

# Mirror Apocalypse

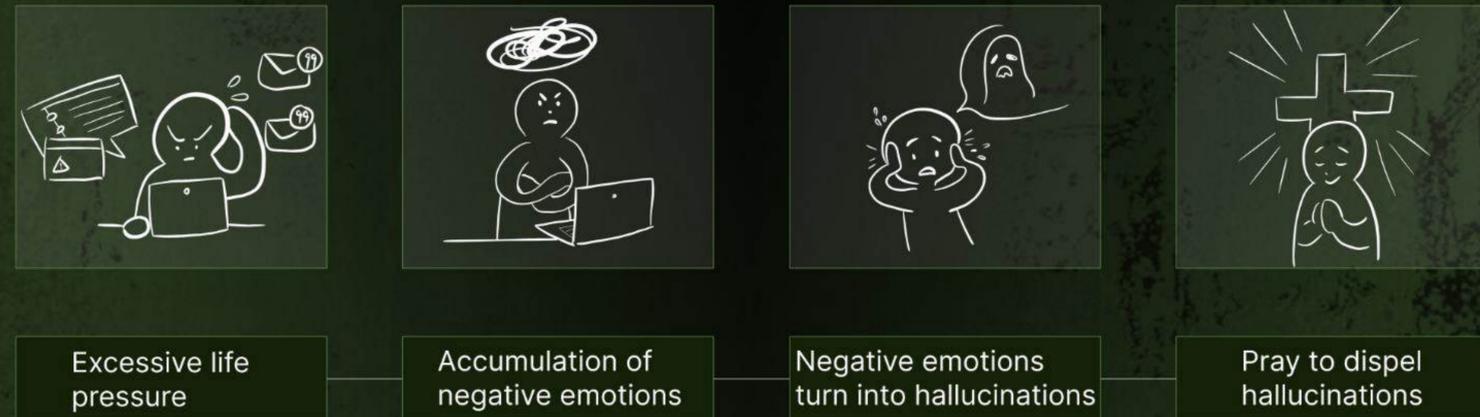
## Introduction

Mirror Apocalypse is an interactive installation that explores the relationship between ritual, perception, and stress. Participants perform a worship-like gesture with a sensor. Upon recognition, five servo-driven mirrors rotate, revealing their own reflection. This shift from seeing only the hands to confronting one's face prompts a moment of self-inquiry, questioning whether devotion reveals divinity or a reflection of our own psyche under pressure.

VIDEO LINK: <https://youtu.be/blcAOleDjRw>



# Inspiration



# Background

## 01 basic social phenomena

China is not a country of faith, but on social media, many people pay attention to or adopt theoretical content of religious beliefs to solve unexplainable situations or even daily issues they encounter.

Table 1: Religious Beliefs of Adults in China according to CFPS, Surveys of 2012 and 2014(%)

	2012	2014		2012	2014
Buddhism	6.50	15.87	Protestantism	2.00	2.19
Daoism	0.31	0.85	No religious belief	90.06	73.56
Popular belief	0.71	0.81	Other	0.15	5.94
Islam	0.71	0.45	Total	100.00 (20,035)	100.00 (19,260)
Catholicism	0.27	0.34			

In summary, people without religious beliefs make up the majority of the population

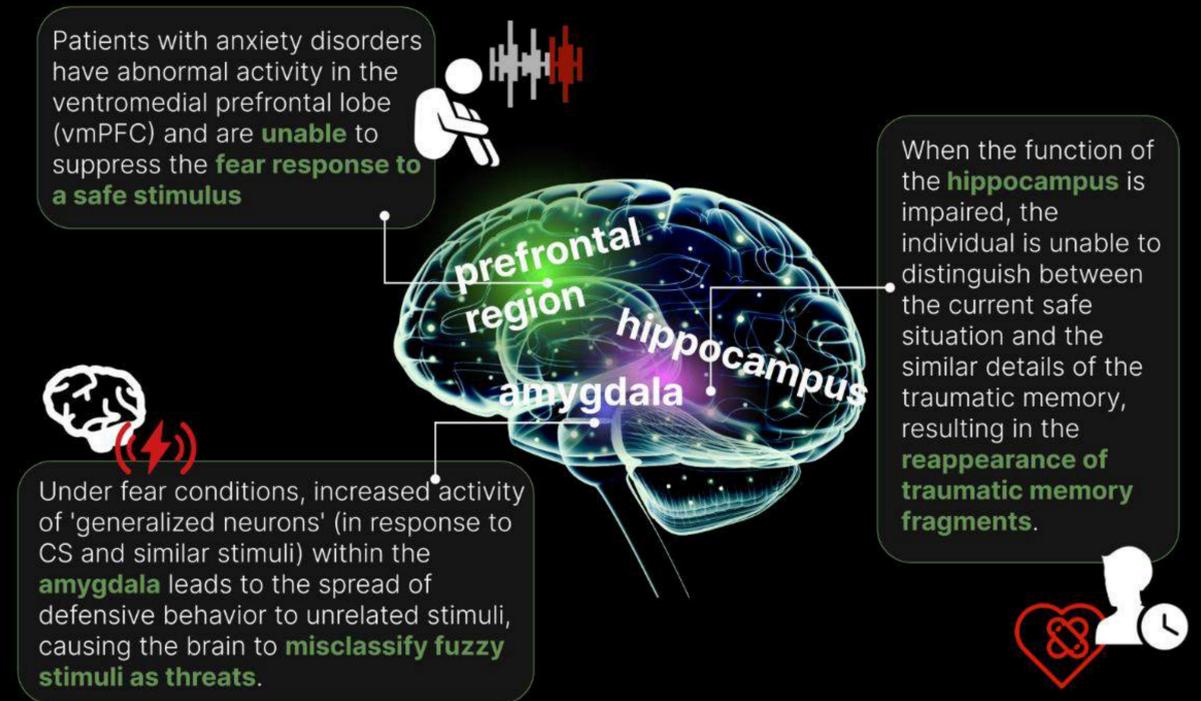
## 02 However ...

