

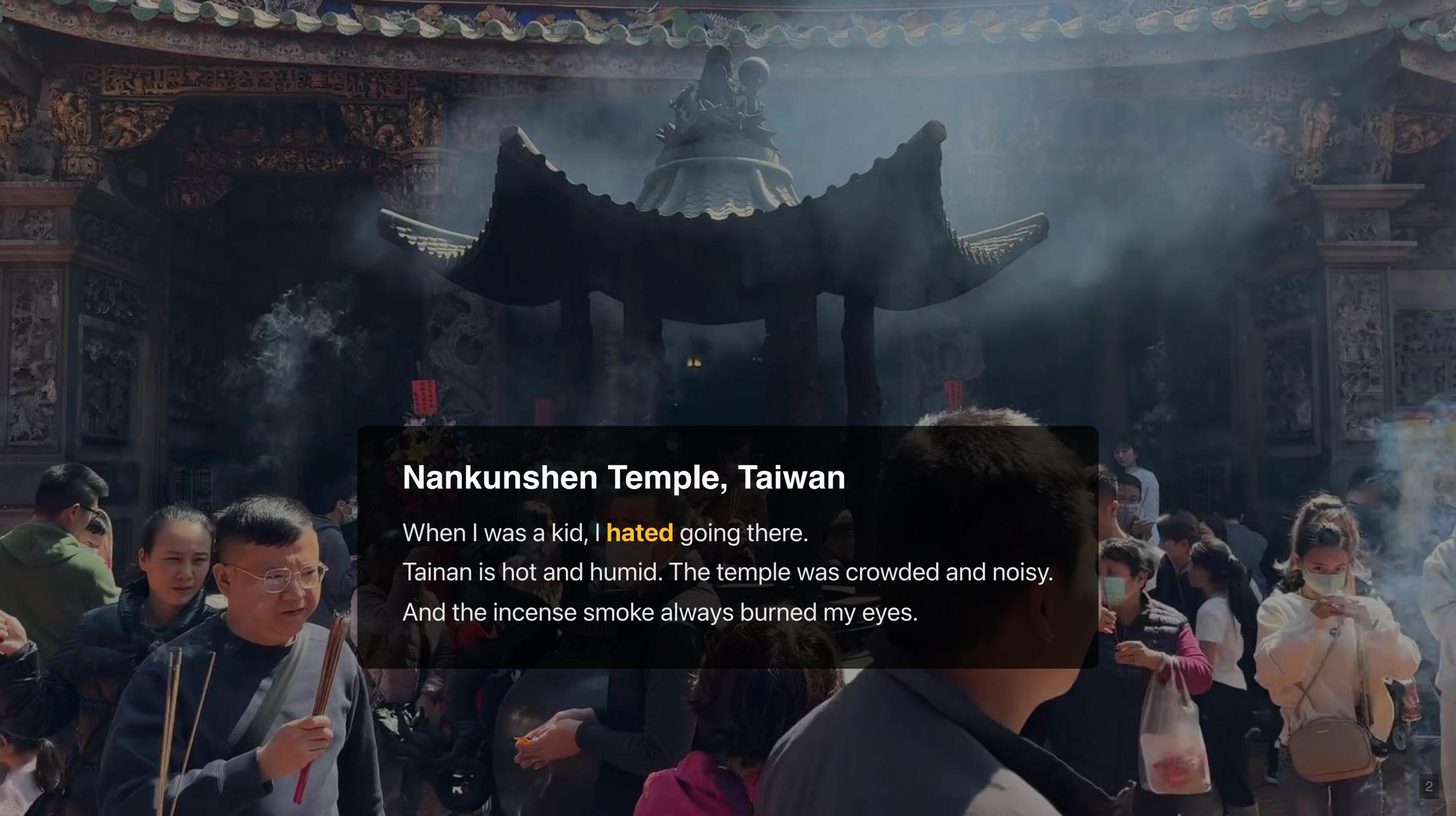
Spatial Memory

Exploring Human-Memory Interaction in the Digital Space

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dazaistudio.com/slides/thesis.html



Nankunshen Temple, Taiwan

When I was a kid, I **hated** going there.

Tainan is hot and humid. The temple was crowded and noisy.
And the incense smoke always burned my eyes.

But now...

It's become one of my **favorite places**.

Every time I go back to Taiwan, I visit with my father.

I feel the connection of everyone's faith.

I finally understand what **belief** means to these people — and to him.

It's become a place of **peace**.

