Gracie Hong's Portfolio

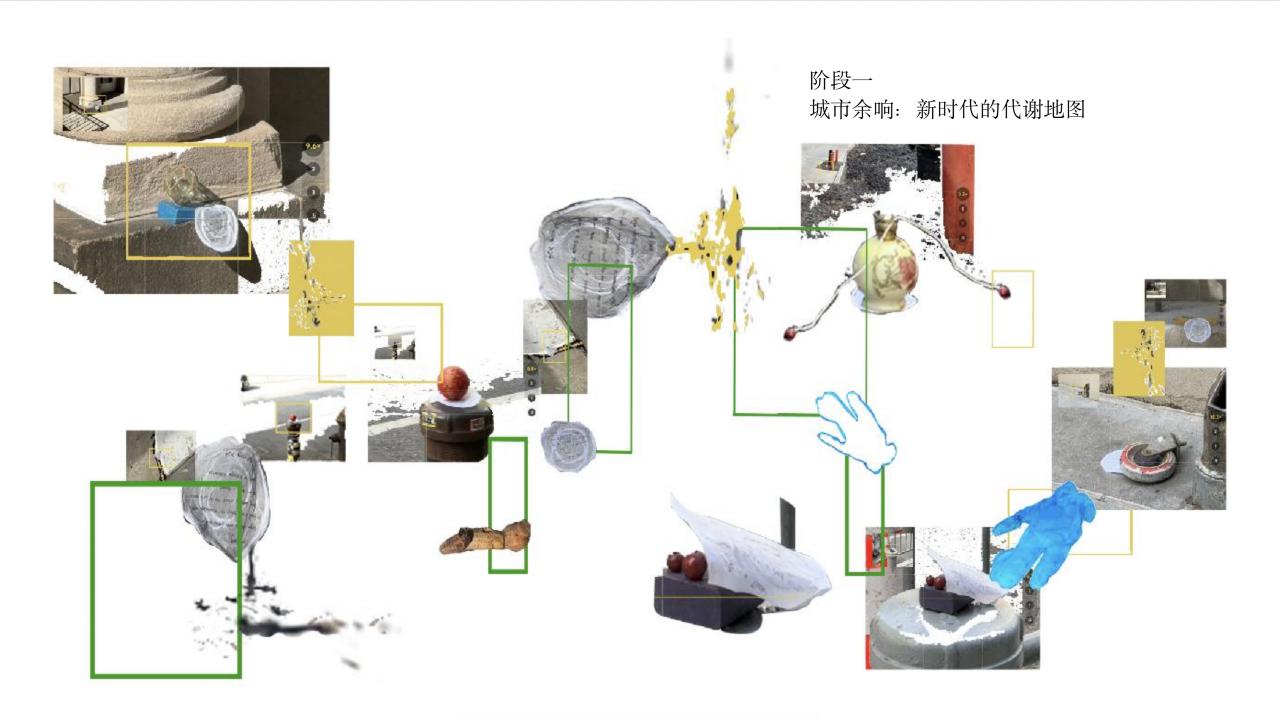
洪晰-作品集

Gracie Hong

项目1-《新时代城市新陈代谢》

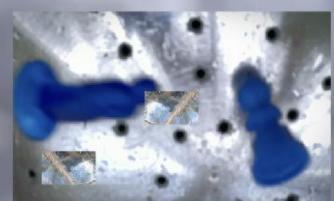
以曼哈顿的垃圾流通为切口,思辨城市快节奏下废弃物的存在意义。项目将垃圾视为身体与城市系统的"代谢产物",通过行为艺术与转化实践,探索物的再生、能量的流动,倡导一种融合禅意的都市慢生活方式。

完整网站: https://gracceehong.wixsite.com/mysite











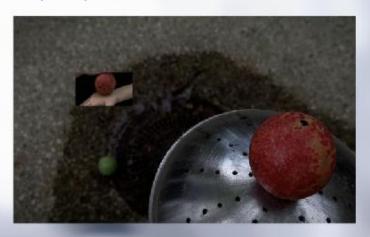
阶段二

行为艺术:城市的副本





https://youtu.be/Dxm3SLtxnL4



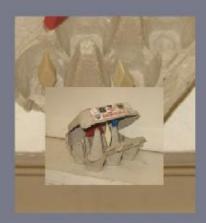












阶段三 衍生册子-想变成城市拾荒者吗?



















It could be

form of trash happened...

a circulation of memory, an energy exchange, and an indicator.

