

Handwritten text in Thai script, appearing to be a signature or a stylized name, rendered in a pixelated, dot-matrix style.

An Immersive Exhibition Where the Body Becomes the Input to Compute the Unknown

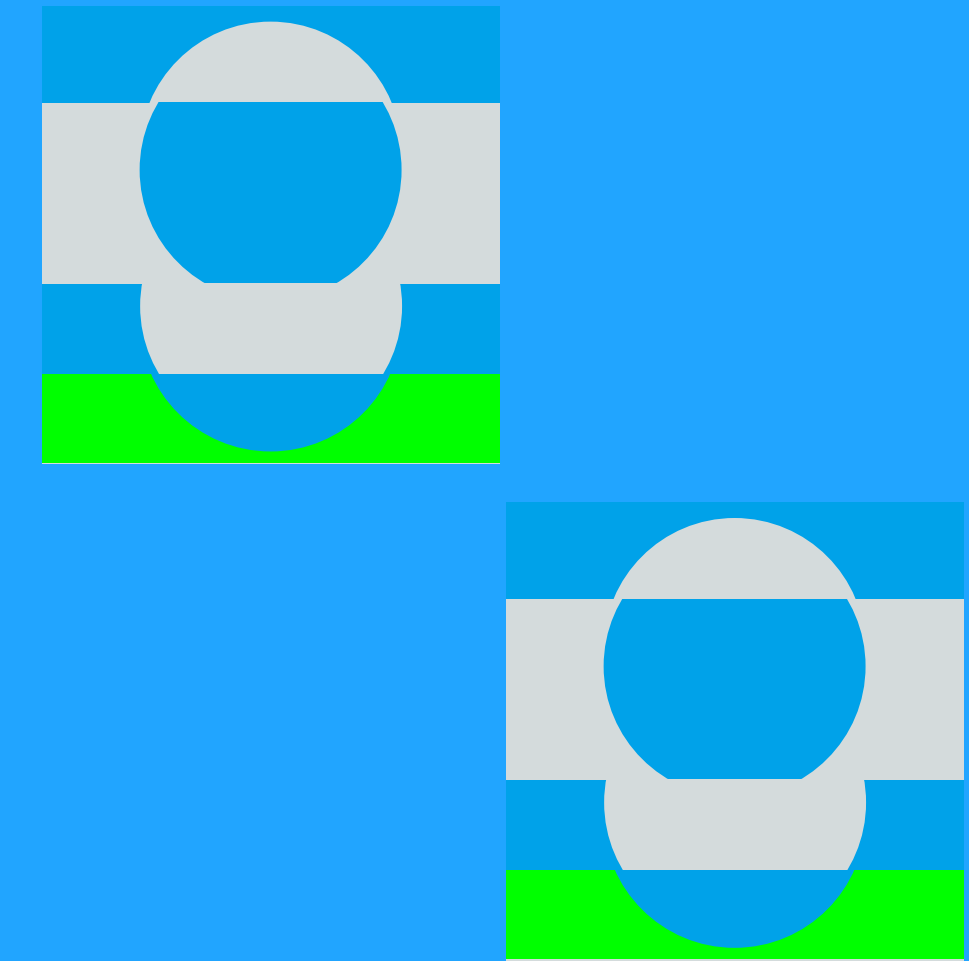
Reclaiming the Power of Sight Beyond the Black Box of Algorithms

In 2025, WHYIXD was invited by the CMP Museum of Arts to curate the winter special exhibition *Input > Unknown*, inviting visitors to participate in the generation of an emerging, unknown reality. Continuing the museum's ethos of "Unlocking Imagination," the project responds to an era in which the boundaries between physical and virtual realities are increasingly blurred. We face not only technological shifts but also a new set of questions regarding ethics, resources, meaning, and existence.

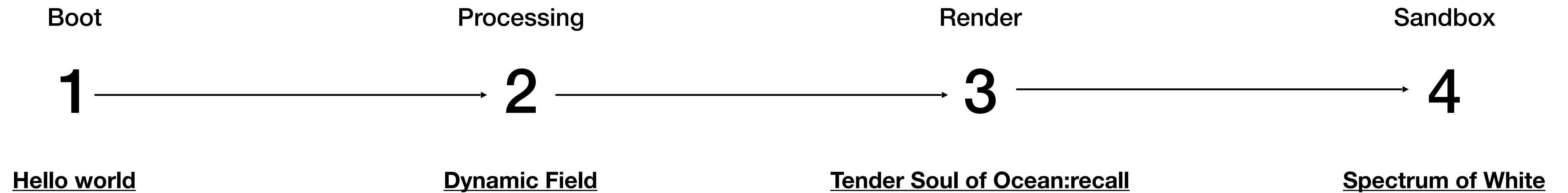
In this age of rapid digital evolution, our understanding of "reality" is often organized by algorithms hidden within an opaque black box. As the world becomes more predictable, are we still aware that we actively participate in constructing what we perceive? *Input > Unknown* is a response to this question: reality is not a fixed outcome, but an ongoing process of generation.

