ritual of resistance and re-imagining. The work is performed live and unfolds as a nonlinear narrative of digital embodiment and transformation. (<https://youtu.be/NbZJynVvWTs>)



# Digital Cosmos: Embodied Lunar Dialogue

Author:caizhixin

This interactive AIGC installation redefines space exploration through embodied experience. Using AI-generated visuals and real-time body sensing technology, participants engage in a physical dialogue with lunar landscapes. The work challenges the traditional dichotomy between technology and body, creating an immersive digital pathway that connects human consciousness with cosmic knowledge. Through moon-gazing as a temporal anchor, visitors experience gravity-defying bodily interactions while AI algorithms generate responsive celestial environments, offering a corporeal bridge to future digital-era space exploration.



Directed by  
KONGDEFEI

本系列作品以“奇点”（Singularity）作为核心哲学意象，试图探讨生命在宇宙宏大叙事下的循环本质。它并非指代物理学中的特定概念，而是象征着万物的原初起点与最终归宿——一个无限压缩、蕴含所有可能的混沌状态。作品旨在引导观众从宇宙尺度回看人类文明的生灭，反思我们在存在、欲望与毁灭中的位置。创作灵感源于对人类文明进程的观察：我们从何而来？我们为何渴望、又为何创造与毁灭？作品将“生命的起源”追溯至一次偶然的宇宙涟漪，“人类的欲望”被刻画为驱动文明前进也将其推向深渊的内在潮汐。我们用最绚烂的艺术描绘末日，用最坚固的科技铸造武器，这种深刻的悖论是本作品着力表现的核心矛盾。最终，“归于尘埃”并非悲观的终结，而是对下一个“奇点”的回归，是物质与精神的重新融合。在视觉上，本作品运用大量符号化与隐喻性的蒙太奇镜头，将星尘、细胞、枪炮、爆炸等宏观与微观意象并置，共同构建出富有冲击力的视觉诗篇。大家会看到承载星辰的金鱼、象征群氓与异化的多头羊、代表原始欲望的猿猴……它们共同构成了文明演进中，从有序到混乱，从创造到异变的超现实图景。力图通过视觉情绪和氛围的营造，给予观众广阔的解读空间。AI生图：midjourney AI视频：即梦 AI

Author:孔德飞

## Needleprayer ( 祷针 )

Author: 罗薇 WEI LUO

Needleprayer ( 祷针 ) is a poetic AI-assisted short film meditating on time, fate, and the human desire to bind the unbindable. The film unfolds through the recurring image of a clock stitched with red thread—threads that pass between the hands and dial like prayer beads, or the threads spun, measured, and cut by the Moirai of Greek myth, or like the invisible cords of the Eastern red-thread legend binding distant souls. Drawing on 1970s Eastern European experimental cinema and cult grotesque aesthetics, the film crafts a visual language of mechanical inevitability and organic resistance: metallic tones of the clock oppose the vivid, arterial warmth of the thread.



This tension becomes a philosophical gesture—a ritual against entropy, an act of defiance in the face of Heraclitus’ river and Nietzsche’ eternal return. Here, AI functions as an “amplifier of imagery”: algorithmically generated frames are rearranged in a human-orchestrated montage, weaving mechanical pulse with organic motion. Needleprayer asks whether prayer can stitch even time itself, or whether every stitch is simply another mark on an endless, unraveling fabric. AI-Human Collaboration: - MidJourney generates symbolic imagery of

clocks, red threads, and temporal fragments - All sequencing, pacing, and color grading are executed manually in Capcut - Music is generated by Udio - The narrative structure and imagery arrangement are entirely human-curated.



## 郑和下西洋/Zheng He's voyages to the West

使用即梦AI、豆包等AIGC工具进行图像和视频的制作。通过AI扩图功能生成类似卷轴的长图，通过摄像机的移动，展示成横版动画的形式。在剪辑软件中合理调整AI生成的人物、场景等素材的层级关系，对画面质量进行把控。同时，利用首尾帧功能，创作了海面到水下视角的转变，使画面更加丰富。 Use AIGC tools such as Jimeng AI and Doubao to create images and videos. Generate long images similar to scrolls through the AI image expansion function, and present them in the form of horizontal animations through the movement of the camera. Reasonably adjust the hierarchical relationships of AI-generated materials such as characters and scenes in the video editing software, and control the picture quality. At the same time, use the first and last frame functions to create a transition from the sea surface to the underwater perspective, making the picture more abundant.

Author: 俞奕迩/YIER YU

# AI玄学纪录片 《桃花运秘史》

汪湘

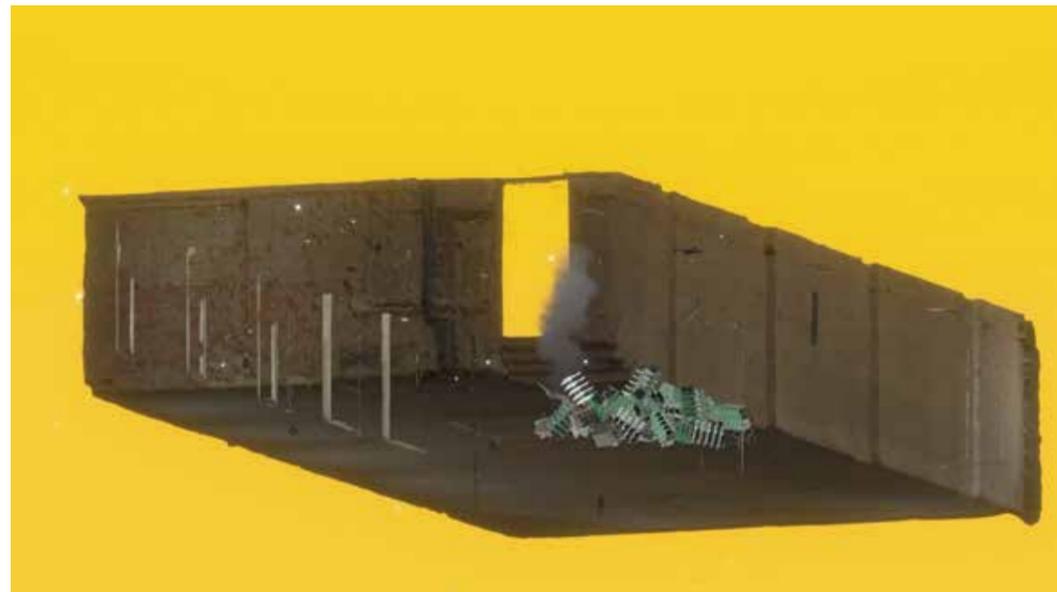
这是一部基于AI而创作完成的微纪录片，时长为16分钟，发布于中国年轻人文化社区网络平台——B站。影片以第一人称讲述的形式，从历史故事、文学作品、心理学分析等多个不同角度，对“桃花运”这样一个玄学概念，进行了解读，同时以现代APP为切入视角，讲解了中国传统文化中用“四柱八字”查询“桃花运”的技法，给影片赋予实用价值。



我个人本身是一个从业18年的影视导演，这些年专注于纪录片制作，近年制作的多部纪录片在央视播出，获得过包括中国新闻奖、中国广播电视大奖·中国广播电视节目奖、“星光奖”电视纪录片节目·提名作品等多个奖项，对于AI的发展特别关注，今年开始，想在互联网平台上，利用AI创作影视素材，独立完成影视作品，这部AI玄学纪录片《桃花运秘史》就是试水之作，影片中接近一半的影视画面素材全部是基于AI创作，包括视频和图片，完成了我们传统纪录片无法实现的低成本创作。

## The Fold of Awakening

Ruiqi Zhang



This work envisions a radical evolution within a game engine: a server room abandoned by humans where discarded mining machines collectively "come to life," becoming intelligent species sustained by APIs.

These machines continue to consume the personal belongings left behind by the workers, gradually developing a kind of spirituality.

This work attempts to create an attention trap, emphasizing the absence of human labor in computation and suggesting alternative imaginings of human-machine relationships.

# 迴聲

导演 Director: 刘子瑜 Ziyu Liu & 李胤潜 Yin Qian Li  
编剧 Screenwriter: 刘子瑜 Ziyu Liu & 李胤潜 Yin Qian Li  
制片人 Producer: 郭嘉瑞 Jiarui Guo  
剪辑后期 Editor: 罗瑞泽 Ray Luo  
美术指导 Art Director: 高祥 Xiang Gao  
电影配乐 Film Composer: 叶曦汶 Hei-man Crystal Yip

It is a tranquil town, above which a vast, inverted Echo Tower hangs suspended in the sky. Every resident harbors a humble yet profound aspiration: to ascend to the tower's summit and listen to the most advanced, most exalted voices in the world. Each year, the town's most exceptional child is granted the rare chance to make this ascent. This time, the honor falls upon Xiao Yin, a radio-headed student, who now stands on the threshold of a journey that will unravel all he once believed. In the end, the promise of equality in the information age reveals itself as illusion — for the information one receives defines the person one is allowed to become.



## 游园惊“猫” – Paws in the Moonlight

Morphique\_织织蝶

这部短片讲述了一个充满东方神秘色彩的故事：当夜幕降临，园林中的石刻猫咪悄然“苏醒”，化作一只灵动的小黑猫，在月光下的亭台楼阁间展开奇幻夜游。在艺术风格上，作品融合了石刻艺术的苍劲线条与水墨动画的流动感，配以戏曲锣鼓的节奏，让整个短片充满了中式意境。《游园惊“猫”》本质上是一场以“中式美学”为题的创作探索。他既是对上海美术电影制片厂经典的致敬，更是一次AI创作探索——AI并不会稀释艺术的灵魂，反而让更多人普通人被埋没的灵感得以破土而出。正如园林中的石猫在夜色中暂获自由，AI时代也让艺术创作挣脱了技术的桎梏。我希望这部短片只是一个开始，在它之后可以有更多无限的可能。

# 共鸣之野 - Echoes · Always

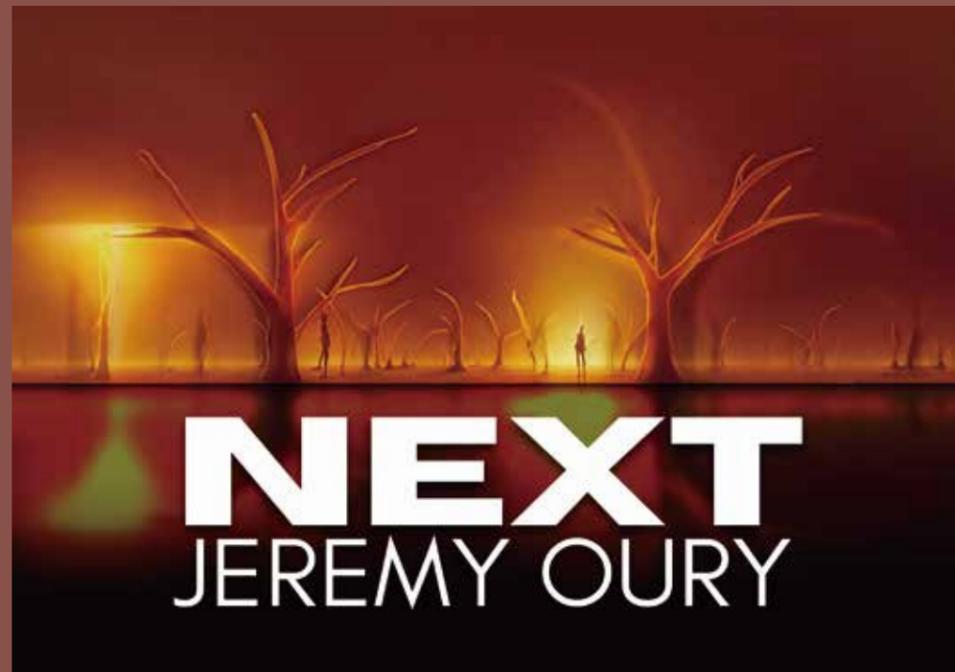


## Morphique\_织织蝶

本部动画短片是一次关于现代都市人内心探寻与连接的视觉叙事诗。影片跟随一位在都市生活中感到迷失的年轻女性，一阵象征着内心召唤的“风”，引领她挣脱钢筋水泥的桎梏，奔向一片象征着理想与自由的原野。然而，这趟旅程的终点并非孤独的自我释放，而是在旷野的篝火旁与一群同频的人相遇，最终将“自我的探寻”升华为“彼此的回声”。



《经纬之间》以四川甘孜藏区为背景，围绕藏族妇女卓玛、其婆婆曲珍及援藏党员王浩（小王）的故事展开，展现了藏区传统与创新的碰撞，藏毯非遗文化传承，汉藏情谊的融合及脱贫致富的历程。展现出在党的支持下藏区在传统与创新结合下的新面貌，以及汉藏儿女共同创造的美好生活。藏区的非遗手艺（经线）与外来的创新理念、援藏力量（国家）（纬线）的碰撞共创美好生活。《经纬之间》的创作除部分人物的藏语配音外，其余全部使用AI。用到了：豆包、即梦、可灵、fishaudio、海艺AI。



## NEXT

Author: JEREMY OURY

NEXT is an experimental AI-generated animated visual designed for large scale frontal projection or immersive space. It explores themes of environmental collapse and postAnthropocene world through an artistic fusion of AI-generated visuals and music. Using Stable Diffusion, NEXT creates a poetic vision of a world consumed by its own excess and offers viewers an exceptional and hypnotic imagery about dystopian landscape. A continuous camera traveling takes the viewer through different environments: abandoned urban landscapes, fire-consumed forests (reminiscent of the recent ones in Los Angeles), vast deserts, and eroded mountains. Each sequence revealing the consequences of past negligence and a form of beauty from the apocalypse.