Online, Chinese netizens are very interested in the topic of faith.



## 03 Why are there paranormal experiences?

Instantaneous intense stress/fear triggers a cascade of neurobiological, neuroendocrine, and cognitive alterations that can directly contribute to the occurrence of hallucinations under certain conditions.



cited from: Dunsmoor, J. E., & Paz, R. (2015). Fear Generalization and Anxiety. Biological Psychiatry.

# Research

## The essence of common supernatural phenomena



### Somatic hallucination

The patient perceives abnormal sensations of touch, movement, or pain in the body, internal or external, without real physical stimuli.

In the depressed and anxious state, the brain's prediction model of pain signals is amplified, and weak or ambiguous sensory input is more easily interpreted as pain/discomfort, and the function of the downward **pain regulation system is weakened.**



### auditory hallucination

Sounds are heard in the absence of an external sound source, which may be from the inside or outside.

When the brain makes predictions about discourse, it **mistakenly recognizes** internally generated fragments of thought or speech as sounds from the outside, from others, and fails to emit effective "this is self-generated" predictive or inhibitory signals.



### Visual hallucination

Seeing non-existent objects or figures when fully awake.

When the brain's ability to process visual information decreases (e.g., fatigue), the brain generates visual predictions based on prior knowledge and expectations (memory, imagination) to fill in the **input gaps.**

## Schematic diagram of the neural pathways of fear-induced hallucinations :



# Interview



## Respondent information

Gender: Female  
Age: 25  
Religion: None  
Education: Graduate

### Have you ever had a paranormal experience?

I've had very brief moments of severe insomnia and DDL for days on end – I saw a shadow move out of the corner of my eye (like a human figure flashing), or heard a very slight voice calling my name (like a whisper), but turned my head to make sure there was nothing. These feelings are very real, but fleeting

### What are your thoughts on this?

I'm skeptical. Think it's possible that the brain is warning about excessive stress, or that something supernatural is taking advantage of mental vulnerability. But all in all, I'm more inclined to think it's caused by too much stress.

### What will you do after this?

I will immediately arrange for myself to rest and have fun to reduce my psychological burden. If it doesn't improve for a while, you may search the internet for related posts, both supernatural and non-supernatural, while trying different workarounds.