Borrowing the syntax of the computer command prompt "Input >," the exhibition frames the entire venue as an open system awaiting computation. The visitor's body, senses, and actions serve as the "input data." Every movement triggers a line of code; every gaze generates a new result. This is an experiment in the uncertainty of "viewing," inviting participants to engage in a sensory computation of the unknown and re-examine familiar boundaries—when you alter your angle of observation, the world returns a different face.

The exhibition's structure mirrors both computer logic and the underlying rules of the world: **from the initiation of perception (Boot), to bodily computation (Processing), to data rendering (Rendering), and finally, collective co-creation (Sandbox Mode).** It is a corporeal computation experiment and a philosophical dialogue on the nature of the unknown.



Curated and created by WHYIXD, in collaboration with the German sound art laboratory Kling Klang Klong, Taiwanese visual studio HOUTH, and artist Chih-Wei Chuang, this journey constructs a multisensory experience woven from light, sound, wind, and data. The exhibition begins with the activation of the body, gradually delves into digital illusions, and culminates in collective co-creation.



01. [Boot] — Hello World

The journey begins with a bodily “boot-up ritual.” The entry pass is a custom-made polarizer. Similar to a computer’s “Boot” process, visitors must rotate and adjust their viewing angle to decode hidden messages within the light, opening a personalized perceptual interface.

On-site machines present daily ethical dilemmas (e.g., environmental agency, technological equity, privacy), inviting visitors to vote “Accept” or “Deny,” activating critical reflection and conscious action.

At the entrance corridor, a small screen with two physical buttons invites visitors to respond to intimate yet difficult-to-articulate questions using two computer-command keywords: “Accept” or “Deny.” Each response contributes to a shared visualization of the day’s collective reflection. (One question is presented per day throughout the exhibition.)

The corridor screen displays the daily voting results in three states: **Accept / Deny / Conflict**, revealing the tensions and divergences within the collective mindset.

Examples:

[System]: Are we all real?

[Prompt]: Accept / Deny

[System]: Do you believe algorithms understand you better than you understand yourself?

[Prompt]: Accept / Deny

[System]: Can emojis replace a real embrace?

[Prompt]: Accept / Deny

[System]: Is your offline self still “valid”?

