

The project is an experimental artwork as a new evolution of the 21st century pursuing the fusion and compatibility of senses through technology and art concept. The compilation of online music video "Techno Synesthesia: Four Seasons" expresses relations between visual, music and time what we listen to our sense of sight and visualize time perception through art and technological experimentation. The seven videos show the processing of work of the algorithm that creates music and 3D wireframe from visual data and time. The artist treats binary as fundamental art materials like medieval artists handled pigments.

The algorithm divides 84 grids of a material video image and takes out the top 5 to 10 differences in shade and light in every second. The color values of the grids are converted to musical notes and plays the music. The music does not follow any past musical aesthetics. At the same time, the algorithm draws lines from the grid's XY locations and memorizes the time for the Z axis. The points contain the time that makes 3D wireframe and turns 360 degrees. The drawing of thought experiments visualizes the existence of spatiotemporal points.

A cyborg is a radical evolution of physical extension that uses science and technology in 21st-century. We have evolved extremely slow to recognize the surrounding environment by sensory organs such as visual, auditory, tactile, and others, and realized them as reality. However, we have not known how we perceived our environment and boundaries of sensory information, and how we handled them and chose our actions. What was the difference between human beings and deep-sea creatures have evolved distinguishing information from the outside world? At the beginning of the 20th century, painter Kandinsky and composer Scriabin explored the common information of visual and auditory with artistic expressions. Techno Synesthesia inherits the predecessors and considers the fusion of multiple sensory organs by computer technology.