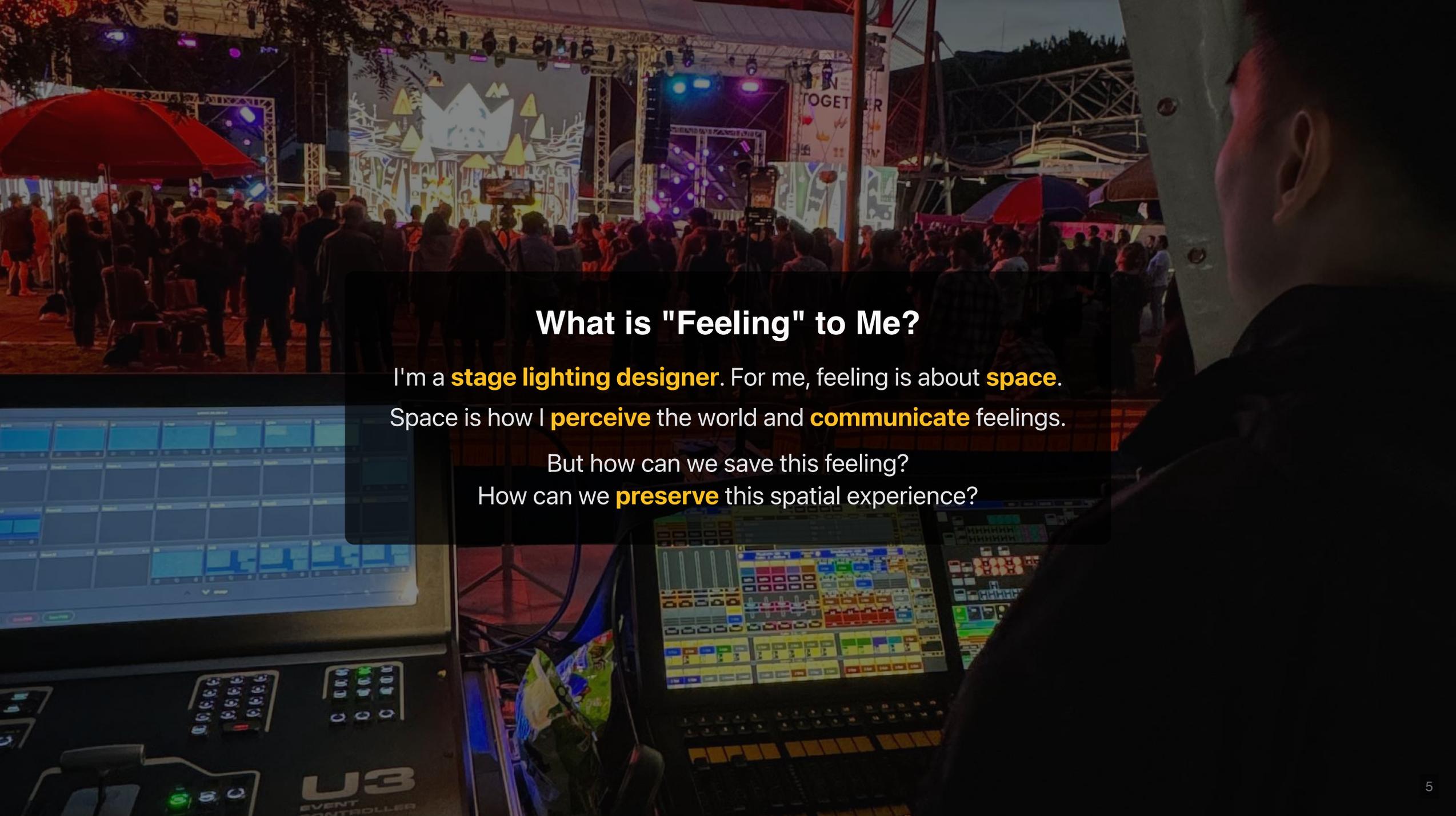
Same space.

Completely different feelings.

I'm lucky. I can still return — and revisit with a different perspective.

But what about the places that are gone?

We only have photos. And photos only show what it **looked like** — not what it **felt like**.



What is "Feeling" to Me?

I'm a **stage lighting designer**. For me, feeling is about **space**.
Space is how I **perceive** the world and **communicate** feelings.

But how can we save this feeling?
How can we **preserve** this spatial experience?

An aerial photograph of a large, traditional Chinese temple complex. The temple features multiple halls with ornate, multi-tiered roofs with dark tiles and curved eaves. A large, open courtyard in the center is filled with people walking. To the right, there is a modern, multi-story building with a red facade and white windows. The background shows a body of water and a hazy cityscape under a grey sky.

What if we could **step into** a spatial memory,
not just look at photos?

An aerial photograph of a large traditional Chinese temple complex, likely the Sun Yat-sen Memorial Hall in Taipei. The temple features multiple halls with ornate, multi-tiered red-tiled roofs and dark wooden structures. A large, open courtyard in the foreground is filled with people walking and some bicycles. To the right, a modern, multi-story building with a white facade and red accents stands in contrast to the traditional architecture. In the background, a wide river or bay is visible under a hazy sky. A semi-transparent dark rectangular box is overlaid on the center of the image, containing white text.

And how would **returning** to this space
change our relationship with memory?

Thesis Statement

My thesis explores the transformation of human-memory interaction when memories shift from 2D images to 3D spaces.

New Possibilities

3D Gaussian Splatting preserves space with high fidelity.

VR lets us step inside and be enveloped.

Together: we can **return to** spatial memories.

With these new possibilities, new questions emerge:

*What does it feel like to be **inside** a spatial memory?*

*How might we **interact** with it?*

Walk through? Reshape? Share?

I don't know yet. That's exactly why I started exploring.

I've Already Started

3DGS capture of Nankunshen Temple (winter break)

360 camera → RealityScan → PostShot → Unreal Engine → VR

The final project may use this space, or a different one.

[View Project →](#)

Timeline

Time	Goal
Jan - Feb	Technical experiments
End of Feb	First Prototype
Mar 11	Midterm Demo
Mar - Apr	Iteration & testing
May	Final + Showcase

Next Steps

- Keep training 3DGS with different environments
- Experiment with **body interaction** in VR
- Hand tracking, body movement → change brightness/atmosphere?

Thank You

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