[Prompt]: Accept / Deny





請輸入你的第一個指令

這台機台將向你提出一個關於科技、隱私或環境的問題
請依你的直覺與判斷，選擇YES (接受) 或NO (拒絕)。

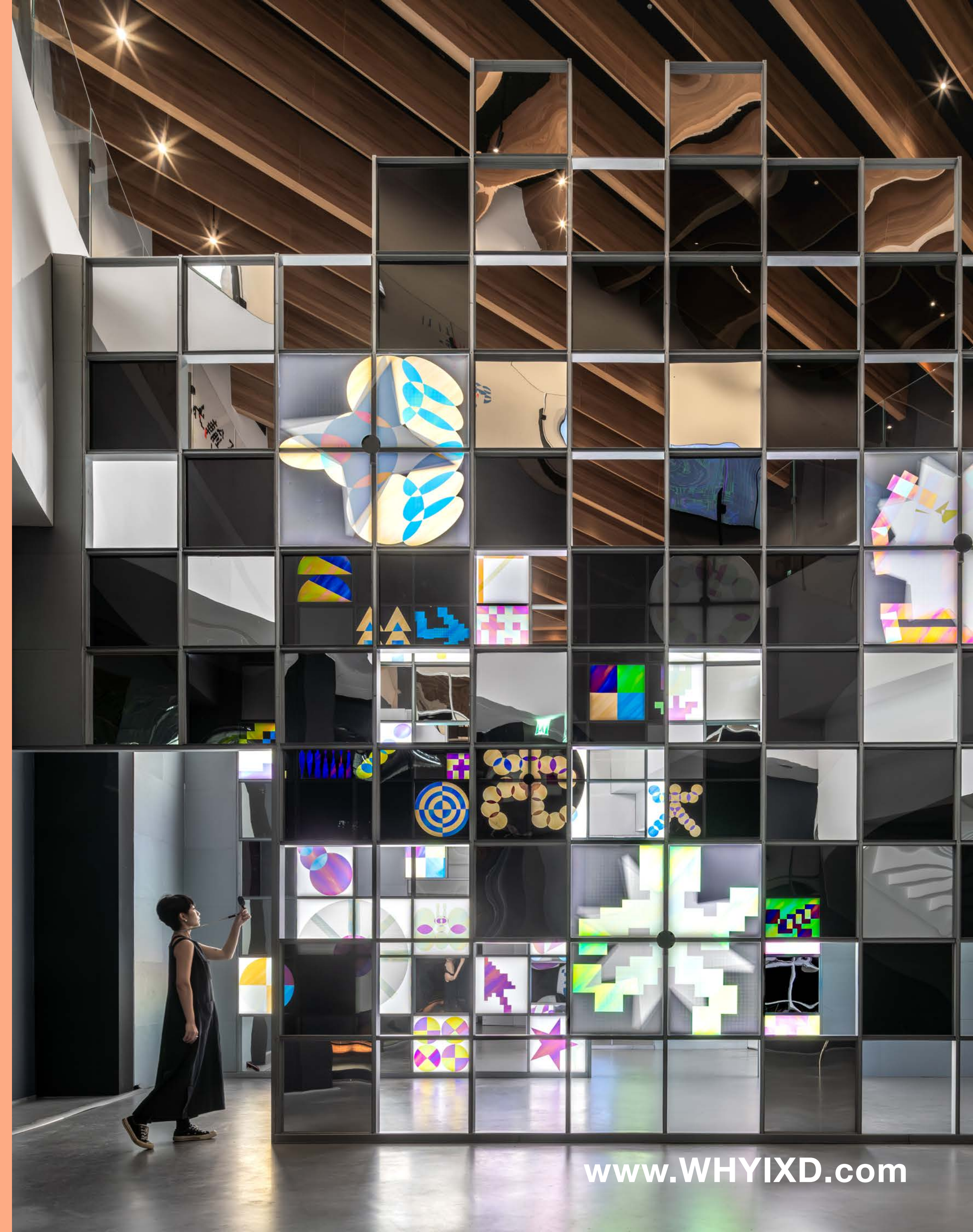