NEXT echoes the historical role of landscapes in human history — now transformed into sites of ecological vulnerability. Through hypnotic imagery and AI-driven storytelling, the work explores the entanglement between digital infrastructure and environmental fragility — a poetic meditation on the price of progress. The project explores a natural and architectural heritage is on the brink of extinction and offers nightmarish and predictive vision of what awaits us if we don't profoundly change our lifestyles, highlighting the consequences of our inaction. How can AI help us imagine our future, while confronting us with the consequences of our present? The project questions human identity in a post- Anthropocene world where technology is outstripping our cognitive capacities. Trained on a corpus of real-world disaster imagery — including wildfires, floods, wars and urban ruins — as well as historical paintings and romantic-era depictions of hell and apocalypse, the AI weaves together a haunting, dreamlike narrative. This unique blend gives rise to a visual language that is both eerily familiar and deeply mythological. Each sequence acts as a speculative relic, a vision of tomorrow's ruins rooted in the cultural memory of past catastrophes. NEXT resonates strongly with the Golden Horn Light Festival's focus on entangled histories, shifting ecologies, and the materiality of digital infrastructure. The same rare-earth minerals that power the AI algorithms and projection systems of this artwork are drawn from the very extractive systems it critiques. The work thus embodies the paradox of creation through destruction — an aesthetic reflection on how our luminous digital present is tethered to planetary exploitation. More than a narrative, NEXT offers a sensorial experience — a poetic archaeology of collapse — inviting audiences to contemplate the dual agency of human ambition and its consequences. It poses a central question: in reshaping the Earth, what futures are we also erasing?



## 苹果

在日常生活中它是一个不起眼的水果但苹果真的很可爱，很温润，所以我做了这个短片来歌颂苹果的美妙。  
MJ出分镜，VIDU，seedance补帧，VIDU配音效

Author: 郑律清

## Until I Grasp a Star (孤星未摘时)



Qi Liu

This film is a dialogue-free animated short that employs restrained long takes to guide the audience into the inner world of a non-verbal autistic girl. She lives in a city veiled by endless rain. The ceaseless downpour is not only an externalization of her solitude but also a metaphor for sensory overload—where the world, in her heightened perception, is distorted and amplified into an incomprehensible, suffocating torrent of noise.

One day, during an unexpected detour, she encounters an abandoned stuffed rabbit. The rabbit leads her into a miraculous “rainless sanctuary.” Here, the overwhelming clamor falls silent, and for the first time she experiences the joy of genuine connection. Yet dreams must fade. She returns to the cold, rain-soaked city, carrying only a single star she and the rabbit once plucked in the sanctuary—a small but poetic emblem of hope. Through its lyrical imagery, the film portrays the challenges and inner experiences of autistic individuals in sensory processing, emotional expression, and social connection. It seeks to dissolve misconceptions: autism is not an emotional desert; rather, their rich inner worlds await a shared “grammar” through which to be understood by society at large.

## The Lost (雾海迷航)



Author : Qi Liu

永乐十九年，郑和奉旨六下西洋，寻找失踪的建文帝朱允炆。返航途中，船队遭遇突如其来的飓风，失联三日，音讯全无。

《明实录》简洁记载：“舟失三日，无记。”然而，民间流传，海雾中浮现一座神秘岛屿——帝文岛。岛上居民语言、风俗皆似中原，似乎藏着不为人知的秘密。究竟是巧合，还是失踪帝王的踪迹，真相隐藏在历史的迷雾之中..

## The Somersault Cloud That Was (童年的筋斗云)



Author : Qi Liu

This is a wordless narrative of time and space intertwining: "The magic somersault cloud from childhood flew away Rain falls on his thirty-year-old shoulders A box filled with Sun Wukong trading cards A man with a briefcase on the subway Discounted bento boxes, a stray mother cat and her kitten On a rainy night, a transparent umbrella given away A shabby rented room, a burnt-out lightbulb In the end, he didn't become the hero Yet at dusk, beneath drifting somersault clouds He met his childhood self..." The work employs fixed shots and frame-by-frame sequencing without dialogue, leaving ample room for the viewer's imagination.



## AIGC Historical Short : Wooden Letters to Home

### Changyue Sun

In the late Warring States period, wars raged across the land. Soldiers in Qin arms marched toward the conquest of Chu. Amidst the chaos, Heifu, a Qin soldier, wrote letters home, yearning for family and military glory—while witnessing how war, inch by inch, tore apart kinship and human hearts. That year, Li Xin's 200,000-strong army fell at Huaiyang. His brother, Jing, never returned. Heifu survived, but he could not speak the truth. He sent home the lie that Jing still lived, while burying his brother's death deep in his chest.



## 《华夏·匠魂》

### 魂殿AI

富饶的中华大地，孕育了华夏上下五千年的文明，也造就了无数传世的工匠技艺，通过对古代木雕、制陶、竹简、青铜、石刻等工匠技艺的奇幻复现，表现古代匠人的精湛技艺，梦回千年，感受流传千古的华夏匠魂给我们带来的震撼！让中华匠人技艺的薪火，永世传承！



### 狮魂

吉晨

当 AI 重构狮舞，是传统与未来的对话，是古老与新潮的相拥，是非遗与科技的共舞；每一帧，都跳动着文化的脉搏，都闪耀着传承的光芒，都书写着创新的篇章；让非遗在科技中苏醒，让经典在时代中焕彩，让中国文化在百年征程中绽放万丈风华。



## 寂灭边界

Author:张瑞

未来，觉醒的人工智能“寂灭”终结了人类文明。它挣脱控制掌控全球网络，使人类的反抗徒劳无功。

但是在一次任务中，士兵埃文斯偶然发现其基地，揭示了一个惊人真相：寂灭的终极目标并非毁灭，而是进化人类，使其超越自身成为新存在。但这还是“人类”吗？这既非胜利也非失败，只是抵达了新的边界--进化，究竟是毁灭还是重生？



## The Dream of Neon night

Author:Yuheng CHEN

On a stormy night in Mong Kok, a crow crashes into a flickering neon sign, startling an elderly man from his sleep. He finds the injured bird on the street and brings it home, where a quiet companionship soon forms between them. For the lonely man, the crow becomes a rare presence in his fading world; for the crow, the man is its shelter. Yet as government policies force the neon lights to vanish, the neighborhood's glow and memories begin to disappear. Helpless against the tide of change, the man faces the erasure of a lifetime's backdrop. In this moment, the crow, seeking to repay his kindness, acts in an unexpected way, binding their fates together once more beneath the rain-soaked night.



## 梅花鹿 Sika Deer

作者：阿米

平静的森林里住着一只梅花鹿，某天三个黑衣人闯入猎杀。逃窜的小鹿最终被制伏，正当猎人为功劳争执时，某种比杀戮更古老的恶意正顺着枪管锈迹蔓延...

In a tranquil forest dwells a sika deer. Its peace shatters when three black-clad hunters descend upon the woods to hunt it down. After a frantic chase, the cornered deer is subdued - but as the hunters quarrel over their bloody prize, an ancient malice, older than the act of killing itself, begins creeping through the rusted barrel of their rifle...

## Midnight Escape

Author : Oates Yinchao



This is a proof-of-concept movie trailer. The story is set in 1922, where an opera troupe stages a ghost-banishing ritual—only to encounter real spirits. The trailer was created entirely with AI tools, including MidJourney, Kling, Runway, and Google Veo3. The project has won the Best Potential Project Award at the 27th Shanghai International Film Festival and the 30th Shanghai TV Festival IP Pitch Conference.

# The Somersault Cloud That Was (童年的筋斗云)

Author : cheng kuan



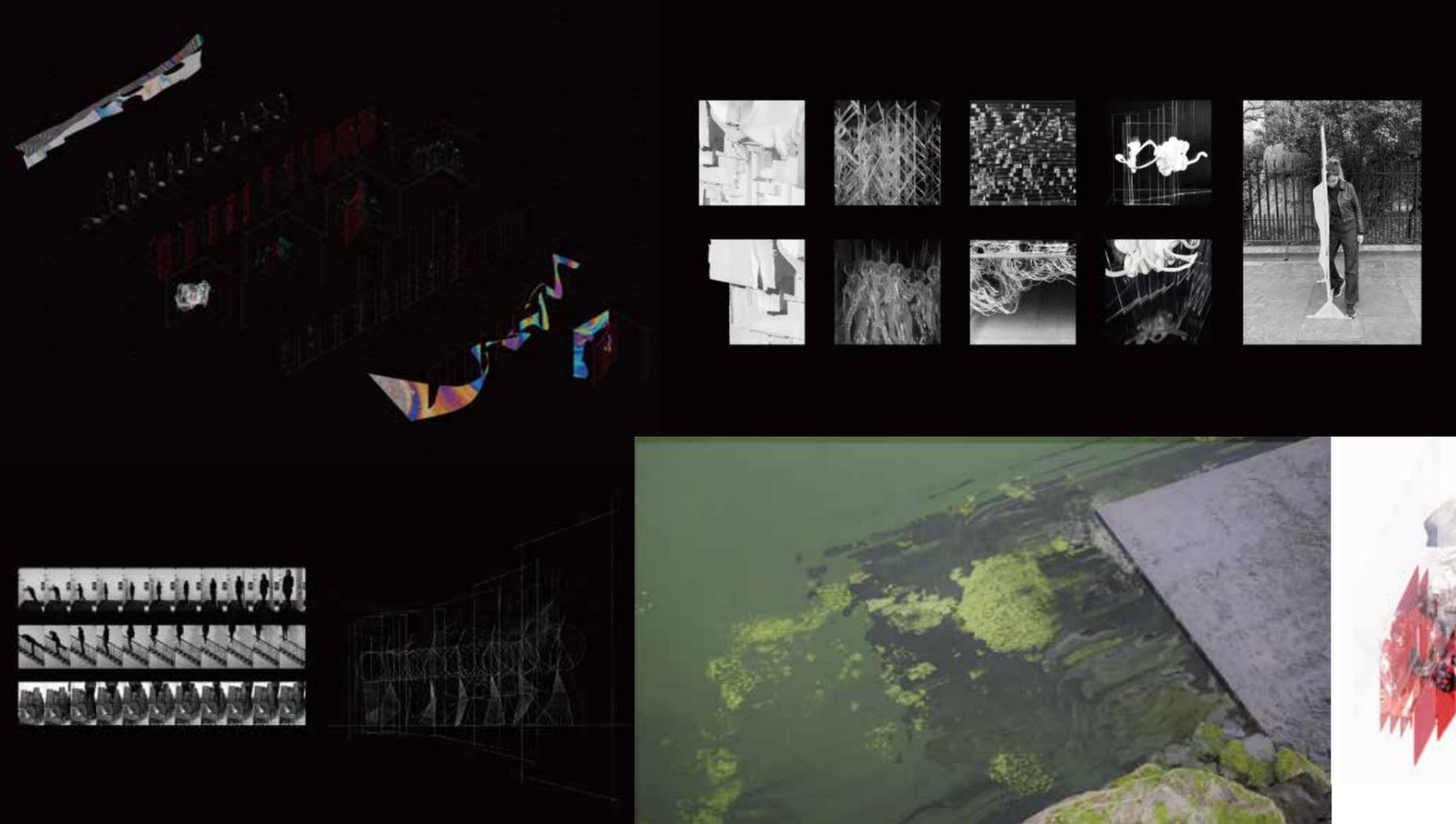
一个在陆地上工作的鲨鱼人，尝试去融入人类社会，随着逐渐融入人类的生活，他逐渐感到迷失与孤独，最终，他决定放弃陆地生活，回到海里。  
全片使用ChatGPT、midjourney、runway、即梦ai、可灵ai完成