## Highlights of the interview

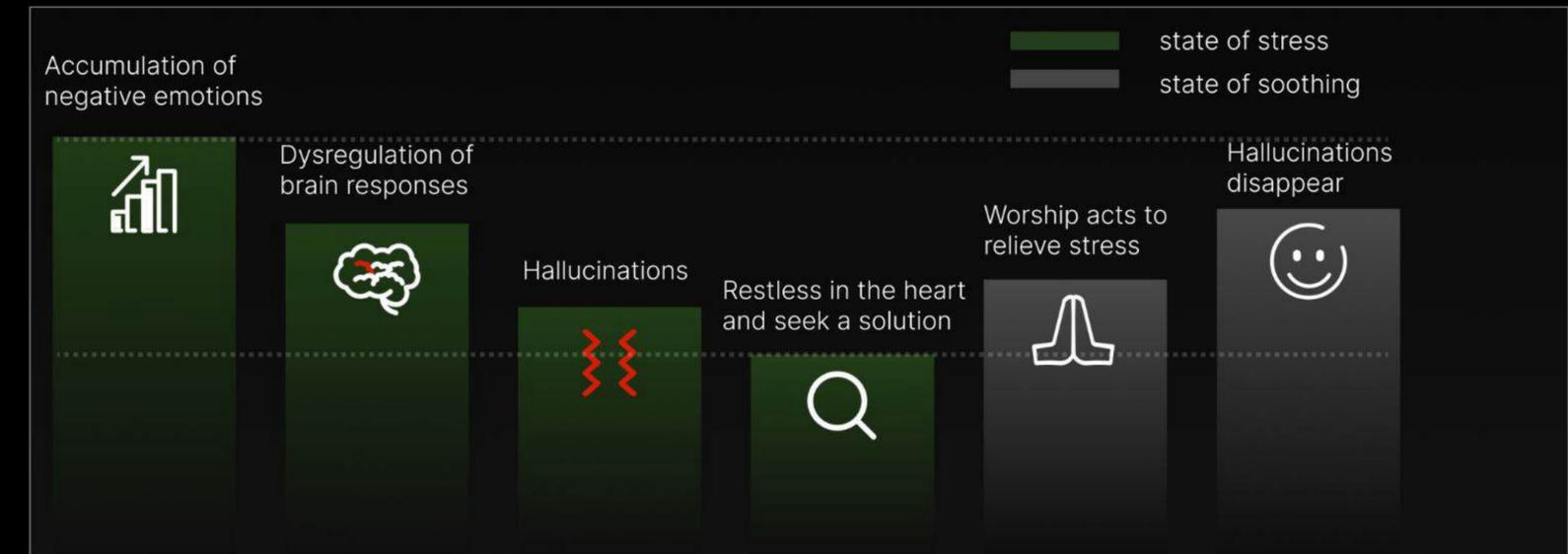
inner emotions

external paranormal

resolved through inner regulation

## My opinion

### The psychological process of people when a supernatural event occurs:



The essence of people's worship behavior is self-comfort, which is to use a self-approved behavior to relieve inner stress and provide positive cues

# Concept

• How did I come up with this design?



# case study

Main reference work



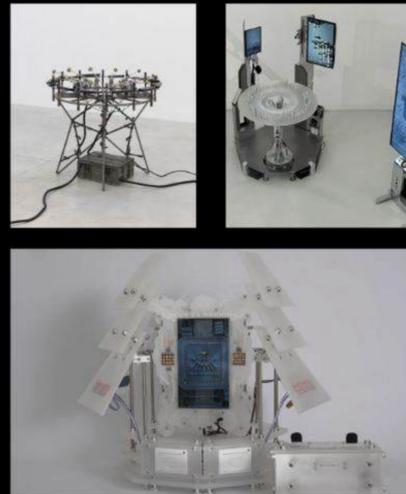
**Title of the work:** New Deity

**Artist: ins:** @zchsiung

**Introduction:** The "New God" is an interactive installation. Each spectator could receive their blessing text from the new deity by praying to the altar. All content is generated by StyleGAN and GPT-3.

**Inspiration for me:** When religious activities were transferred to the Internet, the concept of God seemed to become blurred. The sense of sacredness and ceremony has been replaced by rigid forms.

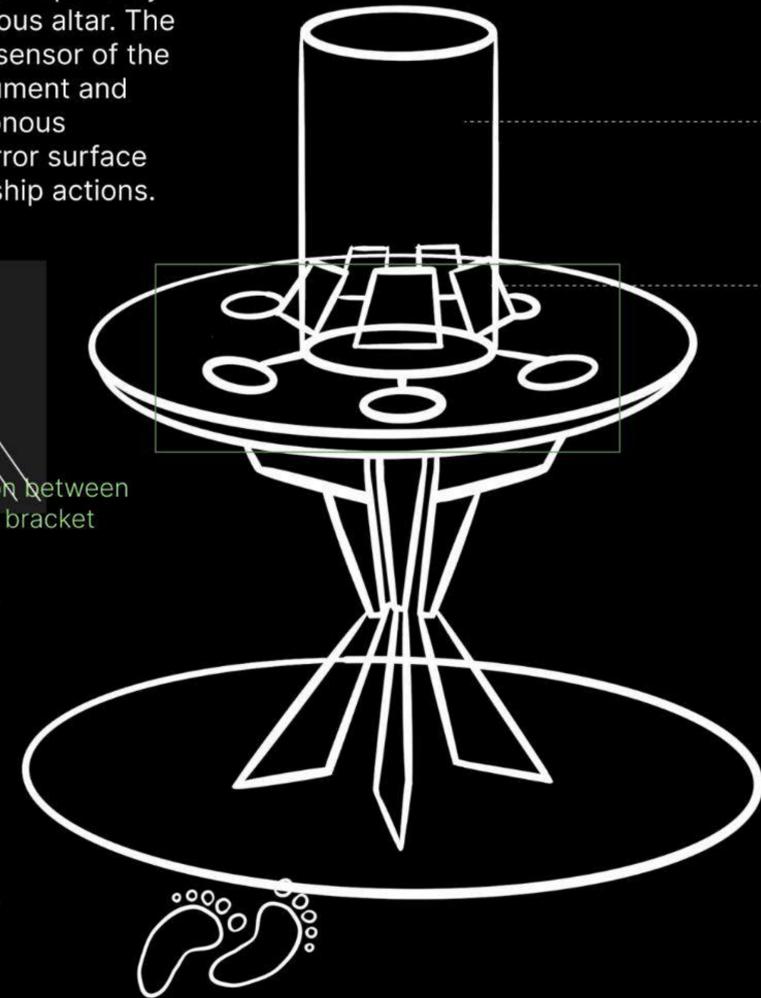
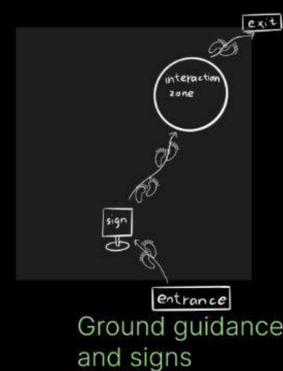
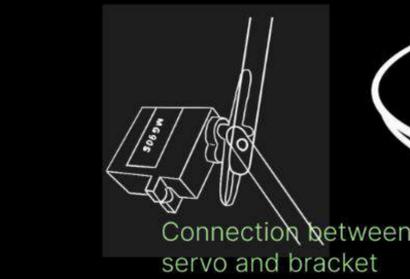
Other reference works