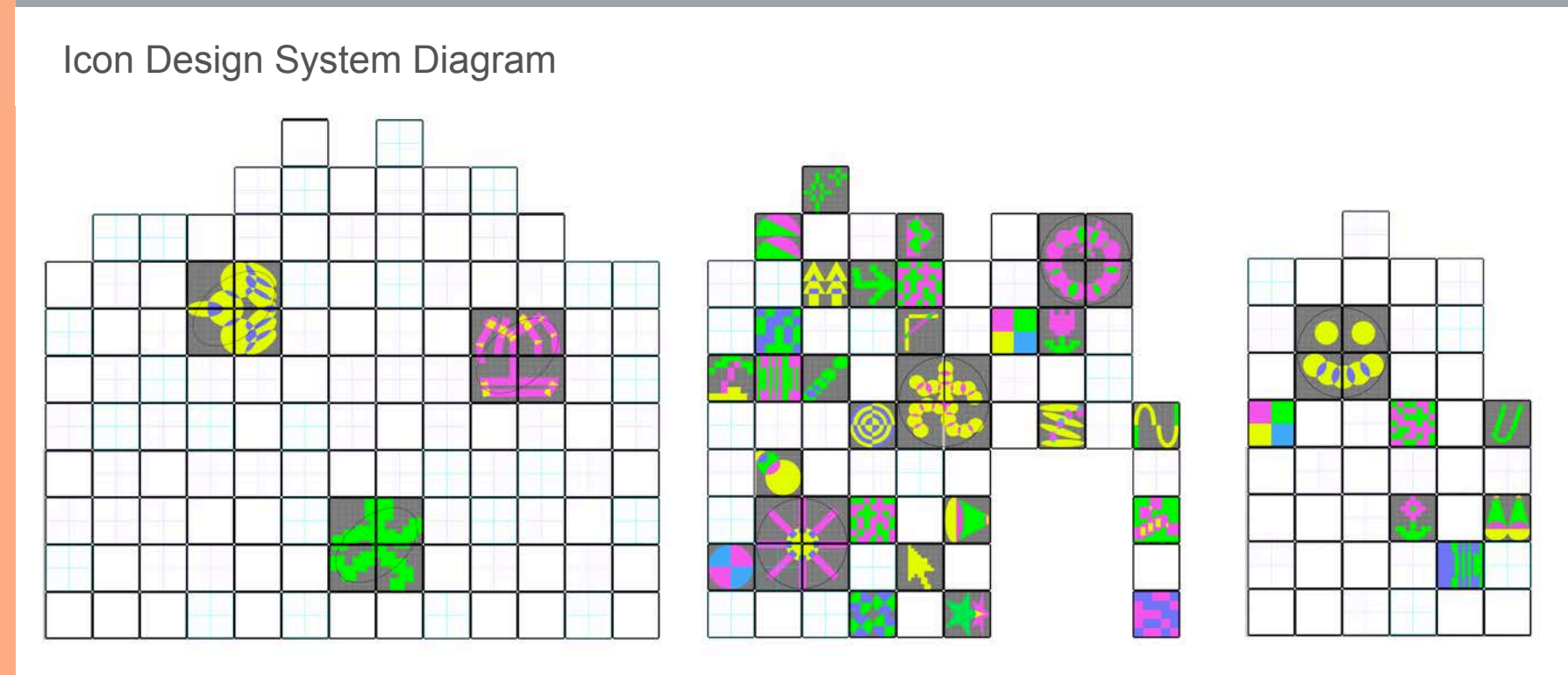
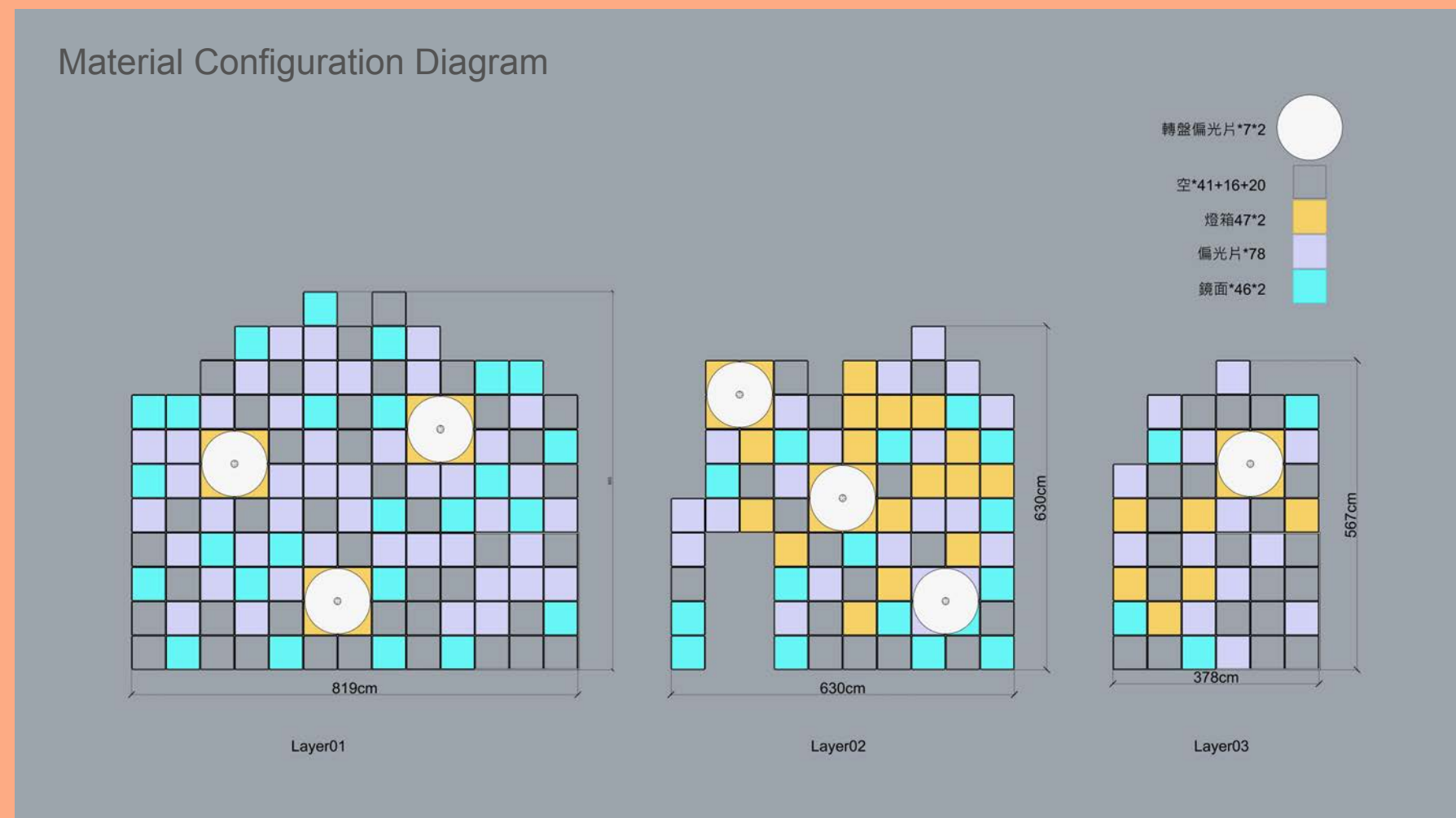
這是進入《Input > Unknown》的第一個行動。
你的選擇將成為系統的輸入資料，也象徵你對世界運作
式的回應。