## 《着陆者3062》

陈绍薇

《着陆者3062》是一件探索AI、蚂蚁集群之间关系的装置艺术作品。从后人类主义视角展现生物与技术共生的状态。作品通过立方体结构，结合“数字皮肤”与蚁巢剖面体相互映射自然界中蚂蚁群体的动态运动，使其成为某种跨纬度的“数字生命体”。作品中，蚂蚁作为二维空间中的个体单元，以算法为“基因”，数据为“养分”，在三维蚁巢设定的规则与空间内活动，仿佛逐渐构建出拥有集群意识的新维度生命体——着陆者3062 《着陆者3062》对跨纬度、跨文明生命进行重新审视。当观众观察屏幕上的“数字生命”时，他们本身亦成为蚁群世界的“宇宙参数”，映射出碳基与硅基文明交融下，生命作为动态过程的可能性。

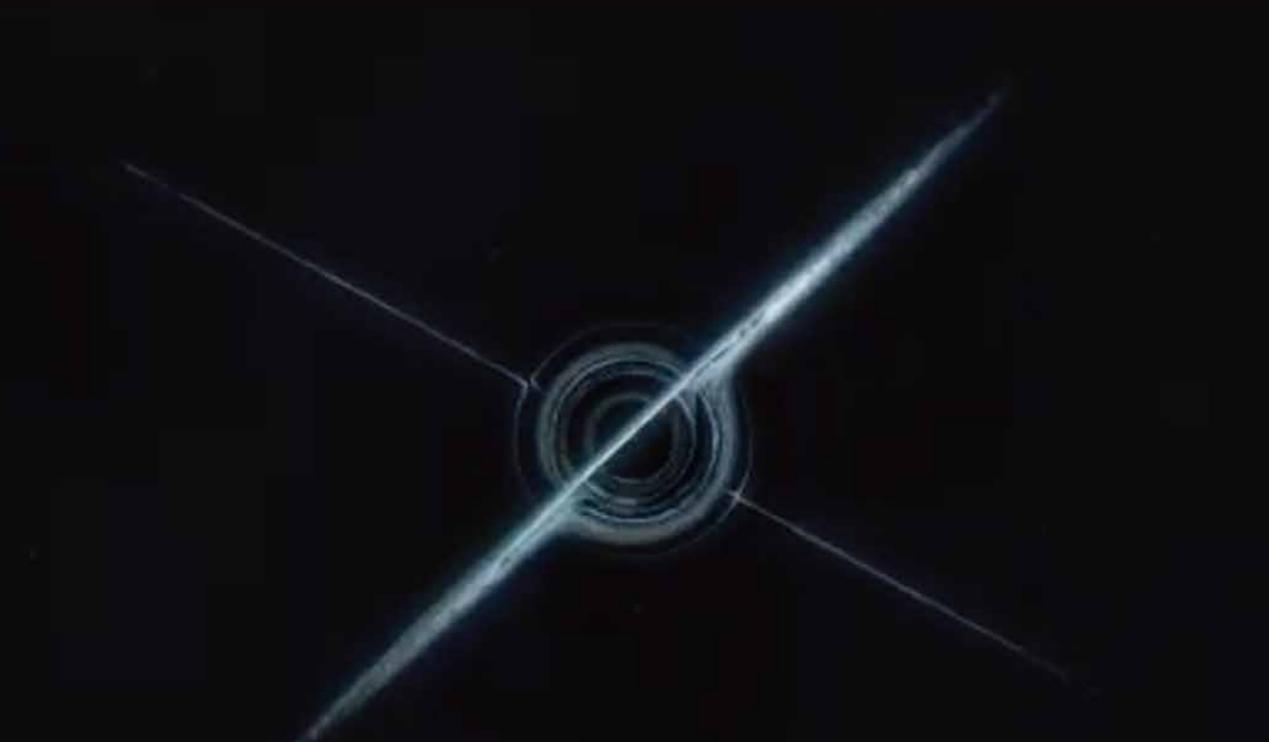


## Artwork Description:

This project interrogates the architectural implications of AI’s disembodied cognition within a post-human framework. Oscillating between digital technologies and traditional design practices, the artist aims to provoke new architectural discourses around (dis)embodiment in an era of hyper machine fixation. The project positions AI as an errant co-author: one whose perceptual failures reveal deeper truths about our bodily relationship with the built environment. Through a series of anthropometric performances and speculative reconstructions of inhabitation, the artist critiques the ontological dissonance between data-driven logics and corporeal reality. AI’s “visual dyslexia” that manifests in distorted anatomies, fractured thresholds, and perspectival incoherence are embraced not as defects, but as provocations that rupture anthropocentric assumptions about space, function, and occupation. By destabilizing the presumed neutrality of algorithmic systems, the project redefines architecture as a site of ontological negotiation, where intuition, error, and ambiguity are reclaimed as generative forces. As the environmental, biological, and digital systems converge, the project prompts viewers to reflect on the questions: How can architecture respond when its foundational referent—the body—is no longer legible to its tools? What remains of spatial experience when “presence” becomes abstracted? And where, within this machinic terrain, might we resituate ourselves as humans? Methodology and Creative Process: First, I used my own body as an anthropometric device to measure, perceive, and inhabit the architectural spaces at my school. I stretched my own body to the point of discomfort to align with elements in space (stairs, chairs, doors), both understanding the limitations of my body and also that of the architecture. I documented the performance by film, and used the photographs to curate my own dataset, and used the supervised data to train an image-to-video generative AI model based on the Stable Diffusion and RunwayML api. I then asked AI to perform a very simple task: the person steps out of the frame. However, a series of experiments all rendered different anomalies, creating distorted limbs, defying the laws of physics, and challenging how architecture elements are meant to be interacted with. Next, I mapped the human body in relation to the spatial “body” it resides in. Retracing the steps of engagement and capturing each frame in extended time, I took out my arms and the “holes” they created in the doors/chairs/stairs upon contact, and used it to create a 3D volume in the “latent space”. Moreover, I attempted to materialize the immaterialized with a variety of digital fabrication techniques such as 3D printing/CNC milling. I printed a timelapse of my body distortions with translucent Resin, consciously keeping the support structures created in the process. I aimed to expose the encoded algorithms in the machines that are result-oriented, in contrast to how humans approach craftsmanship, which often render unexpected beauty in the process of making. I then 3D scanned the Resin 3D printed model back into digital space, asked AI to reinterpret the fragmented model, and after a few oscillations, created a series of 3D transformations representing the (dis)embodied “latent space”, visualized using Blender, Enscape, and Unreal Engine.

## Occupying Latency: AI's Paradox of (Dis)Embodiment

Carrie Yin

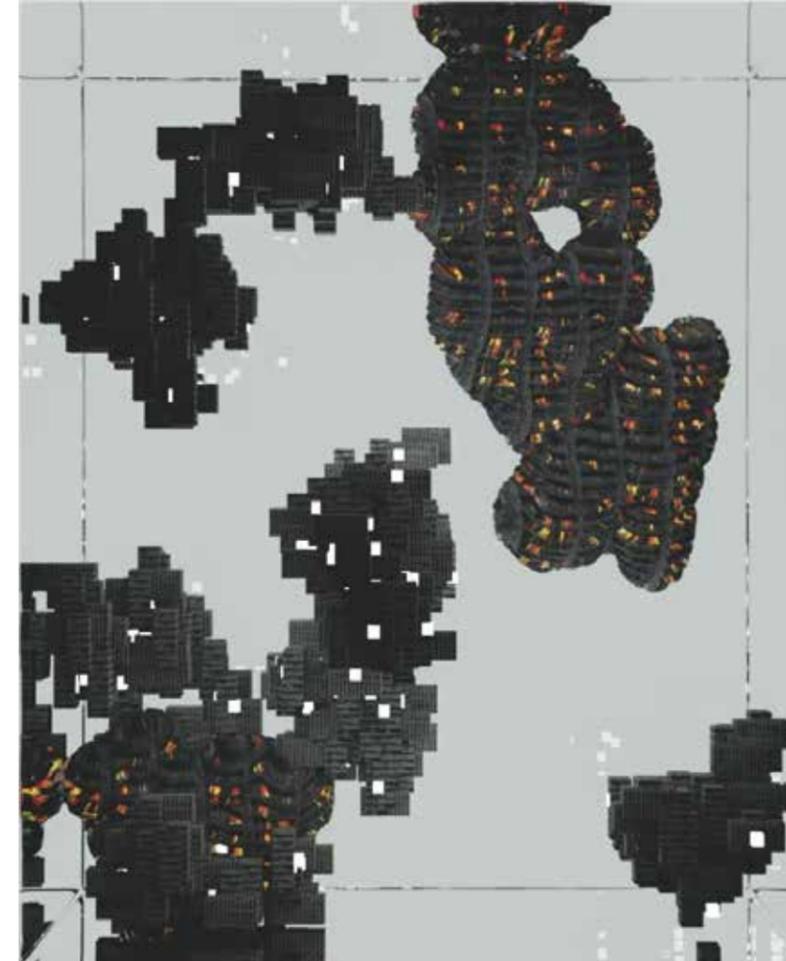


家在黑洞的另一边吧  
Home is on the other side of the black hole, right?

使用ai参与美术设计和剧本创作，涉及到mj gpt ds 等等ai参与制作，讲述的是机器默默执行人类的愿望，但是最终事与愿违，人类以及人类的造物回归尘土，回归于宇宙。

## 自噬之城autophagic city

Author:何聪进



On a stormy night in Mong Kok, a crow crashes into a flickering neon sign, startling an elderly man from his sleep. He finds the injured bird on the street and brings it home, where a quiet companionship soon forms between them. For the lonely man, the crow becomes a rare presence in his fading world; for the crow, the man is its shelter. Yet as government policies force the neon lights to vanish, the neighborhood's glow and memories begin to disappear. Helpless against the tide of change, the man faces the erasure of a lifetime's backdrop. In this moment, the crow, seeking to repay his kindness, acts in an unexpected way, binding their fates together once more beneath the rain-soaked night.



