Georgia Institute of Technology(EA:11/1)

Computational Media
https://catalog.gatech.edu/programs/computational-media-bs/

1.   Why do you want to study your chosen major specifically at Georgia Tech? (Required, paste, Max: 300 words) (current word count: 325 words)

Growing up with~~Having always loved~~ role-playing games, I would ask myself, ~~sometimes I think~~wondered: if playing a designed *character* gives it meaning, what happens to this meaning if we were given the chance to design our own character?~~If our playing made meaningful the designed characters, what meaning can we players bring about? A seed had been planted. Since then,~~ It was my~~I have~~ dreamed to~~of~~ creat~~ing~~ a fictional character ~~that tells my own story~~ full of my own meaning.~~.~~

To create my own character, I taught myself linear algebra to apply with~~to advance my grasp of~~ computer graphics, then investigated the mechanisms of animation movements.~~,~~ After much work, I finally created my first 3D model character: ~~and finally realized my childhood wish last summer.~~ Kah` Sya, a traveler from another sphere into the Victorian steampunk world.~~, was the 3D model character I created at Engineering Summer at Penn(ESAP).~~ She was an integration of my understanding of the mysterious Victorian time and my anticipation for the unlimited possibilities in the future steampunk world. I was no longer just a player, but a creator.

This shift in roles ~~Shifting from a player to a creator evoked my mixed feelings towards designing. Kah` Sya's birth~~ taught me that design is an expressive~~on~~ tool imbued~~poured~~ with the values of its creator. Although I have succeeded in creation, my goals ~~Gratified to have my messages propagated, I somehow hope to~~ take me~~a step~~ further. What if~~While sometimes designers' ideas matter, why couldn't~~ we initiate a new form of media that transfers the creative power to users?

Alongside Georgia Tech's Computational Media's motto,~~It should come as no surprise that I agree strongly with I am electrified to see how the mission of Georgia Tech's Computational Media major collide with my own~~ine: *plan, create, and critique new digital media forms*~~. With this motto in mind~~Specifically, and courses such as Technologies of Representation and Experiment Digital Art,~~I plan I hope to explore ideas, such as~~examine how virtual reality can~~would facilitate the development of virtual YouTubers — people as~~create personalized digital avatars ~~as their appearance when they are streaming~~ with the guidance ~~under the guidance~~ of CM Research Plan.

~~I believe this emerging trend is not limited to entertainment. In courses like Technologies of Representation and Experimental Digital Art,~~ I'll ~~keep~~ explor~~ing~~ ~~other~~ other application fields where user-created virtual profiles will ~~may~~ become ~~exceptionally~~ useful in~~, such as~~ education, information acquisition, and personal assistants.My goal is to investigate new technologies that will

~~With the interdisciplinary courses across computing, design, and media provided by the Intelligence-Interaction Design concentration, I'll explore how new technologies, such as VR, AR and CV, may shift~~ combine expression and communication while~~to a new level, and ultimately,~~ better~~ing~~ the life of~~all~~ human~~ity~~s.