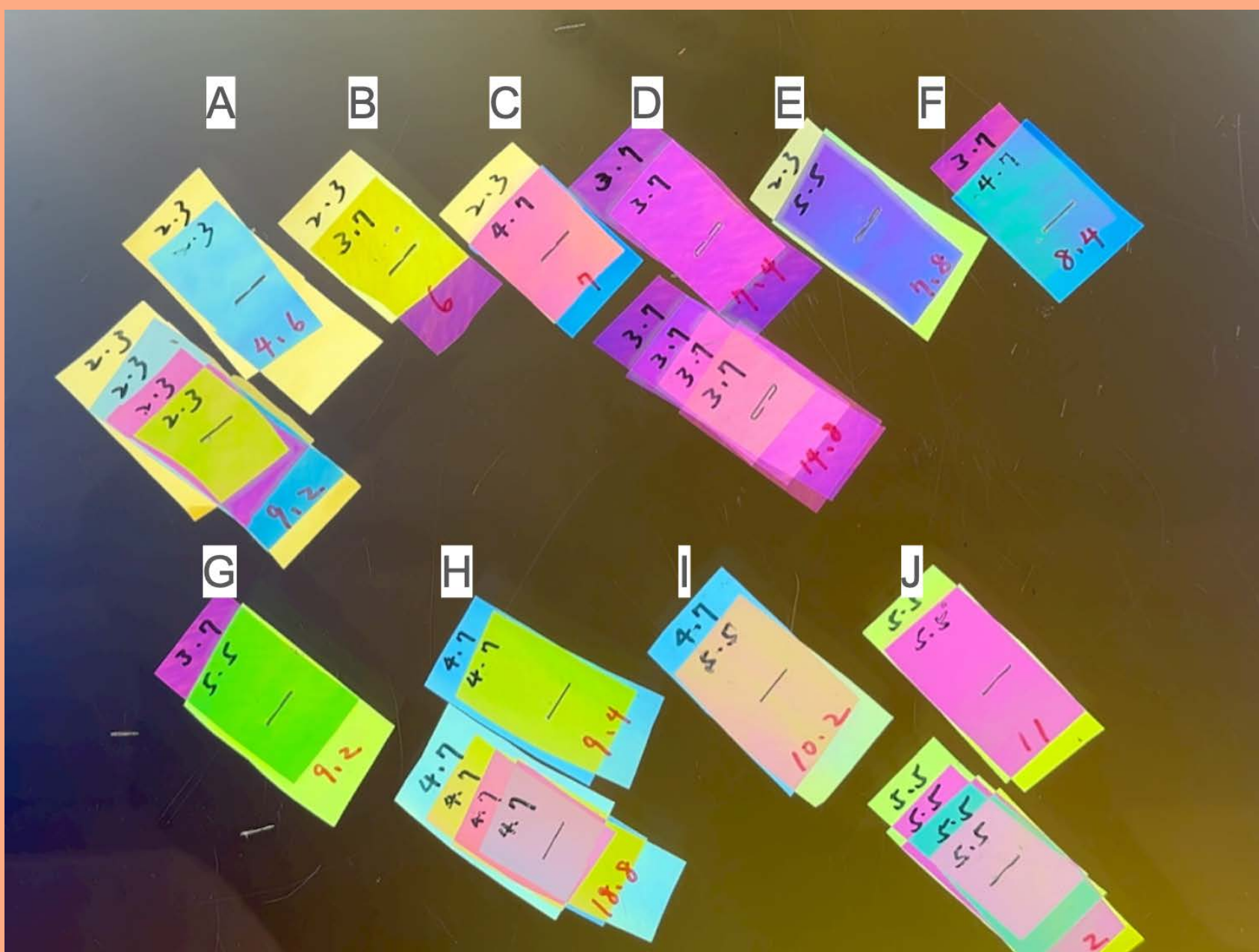
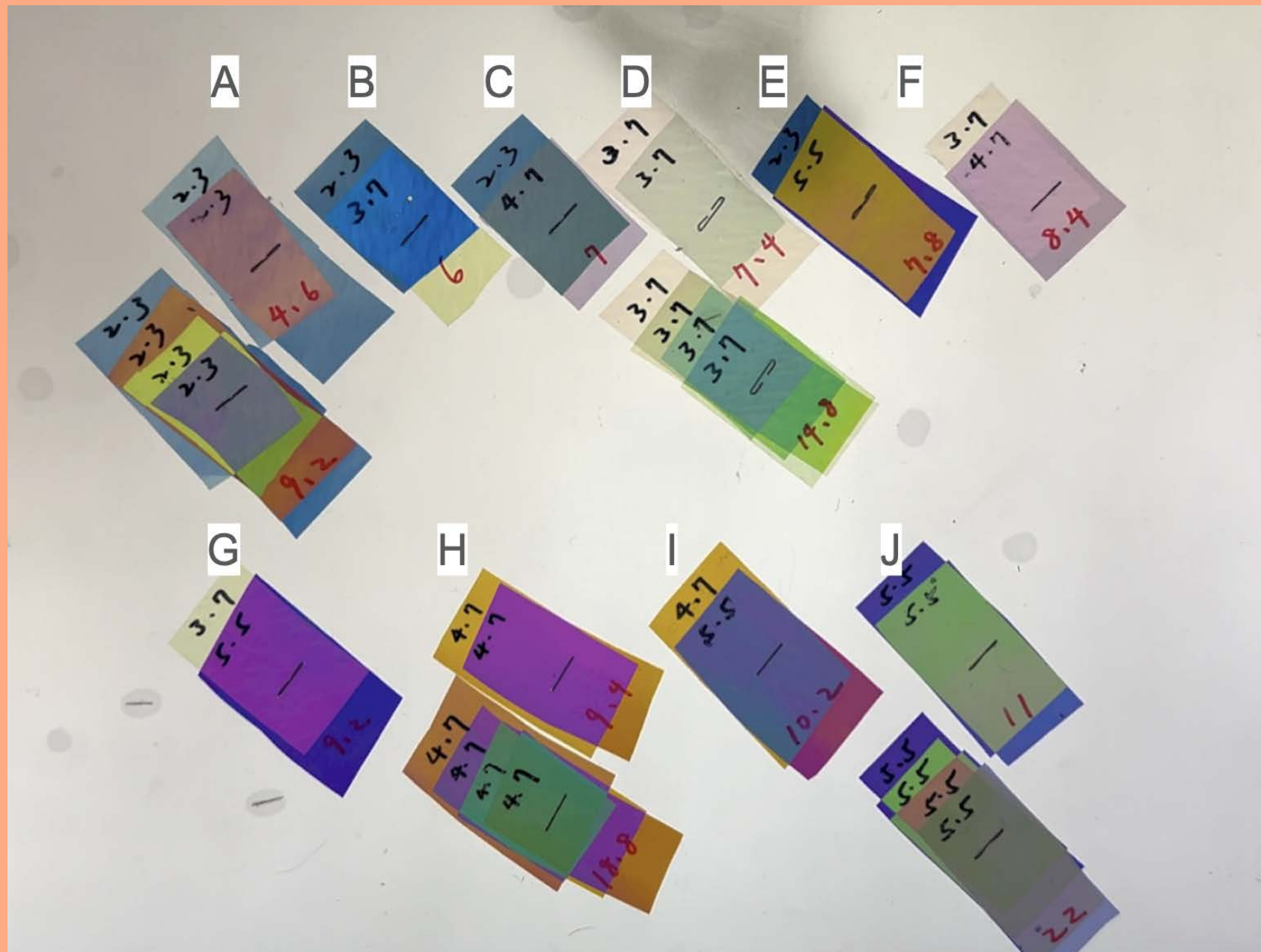
完成選擇後，請觀看前方走廊上，四座螢幕上即時呈現的
集體投票結果。

