Rem Rungu Lin (林润谷)

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EDUCATION

Hong Kong University of Science and Technology (HKUST - GZ) Feb 2023 - Jun 2025 (expected)
Ph.D. candidate in Computational Media and Art, Supervisor: Prof. Kang Zhang and Keyang Tang Guangzhou, China

Massachusetts Institute of Technology (MIT) Sep 2013 - Jan 2016
Master of Science in Architectural Studies, Supervisor: Prof. Mark Goulthorpe and Prof. Terry Knight Cambridge, USA

South China University of Technology (SCUT) Sep 2008 - Jun 2013
Bachelor of Architecture Guangzhou, China

PEER REVIEWED PUBLICATIONS (SELECTED)

(VCIBA) *Lin, Rem RunGu and Zhang, Kang* (2024). Survey of real-time brainmedia in artistic exploration. Visual Computing for Industry, Biomedicine, and Art 7.1 (2024): (pp. 1-27).*

(SIGGRAPH'24) *Lin, Rem RunGu and Hu, Botao Amber and Ke, Koo Yongen and Wu, Wei and Zhang, Kang* (2024). Cell Space: Augmented Awareness of Intercorporeality. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 7(4), (pp. 1-10).*

(LEONARDO) *Lin, Rem RunGu and Zhou, You and Zhang, Kang* (2024). Cursive Calligraphy in 3d and bio-Ink. Leonardo, 2024; 57 (4): 361–369. MIT Press.*

(SIGGRAPH ASIA'23) *Lin, Rem Rungu and Zhang, Kang (2023). Media Interpretation: Revisiting McLuhans' Laws of Media and Ant Farm. In SIGGRAPH Asia 2023 Art Papers (pp. 1-6).*

(IEEE VIS AP'23) *Lin, Rem RunGu and Ke, Yongen and Zhang, Kang* (2023, October). Body Cosmos: An Immersive Experience Driven by Real-Time Bio-Data. In 2023 IEEE VIS Arts Program (VISAP) (pp. 1-7). IEEE.*

(VINCI'23) *Lin, Rem RunGu and Ke, Yongen and Zhang, Kang* (2023, September). Urban Symphony: An AI and Data-Driven Approach to Real-Time Animation for Public Digital Art. In Proceedings of the 16th International Symposium on Visual Information Communication and Interaction (pp. 1-7).*

(CHI PLAY'24) *Hu, Botao Amber and Tao, Yilan Elan and Zhang, Yuchen and Hao, Sizheng and **Lin, Rem RunGu*** (2024, July). "MOFA The Ghost": Demonstrating An Asymmetric Inter-Bodily Social Exertion Game within Spontaneous Collocated Mixed Reality. Accepted to CHI PLAY Interactivity (pp. 1-8).*

(LEONARDO) *Lin, Rem RunGu and Hu, Botao Amber and Zhang, Suyan (2024, Oct). Media Farm: Reinventing the Tetrad for LLM-driven Interpretation and Generation of Conceptual Media Art. Submitted to Leonardo, MIT Press (pp. 1-11). (Under Review)*

(VCIBA) *Lin, Rem RunGu and Ke, Yongen and Zhang, Kang* (2024, December). Body Cosmos 2.0: Embodied Biofeedback Interface for Dancing. Submitted to Visual Computing for Industry, Biomedicine, and Art (2024): (pp. 1-30). (Under Review)*

(CSCW'25) *Hu, Botao Amber and **Lin, Rem RunGu** and Tao, Yilan and Laato, Samuli and Li, Yue (2024, September) Towards Immersive Mixed Reality Street Play: Understanding Collocated Bodily Play with See-through Head-Mounted Displays in Public Space. Submitted to CSCW'25. (pp. 1-26). (Under review)*

EXHIBITIONS

2025	**TEI, Arts and Performance** (Bordeaux, France)	
	Cell Space, Collocated MR Biofeedback Improvisation, Collocated Mixed Reality and Biofeedback	
	IEEE VR, XR Gallery (Bordeaux, France)	
	Cell Space, Collocated MR Biofeedback Improvisation, Collocated Mixed Reality and Biofeedback	
	IEEE VR, XR Gallery (Bordeaux, France)	
	GravField: Live-coding Bodies through Mixed Reality, Collocated Mixed Reality and Inter-bodily Play	
2024	**SIGGRAPH ASIA, XR** (Tokyo, Japan)	
	GravField: Live-coding Bodies through Mixed Reality, Collocated Mixed Reality and Inter-bodily Play	

ISEA, Creative Work (Brisbane, Australia)
Body Cosmos, Sphere Screening and Animation

2023   **DIGITAL ART CHINA** (Hangzhou China)
Body Cosmos, VR and Biofeedback

Shenzhen Light Art Museum Screening (Shenzhen)
Bio Ink, Projection Mapping and Animation

SIGGRAPH ASIA, XR (Sydney, Australia)
Body Cosmos, VR and Biofeedback

IEEE VIS AP, Exhibition Track (Melbourne, Australia)
Body Cosmos, VR and Biofeedback

VINCI, Art Gallery (Guangzhou, Guangdong)
Body Cosmos, Curved LED Screening

Ars Electronica Campus Exhibition (Linz, Austria)
Body Cosmos, VR and Biofeedback

Opening Screening of the 9th Bi-City Biennale of Urbanism/Architecture (Shenzhen, China)
Urban Symphony, Projection Mapping and Animation

2022   **Shenzhen Light Art Museum Screening** (Shenzhen, China)
In Between, Projection Mapping and Animation

2021   **Shenzhen Light Art Museum Screening** (Shenzhen, China)
Coexistence and Brightness, Projection Mapping and Animation

DIGITAL MEDIA ART FOR PERFORMANCE

2024   **Echos des grottes de Mogao**, Guimet Museum (Paris, France)
Immersive Opera, The 60th Anniversary of the Establishment of Diplomatic Relations between China and France, The Grand Exhibition of the Tang Dynasty

Tan Dun Sound River, Hong Kong Coliseum (Hongkong, China)
Symphony, Opening show of GWB Art Festival

Tan Dun Buddha Passion, MGM Cotai (Macau, China)
Symphony

2023   **Tan Dun WE-Festival, Hong Kong Cultural Center** (Hong Kong, China)
Opera and Dance Theatre

Hai "AI", (Shanghai, China),
Musical, Rising Artists' Works (R.A.W.!)

The Wreath of Achilles (Foshan, China)
Poetic Drama

Guangzhou New Year Poetry Gathering, Guangzhou Library (Guangzhou, China)
Poetry Recitation, Modern Dance, Live Music

2022   **Kramer vs. Kramer** (Guangzhou, China)
Drama

Thirty Days (Guangzhou, China)
Drama

2020   **Resonance of Light** (Shenzhen, China)
Modern Dance, Opening Performance of the 8th Bi-City Biennale of Urbanism/Architecture in Guangming

2019   **N-Generation** (Guangzhou, China)
Modern Dance, Opening Performance of the 16th Guangdong Modern Dance Week