# Sketch

Device structure

The installation was inspired by the shape of a religious altar. The audience holds the sensor of the antique magic instrument and triggers the synchronous deflection of the mirror surface with traditional worship actions.



glass column

The middle section plays a video projection of worship, creating a sacred atmosphere

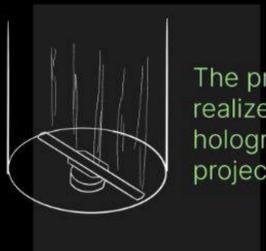


mirrors

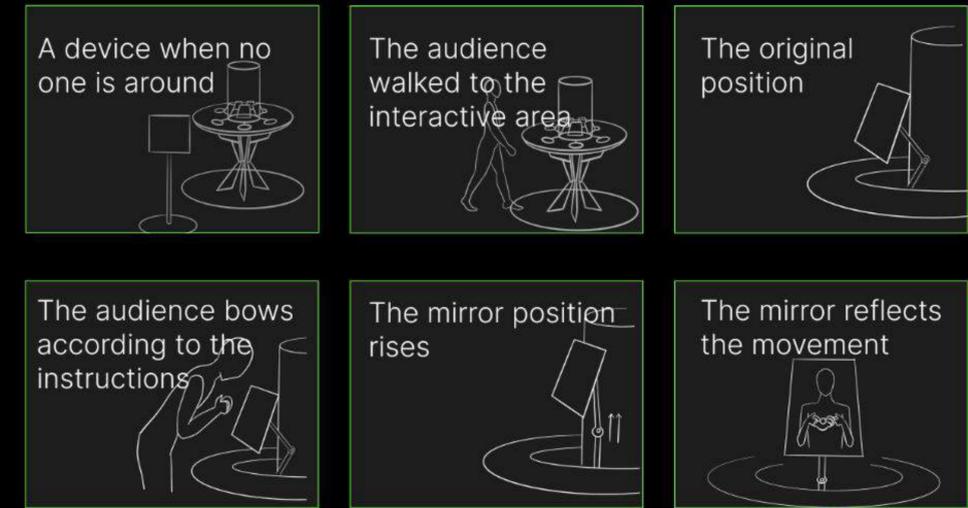
The mirror can be raised by the steering wheel to reflect the movements and faces of the audience

sensor

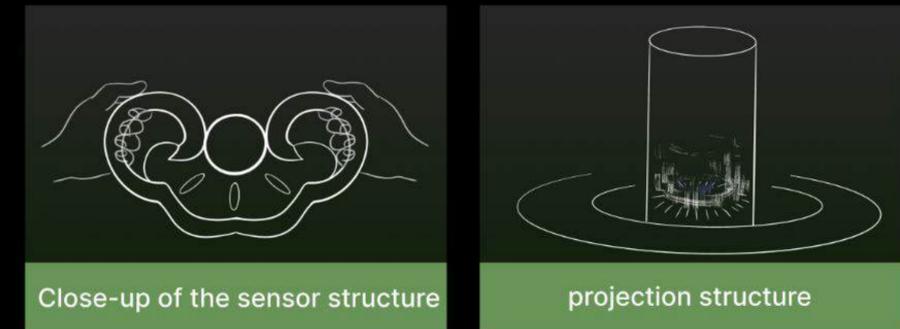
The sensor is designed to resemble a magic instrument and can be held in both hands for worship