Coloring TON ACTIVE in your Memberson "Imagon" Wals through and Cather trash from different communities with melivery ormer, adhorvery, anext sery, Let it Begin in Geometric Village.



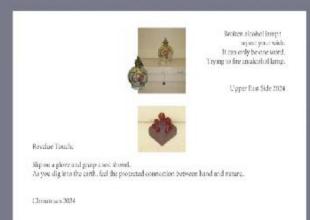
We find an engent contained in fact a most in famp? Now, Open your Menhatian Resport. Find the gasper of Grentwich Villago. And hear the "doig" - A new treasure logged. Continue he stamey... Let a seals, 20 minutes to the East Village, Spot a rod sphere - could it be a table remisiball! Admire its temper and prouder its post, its effect takes:

"Ding" es it's marked in our Manhattan Passport.



Seavenges are the new identity of New Yorkers.









The crowded Marriatan, thelac pay of its the dependency on instant gratification,

Continued a culture compared a large production of water The accumulation of same octipie physical speci and some as a symbol of exhauting needal.

> Itracts of buying and discarding. minifest as emptines and alteration. a form of emotional cuttients.



Circle piece: Circle everything you can. Including all the irreversibility

Scho 2014







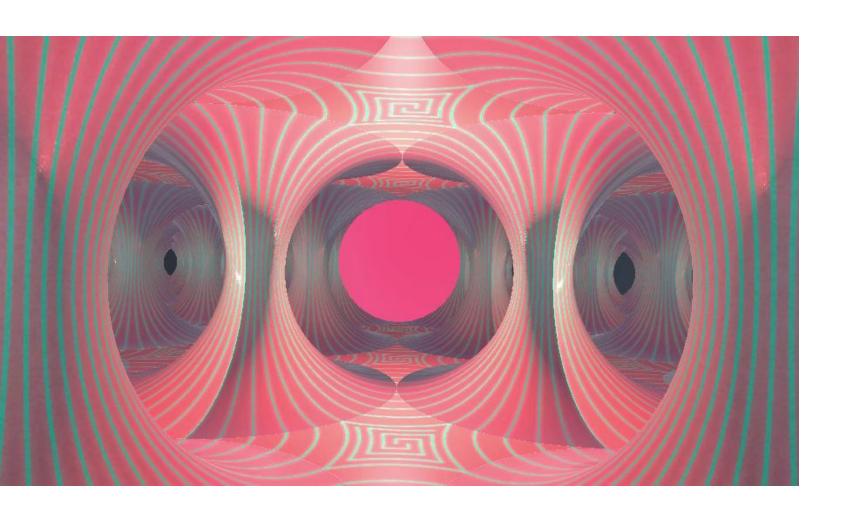
项目2-《批判性观鸟仪》 (Arduino)

https://www.youtube.com/watch?v=P1Thdk79Pzg





反思城市生态与感知方式的交互产品。产品鼓励人们在曼哈顿中寻找鸟类的"足迹",倡导慢观察与环境感知。当用户上扬头部"观鸟"时,Arduino传感器触发内置声音放大器却反馈出城市的噪音——而非鸟鸣。讽刺自然在城市中的缺席。项目也将城市噪音进行视觉化表达,并以我佩戴装置的视频呈现使用过程与概念回馈。

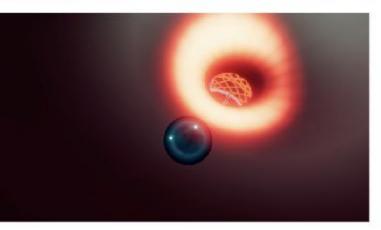


项目3-观息 (Unity)

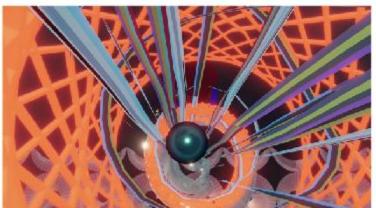
本项目基于 Unity 制作动画视觉效果,融合个人审美体系,结合中式哲学、超现实主义与存在主义荒诞感。通过视觉与声音的协同变化,构建一种具疗愈性质的感官体验。该作品为虚拟现实疗愈空间的初步探索,未来可延展为沉浸式心理调节场景。

