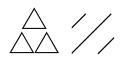


Solo Exhibition at Shanghai DUOLUN Museum of Modern ART



All art exhibition "The Love of Shanshui" will open at Shanghai DUOLUN Museum of Modern Art on 7pm January 11th, 2019. This exhibition is held by Shanghai DUOLUN Museum of Modern Art and responses to the current "". Focusing on Chinese heritage in the digital and artificial intelligence era, All artist Aven Le Zhou will present audience our traditional art forms and relevant experiences with an unique perspective of All as well as his critique thinking over the role of Al, the future of human creator and the relationship in between.

Al in Chinese Pinyin means Love. Shanshui has dual meanings, the nature(mountain and water) or the Chinese ink wash painting. The exhibition title "The Love of Shanshui" includes both elements to describe Aven's artist medium and current focuses. In his recent practices, Aven attempts to enhance amateurs with Shanshui as an expressive medium and appreciate its representative of Chinese culture and tradition. And this exhibition is curated around his most recent piece "ShanshuiDaDA". "DaDA", short for Design and Draw with Al, is a series of explorations that seek to find Al's role in traditionally human creativity centered areas, such as design and draw. By way of challenging the creator's conventional position, the artist poses the questions: Can we design Al to better collaborate with and facilitate, even enhance human creativity?



人工智能交互艺术展"乐山AI水"于2019年1月11日~2019年2月24日在上海多伦现代美术馆开幕。本次展览由上海多伦现代美术馆主办,作为正在展出的"水墨经验 II"展览项目的延伸,艺术家周乐将以人工智能的创作切入,为观者呈现在科技不断发展的当下,水墨与传统文化经验将以何种方式存在,甚而涉及人工智能与其创造者"人"之间的关系等议题来引发公众的参与和思考。

"乐山爱水"语出《洛阳伽蓝记》,原指一个人热爱自然、寄情山水。本次展览以之为题,"山水"指中国山水画,"爱"谐音AI,这两个关键元素的碰撞是AI艺术家周乐本次展览的主要关注。更进一步,周乐致力于借助人工智能帮助普通人使用"山水"进行表达并思考"山水"的意义。本次展览以《达达山水》为主体,"达达"是艺术家的独立研究项目和系列装置计划,意在探索人工智能在传统语境中由人类绝对主导的创造进程一如绘画、设计中的可能性。而选择山水这一独特的东方传统艺术形式训练的人工智能,达达山水致力于再次赋能现代人使用山水这一艺术媒介进行表达的能力。

Al art **4 ART PIECES** 4 件作品 Artificial Intelligence ART 乐山A水 The **LOVE** SHANSHUI 山水精神 达达山水 行走的山水 追逐 Chasing You! the Spirit of SHANSHUI **Aven** Le Zhou O2 Design and Draw with Al 01 03 04 2019 周乐

山水精神

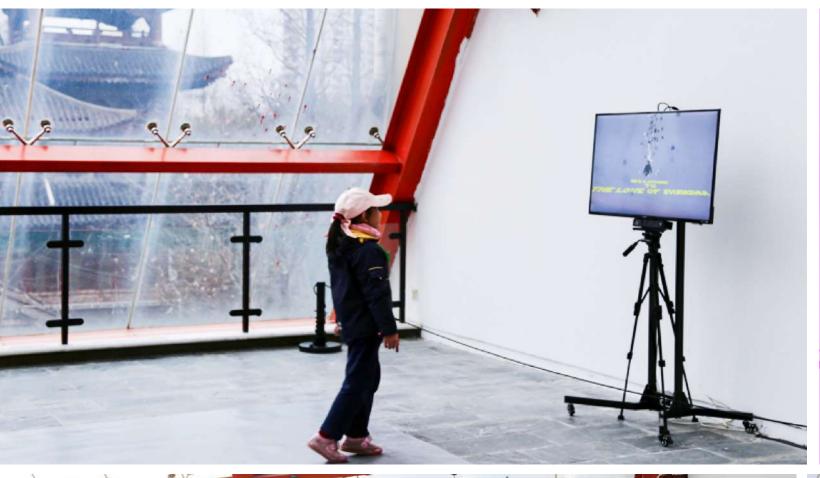
the Spirit of SHANSHUI

Medium:

Smart Particle System, Depth Capturing System, Custom Code& Software, Kinect and Screen

Description:

