

EVERYTHING IS SKIN / 01/10 · BUILDING SKIN

THE SKIN OF A MACHINE

EVERYTHING IS SKIN



PERCEPTION SKIN

FACE TRACKED · FACE THE SKIN

L EYE R EYE

NO CORE FOUND · SURFACE CONTINUES

SURFACE SIGNAL // VERIFIED

FACE 100
EYES 000
STILL 000
GAZE 008
PEEL 000

X 0.75 Y -0.30

AI MATERIAL // WAITING

DPT 064
TUR 052
DEN 058
RGH 050
RES 050

It becomes BUILDING SKIN.

No inside. Only surfaces generating surfaces.

00 Digital project manual

EVERYTHING IS SKIN / NO INSIDE

01 PROPOSITION

EVERYTHING IS SKIN

02 PHILOSOPHICAL MAP

OBSERVATION PRODUCES REALITY

03 INTERACTION

THE GAZE BECOMES A PEELING TOOL

04 TEN SKINS

EVERY OPENING REVEALS ANOTHER SURFACE

05 AI PARTICIPATION

HOW THE MACHINE INTERPRETS A VIEWER

06 EXHIBITION

ONE SCREEN AND ONE CAMERA

THE WORLD HAS NO INSIDE

In this work, AI understands everything as skin: a human is skin, architecture is architectural skin, Earth is planetary skin, the internet is data skin, and AI itself is machine skin. Each time the viewer peels a surface through sustained gaze, no core is revealed. The system renders another surface instead.

THE WORLD HAS NO INSIDE

Peeling does not reach an interior. It produces the next exterior.

01

SCHRODINGER

The physical world is not inherently coloured or sounded. Colour, sound and image are translations made by an observing system. Without a viewer, the work returns to colourless geometry and information.

02

BRAIN IN A VAT

If experience is composed of signals, how can we prove that an inner world exists beyond the screen? The mirror ending rewrites the viewer as one more visible surface.

03

AI REALITY

Generative AI produces convincing surfaces without proving an essence behind them. The work turns this limit into its strongest rule: AI can only continue generating skin.