• Interaction flow

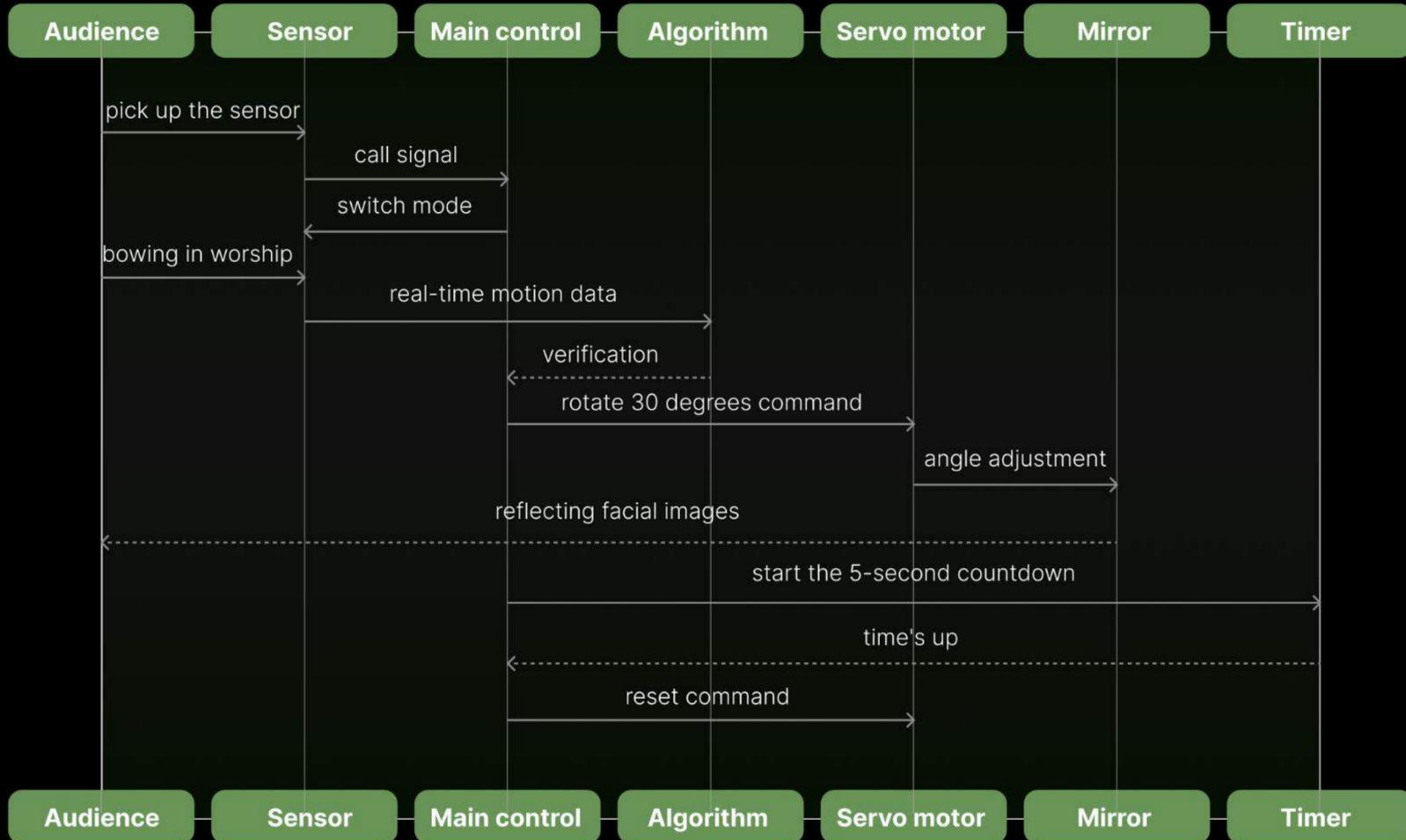


• Close-up of the structure



# Making process

## Interactive Analysis



## Technical Test

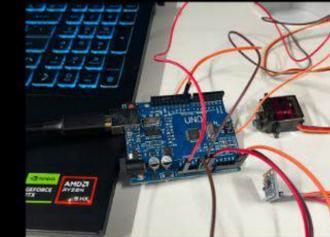
Test the angle sensor data fluctuations during the bowing



Record the initial data of the angle sensor when it is flat and the data when bowing