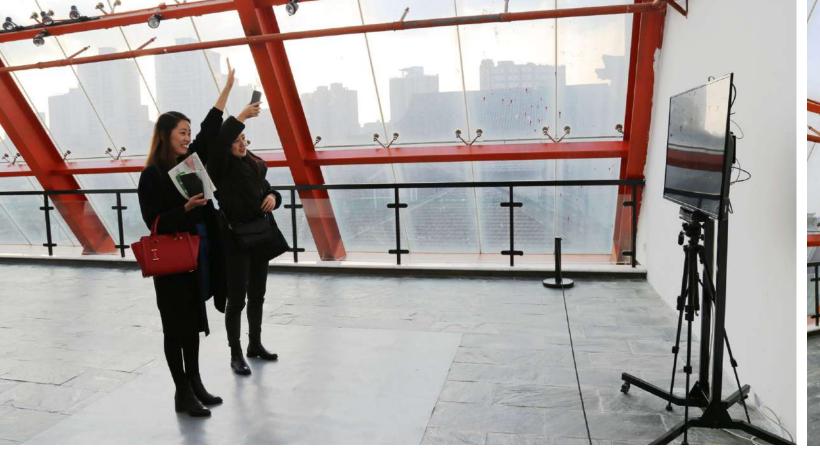
"The Spirit of Shanshui" is an interactive installation. When participants get into the interacting area, abstract geometry symbolized for mountain and water will generate real-time from/upon their head and jump, bounce and fall. This installation works as a prequel or a supplementary piece to "ShanshuiDaDA", it utilizes visual simulation to express the artist's opinion- the spirit of Shanshui has always been there and the missing part is just the technique to draw Shanshui, and Shanshui-Da-DA will help us to express and continue this eastern tradition.



















Description:

参与者进入交互区域(地垫界定),静立、行走或者舞动跳跃,亦或挥动双手等任何创意的动作,其山水 精神(抽象地代表山水的几何元素体)将呼应迸发并跟随你舞动。



02.I



达达山水A ShanshuiDaDA

Medium:

Artificial Intelligence, Cycle-GAN, Custom Shanshui Dataset, Custom Software, Infrared Tracking, Wireless Projection, Tablet and TV

Description:

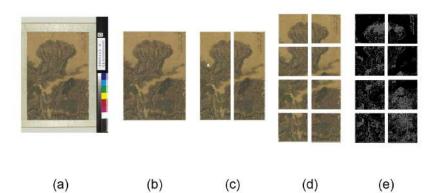
Shanshui -DaDA is an interactive artificial intelligence. This installation utilizes AI technology in helping amateur participants realize traditional style Chinese landscape paintings. The audience is invited to sketch the a simple line drawing representation of their ideal landscape painting in the software interface, through calculation, DaDA will generate a Chinese Shanshui painting based on the structures drawn by the user. Shanshui -DaDA is the first of a series of explorations that seek to find Al's role in traditionally human creativity centered areas. By way of challenging the creator's conventional position, the artist poses the questions: Can we design AI to better collaborate with and facilitate, even enhance human creativity?

