

DO BIONIC PLANTS DREAM OF ELECTRONIC GARDENS

With virtual plants at its core, the project uses 3D technology to explore the boundary between modern technology and nature. My impulse stems from my curiosity about nature, especially the structure and origins of gardens. In my research, I have found that the vitality of gardens comes from the constant development of cultural ideas by their creators. From the mathematical domestication of nature in ancient Rome to one of the most unique and influential plant mazes of the Middle Ages. The garden is not only a continuation and enhancement of the geometric study of ancient Greek and Roman gardens, but also gives spiritual meaning. This idea helped me imagine the plants of the future in a culture driven by technology and artificial intelligence. And using digital animation to interpret my new understanding of the boundary between bionic plants and real plants.

MAGCD

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Iliad once said that gardens are the oldest form of mysticism, and we add to it the idea of utopia.

Virtual plants evolve to adapt in various ways to their simulated environment. We can see a plant ecosystem that looks very similar to the real world, but evolves independently in a completely different world.

part 1

Being lost in a virtual garden

In Part 1 of the Garden, I showed myself lost in an electronic garden, struggling with the line between virtual and reality. They are the result of numerical manipulation through code. They are fictional, weightless, and exist in abstract dynamic ways that conform to the logic of the physical world. They are the resurrection of sticky prehistoric creatures such as cellular organisms, algae, plastic and rock-formed plastiglomerates.