Ensure that the changes in the angle sensor can make the servo rotate



## 3D modeling

01 The angle sensor is placed inside an object resembling a ritual implement, waiting to be picked up by the audience.

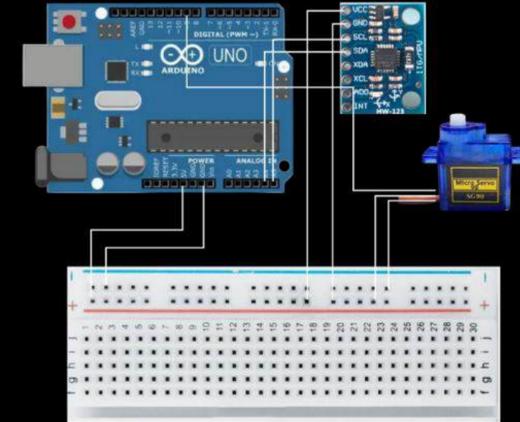


02 A mirror made of lighter material is placed on the stand.

03 The servo is located at the connection of the support frame and drives the mirror to move up and down.

## Circuit connection

- Arduino UNO ×1
- Angle sensor ×5
- Servo ×5
- Breadboard ×1



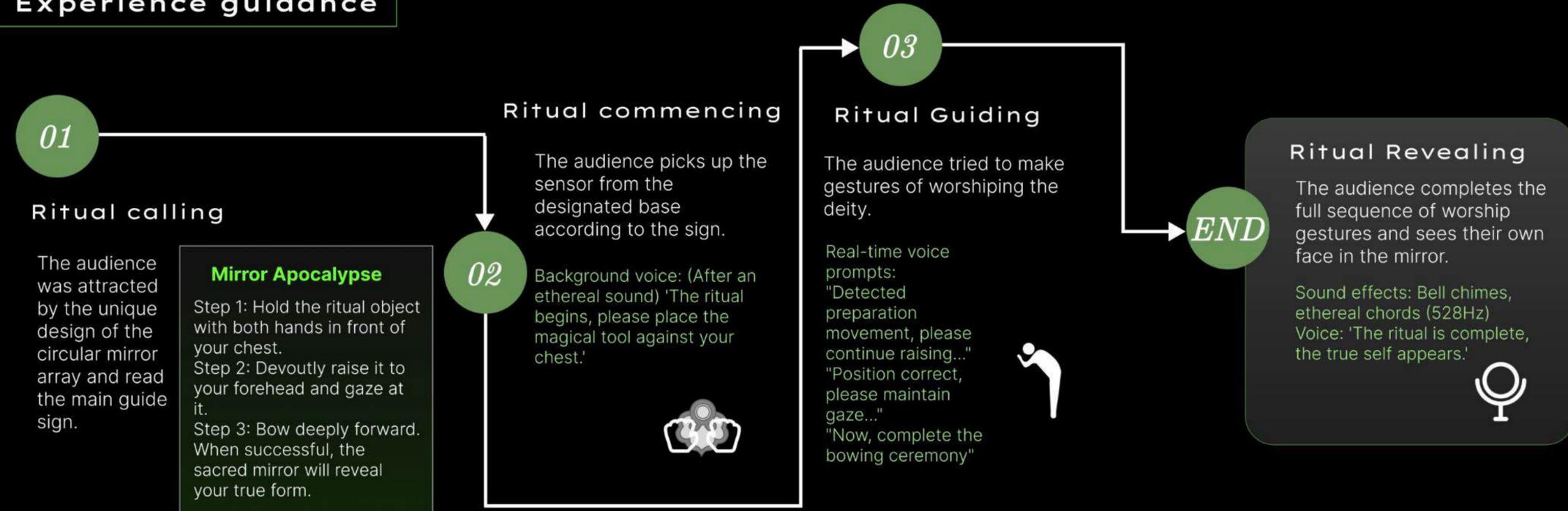
```

1 #include <Wire.h>
2 #include <MPU6050_light.h>
3 #include <Servo.h>
4
5 MPU6050 mpu(Wire);
6 Servo servo1;
7
8 const int SERVO_PIN = 9;
9 const int SERVO_ON_ANGLE = 20;
10 const int SERVO_OFF_ANGLE = 0;
11
12
13 const float ROLL_TRIGGER = -20.0;
14 const float ROLL_RELEASE = -15.0;
15
16 bool triggered = false;
17
18 unsigned long lastPrint = 0;
19 const unsigned long PRINT_INTERVAL = 300;
20
21 void setup() {
22   Serial.begin(9600);
23   while (!Serial) {}
24
25   servo1.attach(SERVO_PIN);
26   servo1.write(SERVO_OFF_ANGLE);
27   Get Roll Angle
28   Wire.begin();
29   delay(200);
30
31   byte status = mpu.begin();
32   if (status != 0) {
33     Serial.print("MPU6050 init failed, code:");
34     Serial.println(status);
35     while (1) { delay(1000); }
36   }
37
38   Serial.println("校准中, 请平放静止...");
39   mpu.calcOffsets(true, true);
40   Serial.println("校准完成. 开始检测 Roll 触发舵机.");
41
42 }
43
44 void loop() {
45   Frequency-limited Output
46   mpu.update();
47
48   float roll = mpu.getAngleX();
49
50   if (!triggered && roll < ROLL_TRIGGER) {
51     triggered = true;
52     servo1.write(SERVO_ON_ANGLE);
53   } else if (triggered && roll > ROLL_RELEASE) {
54     triggered = false;
55     servo1.write(SERVO_OFF_ANGLE);
56   }
57 }

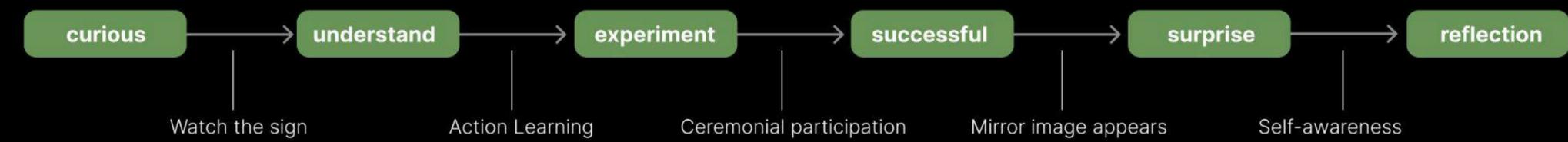
```

