



STATEMENT OF INTENT

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Will burning ghost money cause inflation in the underworld?

ZhiZha (bundled paper products) are a traditional blessing and sacrificial supply in Chinese areas. It is often used in various traditional festivals and religious ceremonies. In traditional Chinese burial customs, it is believed that the ZhiZha sacrifice can be burned to be transported to spirits in the underworld.

After the traditional funeral ceremony gradually evolved, some ZhiZha sacrifices became projections of the material desires of the living onto the missing for the dead.

This project will construct an burning altar in a virtual space. And on the basis of the concept that "the ZhiZha sacrifice will become real in the underworld after being burned", I will use my imagination to design some ZhiZha. In the sacrificial offering design, the desire in the ZhiZha sacrificial offering is magnified through the maximum abuse, so that the viewer temporarily breaks away from the rational cognition of the work, and more truly feels the absurdity of the ZhiZha sacrifice design and traditional Chinese funeral customs.



ZhiZha beauty, mansion, servants



ZhiZha Ferrari and driver



ZhiZha petrol station



ZhiZha airport, pilot and garden

● Type

Personal Project

● Mediums

Maya/ Blender、 Unity3D

● Duration

1-2mins

● Format

3D Model、 Video、 Game (Interactive 3D Scene)

About production. First, I will conduct some research and analyze the visual style of ZhiZha offerings. Then I will design 12 sacrifices, including some real-life items, and the other part is a fabricated sacrifice that surpasses the current technological level. Then I will use 3 software, Maya and Blender for modelling. Finally, import the model into the scene built by Unity3D and map the model. Build interaction in Unity3D, the audience can walk in the scene, choose sacrifices and burn them. I plan to finish modelling before Interim2, and finish texturing, interaction design, and rendering in the following time.

The background sound will be the music used in Chinese funeral ceremonies, and some sound effects will be added when the sacrifice is burned.

In the future, after this project, I may convert this design into a web page, and set up more interactions, such as burning sacrifices to designated characters or email addresses. Because in the current plan, I need to teach myself Blender and Unity3D, two software that I have never touched. I don't think I have more ability to complete the latter part of the idea in this project.

In the final submission video, I will show my scene and model, and the interaction effect of burning offerings.