

Rem Rungu Lin



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Rem RunGu Lin is a digital artist and the co-founder of Bach Innovative, Funtheory/ Befun Lab. He investigates the intersections of ARVR, human-computer interaction (HCI) and brainmedia in his research and artwork. He holds a master's degree from MIT and is pursuing his PhD in Computational Media and Art at HKUST (GZ). His paper was published/accepted in SIGGRAPH, LEONARDO, SIGGRAPH Aisa, VCIBA, ISEA, IEEE VIS AP, and VINCI. His artworks were exhibited in ISEA Creative Work, DIGITAL ART CHINA, SIGGRAPH ASIA XR, Ars Electronica, IEEE VIS AP Art Gallery, VINCI Art Gallery, R.A.W!., Bi-City Biennale of Urbanism/Architecture, Shenzhen Light Art Museum and etc.

Publication

(SIGGRAPH'24) **Lin, R. R., Hu, B. A., Ke, K. Y., Wu, W., Zhang, K.** (2024, May). *Cell Space: Augmented Awareness of Intercorporeality*. Accepted to SIGGRAPH 2024 Art Papers (pp. 1-10).

(LEONARDO) **Lin, R. R., Zhou, Y., & Zhang, K.** (2024). *Cursive Calligraphy in 3d and bio-Ink*. Leonardo, 370-378. (JCR Q1)

(ISEA'24) **Lin, R. R., Ke, K. Y and Zhang, K.** (2024, February). *Dancing with(in) Your Bio-body: From Neurofeedback to Embodied Cognition*. Accepted to the 29th International Symposium on Electronic Art. 2024 (pp. 1-8).

(SIGGRAPH AISA'23) **Lin, R. R., & Zhang, K.** (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, R. R., Ke, Y., & Zhang, K.** (2023, October). *Body Cosmos: An Immersive Experience Driven by Real-Time Bio-Data*. In 2023 IEEE VIS Arts Program (VISAP) (pp. 1-7). IEEE.

(VCIBA) **Lin, R. R., & Zhang, K.** (2024, May). *A Survey of Real-Time Brainmedia in Artist Exploration*. Accepted to Visual Computing for Industry, Biomedicine, and Art (pp. 1-34). (JCR Q1)

(VINCI'23) **Lin, R. R., Ke, Y., & Zhang, K.** (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).

Exhibition

2024 *Body Cosmos*, (Brisbane, Australia), ISEA, Creative Work;

2024 *Body Cosmos*, (Hangzhou China), DIGITAL ART CHINA;

2023 *Bio Ink*, (Shenzhen), Shenzhen Light Art Museum Screening

2023 *Body Cosmos VR*, (Sydney, Australia), Siggraph Aisa, XR

2023 *Body Cosmos*, (Melbourne, Australia), IEEE VIS AP, Exhibition Track

2023 *Body Cosmos*, (Guangzhou, Guangdong), VINCI, Art Gallery

2023 *Body Cosmos*, (Linz, Austria), Ars Electronica, Campus Exhibition

2022 *Urban Symphony*, (Shenzhen), Opening Screening of the 9th Bi-City Biennale of Urbanism/Architecture

2022 *In Between*, (Shenzhen), Shenzhen Light Art Museum Screening

2021 *Coexistence and Brightness*, (Shenzhen), "Vision Shenzhen" of Shenzhen Light Art Museum Screening

Performance

2024 *Tan Dun Buddha Passion* (Macau, China), symphony, New Media Artist

2023 *Tan Dun WE-Festival* (Hong Kong, China), Opera and Dance Theatre, New Media Artist

2023 *Hai "AI"* (Shanghai, China), Rising Artists' Works (R.A.W!), New Media Artist

2023 *The Wreath of Achilles* (Foshan), Poetic Drama at Beijiao Cultural Center, New Media Artist

2022 *Kramer vs. Kramer* (Guangzhou), Drama Performance at Guangzhou Drama Art Center, New Media Art Director

2022 *Thirty Days* (Guangzhou), Drama Performance at Guangzhou Drama Art Center, New Media Art Director

2020 *Resonance of Light* (Shenzhen), Opening Performance of the 8th Bi-City Biennale of Urbanism/Architecture in Guangming District, New Media Art Director

2020 *N Generation* (Guangzhou), Opening Performance of the 16th Guangdong Modern Dance Week, New Media Art Director"