Tablet and TV











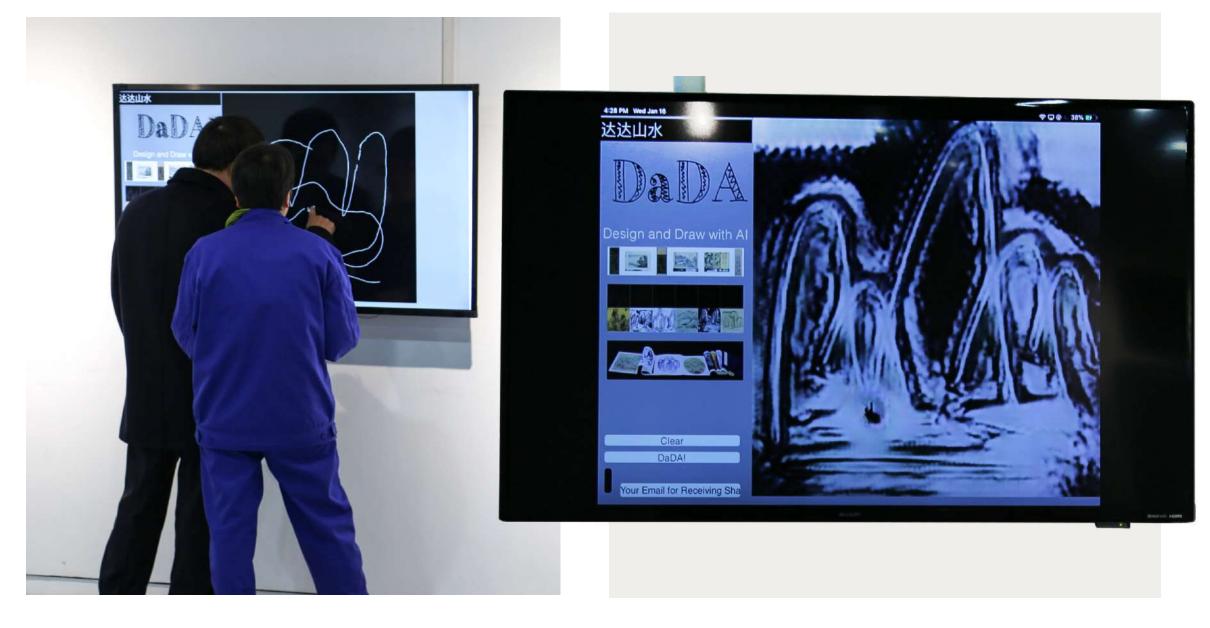




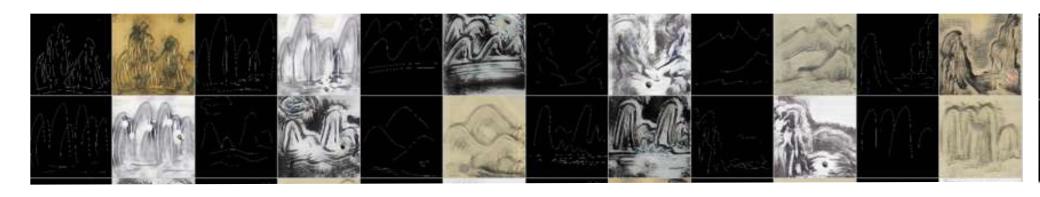
02.I



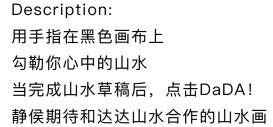




达达山水A ShanshuiDaDA









02.2



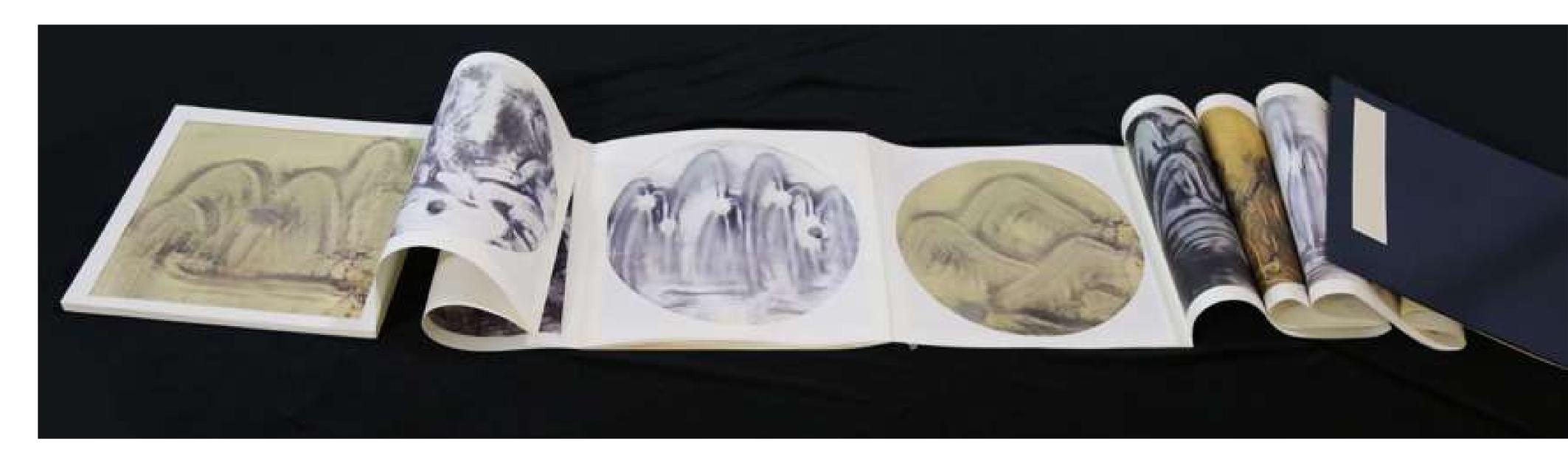


Medium:

Public Participation, Shanshui-DaDA, Human Machine Cooperation, Rice Paper Prints

Description:

Shanshui -DaDA is an interactive artificial intelligence. This installation utilizes AI technology in helping amateur participants realize traditional style Chinese landscape paintings. The audience is invited to sketch the a simple line drawing representation of their ideal landscape painting in the software interface, through calculation, DaDA will generate a Chinese Shanshui painting based on the structures drawn by the user. Shanshui -DaDA is the first of a series of explorations that seek to find Al's role in traditionally human creativity centered areas. By way of challenging the creator's conventional position, the artist poses the questions: Can we design AI to better collaborate with and facilitate, even enhance human creativity?