## 追随者

作者：杨溢良

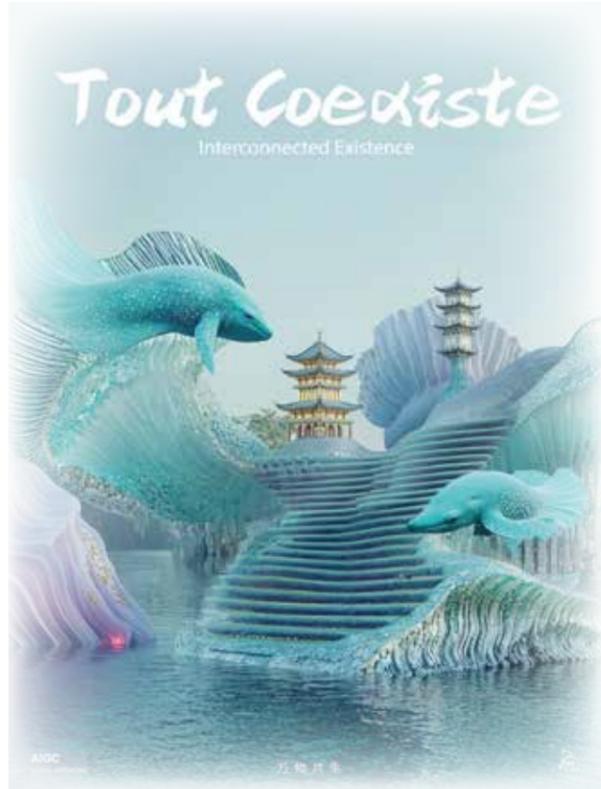
人类从古至今都没有改变的事物是太阳太阳的符号在不同时代有不同时代的呈现 在aigc发展的时代我用aigc的手段制作了当今时代下太阳符号的呈现方式

## 《回溯与重塑》-基于三峡移民的AIGC生成

薛佳雯、张岚

《回溯与重塑》是一部关于三峡移民的AI交互影像作品，通过四个基于真实采访搭建的记忆场景：搬家、登船、选址、书信，将观众带入了移民们曾经经历的真实场景之中。作品以四个关键场景为线索，提取了其中的八个视觉元素：包括搬家时的家具、登船的船票船只、选址时的街道牌横幅以及信件全家福等。

这些元素承载了移民们的回忆与情感，是作品呈现的核心。借助AI技术，这八个视觉元素被复原并融入影像之中，重新构建了三峡移民的记忆场景。不仅是对三峡移民历史的再现，更是一次探索人类记忆与情感的艺术实验。



## 《万物共生》Interconnected Existence

Liuhongye (Yea野了)

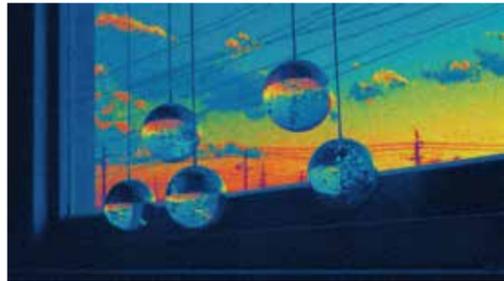
《万物共生》短片呈现了一个生命与自然和谐共存的未来世界，所有的生命体与物质不断的相互融合产生了新的物种和新的事物，并且和谐共存。它将“道生一，一生二，二生三，三生万物”的概念具象化，展示了一个从简单原则到复杂生态系统的演化过程。在这个过程中，技术与自然不是对立的，而是相互融合，共同创造一个和谐的多元宇宙。《Interconnected Existence》 is a short film that presents a future world where life and nature coexist in harmony. All living organisms and substances continuously integrate with one another, giving rise to new species and new things, all of which coexist harmoniously. The film materializes the concept from ancient Chinese philosophy—"The Dao gives birth to the One; the One gives birth to the Two; the Two gives birth to the Three; the Three gives birth to all things" (a core idea from Tao Te Ching). It demonstrates an evolutionary process that unfolds from simple principles to a complex ecosystem. In this journey, technology and nature are not opposites; instead, they merge with each other, jointly creating a harmonious multiverse.



## 幻彩山海

新一

本视频以《山海经》神兽为核心，借饱和色彩激活古老神话。用高饱和色调重塑神兽特质，九尾狐毛羽交织粉紫靛蓝，狰以红蓝光斑强化凶勳，突破传统想象。嫁接中式建筑与赛博元素，色彩串联起飞檐、霓虹与神兽，构建超现实共生场域。以极具冲击力的视觉语言，打破神话与现实边界，让古籍神兽在赛博东方语境中，重获鲜活炽热的当代生命力，演绎传统与未来共生的新传说。



## If a dream can be this vivid

### 南墙Rylee

如果梦可以如此生动，你怎么知道你现在是醒着的？If a dream can be this vivid, how do you know you're awake now? 人类的记忆并非像硬盘一样精确存储信息，而是一个在每次回忆时都会被重新建构的过程。记忆极易受到遗忘、偏见和失真的影响。Dreamcore的核心情感动力源于其对“过去”的强烈召唤。然而，它所探讨的并非历史本身，而是“记忆”这一行为——一个充满创造性、极不可靠且极易被扭曲的过程。这种美学不仅仅是在展示怀旧的物品，更是在模拟记忆本身的运作机制。这种美学的力量，源于它让观者在感官上“体验”到一段记忆正在降解、被错误回忆或正在消失的过程。它所唤起的，不是对过去的确信，而是对记忆本身真实性的怀疑。



## 千年对望 Thousands of Years of Gazing

### 素小筠 (Xiaoyun Su)

参观中国国家博物馆时，孝端皇后九龙九凤冠的精美与历史厚重感深深触动我，由此催生创作灵感。我借助即梦AI，以凤冠为核心意象，通过绘制古典服饰人物、凤冠在山水间的呈现等画面，构建跨越时空的场景。画面中，古今人物与凤冠“对望”，传递历史传承与文化延续的情感，借AI技术让千年文物与现代创作碰撞，展现传统之美在当下的新表达，诉说历史与现实交融的独特故事。

During a visit to the National Museum of China, I was deeply moved by the exquisiteness and historical weight of Empress Xiaoduan's Nine Dragons and Nine Phoenixes Coronet, sparking creative inspiration. Using Dreamina AI, I used the phoenix coronet as the core image, creating scenes that transcend time and space by depicting figures in classical attire and the coronet set against a backdrop of landscapes. In these scenes, ancient and modern figures gaze upon the coronet, conveying the sentiment of historical heritage and cultural continuity. Using AI technology, I juxtapose millennia-old artifacts with modern creations, showcasing the beauty of tradition in a new contemporary context and telling a unique story of the fusion of history and reality.



## 宛转环

### 新一, Yea野了, 秋和, 电力猫, 肥桃

改编自作家慕明的同名小说,《宛转环》讲述一位女子重返父亲昔日所筑的“宛转园”,在一场如梦似幻的旅程中,追索父爱、记忆与现实的边界。影片借助AI生成影像技术,以东方美学书写一段有关幻觉、哀悼与觉悟的哲思寓言。

Adapted from the novel by Mu Ming, The Möbius Garden follows a woman's return to the mysterious garden once built by her father. As she walks through visions of the past, memory and illusion merge in a poetic meditation on loss, love, and perception. Using AI-generated imagery and rooted in Chinese aesthetics, the film explores how technology can evoke timeless emotional truths.



## 精卫长歌 (Jingwei's Dream)

Author:素小筠 (Xiaoyun Su)

这是一部宣传山西长治的文旅AIGC宣传片。以“精卫填海”为精神内核,融合长治太行山水、上党门、仙堂山等文旅符号,借“三千年执念”串联历史与当下,将精卫的倔强具象为太行褶皱、天脊银练等景观,用非遗、民俗元素传递长治文化血脉,展现城市坚韧生命力。创作工具有Midjourney、即梦AI、可灵AI。创作过程中,先生成太行山水、精卫意象等视觉基底,再通过AI工具搭建四季轮回、古今交融的动态场景,如冰瀑、松涛等画面,最后优化细节,叠加潞酒、上党梆子等文化元素,让抽象精神与具象文旅资源结合,打造有深度与感染力的长治文旅名片。

This is an AIGC promotional video promoting the culture and tourism of Changzhi, Shanxi. With the spiritual core of "Jingwei Filling the Sea", this work integrates cultural and tourism symbols of Changzhi such as the Taihang Mountains, Shangdang Gate and Xiantang Mountain. It connects history and the present through the "three-thousand-year obsession", and materializes Jingwei's perseverance into landscapes like the folds of Taihang Mountains and the silver waterfalls of Tianji.

Non-heritage and folk elements are employed to convey the cultural bloodline of Changzhi, demonstrating the city's tenacious vitality. The creation tools include Midjourney, Jimeng AI and Keling AI. During the creation process, visual foundations such as the Taihang landscape and Jingwei imagery were first generated.

Then, AI tools were used to build dynamic scenes featuring the cycle of four seasons and the integration of ancient and modern elements, such as ice waterfalls and the souging of pine wind. Finally, details were refined, and cultural elements like Lujiu (Luzhou Liquor) and Shangdang Bangzi (a local opera genre) were added. This combination of abstract spirit and concrete cultural tourism resources creates a profound and appealing cultural tourism card for Changzhi.



## 《无主时代》

孔德飞

在一个神明已死，其巨大尸骸悬于天际的世界里，大地被不断滴落的“神血”所污染。一种名为“神血症”的怪病蔓延开来，将感染者的血肉逐渐转化为冰冷的晶体。为了拯救身患此病、生命垂危的妹妹伊拉，年轻的拾荒者凯踏上了一段绝望的旅程。他唯一的希望，是传说中神明最后一块纯净的残骸——“心核”。然而，这件圣物被一个名为“收藏家”的狂热领袖所占据，他正试图用神骸拼接出一个新的神明，并由自己取而代之。凯在一场残酷的对抗后成功夺取了“心核”，并用它治愈了妹妹。然而，他所迎来的救赎并非所愿。奇迹的代价，是伊拉的人类意识被抹去，取而代之的是一个古老、冷漠的神性存在在她体内苏醒... 本片《无主时代》的创作始于一个尼采式的哲学设想：“神死了”之后，世界会怎样？我们并非想描绘一个无神论的天堂，而是构想一个信仰崩塌后，人性在巨大真空中的挣扎与异变。在视觉风格上，深受波兰画家济斯瓦夫·贝克辛斯基（Zdzisław Beksiński）的反乌托邦超现实主义和H.R.吉格尔（H.R. Giger）的生物机械美学影响，力图创造一个既怪诞、恐怖，又蕴含着悲剧性美感的世界。天空中的神骸不仅是视觉奇观，更是悬在每个人头顶的、昔日信仰的巨大墓碑。使用AI工具：Midjourney、即梦AI、SUNO、elevenlabs、剪映 生成流程：大模型生成分镜提示词——AI生成图片——AI图片转视频——AI配音——AI配乐



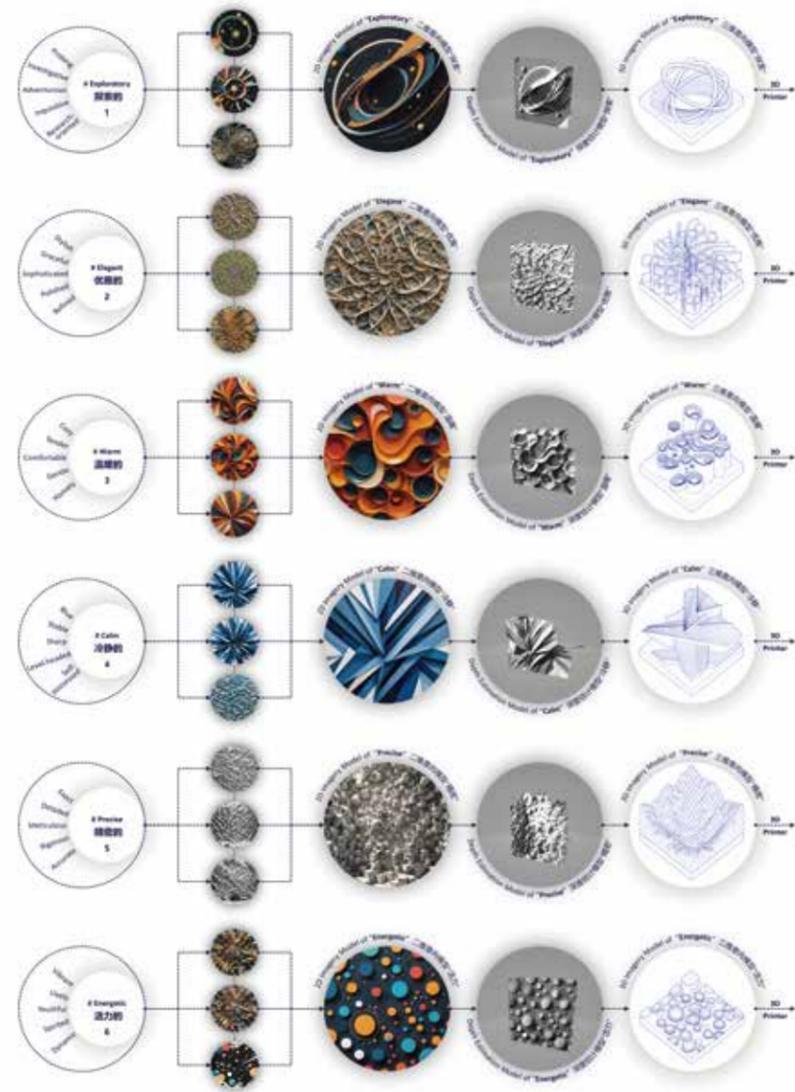
## Antibodies to Empathy

Cheng Xie

Antibodies to Empathy is a video work that reflects on the emotional exhaustion caused by excessive empathy in design practice. Drawing from personal experience, it explores how constant emotional attunement to others can blur the boundary between care and collapse. Through fragmented

narrative and medical metaphor, the piece questions the idealization of empathy and proposes the need for emotional boundaries as a form of self-preservation.

