

Blooming Resonant Tea: A Multisensory Dining Experience with Dynamic Visuals and Music

Weijen Chen Keio University Graduate School of Media Design Yokohama, Japan weijen@kmd.keio.ac.jp

Youichi Kamiyama Keio University Graduate School of Media Design Yokohama, Japan kamiyama@kmd.keio.ac.jp

Mark Billinghurst
University of Auckland, Auckland
Bioengineering Institute
Auckland, New Zealand
mark.billinghurst@auckland.ac.nz

Kao-Hua Liu Tokyo University, Research Center for Advanced Science and Technology Tokyo, Japan maarkliu@star.rcast.u-tokyo.ac.jp

Sohei Wakisaka Keio University Graduate School of Media Design Yokohama, Japan wakisaka@kmd.keio.ac.jp

Yun Suen Pai
University of Auckland, School of
Computer Science
Auckland, New Zealand
yun.suen.pai@auckland.ac.nz

Jiashuo Cao University of Auckland, Auckland Bioengineering Institute Auckland, New Zealand jcao403@aucklanduni.ac.nz

> Stefano Citi TDFK Design Studio Milan, Italy stefano@tdfk.it

Kouta Minamizawa Keio University Graduate School of Media Design Yokohama, Japan kouta@kmd.keio.ac.jp



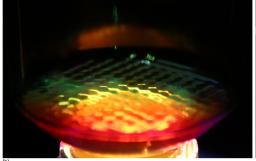




Figure 1: (a) Resonant Cup (b) Blooming Resonant Tea (c) User Scenario

Abstract

This study introduces the Blooming Resonant Tea system, a drinking system that integrates taste, visual, and auditory stimuli to enhance the flavor of herbal tea and ingredient immersion. Studies show that cymatics (the use of vibrational frequencies to create dynamic liquid patterns) and music can amplify existing flavors, while dynamic projections can enhance food perception. To augment flavor, the system employs two methods: generating cymatics patterns through a VP2 vibrator embedded in the cup and using flavor-associated music. For ingredient immersion, blooming projections are used to visually transform the tea from a bud to full

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

SIGGRAPH Emerging Technologies '25, Vancouver, BC, Canada

© 2025 Copyright held by the owner/author(s). ACM ISBN 979-8-4007-1551-8/25/08 https://doi.org/10.1145/3721257.3734024 Keywords

CCS Concepts

human-food interaction, food design, gastrophysics, crossmodal, cymatics, projection

Human-centered computing → Interaction design.

bloom. This system offers a customizable multi-sensory drinking experience, allowing users to select different herbal teas with match-

ing projections, cymatics patterns, and music, creating a tri-sensory

ACM Reference Format:

tea-drinking ritual for the future.

Weijen Chen, Kao-Hua Liu, Jiashuo Cao, Youichi Kamiyama, Sohei Wakisaka, Stefano Citi, Mark Billinghurst, Yun Suen Pai, and Kouta Minamizawa. 2025. Blooming Resonant Tea: A Multisensory Dining Experience with Dynamic Visuals and Music. In Special Interest Group on Computer Graphics and Interactive Techniques Conference Emerging Technologies (SIGGRAPH Emerging Technologies '25), August 10–14, 2025, Vancouver, BC, Canada. ACM, New York, NY, USA, 2 pages. https://doi.org/10.1145/3721257.3734024

1 Introduction

In Human-Food Interaction (HFI) [Khot et al. 2019] research, numerous studies have shown that visual and auditory stimuli can enhance the flavor of existing food and beverages. For instance, cymatics, which is a scientific principle that uses vibrational frequencies to create dynamic patterns on liquid surfaces, can influence the perception of sweetness and bitterness in beverages [Chen et al. 2024]. Similarly, music can affect the flavor perception of sweetness, sourness, and bitterness [Spence and Wang 2015]. Additionally, dynamic projections have been shown to enhance food perception [Suzuki et al. 2021], thereby strengthening ingredient immersion. This raises the question: How does multi-sensory crossmodal stimulation influence taste perception and the overall dining experience?

The Blooming Resonant Tea system integrates these multi-sensory stimuli to transform future tea-drinking rituals. Through customizable flavor enhancements that employ cymatics and music as sensory "seasonings," along with blooming projections paired with herbal tea flavors to enhance ingredient immersion, the system aims to elevate the tea-drinking experience for rose, chrysanthemum, and jasmine teas.

