

A Study of Oxidane
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This summer, I started working on an interactive art installation that explores different meanings and perceptions about water. More specifically, it is a media art that creates an interactive system of video and sound, both of which are inspired by the religious analogy of water as salvation. For the past eight weeks of the summer, I focused on crafting video pieces and experimenting with the ways to programmatically incorporate the interactive features. This work in progress is an ongoing collaboration with Soomin Kim, a student composer at Oberlin Conservatory, who will compose the music and other sound pieces for the project. By putting these pieces—the sound, the video, and the space and structure that holds them together, I hope to create an environment