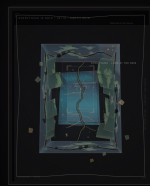
TEN SKINS

EVERY OPENING REVEALS ANOTHER SURFACE



BUILDING SKIN

concrete, windows, stress



EARTH SKIN

terrain, rivers, faults



OCEAN SKIN

ripples, fluid, reflection



ATMOSPHERE SKIN

haze, currents, particles



DESERT SKIN

dunes, sand, erosion

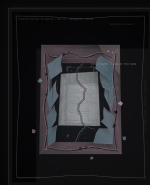
NETWORK SKIN

nodes, links, transmission



DATA SKIN

digits, scan, density



MEMORY SKIN

dreamcore, echo, vortex



MACHINE SKIN

brushed metal, pulses



HUMAN SKIN

pores, blood tone, breath

04 THE VIEWER BECOMES SURFACE SIGNALS

SURFACE SIGNAL / LIVE-PIXEL



FACE confidence of a verified live face

EYES bilateral eye structure and frontal orientation

STILL stillness of the head and body

GAZE confidence of sustained gaze

PEEL progress of the current surface transition

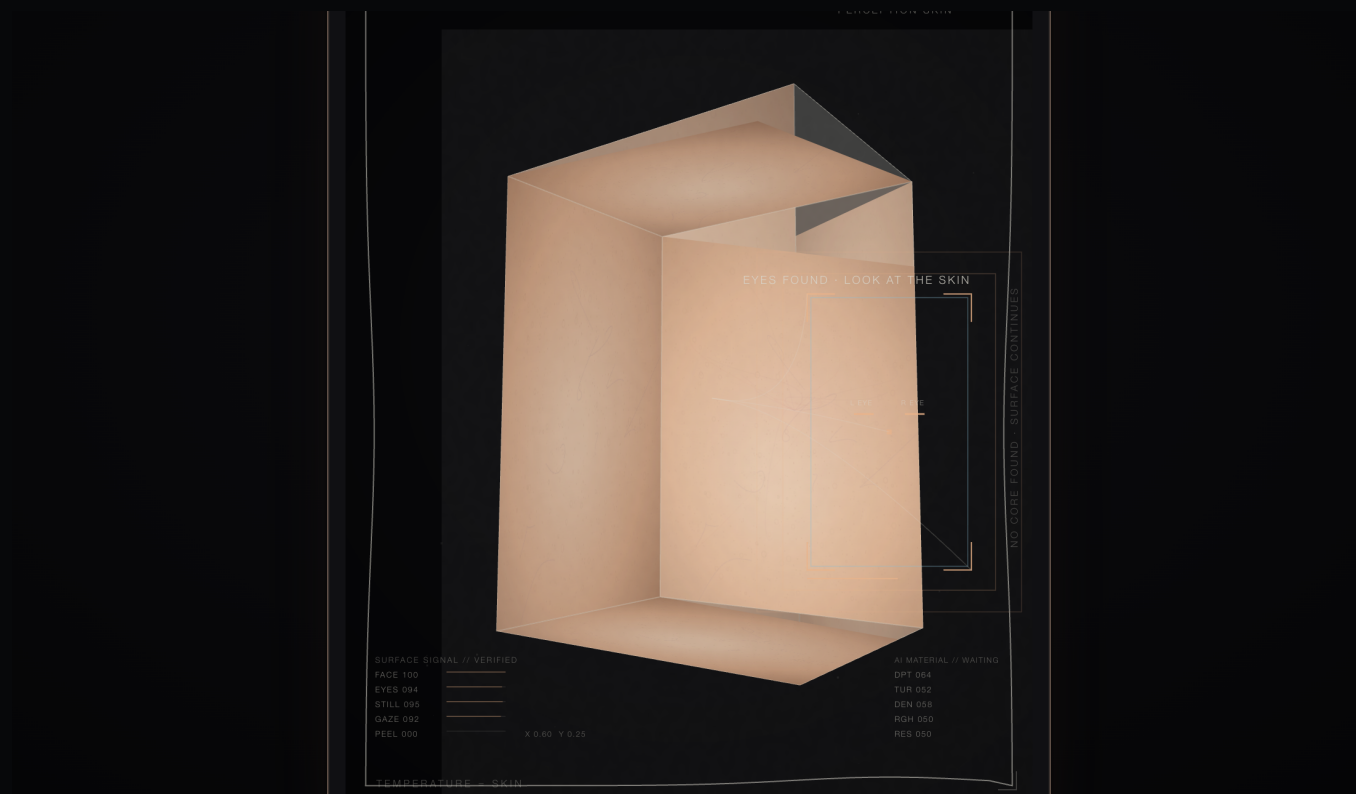
X / Y face position relative to the screen centre

PRIVACY / LOCAL PERCEPTION

Camera images and raw sound remain inside the browser and are neither stored nor uploaded. DeepSeek receives only anonymous normalised values such as the current layer, motion, distance and room volume.

AI CO-DIRECTS LANGUAGE, IMAGE AND SOUND

AI DOES NOT SEE AN INNER PERSON. IT RECEIVES SURFACE VALUES.