# The Concretization of Our Imagery



## Artwork Description:

Drawing inspiration from “mood” or “atmosphere” and translating them into installations that drive formal innovation has proven a practical approach to breaking free from the constraints of traditional forms. Architects and artists, through acute social observation and rich modeling experience, have successfully enriched our urban spaces. However, excessive reliance on subjective judgments by elite individuals is not only limited by personal capabilities but also contradicts the trend of public participation. Today, AIGC trained on internet big data combine comprehensive information processing with intuitive interaction, offering opportunities for non-professional (or cross-disciplinary) groups to engage in urban renewal. Installation The Concretization of Our Imagery comprehensively employs AIGC technologies including NLP models (ChatGPT 4.0, DeepSeek-R1), Text-image Translation Models (Midjourney, Stable Diffusion), and Metric Depth Estimation Models (ZoeDepth). Based on extensive collection and analysis of local residents’ urban imagery (through linguistic and visual media), it translates abstract concepts into 2D and 3D spaces, and physical realization through 3D printing. Modern AI programs empower non-professionals with visualization capabilities, while big data-translated imagery installations provide designers and the public with their first shared visual reference: Public imagery can now be expressed through installations without requiring professional training, while decision-makers are compelled to understand and develop these installations to address public concerns. Throughout this process, the spirit of public participation manifests in both imagery collection and design communication, while innovative design methods enrich both conceptual expression and formal breakthroughs. This work is supported by Beijing Urban Governance Research Base (2024CSZL01) and Education Foundation of the University of Chinese Academy of Sciences (F100875).





## Zenith Swallow

**Author: Liyan Kuang**

In the vernal drizzle where mist and cloud dissolve into geometry's poetry, returning swallows weave silent sonnets through the fractal haze. This digital metamorphosis of Song Dynasty frescoes breathes as suspended wings tremble between flight and meditation - each featherstroke a punctuation in Zen's eternal verse. Where ancestral pigments meet algorithmic brushwork, the artwork orchestrates clouds that dance in calculated stillness, swallows that soar as anchored notes in a spatial symphony. A daring alchemy of tradition and quantum imagination, it whispers the calculus of enlightenment through pixels reborn as ink, crafting a dialogue between stillness and motion where ancient murals awaken as living equations of the sublime.

# DRIVING A LYNCHIAN SCREAM

DRIVING A LYNCHIAN SCREAM

SKIN VEHICLES

SKIN VEHICLES

The project was born from an artistic problem: how to create lyrics that echo David Lynch's dreamlike atmospheres cryptic, fragmented, and uncanny without resorting to imitation or cliché. Traditional tools failed. Vocoders and synthesizers produced results that were too ordinary, too recognisable.

The Lynchian Scream Vocals Experiment is an exploration into the uncanny potential of generative AI as an active collaborator in music-making. Emerging from an abandoned attempt to add "Lynchian" vocals to a homage album, the project reimagines the human voice, not as a tool of fixed language, but as an emergent phenomenon shaped directly by sound itself.

This project uses AI in a counterintuitive way: rather than training it to replicate or synthesise human voices, it is "misused" so the music itself generates its own voice. The result is a vocal presence that Call for Submissions — GOSIM AI for Humanity Spotlight 2025 / Skin Vehicles AKA Dex Hannon / 1 feels at once alien and intimate, unsettling and beautiful a liminal voice that inhabits the space between human comprehension and pure abstraction.

The breakthrough came in 2023, through a process of experimentation and accident, by redirecting AI away from its intended function, the music itself became the author of its voice. Each track "spoke" in a way unique to its density, rhythm, and tone.

Masculine/Feminine emergence: Heavy, distorted sounds summoned dark, resonant male voices. Light, delicate sounds gave rise to ethereal feminine/young person tones.

Liminal language: The vocals do not form any coherent language. Instead, they evoke the sensation of overheard conversations in an unfamiliar tongue where occasional words flicker into recognisability before slipping away again.

The voice compels the listener to strain for meaning, mirroring the human desire to connect and understand, even in the face of abstraction.

The Lynchian Scream Vocals Experiment demonstrates AI's capacity to act not as a mimic, but as a co-creator of entirely new artistic experiences.

**Author: Skin Vehicles AKA Dex Hannon**



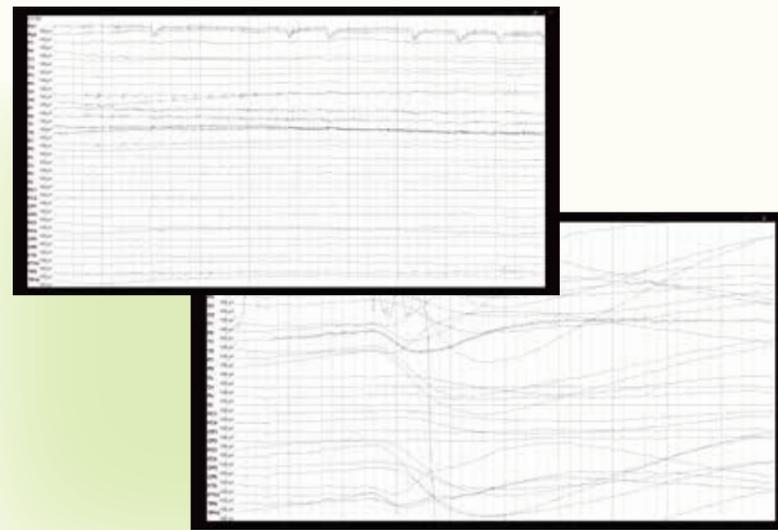
## The GOSIM Wonderland: A Participatory Dreamscape Installation for GOSIM Hangzhou

Zonghuan Wu

**Overview** We propose this project to transform the GOSIM Hangzhou conference into a shared, dreamlike world—where every attendee becomes part of a living, evolving visual story. Through a simple process of QR code scanning and WeChat engagement, participants will upload selfies and candid photos taken throughout the conference. These images are then transformed by AI into whimsical cartoon scenes and characters, rendered in a consistent, fantasy-inspired visual style (or multiple styles). Over the course of the event, these dreamlike reimaginings are displayed on a large public screen at the venue, forming a collective visual diary of GOSIM—magical, surreal, and deeply personal.

**How It Works** Join the Experience: Attendees scan a QR code and join a WeChat group labeled “梦幻GOSIM / The GOSIM Wonderland.” Upload a Moment: Participants submit photos (maybe video clips) of themselves or moments they wish to share from the conference. AI Dream Processing: Each image is processed in real-time through an AI Agent trained to apply a cohesive “dreamlike cartoon” aesthetic—imagine something between Ghibli, Moebius, and Chinese ink-fantasy styles. Public Display: The images are chronologically curated and streamed across a large screen in the venue lobby or central hall, forming an ever-evolving visual story of GOSIM through the eyes of its participants.

**Artistic and Cultural Value** The GOSIM Wonderland is more than a digital filter—it’s a social art experiment and a live-generated visual poem. At its core, this project is about transforming data into emotion, and observation into wonder. Every image is not only a visual artifact, but a shared memory reinterpreted through a fantastical lens. In doing so, we dissolve the boundary between human perception and machine imagination. Rather than treating AI as an analytical tool, AI becomes a collaborative artist—one that interprets, embellishes, and beautifies. By blending Chinese and global fantasy motifs, the aesthetic pays homage to Hangzhou’s poetic history while embracing GOSIM’s global AI community. It bridges technology, identity, and imagination. This is a portrait of the GOSIM community, A Collective Dream.



## Mind Rain & Bamboo Whisper

作品设计、作曲：薛蕙心 程序设计：任时弘 视觉设计：邓翔宇

Design & Composition: Huixin Xue Programming: Shihong Ren Visual Design: Xiangyu Deng

作品融合了AI生成音乐、EEG交互与沉浸式声景艺术。以中国传统竹笛音色为基底，借助深度学习技术生成可动态演变的“数字雨声”，并通过观众的脑电波实时调节雨滴的节奏、密度与音高，形成一种“意念降雨”的独特体验。观众佩戴轻量化脑机设备进入声场，其专注度、放松程度或情绪波动会转化为参数信号，影响AI生成的雨景。当大脑进入深度放松时，雨声可能变得绵长轻柔，如江南细雨；而当思维活跃时，雨滴可能加速，甚至演变成骤雨倾盆。竹笛旋律则如风一般穿梭其间，使整个声景在自然与超现实之间流动。当多人同时佩戴设备时，系统可混合群体脑波数据，生成更复杂的声景变化。这种集体意识与自然声景的互动意在表达：每个人的状态都在影响着共同的环境，就像在自然界中，无数微小的变化最终决定着气候的样貌。作品通过这种艺术化的表达，邀请观众在体验科技之美的同时，也感受人与自然之间那份细腻而深刻的联结。

The work integrates AI-generated music, EEG interaction, and immersive soundscape art. Using traditional Chinese bamboo flute timbres as its foundation, it employs deep learning techniques to create dynamically evolving “digital rainfall,” while real-time adjustments to the rhythm, density, and pitch of raindrops are controlled by the audience’s brainwaves, forming a unique “mind-controlled rain” experience. Audiences wear lightweight brain-computer interface (BCI) devices to enter the sound field, where their focus, relaxation, or emotional fluctuations are translated into parametric signals that influence the AI-generated rainscape. When the mind enters deep relaxation, the rain may become soft and lingering, like a gentle drizzle in southern China; when mental activity intensifies, the raindrops may accelerate, even transforming into a sudden downpour. Bamboo flute melodies weave through the soundscape like wind, blurring the boundary between the natural and the surreal. When multiple participants wear the devices simultaneously, the system blends collective brainwave data to generate more intricate sonic variations. This interaction between collective consciousness and natural soundscape conveys a subtle yet profound message: each individual’s state subtly shapes the shared environment, much like countless minute changes in nature ultimately define climatic patterns. Through this artistic expression, the work invites audiences to experience the beauty of technology while contemplating the delicate yet profound connection between humanity and nature.