# Interactive process

## Experience guidance



## Audience experience emotional chain



# Making progress

## Material testing

**Rejected:**  
A regular mirror is relatively heavy and difficult for the servo motor to drive.  
The iron stick is heavy for its own weight.

**Accepted:**  
Mirror stickers are lighter in weight.  
The wooden stick is lightweight and flexible.

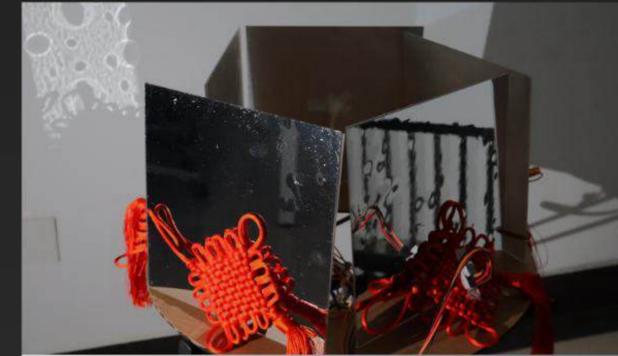
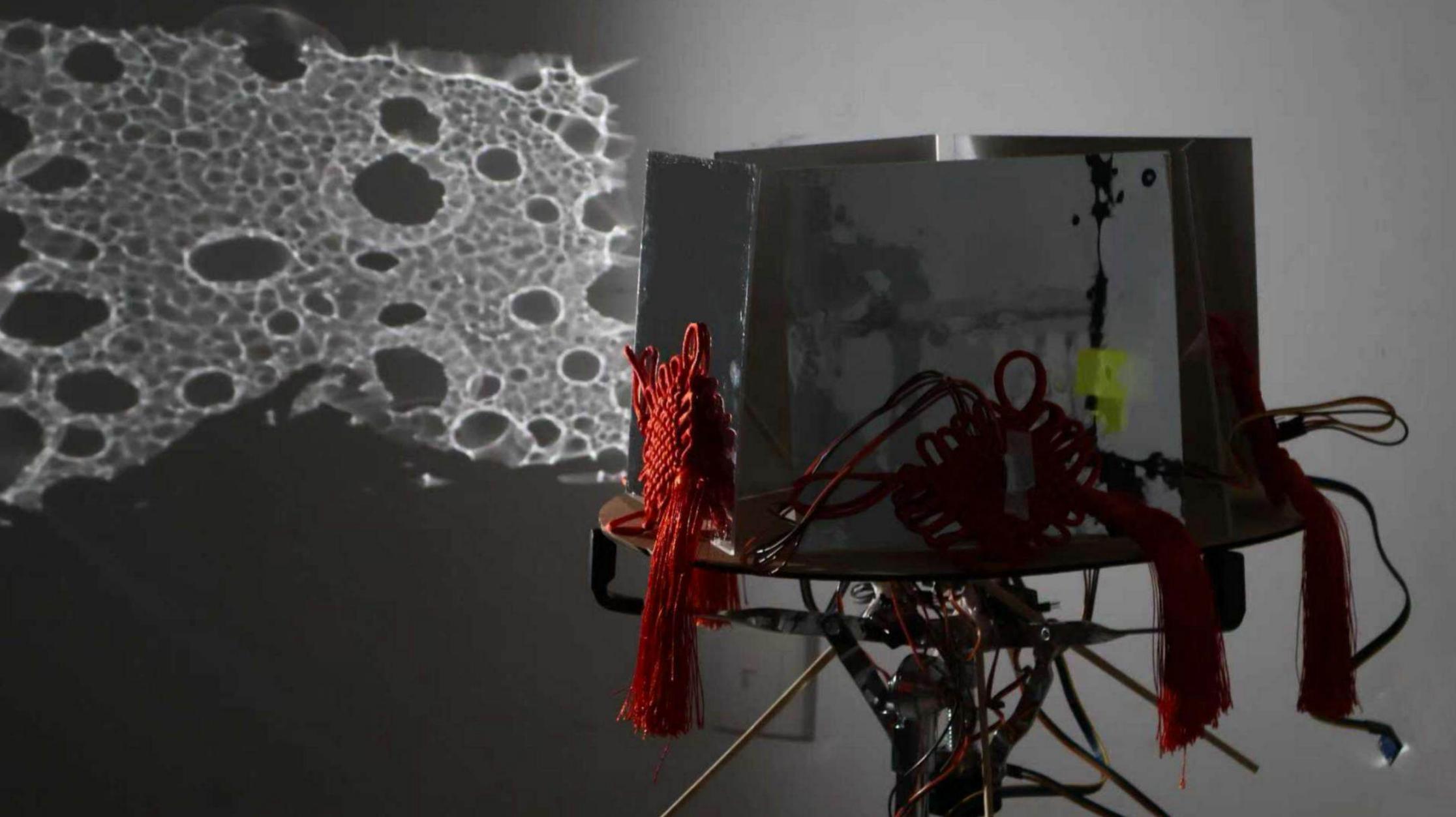
## Connection method test

