

Yiyang Sun

The Forever Elephant, 2025

This video game art project is developed in Unity using 3D scanning and motion capture. Players inhabit a dead elephant, moving through a screensaver-like space of reincarnation to explore what it might become next. The work functions as an interactive digital puppetry game that stages a funeral rite not only for the elephant, but also for the ontology of the image itself.

Set within a liminal space, the elephant appears not as a representation but as an unstable presence—suspended between *xiang* 象 (imagery) and *xiang* 像 (image), memory and prototype ancient matter and digital skin. Drawing on new materialism and media materiality, the project proposes an embodied and speculative process of image-becoming, asking what it means for images to live, die, and be reborn in a post-representational world.

Watch the documentary of the video game.

<https://youtu.be/rly5qJlbwMk>

Exhibition:

Kuressaare Castle-Walking through-Saaremaa
Island-Estonia (2025)

Ars-Electronica-Austria-Linz (2025)



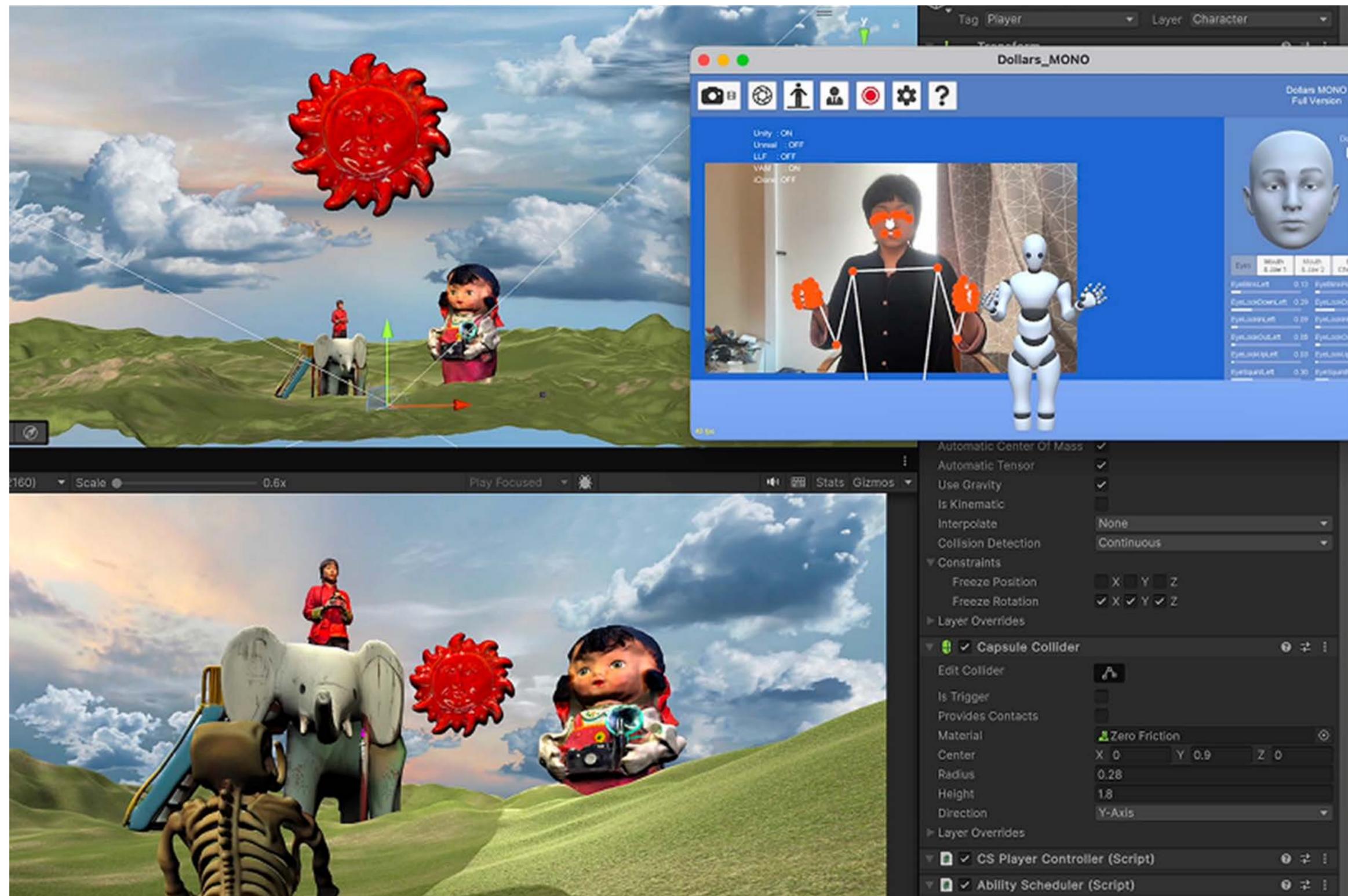
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Embodied Video Game
Dimensions variable



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