02. [Processing] — Dynamic Field

After booting, the body descends to the lower level to face the monumental *Dynamic Field*. This stage represents the “Processing” phase. A massive pixel matrix, built from polarizing surfaces and kinetic mechanisms, employs an entirely analog, hands-on approach—hand-applied lightboxes and varying film thickness—to generate an intensely digital visual state.

Here, the body is the primary subject of image generation. Every step and breath interacts with the space, performing real-time computation of light and reality.



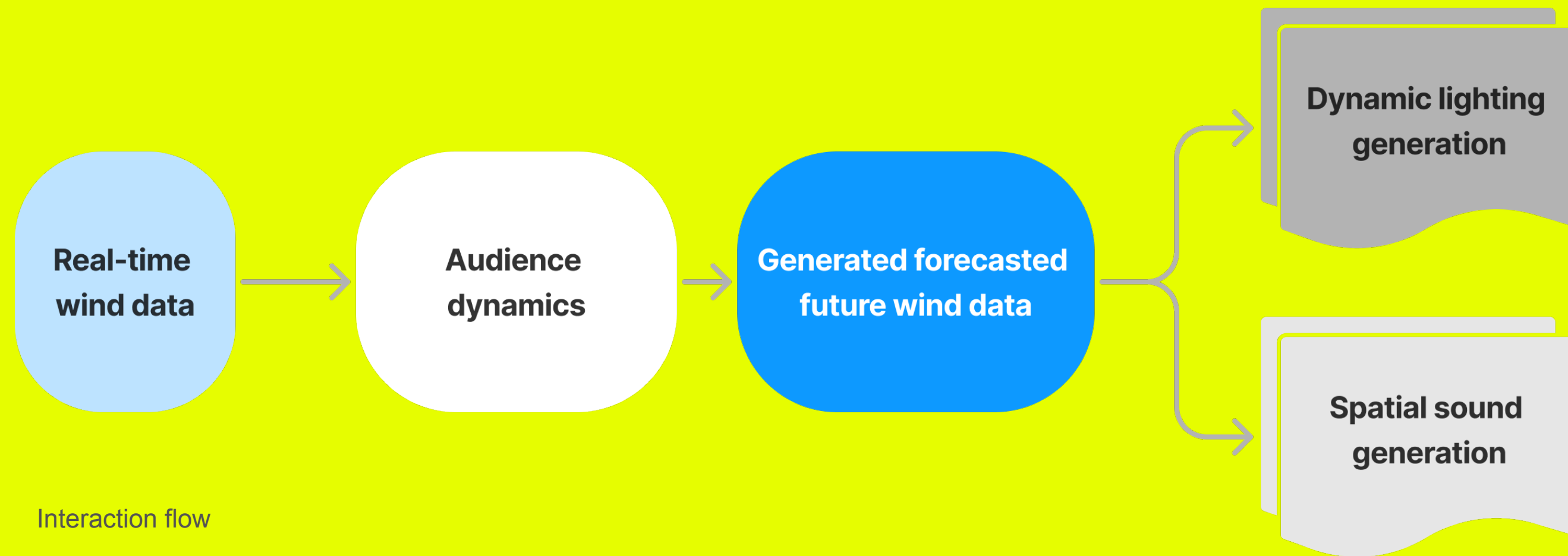




03. [Rendering] — Tender Soul of Ocean: recall

Following bodily computation, visitors enter a darkened realm. This work represents the “Rendering” of prior inputs. It gathers real-time weather data (wind) from the museum’s exterior and crowd flow data from the interior, translating these “Inputs” into fluid patterns of light and sound.

