

# Nailsport

## Cyber Nail Passport

当身体边界不断被可拆卸的延展物重写时，“自我”的连续性究竟建立在何处？

Rather than offering immersion, the work produces a subtle tension.

If bodily boundaries are constantly rewritten by detachable extensions, where does the continuity of the self reside?

## Project Introduction

### 项目介绍

**Cyber Nail Passport** 是一个结合游戏引擎空间构建与物理交互系统的实验性项目。作品通过 Arduino 与 NFC 模块，将美甲贴片转化为触发 Unreal Engine 场景的“身份接口”，构建一个可被激活的文化身份系统。

Cyber Nail Passport is an experimental spatial-interactive project combining Unreal Engine environments with an Arduino–NFC physical interface system.

Artificial nail pieces embedded with NFC tags function as identity interfaces, triggering different cultural environments in real time.

观众通过选择或佩戴不同的美甲贴片进入不同文化语境的空间场景。每一次触发都是一次身份的切换，一次对文化编码系统的进入。

Participants activate distinct cultural spaces through nail pieces.

Each activation represents a shift in identity and an entry into a coded cultural system.

## Research Motivation

### 研究动机

项目源于我长期佩戴美甲所形成的具身经验。

虽然美甲在物理层面是可拆卸的装饰物，但在知觉层面，它逐渐被整合进身体意识之中。当它被移除时，身体并未回到中性状态，而是产生一种微妙的缺失感。

The project originates from my embodied experience of wearing artificial nails over an extended period.

Although physically detachable, they become integrated into bodily perception.

Their removal produces a subtle sense of absence.

这一体验促使我重新思考身体边界的稳定性。如果可替换的文化配件能够进入身体图式并参与身份生成，那么身体是否本身就是一个持续被技术与文化重写的系统？

This led me to question the stability of bodily boundaries.

If detachable cultural extensions can shape identity, then the body itself may already function as a continuously rewritten system.

## Conceptual Framework

### 概念框架

作品以“文化赛博格（Cultural Cyborg）”为核心概念，将女性身体视为被技术、媒体与消费结构持续塑造的复合载体。

The project is grounded in the concept of the Cultural Cyborg, viewing the female body as a composite entity shaped by technology, media, and consumer systems.

在这一框架中：

- Nail = Port（接口）
- Nail Design = Identity Code（身份编码）
- Passport = Authorization（通行与认证）

Through this framework:

- The nail becomes a port
- Nail design becomes an identity code
- The passport becomes a mechanism of authorization

身体在此不再只是生物实体，而成为可被读取、验证与调用的身份系统。

The body is redefined as a readable and verifiable identity system.

## Spatial Worldbuilding

### 空间叙事构建

不同的 Unreal Engine 场景构成一个“文化身份矩阵”。

这些空间并非写实再现，而是对不同文化语境的符号化建构。节庆空间、自然景观、传统社区与度假场域形成对比关系，同时通过“旅行结构”保持连贯。

The Unreal Engine environments form a Cultural Identity Matrix.  
They are not literal representations, but symbolic constructions of cultural contexts.

Festive spaces, natural landscapes, traditional settlements, and leisure environments contrast with one another while remaining connected through the narrative structure of travel.

机场、通关与进入空间成为身份流动的隐喻结构。  
场景切换并非简单的视觉跳转，而是一次文化语境中的身体重新定位。

Airports, checkpoints, and transitions function as metaphors for identity mobility.  
Each scene transition repositions the body within a new cultural system.

## Interaction & System Logic

### 交互与系统逻辑

系统由 Arduino 与 NFC 模块构成。

每一枚美甲贴片内嵌唯一身份编码，并与一个 UE 场景形成一对一映射关系：

一个贴片 = 一个身份场域。

The system is built using Arduino and NFC modules.  
Each nail contains a unique tag mapped one-to-one with a specific Unreal Engine scene.

当贴片靠近读取装置时，场景被即时触发。这种无延迟的切换强调身份在当代社会中的可切换性与模块化特征。

When brought near the reader, the system instantly activates the corresponding scene.  
The immediacy highlights the modular and switchable nature of identity.

观众表面上在“选择身份”，但同时也意识到这些身份早已被预设为可读取、可调用的选项。

Participants appear to choose identities, yet gradually realize that these identities are already predefined and categorized within the system.

技术在此并非中性工具，而是身份建构机制本身的一部分。

Technology is not neutral here; it becomes part of the mechanism that produces identity.

## Critical Position

### 批判立场

《赛博美甲护照》通过女性身体装饰这一高度消费化媒介，探讨：

- 身份如何在消费文化中被编码
- 身体如何成为技术接口
- 个体如何在主动选择与被动内化之间摇摆

Cyber Nail Passport examines:

- How identity is coded within consumer systems
- How the body becomes a technological interface
- How agency oscillates between choice and internalization

作品不追求沉浸式娱乐，而是制造一种轻微的不安与自我意识。