2 Methods

2.1 Resonant Cup

- 2.1.1 Electronic Components. The system utilizes a custom-designed circuit board [Qi et al. 2022], based on the ESP32¹, to wirelessly control the VP2 vibrator² through the Open Sound Control (OSC) protocol. The VP2 vibrator generates low-frequency vibrations (ranging from 36 Hz to 65 Hz), which are transmitted through the container to form cymatics patterns on the liquid surface.
- 2.1.2 Structural Components. The weighted base houses the battery holder (three AAA batteries) and the circuit board, enabling bottom charging and easy battery replacement. A plastic socket with 5mm ethylene-vinyl acetate (EVA) foam allows the vibrator to oscillate freely while minimizing vibration transmission. The glass-to-vibrator connector ensures efficient vibration transfer for stable cymatics pattern formation (Figure 2).

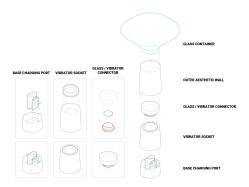


Figure 2: Structural Components

2.1.3 Synchronization. The Max/MSP³ interface manages two audio outputs corresponding to cymatics patterns: bitterness (large and blurry) and sweetness (small and clear). Control messages such as /playloop and /stop are transmitted to the hardware via the udpsend object, ensuring real-time synchronization and precise control of patterns on the liquid surface.

2.2 Blooming Projection

We selected three video clips of flowers blooming that matched with tea (rose, chrysanthemum, and jasmine). These videos were then edited to match their playback speeds with the vibration patterns. Using a precisely positioned projector, we map these animations directly onto the center of the Resonant Cup.

3 Demonstration

After confirming no ingredient allergies, three users can simultaneously select herbal teas with blooming projections, choosing from rose, chrysanthemum, or jasmine via the interface. Next, they choose a cymatics pattern to enhance sweetness or bitterness, followed by music to amplify sweetness, bitterness, or sourness. Once submitted, a customized Blooming Resonant Tea is prepared. The experience begins with the flower projection gradually blooming from a closed bud and intensifying music. At full bloom, the cymatics pattern appears, synchronized with visuals and sound. For hygiene considerations, the glass component of each Resonant Cup will be replaced with a transparent disposable plastic cup and a disposable straw to reduce the risk of improper cleaning. Between user groups, the table and headphones will be sanitized with alcohol, and wet wipes will be provided for hand cleaning. Each 5-10 minute session includes a brief introduction, customization, tea enjoyment with various combinations, and a feedback interview.

4 Conclusion and Future Work

The Blooming Resonant Tea system has two potential applications: enhancing multisensory cocktails in bars for entertainment, and improving the experience of those who limit highly flavored beverages for well-being.

Acknowledgments

This work was supported by JST SPRING, Japan Grant Number JPMJSP2123.

References

Weijen Chen, Yang Yang, Kao-Hua Liu, Yun Suen Pai, Junichi Yamaoka, and Kouta Minamizawa. 2024. Cymatics Cup: Shape-Changing Drinks by Leveraging Cymatics. In Proceedings of the CHI Conference on Human Factors in Computing Systems. 1–19.

Rohit Ashok Khot, Florian Mueller, et al. 2019. Human-food interaction. Foundations and Trends® in Human-Computer Interaction 12, 4 (2019), 238-415.

Di Qi, Mina Shibasaki, Youichi Kamiyama, Sakiko Tanaka, Bunsuke Kawasaki, Chisa Mitsuhashi, Yun Suen Pai, and Kouta Minamizawa. 2022. Furekit: Wearable tactile music toolkit for children with ASD. In *International Conference on Human Haptic Sensing and Touch Enabled Computer Applications*. Springer, 310–318.

Charles Spence and Qian Wang. 2015. Wine and music (1): on the crossmodal matching of wine and music. Flavour 4 (2015), 1–14.

Yuji Suzuki, Takuji Narumi, Tomohiro Tanikawa, and Michitaka Hirose. 2021. Taste in motion: The effect of projection mapping of a boiling effect on food expectation, food perception, and purchasing behavior. Frontiers in Computer Science 3 (2021), 662824

¹https://epartners.co.nz/collections/esp32/products/pb7005-1

²https://www.acouve-lab.com/products

³https://cycling74.com