All audio-visual elements are algorithmically generated, without any pre-recorded samples, creating an inherently “natural” digital environment. Visitors become co-authors of this environmental rhythm, sensing the continuous resonance between climate, sound, and human presence.

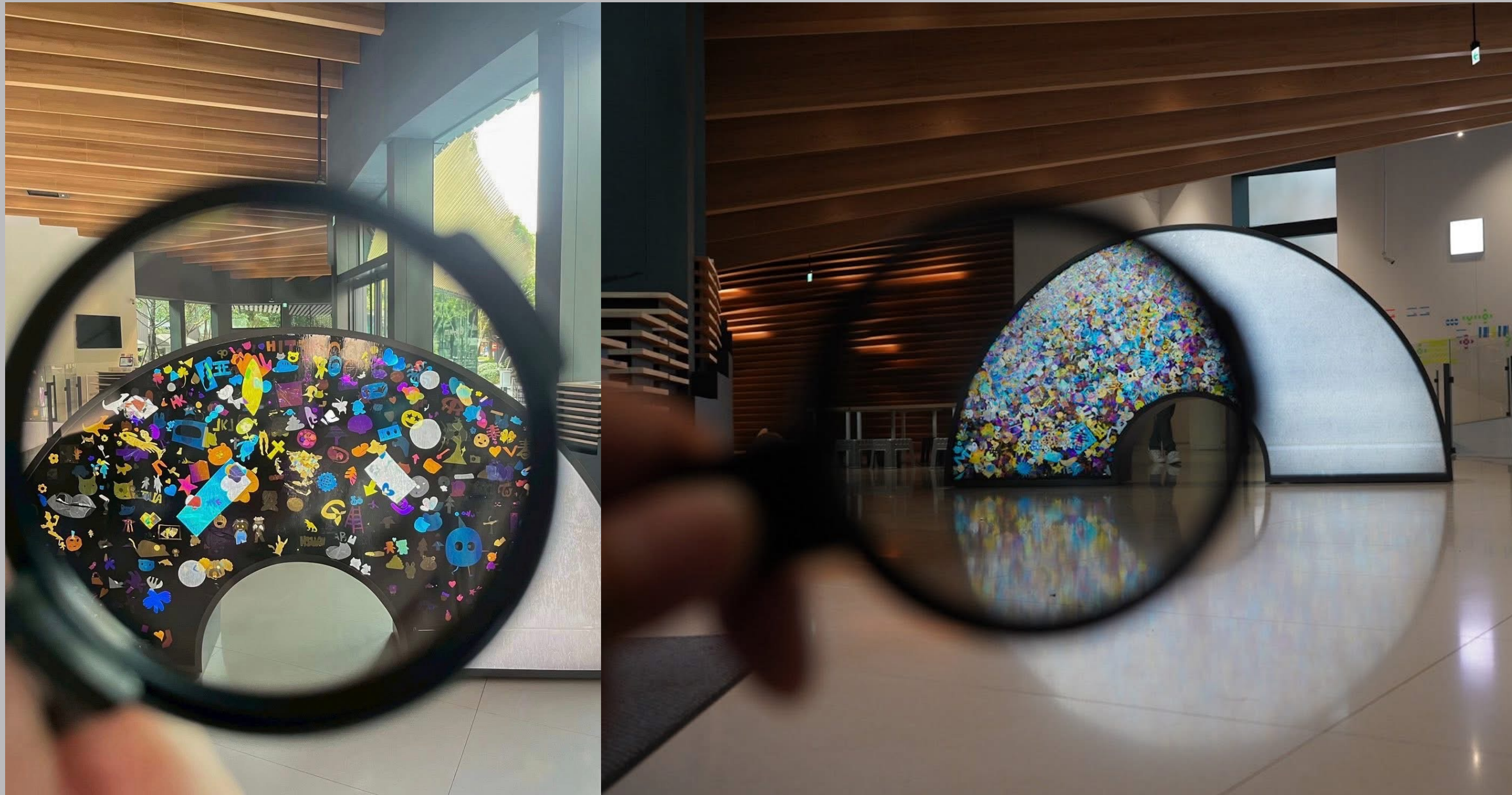




04. [Sandbox Mode] — Spectrum of White

The final chapter, created by Chih-Wei Chuang, opens a “Sandbox Mode.” Using the refractive properties of polarizing film, the work returns to the most elemental input: touch. Visitors leave traces with their fingertips, participating in the work’s ongoing formation.