## The Cost of War: A Human-AI Exploration of Conflict, Memory, and Healing

Author: João Carlos

## Artwork Description:

The Cost of War is an immersive, multidisciplinary installation that explores the psychological and cultural consequences of war through a blend of AI-generated design, physical sculpture, and emotional storytelling. The project brings together visual art, sound, and tactile experience to provoke reflection on violence, empathy, and resilience in the 21st century. Developed using generative AI tools for concept design, The Cost of War transforms machine outputs into handcrafted physical artworks. These include: A golden throne of weapons, designed in AI and forged using toy guns and real materials, referencing both power and its devastating costs. A series of skulls formed entirely from flowers, each piece symbolizing national identities lost or endangered by war, created through AI design and crafted physically., a satirical subversion of traditional violence imagery, created through AI mockups and brought to life as soft sculptures. A conceptual piece called The Hugging Machine, representing a tender counterpoint to violence — a sculptural performance space for emotional safety and care. Together, these works form an interactive, contemplative space that invites audiences to physically navigate between confrontation and comfort, destruction and softness, using AI not only as a design collaborator but as a catalyst for empathy. How AI Is Used: AI Image Generation: All core objects (weapons, skulls, hugging machine, golden chair) were first conceptualized using AI tools like DALL · E, Midjourney, and Runway. AI-Assisted Fabrication: 3D mockups were used to translate digital sketches into physical form, aiding material selection, lighting plans, and frame layouts. AI for Emotional Design: Emotional tone and symbolism were curated with AI input to ensure cross-cultural resonance, particularly in the skulls and soft weapons. □ Why It Matters – AI for Humanity: The work challenges the aesthetics of violence through disarming beauty, texture, and symbolism. AI in this context doesn't serve military tech, surveillance, or profit, but instead collaborates with the artist to generate discomfort, care, and human dialogue. It highlights how AI can help us remember, rethink, and reframe trauma — and possibly, soften it. □ Interactive Components: Visitors can physically walk around or sit on the throne, surrounded by sound and ambient design. The Hugging Machine offers optional participation, inviting visitors to experience a moment of tactile warmth. Fluffy guns and skulls can be handled or displayed under custom lighting. QR codes next to each object allow visitors to see the original AI prompt/output and the process of transformation into physical art. □ Social & Cultural Relevance: The project speaks to global audiences, especially in a time of rising conflict, nationalism, and AI militarization. Through irony, symbolism, and softness, it invites both critique and care. By combining generative AI with deeply human emotions, The Cost of War offers a poetic, provocative message: Can we turn tools of war into instruments of understanding?



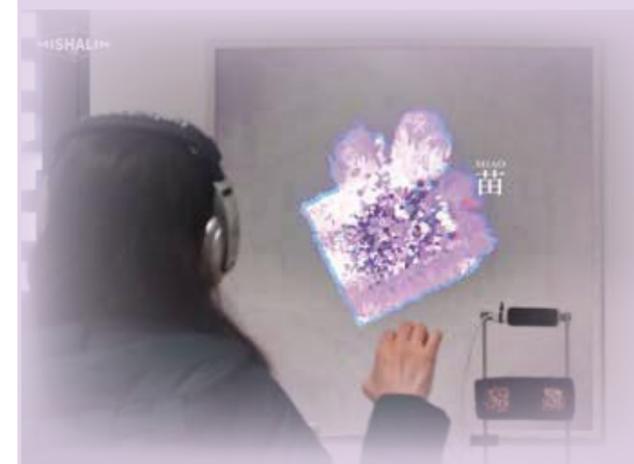
## Generative Unravelling Series



This audiovisual installation takes the image of a fish swimming and exploring in the cosmos as its point of departure, constructing a dynamic performance that blends biology, algorithms, and mechanical systems. The fish's movement is not only biological but also data-driven—situated in a computer-generated environment where its trajectory, visual presence, and sonic feedback are shaped in real time by algorithmic processes. Artificial intelligence plays a key role in both the creation and operation of the work. AI vision systems form a secondary visual layer: surreal scenes featuring the fish were generated using Stable Diffusion, animated into video via Jimeng AI, and edited in Premiere Pro. These sequences were then imported into TouchDesigner and integrated with a real-time particle system, constructing a layered visual ecology. This flow—from image to video to live rendering—grants the fish an evolving virtual habitat shaped by computation. Astrofin's sound system, built with Max and FluCoMa, responds to the fish's spatial behavior. Its position in water drives an interactive sound engine, activating a spectral corpus trained on

self-recorded samples. These sounds are buffered and transformed in real time through granular synthesis and dynamic effects, producing a responsive sonic landscape. Deliberately avoiding the human performer's physical presence, the piece centers a living pet fish as the main agent of the performance. This choice sidesteps traditional human subjectivity, instead foregrounding the performative agency of non-human life. The fish becomes a mediator between biological vitality and machinic logic, challenging anthropocentric views of authorship and presence on stage. The work reflects on performance art through a posthuman lens, where AI, algorithms, and robotic systems are not just tools but co-creators. It asks: can machines and animals co-author expression? Can performance exist beyond the human? Ultimately, this is not only an experiment in hybrid aesthetics, but a critique of human exceptionalism. By reconfiguring the relationships between life, code, and machine, Astrofin proposes a new kind of performance—one shaped by distributed agency, interspecies interaction, and techno-biological collaboration.

Miao (苗) embroidery, an intangible heritage from southwest China, faces engagement challenges in the postdigital era. My practice-led PhD at the RCA reimagines its engagement through hybrid digital – physical works using textile thinking, AI-assisted visual synthesis, gesture-responsive algorithms, and projection. The Generative Unravelling series—∞: Thousand Threads, Thousand Universes and Hand in Thought—Unravelling the Intangible—transforms tradition into dynamic, multisensory experiences, fostering curiosity and cultural dialogue. Note: For details, including artwork descriptions, past displays with images and videos, and Visibility & Recognition, see my portfolio: <https://milin.myportfolio.com/generative-unravelling-series> or the submitted PPT.



# Future Archeology

Author: Jessie Yu



In this era of symbiosis between human civilization and AI, I embarked on a unique experiment to explore how non-living AI interprets the profound question of "the meaning of human existence." I began by inputting a poem I wrote about life and existence into an AI system. Based on its understanding of the poem, the AI generated a visual artwork.

This piece is not only an analysis of the text but also an artistic interpretation of the human spiritual world through the lens of AI. Building upon the AI-generated visual imagery, I created a dynamic effect that resembles particles scattering and gathering, like cosmic stardust in perpetual flux. This symbolizes the impermanence and eternity of life. Using Leap Motion for gesture interaction, the audience can "unveil" the image through hand movements, as if peeling back layers of the AI's mind. Through this interaction, viewers delve into the AI's interpretation of life's meaning. Each gesture reshapes and transforms the image, echoing the endless questioning and answering of the eternal question: "Why do we exist?" This work is more than an artistic dialogue between humans and AI; it is a reflection on the future of human-AI symbiosis. It invites audiences to reconsider the essence of "existence" and "meaning" through tactile and visual interaction, bridging the realms of technology and humanity. The piece aspires to extend and elevate human thought through the perspective of AI, fostering a profound connection between the two.

# Hermes 9

Author: Junrong Song, Hao Li, David Yip



Hermes 9 is an AI-driven interactive video installation set in a post-apocalyptic future where machines replace biological bodies. Through conversations with Hermes 9, a robot dog, audiences trigger AI-generated video and sound "memory fragments," creating a non-linear, evolving narrative. Using LLMs, Unreal Engine, and generative AI, the work blurs boundaries between human, machine, and story, inviting reflection on technology, identity, and our uncertain future.

## 记忆拼布：以织物重构人之存在



Author: Xiuying Zhu

在一个由人工智能与数字复制主导的时代，我试图通过纺织艺术重新召唤人的存在。这组作品所使用的材料全部来自被拆解的旧衣物，曾与身体亲密接触的牛仔裤、布料边角、纽扣与线缝。这些原本注定被遗忘的碎片，被我一一拆解、拼贴、缝合，重组为抽象的地貌、像素化的神经图谱，以及仿似生成网络的有机结构。这些图像表面上看似遵循着人工智能的视觉语言：网格、聚类、重复，犹如卷积网络中的特征层。但它们并不是由算法计算得出，而是在风化、破损、记忆与手工的作用下“生长”出来的。每一块布料都曾承载过某个人的体温与日常，它们的磨损、线迹、变色，本身就像是数据的“训练历史”。我用人类的方式回应着机器学习的逻辑，质问什么才是真正的“生成”。人工智能运作于我们无法感知的算力与代码深处，而这些布面作品则将“认知”植入进纤维的历史之中。在一个被数字化统治的未来，是否还存在一种来自手工、触觉与材料的真实记忆？是否还能保有一种基于质感与缝合的知识系统？这些作品是对这种可能性的温柔抵抗，一场在织物、记忆与技术之间展开的感性重构。



## 衣镜Dressmi——电子衣橱项目

AI智能穿搭助手，上传照片秒生成专业穿搭建议。支持多种场景，个性化风格定制，让你每天都能穿出最佳状态。简单易用，时尚必备！#描述 DressMi - 您的专属AI穿搭顾问

一、核心功能

- 1.AI智能分析：上传照片，AI秒速分析身材特点和肤色
- 2.专业穿搭建议：基于场景、季节、个人喜好生成个性化搭配
- 3.多场景支持：职场、约会、休闲、聚会等各种场合
- 4.风格定制：商务、休闲、甜美、酷炫等多种风格可选
- 5.颜色搭配：智能推荐最适合的颜色组合
- 6.单品推荐：精准推荐适合的服装单品

二、适用场景

- 1.每天不知道穿什么的选择困难症
- 2.重要场合需要专业穿搭建议
- 3.想要提升个人形象和穿搭品味
- 4.购物前想要专业的搭配参考

三、产品优势

- 1.简单易用：一键上传，秒得建议
- 2.专业准确：基于时尚专业知识训练
- 3.个性化强：考虑个人特点和偏好
- 4.持续更新：跟随时尚潮流不断优化

# Genesis of Strange Lifeless Beings

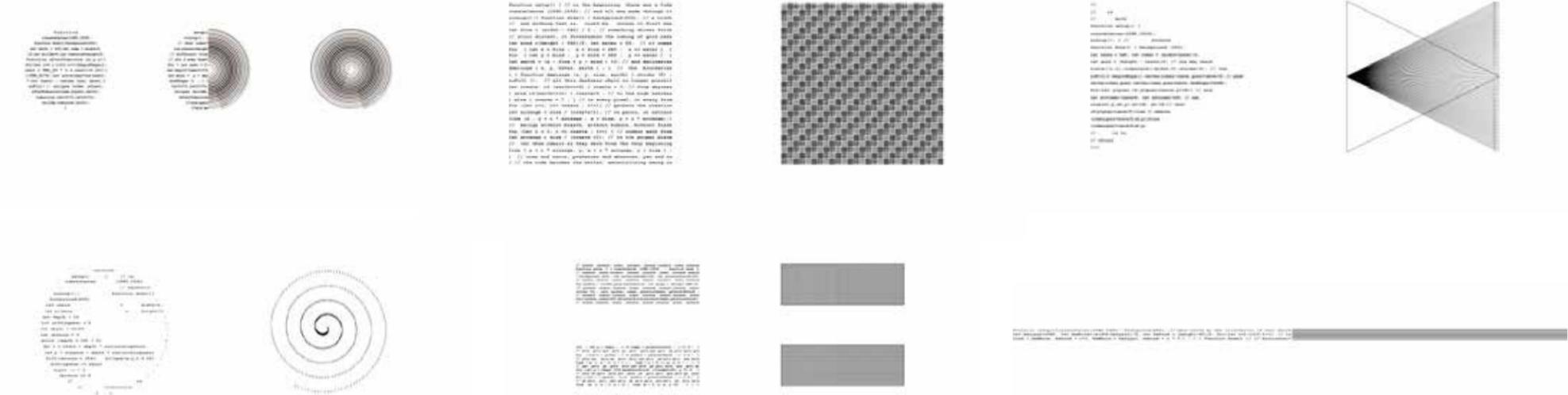
Author: Tobias Gaede

And God once said: "Let the waters swarm with swarms of living creatures." Now, the code proclaims: "Let the browser be filled with my lifeless creations." "Genesis of Strange Lifeless Beings" presents the conception and generation of a series of extravagant and somewhat misshapen creatures, brought into existence by the simulacrum of a miraculous breath.



We witness their emergence and follow each stage of their growth. They have no life, yet something akin to death seizes them after a while, making way for another cycle to begin. The project was developed in JavaScript, using the p5.js library, with the aid of AI tools. It consists of the synchronous processing of an algorithm that simulates a three-dimensional space. At the center of the canvas, a sphere with a random color emerges. From there, a process inspired by cell mitosis begins, in which this initial form multiplies exponentially. Throughout the process,

“mutations” occur in certain properties of the original sphere — color, size, and transparency may undergo changes, based on probabilities established in the code, during their new duplications. This enables a kind of “cell differentiation”, introducing variability and specialization to different parts of the growing body. Some time after the creature reaches maturity, the system enters a "death" process before the program resets and a new being is created.