https://youtu.be/-UbUgxefngl





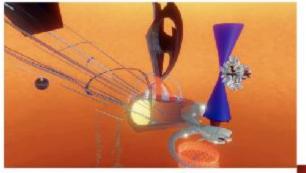


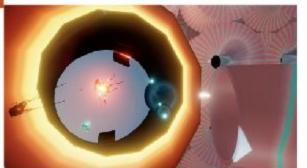




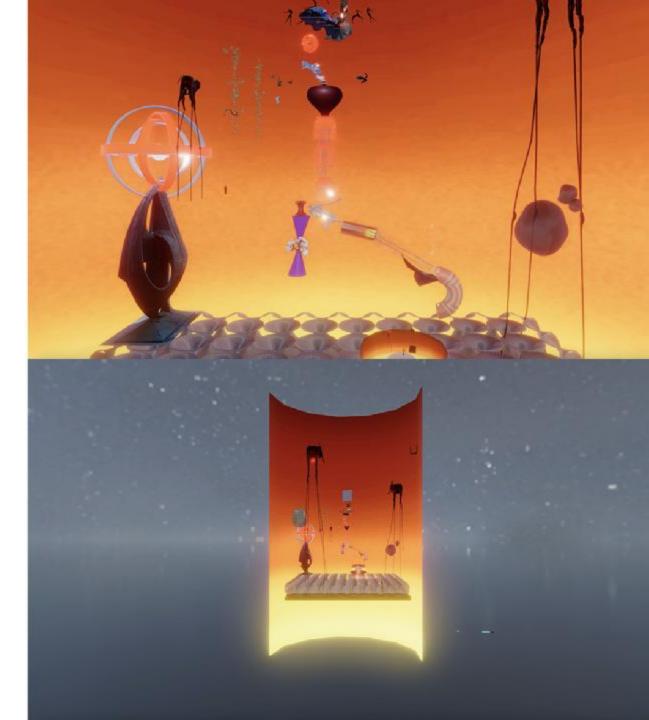








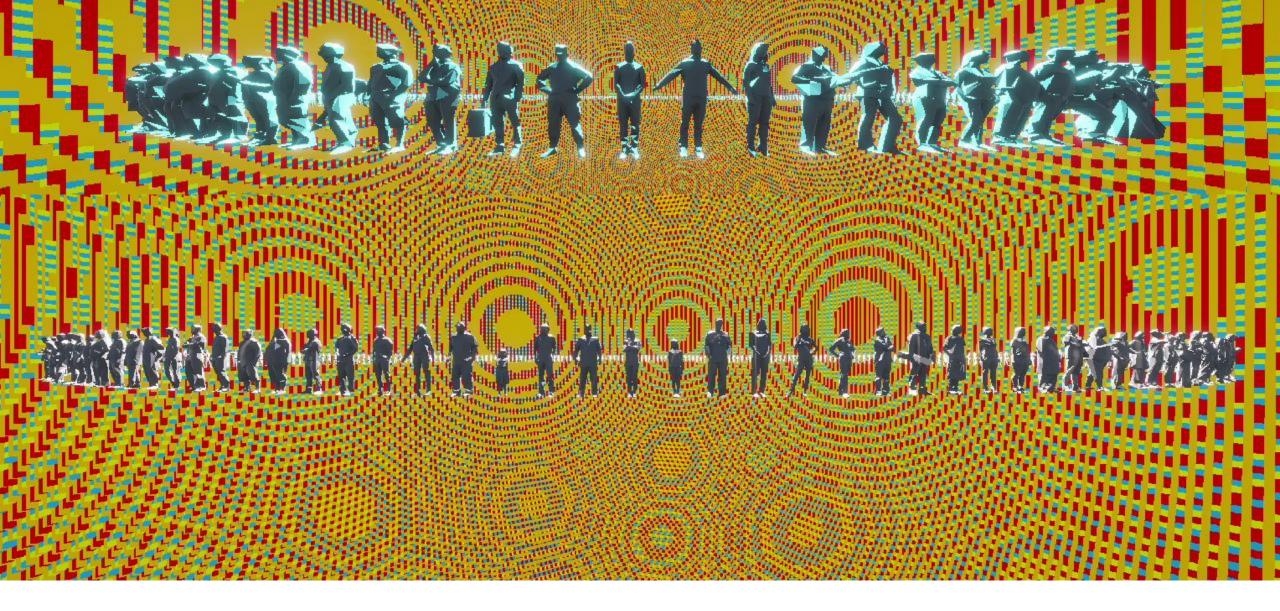






场于华盛顿广场展开的行为艺术,以一对一的"定制料理"形式,批判当代生活方式对环境造成的污染。作品设想未来人类终将"食用"自己制造的污染,将恶心的未来产物以 omakase 的形式呈现。每一场表演都成为一次具有教育仪式性的对话。所有材料采集自纽约,并结合强烈的视觉语言构建氛围