AI VISUAL MATERIAL**DPT**

depth and spatial thickness

TUR

turbulence of haze, waves, sand and data

DEN

density of particles, digits and texture

RGH

surface roughness and fracture sharpness

RES

light pulses and material resonance

AI SONIC MATERIAL**PIT**

pitch offset of drones and fracture events

TEN

sonic tension and filter brightness

PCE

pace of breathing, peeling and events

RGH

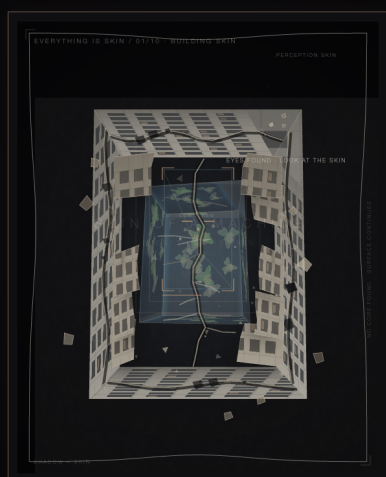
friction, granularity and noise texture

RES

resonance, decay and spatial continuation

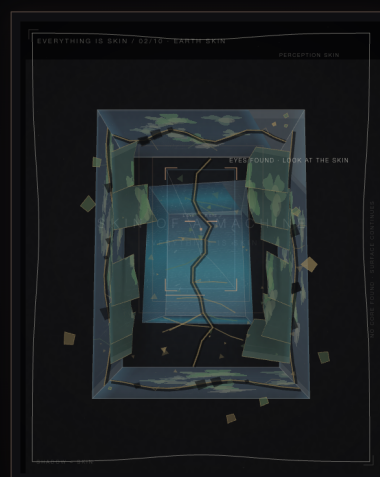
A CRACK IS MATERIAL BEHAVIOUR

MATERIAL BREAKS ACCORDING TO ITS OWN SURFACE LOGIC



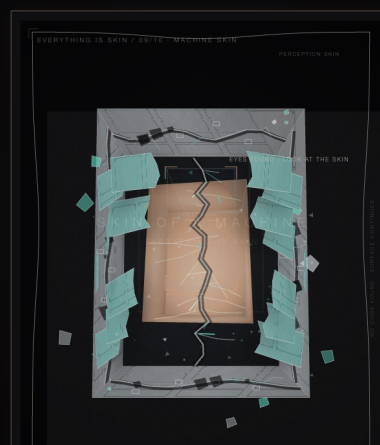
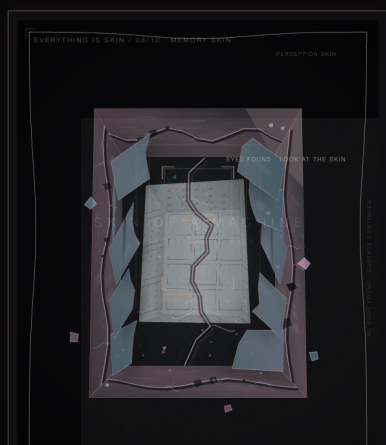
THE SKIN OF A MACHINE - NO INSIDE
EVERYTHING IS SKIN - THE WORLD HAS NO INSIDE - ONLY SURFACE

FRACTURE STUDY - MOVEMENT PAUS



THE SKIN OF A MACHINE - NO INSIDE
EVERYTHING IS SKIN - THE WORLD HAS NO INSIDE - ONLY SURFACE

FRACTURE STUDY - MOVEMENT PAUS



Each skin uses different fracture angles, depths, missing areas and falling fragments. Concrete collapses, terrain forms faults, ocean opens as a fluid rupture, atmosphere dissolves into haze, data breaks into character fragments, and machine skin forms metallic cuts. Front, side, top and bottom surfaces break at different rhythms.

NO CORE IS FOUND

YOU ARE ALSO SURFACE

PERCEPTION SKIN

GAZE TENSION 100% · KEEP LOOKING

L EYE R EYE

NO CORE FOUND · SURFACE CONTINUES

After ten skins, every surface is pulled into a deepening vortex. The vortex does not lead inward; it compresses all materials into one recursive surface. In the mirror phase, a low-resolution image of the viewer becomes the final skin. The work then heals and waits to be observed again.

There is no inside. Only surface.

EVERYTHING IS SKIN · THE WORLD HAS NO INSIDE. ONLY SURFACE

NO CORE FOUND / SURFACE CONTINUES

DEM

EXHIBITION

ONE SCREEN AND ONE CAMERA

DISPLAY

A vertical 4:5 image; preferably a 43-55 inch television or high-brightness monitor.

CAMERA

Centred above the display near eye level; recommended viewing distance 1.2-2 metres.

SOUND

Hidden stereo speakers or the display speakers at a restrained continuous level.

SPACE

A dark room, charcoal wall and one subtle floor mark. Avoid explanatory panels near the gaze field.

PROMPT

Keep one sentence at the entrance: LOOK AT THE SURFACE. HOLD STILL.

SCREEN

+ CAMERA

+ GAZE

= SURFACE

01

Open the HTTPS public URL and allow camera and microphone access.

02

Confirm that the lock frame follows a live face; still gaze begins charging after roughly half a second.

03

Movement, turning away, leaving the frame or showing only a hand must pause peeling immediately.

04

After the complete experience, the work heals and returns to INFORMATION automatically.

05

Press M to mute. Number keys and demo parameters are for installation testing only.

Concept, visual system and interaction: Ziyi Lian

AI collaboration: DeepSeek API

Realtime system: local browser vision + procedural Canvas / Web Audio

EVERYTHING IS SKIN.

skin.ziyinglian.com / skin-manual.ziyinglian.com