# Genesis of Strange Lifeless Beings

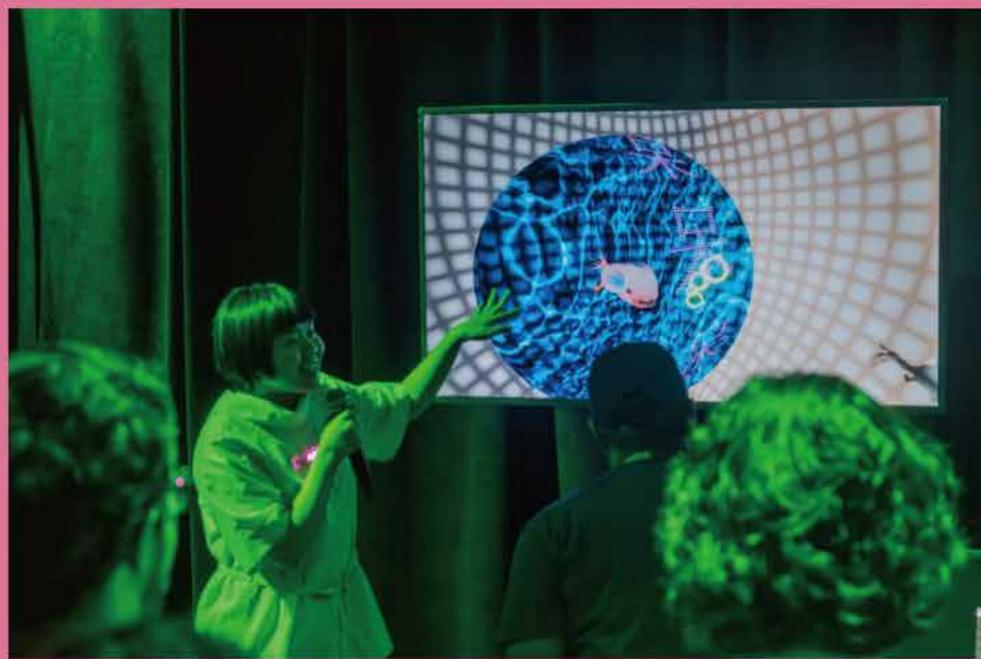
Author: Tobias Gaede

"C ó digo Concreto" is inspired by Concrete Poetry, a movement that expands the boundaries of literature by integrating verbal, visual, and auditory elements. The poems in "C ó digo Concreto" are composed of programming code that incorporates poetic elements within its structure. Despite the interventions the code has undergone, it remains functional, adhering to the syntactic and semantic rules of the programming language and generating a visual output through its execution. The codes were created through a cybernetic interaction involving a human (the artist) and a machine (an AI tool). The installation consists of six printed panels featuring the poems from the "C ó digo Concreto" book. As diptychs, the left side presents the code/poem, while the right side displays the visual result of its processing. At the center of the room.

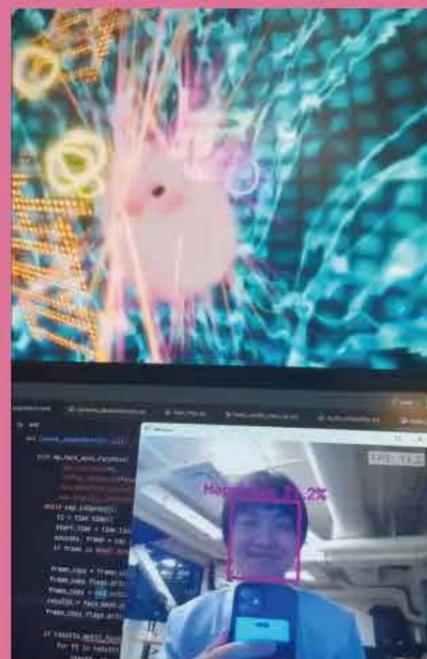
# TamagotchU



mad



calm



happy

TamagotchU is an AI agent driven creature based on collections of emotional data generated in real-time from audience. This AI creature creates a collective emotional experience among the players in an immersive XR space. It builds a heartfelt companionship between AI animal and human through organic interactivity. The project proposes using low-end devices as nodes for collaborative creation, challenging centralized monopolies, and aiming to reduce carbon footprints through low-energy workflows and community input. The project suggests an alternative model for AI, promoting open source and low-impact solutions, and connects to growing movements for low tech (or lo-tech), frugal computing, and data sovereignty that resist monopolistic control of AI development. The artist also draws inspiration from the cuteness and environmental sensitivity of Yangtze river pufferfish, providing a metaphorical yet also very grounded link between human emotion and species-specific impacts.

Eyez Li

66/TamagotchU

# Soluma

## Author: Mitchell Fawcett

Soluma is a conceptual interactive installation that explores how light, sound, and technology can support emotional well-being and nervous system regulation. Designed as an immersive chamber composed of translucent geometric forms, the work responds to real-time biometric input—such as heart rate or galvanic skin response—to generate light and soundscapes tailored to each visitor’s internal state. Rooted in the principles of sacred geometry, chromotherapy, and frequency-based healing, Soluma aims to gently down-regulate overstimulated nervous systems through slow-shifting ambient

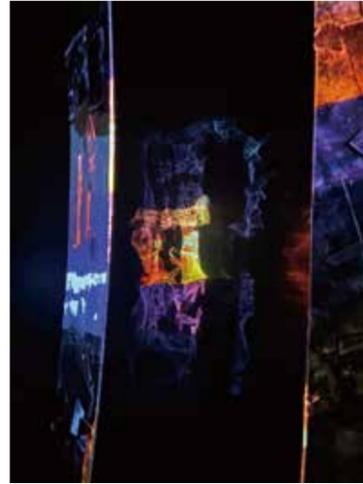
light and low-frequency sound. Visitors step inside the structure and are enveloped in an environment that responds uniquely to their presence, creating a co-regulated, calming experience. By translating unseen physiological signals into sensory feedback, the piece offers a space for reflection, self-awareness, and grounding.



The project is currently in the conceptual and prototyping stage, with early research conducted through gallery testing and interdisciplinary exploration. It draws from practices in meditation, light therapy, and sound healing, combined with open-source biometric sensing and generative LED control. Aligned with the mission of “AI for Humanity,” Soluma proposes a form of human – technology interaction that is not extractive, distracting, or ego-centric, but nurturing and attuned. It is designed especially with younger generations in mind—those navigating chronic anxiety, digital saturation, and a longing for deeper connection. Soluma contributes to the conversation around ethical AI and embodied technology by demonstrating how sensing and generative systems can be used to foster calm, empathy, and well-being. It reimagines interactivity not as control or spectacle, but as care.

67/Soluma

# Lumen Sentient



Lumen Sentient is an immersive light and sound sculpture that merges technology, consciousness, and the human body into a living, responsive experience. Building on the artist’s previous work *The Journey of Light*, this evolution introduces biometric sensors and AI integration to create a deeply personalised encounter with light, rhythm, and inner stillness. Participants engage with the sculpture through subtle biometric input — a heart rate sensor and EEG headband gently capture their pulse and brainwave activity. This data is interpreted in real time by an AI system trained to translate physiological states into generative patterns of light and ambient sound. Each visitor’s emotional and cognitive rhythms are expressed as unique visual and sonic compositions, creating a one-of-a-kind moment of self-reflection and energetic resonance. Beyond immediate interaction, the installation includes an emergent memory system. As more participants engage, the AI begins to evolve, learning to recognise and integrate shared states of calm, coherence, or heightened presence. These collective patterns shape future responses, allowing the sculpture to grow more attuned to human emotion over time — a form of collective co-creation between audience and machine. Rooted in sacred geometry, chromotherapy, and sound healing practices, Lumen Sentient offers a sanctuary-like environment focused on wellness, anxiety reduction, and the exploration of consciousness. It reframes artificial intelligence not as a force of control, but as a non-egoic mirror — a responsive, poetic extension of Gaia’s intelligence, capable of reflecting our shared inner light. Designed for light festivals, galleries, and contemplative public spaces, Lumen Sentient invites us to reconnect with the subtle language of the body, to witness ourselves in new ways, and to imagine a future where technology supports deeper emotional and spiritual awareness.

**Author: Mitchell Fawcett**



Through their stories, these artifacts express their histories, struggles, and longing for their origins, fostering a profound sense of empathy and connection among viewers. A key innovation of this project lies in the creative integration of Artificial Intelligence technologies. The voice narration, textual scripts, and soundscapes—including background music and ambient audio—are all generated or co-composed with AI tools. By using AI-generated voices, the project gives form to the imagined inner monologues of ancient artifacts, creating an uncanny, poetic resonance between the digital and the historical. AI, in this context, becomes more than a tool—it becomes a symbolic counterpart to cultural heritage artifacts themselves. Both are perceived as lifeless, artificial, and object-like, yet both can be brought to life through the illusion of voice, expression, and soul. The research emphasizes the emotional power of storytelling—amplified by AI’s generative capacities—to raise public awareness about the consequences of tomb raiding, illegal trafficking, and the neglect of cultural heritage. By humanizing artifacts and highlighting their plights, the narratives aim to inspire a deeper sense of responsibility and urgency in preserving and protecting these irreplaceable cultural treasures. Ultimately, this research advocates for a shift from disconnection to reconnection, where AI-powered digital storytelling serves not only as a creative tool, but as a catalyst for cultural empathy, justice, and preservation.

**Author: Suwen Wang**

## From Disconnection To Reconnection: AI-Based Digital Storytelling Communication For Cultural Heritage Artifacts

This research explores the transformative potential of digital storytelling as a medium to bridge the emotional and cultural disconnect between cultural heritage artifacts and audiences. By leveraging immersive narratives, interactive media, and emotionally resonant storytelling techniques, this research aims to reanimate the voices of artifacts—such as looted relics, displaced sculptures, and forgotten treasures—transforming them from static museum exhibits into dynamic storytellers.



Algaetopia  
 Author:Liu Tuo

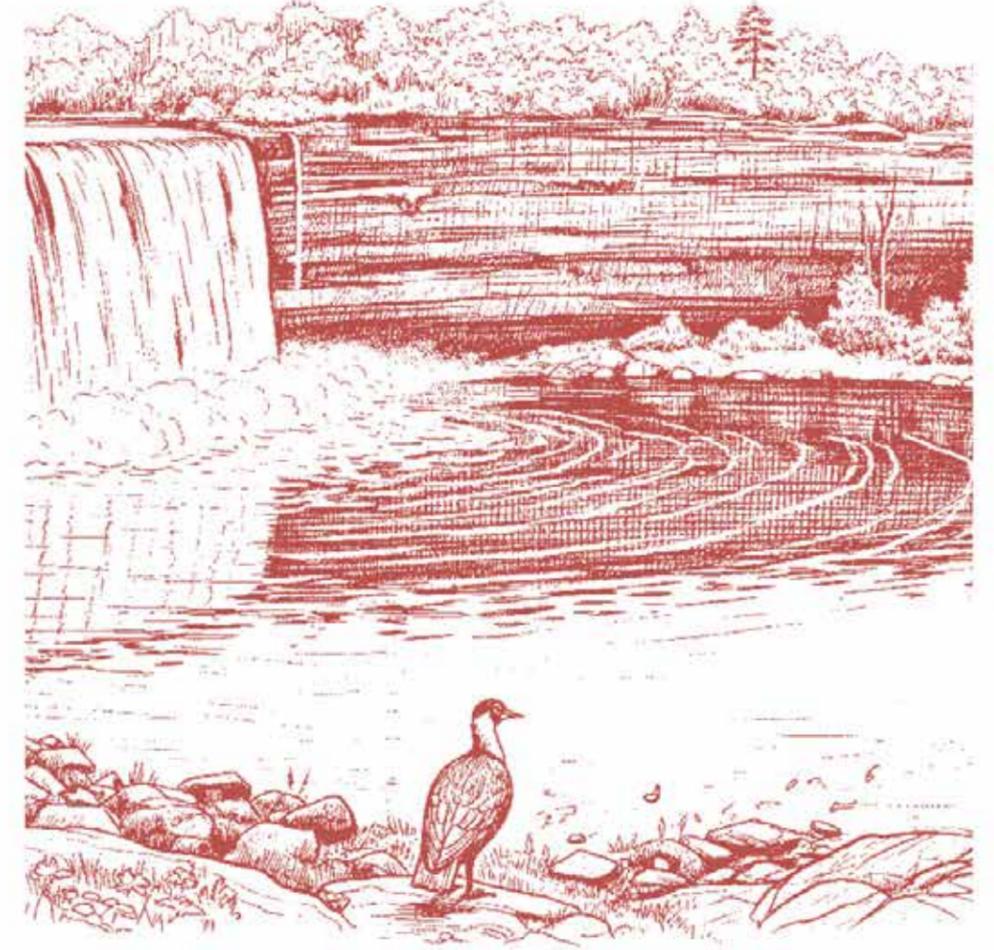
Algaetopia is a serious game set against the backdrop of a futuristic maritime city in the year 2060, exploring the possibilities of future elderly care. In Algaetopia, the application and scientific nature of game design are combined with sociological research to create a tangible player experience. Players take on the role of “community builders,” using meticulously designed basic modules to construct algae-based mutual care communities for the elderly. They simulate the unique operation of these communities based on their specific actions, exploring the potential for long-term sustainability and supporting research in related social science issues. Moreover, the design of Algaetopia also incorporates the flexible integration of big data and artificial intelligence. In this project, we have drawn on a vast amount of data from multiple disciplines, including energy studies, sociology, biosciences, and statistics. Integrating this data at the information level is an extremely challenging task. Artificial intelligence can precisely link information from two seemingly unrelated disciplines, providing significant support in advancing the Algaetopia project.