Individual acts of input converge into a collective field of consciousness. The once-white surface gradually reveals a vibrant spectrum, forming a “white rainbow” collectively generated by participants, symbolizing the evolving vitality of human connection.



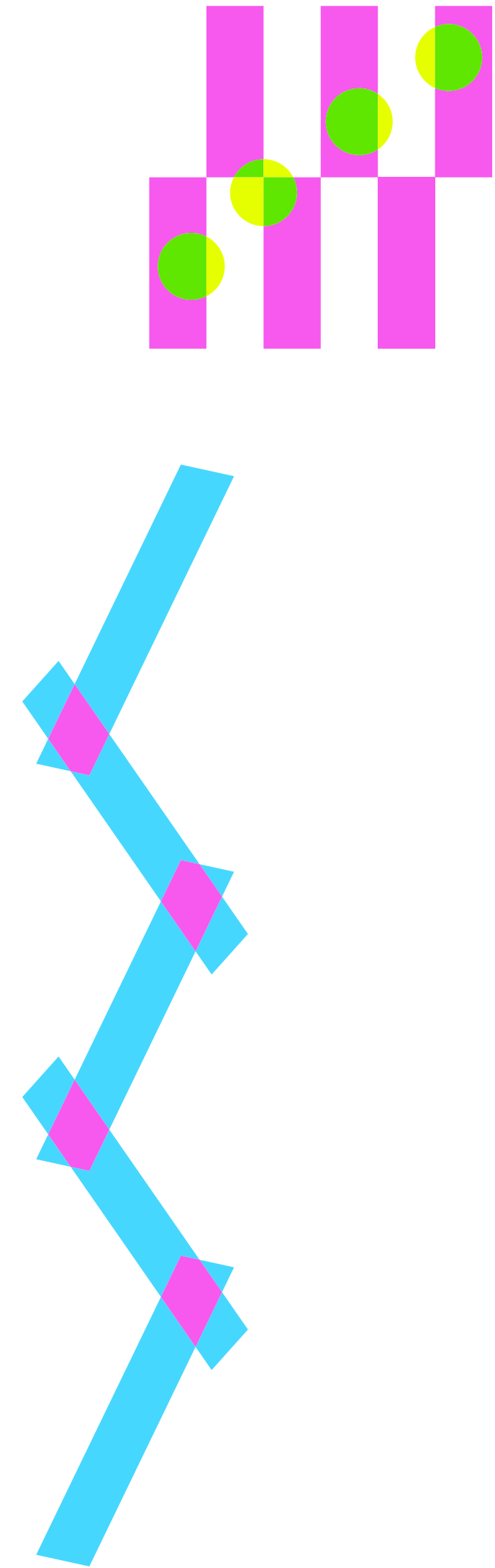
Reality as a Dynamic Generation Established Through Choice

In the luminous field where analog and digital converge, *Input > Unknown* uses tangible physical phenomena as a metaphor for the operational rules of both digital and real worlds. Just as a subtle shift in the overlapping angle of polarizers alters light intensity, our position and perspective within the information environment determine how the world manifests to us.

The exhibition explores the power dynamics of viewing, bodily subjectivity, and the mechanisms of reality generation. In an age shrouded in data, we tend to believe in the objectivity of the images presented to us, often overlooking that the act of viewing is itself a choice of stance—an exercise of power. *Dynamic Field* and the stages that follow establish a field that appears objective yet remains perpetually rewriteable. Reality is not a stable destination, but a temporary phenomenon established under specific perceptual conditions.

The exhibition summons a renewed awareness of our active role in existence. Reality is not a passively received objective output, but a dynamic generation arising through bodily intervention and deliberate choice. Amidst a world increasingly sorted by algorithms, we are reminded that we retain the power to perceive and reinterpret—a profound affirmation of our existence.

Input > Unknown



Exhibition Information

Venue: CMP Museum of Arts — CMP INSPIRATION (No. 79, Guanquan Rd., West District, Taichung City, Taiwan)

Website: <https://cmp-inspiration.com.tw/>

Dates: November 22, 2025 (Sat) – March 1, 2026 (Sun)

Organizer: CMP PUJEN Foundation for Arts and Culture

Team Credits

Organizer: CMP PUJEN Foundation for Arts and Culture

Curatorial and Creative Team: [WHYIXD](#)

Visual Design: [HOUTH](#)

Sound Design (Tender Soul of Ocean: recall): [KLING KLANG KLONG](#)

Co-creation Installation (Spectrum of White): [Chih-Wei Chuang](#)

Material Sponsors: CHENG MEI MATERIALS TECHNOLOGY CORPORATION, Sing Mas Enterprise Co., Ltd.

Equipment Partner: Samsung Neo QLED 8K

Photo credit: CMP Museum

Photography by Yang Cheng