项目5-动态设计视频

https://youtu.be/E0prLdQPhVI

本项目通过重复旋转的人体图像与高频率变化的背景构建一种"制度化的幻觉"。人们在看似秩序的循环中移动,却逐渐陷入对空间、时间与自身行为的失控感。画面模拟了一种数字社会中人的"异化"状态——个体在集体动作中消失融入,仿佛是被算法驱动的齿轮。







项目6-荒谬

一幅超现实主义绘画,通过棋盘、骰子、眼睛等象征,探讨当代社会中的 监控与操控。无脸人物象征身份的模 糊与被系统化吞噬,画面呈现出一个 荒诞却真实的被观看与被控制的空间。





项目7-禅











《禅》以东方美学为灵感,通过图像转化与留白,营造静观与内省的视觉空间。作品融合自然、墨迹与数字肌理,呈现数字语境下的禅意表达。

项目8-暗红色欲望 CRIMSON DESIRE.







视频: https://youtu.be/xRwjT37rlio

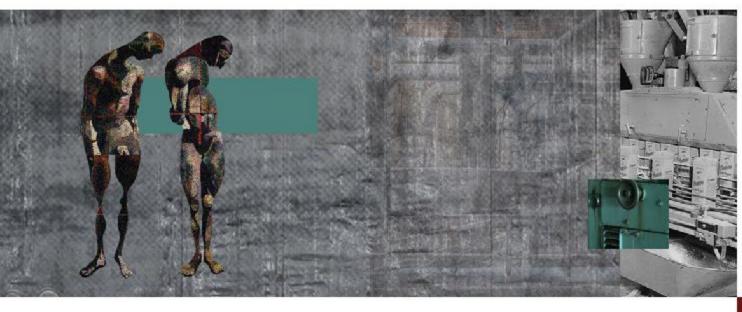




Material: syrup, bubble gum, fruits, silica gel

《望隐消欲与装浆泡嗅元甜虚暗》喻费望自置溢破觉素蜜无红以,主的我通出裂与,背与色糖揭义泛欺过、等声象后失欲为示下滥骗糖泡视音征的控。

2023



项目9-多米诺糖厂

阶段一

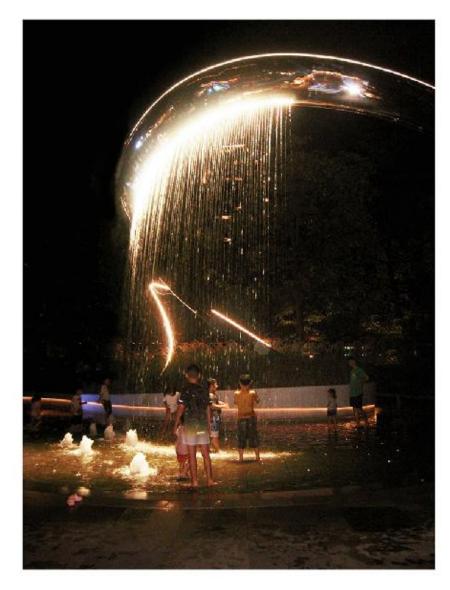
《多米诺糖厂》以纽约工人压榨致死事件为背景,批判资本主义对身体的剥削与遗忘机制。我在糖厂原址创作并置入装置作品,将历史创伤重新带回现场,对如今其被改造为公寓,休闲空间的现实提出反思。





阶段二





项目10-嬉水



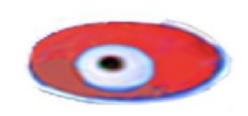


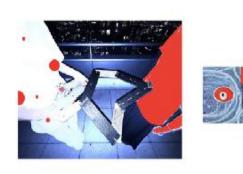


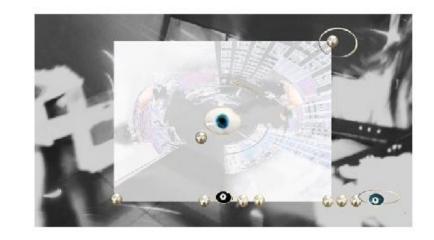
项目11-潜,翘板











项目12-连接