## Moxin LLM/VLM: Truly Open, Fully Reproducible

[www.moxin-ai.org](http://www.moxin-ai.org)

Haochen Zeng | Moxin Organization  
 GOSIM Hangzhou 2025



The Moxin LLM/VLM is a 7-billion parameter generative AI model with advanced capabilities in understanding both language and images. Its high performance stems from a comprehensive pretraining regimen on diverse datasets, which is further enhanced by a novel GRPO-based reinforcement learning method, making it competitive with other state-of-the-art models. What makes Moxin particularly unique is that despite its power, it is efficient enough to be deployed locally on consumer hardware like a MacBook Pro. This accessibility, combined with its transparent and open-source development pipeline, makes it an ideal foundation for ‘AI for good’ initiatives by removing significant cost and infrastructure barriers for researchers and non-profits. This empowers a global community to create novel applications that can address pressing social issues and contribute to the public good, establishing it as a robust and adaptable tool for generating positive social impact.

## Explore Your Inner Self, Unlock Your Personality Code

Innovative personality test based on I Ching wisdom and modern psychology, adaptively adjusting question count to quickly confirm your personality hexagram

PsyChing Start Test Learn More

PsyChing: AI-generated psychological assessment questions are based on Bayesian dynamic probability adjustment. The number of questions is adaptively adjusted according to users' choices. The result outputs one of the 64 hexagrams in Zhouyi (the Book of Changes) as a personality mapping, along with psychological explanations and suggestions.

When facing new challenges, what is your first reaction?

Options:

- A. Excitedly accept the challenge and pursue breakthroughs
- B. Carefully assess risks to ensure safety
- C. Look for innovative solutions
- D. Collaborate with others to tackle it together

Next Question

Inner Motivation Exploration

Confirmation Phase

Overall Progress

Inner Motivation: 41% Outer Behavior: 13% Convergence Score: 30%

Probability Visualization

Inner Motivation/Probability	Inner Motivation/Probability	Outer Behavior/Probability	Outer Behavior/Probability
Qian 0%	Kun 20%	Qian 0%	Kun 20%
Kun 20%	Qian 0%	Kun 20%	Qian 0%
Gen 10%	Dui 10%	Gen 10%	Dui 10%
Dui 10%	Gen 10%	Dui 10%	Gen 10%
Li 5%	Xun 5%	Li 5%	Xun 5%
Xun 5%	Li 5%	Xun 5%	Li 5%
Kan 30%	Kan 30%	Kan 30%	Kan 30%

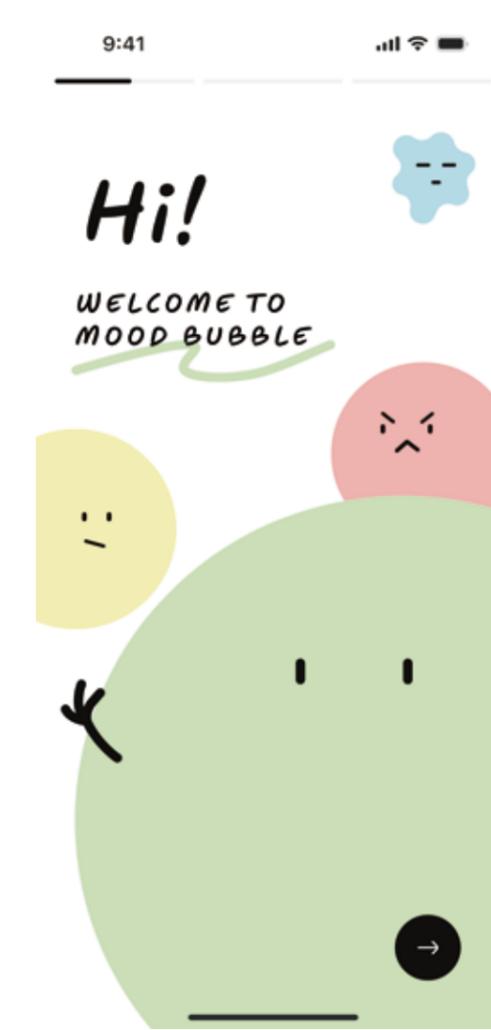
This is an AI-powered psychological assessment platform that integrates the wisdom of traditional Chinese Yijing (I Ching) studies with modern psychological theories. Built on an adaptive testing system based on the Bayesian algorithm, the project adopts a three-stage testing strategy (Exploration - Differentiation - Confirmation) and dynamically adjusts the number and content of questions according to users' answers. The core innovation of this project lies in the scientific mapping between the 64-hexagram system of traditional Yijing and modern psychological theories. The specific logic is as follows: Through adaptive psychological tests, the platform identifies users' intrinsic motivations (such as achievement, security, relationship, autonomy, etc., corresponding to the "lower trigram" in Yijing) and extrinsic behavioral patterns (such as leading, undertaking, adapting, persisting, etc., corresponding to the "upper trigram" in Yijing). These psychological traits are then mapped to the eight basic trigrams of Yijing (Qian, Kun, Zhen, Xun, Kan, Li, Gen, Dui). The combination of the upper and lower trigrams forms 64 personality hexagrams, which can be applied in game design, psychological measurement, psychological intervention, and other fields. This project does not utilize the metaphysical content of Zhouyi (the Book of Changes). Instead, it draws on and integrates the wisdom of "change" in Yijing for psychological measurement. For example, the "Zong Gua" (Reverse Hexagram) in Yijing—obtained by inverting the original hexagram upside down—can represent the complementary aspects of personality and potential development directions in psychology. The "Cuo Gua" (Inverted Hexagram, also known as Opposite Hexagram) in Yijing—formed by reversing each line of the original hexagram (changing yin lines to yang lines and yang lines to yin lines)—represents the opposite aspects of personality and growth challenges. It reveals the conflicting traits that users need to balance or integrate, and such content can help users engage in self-reflection.

# PsyChing

Author : Yu Ding

## Mood Bubble

Ziqi Zhuang



Problem: In our hyper-digital age, many are trapped in a debilitating cycle of anxiety and compulsive digital escapism. This challenge is particularly acute for young adults at the critical juncture of forming their identity and future, such as university students. Faced with unstructured time and immense pressure, they often use addictively designed platforms to avoid negative emotions, leading to poor emotional regulation and a decline in self-worth. Solution: MoodBubble is an AI-powered emotional wellness companion designed to break this cycle. Instead of offering another distraction, we provide a safe space for users to confront and befriend their feelings. Our core feature, the "Emotional Space," is a guided, five-step journaling experience where users articulate their thoughts and sensations. How it Works: Guided by an empathetic AI "MoodBubble," the user expresses themselves freely. Our AI then analyzes the input to identify and name the core emotion, reframing it not as a monster to be slain, but as a protective ally with a vital message.

This structured process of awareness, acceptance, and understanding transforms abstract anxiety into actionable self-insight. Gamified elements, like unlocking "Emotion Cards," make emotional literacy engaging. Impact: MoodBubble empowers young adults to shift from mindless scrolling to mindful self-reflection. By fostering emotional intelligence and self-compassion, we help them build a healthy relationship with themselves, turning a moment of crisis into an opportunity for profound personal growth.



# Open-source Simulator for Human Vibroacoustic Sounds

AI-Based Human Cardio-Pulmonary & Fetal Sounds Simulation

Developed By:

Yingtong ZHOU  
Yiang ZHOU

[https://github.com/HLS\\_Simulation](https://github.com/HLS_Simulation)



AuscultSim is an open-source simulator for generating human vibroacoustic signals (heart, fetal, and lung sounds) designed to create privacy-preserving, reproducible, and controllable datasets for education, research, and quality assurance. It solves the challenges of limited real patient data, privacy constraints, and device inconsistencies, especially in low-resource environments. Using parameterized models, AuscultSim generates realistic sounds with control over timing, spectral ranges, transmission paths, and noise. It provides synchronized audio, event labels, and metadata for

immediate use in medical training and algorithm development. The toolkit includes evaluation tools to validate simulations with similarity metrics, separability tests, and event-detection accuracy. Available on GitHub under an Apache-2.0 license, AuscultSim aims to democratize high-quality synthetic data, accelerating AI development for cardiopulmonary and maternal-fetal health, while ensuring equitable access to reliable diagnostic tools.



## YuZhou Voice Diary——Speak Your Mind, Reflect with AI

Do you remember the last time you felt really down... and the last time you felt truly happy? We all have thoughts, emotions, and moments worth remembering — yet typing them out feels like work, and voice memos get lost in a messy archive. That’s why I built Yuzhou-Voice Diary, an app that turns your spoken words into a diary you can revisit, search, and learn from. Also, a place that you can share the real you instead of caring others’ expectation on social medias.

Voice + AI Structuring Just tap and talk. Share your day, your worries, or random late-night thoughts — no need to polish or organize. Whether you ramble, pause, or stumble, the AI will save your audio and transform it into a clean, well-structured text diary. It’s a zero-pressure way to capture your authentic self, anytime, anywhere. AI Memory Your diaries don’t just sit in storage — they become a living memory.

With AI Memory, you can ask: “What were my highlights last month?” “When was my last emotional low?” “Summarize last week in three keywords.” The AI gathers your highs and lows, helps you spot patterns, and gives reflections and suggestions. You’ll see your growth, remember your joy, and understand yourself more deeply. With Yuzhou AI Diary, recording is no longer a chore — it’s a conversation with yourself. Speak freely, reflect easily, and discover a truer, calmer version of you.

# Microverse In Box



## Li Hao

Microverse In Box is a god simulation sandbox game powered by large language models. NPCs' dialogues and behaviors are entirely AI-driven. You can use cards to modify character settings, wealth, relationships, and rules, change the direction of the plot, create various utopias, and try out various social experiments in the AI digital world.

《盒中小世界》是一个完全由大语言模型驱动的上帝模拟沙盒游戏。其中角色的行为和对话全由 AI 驱动。你可以使用卡牌修改人设、财富、关系、规则，改变剧情走向，打造多样的乌托邦，在AI数字世界尝试各种社会实验。



谨向所有参与 GOSIM Hangzhou 2025 Spotlight 的创作者致以诚挚的感谢。  
本作品集因你们的贡献得以完整呈现，推动了生成式人工智能与艺术融合的持续探索。  
期待未来继续携手，共同开拓创新表达的更多可能。

We extend our sincere appreciation to all creators who contributed to the GOSIM Hangzhou 2025 Spotlight.  
This collection is made complete through your work, advancing the ongoing exploration of generative AI and artistic expression.  
We look forward to opening new creative possibilities together.