- 1 Connect the Arduino angle sensor's wiring properly
- 2 Connect all five sensors
- 3 Connect the servo to the bracket
- 4 Connect the bracket to the mirror

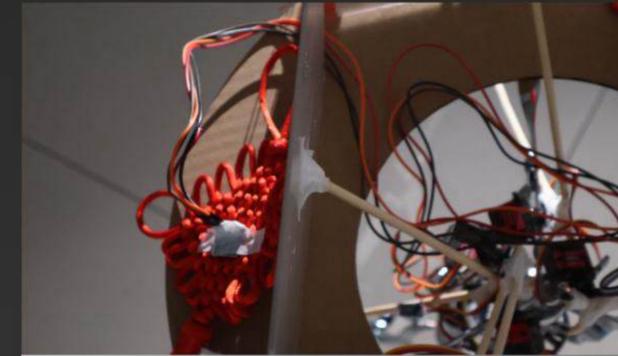
## Construction

- 1 Assemble the bracket parts
- 2 Cut the desktop section
- 3 Place the core components
- 4 Complete the assembly

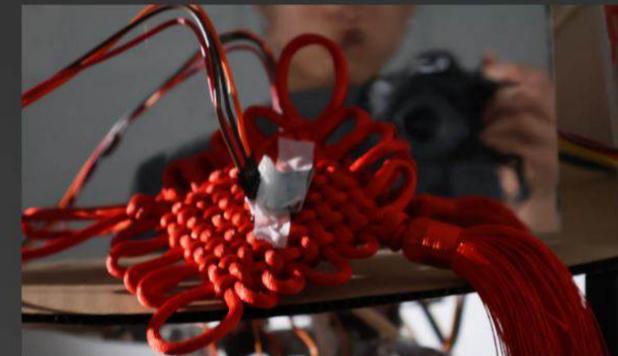
# Final



Ring-arranged mirrors



Internal wiring structure



Close-up of the sensor

# Feedback

## Audience experience feedback

### 01 The anticipated 'moment of insight' was confirmed:

Participants reported that when the mirror rotated and their own face suddenly appeared in view, they generally experienced an **emotional journey** from confusion and surprise to profound reflection. This confirmed the effectiveness of the installation in externalizing **inner psychological processes** into perceptible experiences.

### 02 The Power of Rituals:

Many audience members mentioned that the ritualized steps of interaction have a wonderful **detaching effect**, helping them calm down from the daily hustle and bustle and focus more intently on self-observation.

### 03 The universality and variability of emotions:

Although the experience is universal, the feedback also revealed differences. Some participants felt a shocking revelation, while others experienced a slight unease of **being monitored**. This difference precisely reflects each person's unique relationship with self-examination and external pressure, enriching the layers of interpretation of the work.

## Future plan

I will integrate a pulse sensor to deepen the experience. The mirror's movement and accompanying effects will respond to the participant's real-time heart rate, making the link between internal state and external perception physically tangible.