行走的山水

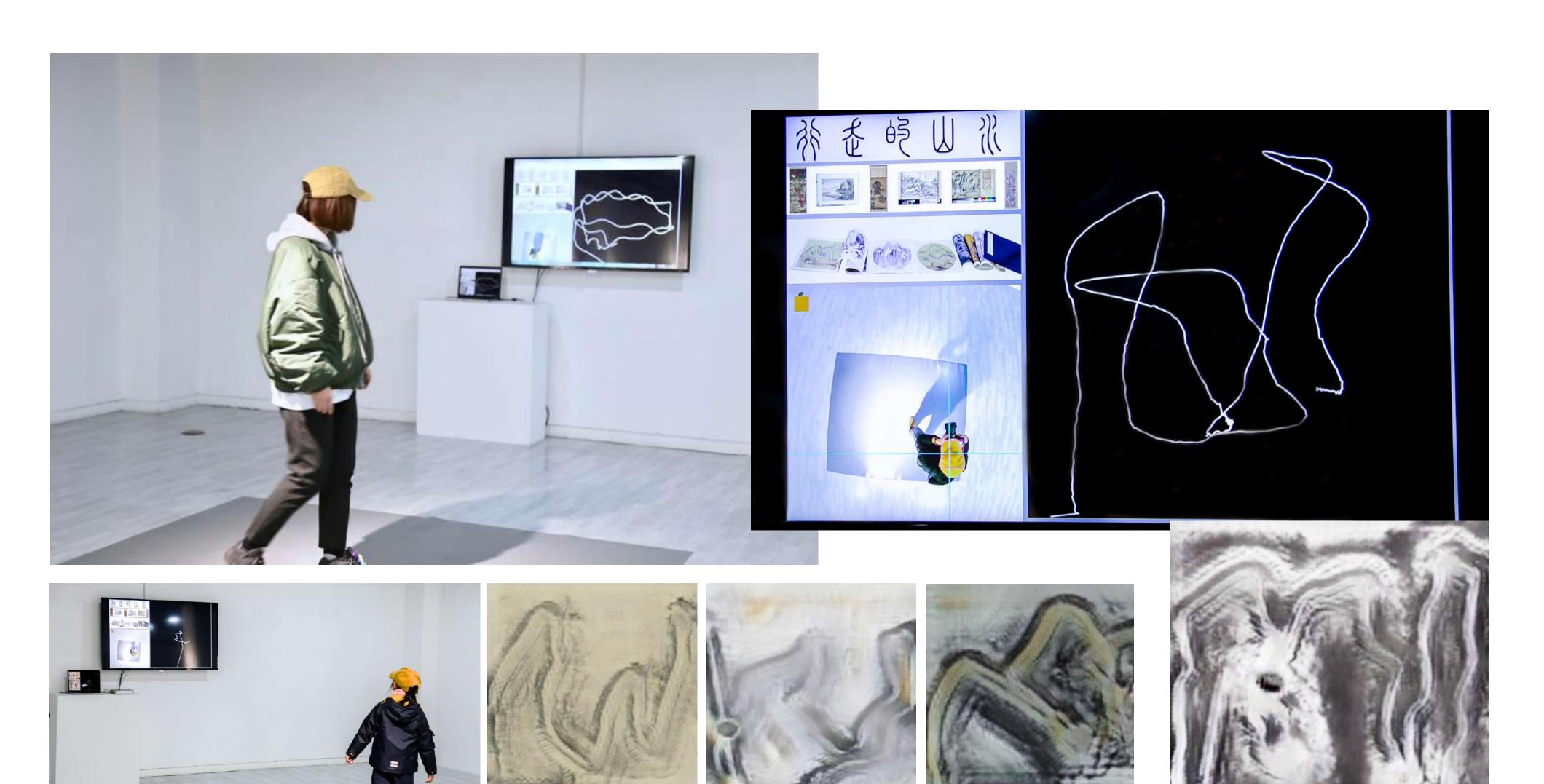
Walking Through SHANSHUI

Medium:

Smart Particle System, Color Tracking, Custom Software, Webcam and TV

Description:

"Walking through Shanshui" as an interactive installation is an extension and explanation of "Shanshui-DaDA". Participants will put on the hat artist prepared and walk in the interacting zone. The system will track and record the path on a canvas, send the sketch to Shanshui-DaDA and create a Chinese Shanshui accordingly. Shanshui represents the nature in a semi-abstract way, a long scroll of Shanshui will even has multiple perspectives and consequently change based on the content. It's more a collage of journeys or even imaginations. To connect the experience and the creation of Shanshui becomes the initial goal.







Medium:

Smart Particle System, Face Tracking, Custom Software, Webcam and iMac

Description:

"Chasing You!" is a smart particle system and interactive installation. When audiences walk in the space, the system "sees" and "follows" their faces then present them as a dynamic painting. Rather than participants conduct the interaction or control the system, the artist tries to grant the smart agent right to "chase" human player and poses the question: Should and could machines own authority in the relationship with human? The installation consists of 3 sub-systems. Each is a smart particle system collaborate with a face tracking unit to chase human faces, the drawing styles varies and utilize the primary computer graphic elements dot, line and surface accordingly.









