

JINGWEN LIANG
Mai Jiang
EKUA

**DISCONTINUOUS
REALITY**

- 0 INTRODUCE**
- 1 MAP**
- 2 MAI JIANG**
- 3 JINGWEN LIANG**
- 4 EKUA**
- 5 INFORMATION**

INTRODUCE

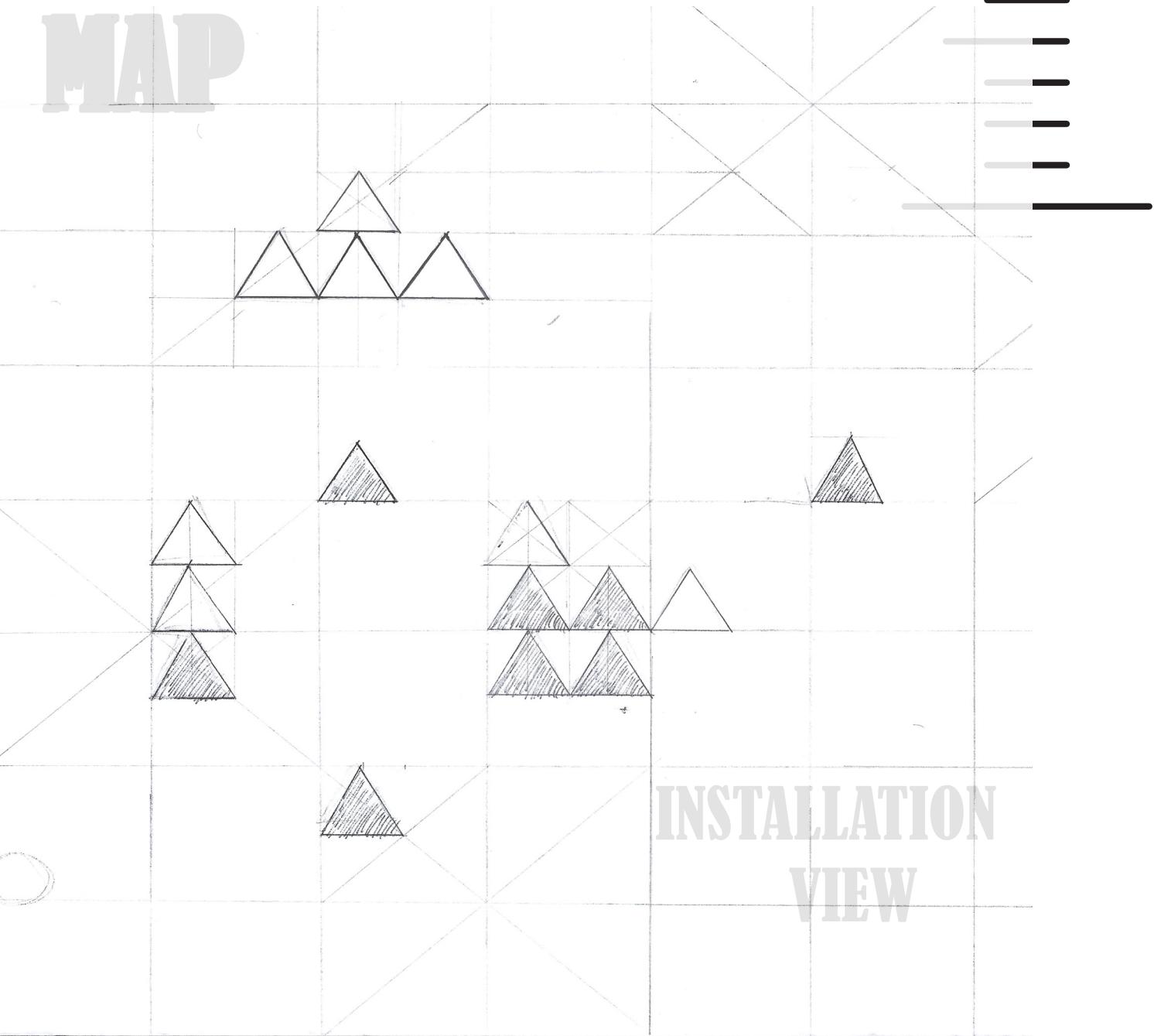
Digital film editing has revolutionized the post-production process. The project originated by a group of filmmakers who wanted to explore the possibilities of digital editing through a synergistic combination of computer and developer expertise. The final work exhibited several ways the film editor can allow themselves to express their vision through the computer. The project aims to demonstrate the power of digital editing and its potential to revolutionize the way we tell stories. The final work exhibited on screen and media art center includes several different projects, each showcasing a different aspect of digital editing. The projects range from simple color correction and basic effects to complex multi-camera editing and motion tracking. The final work is a collection of short films, each telling a unique story through the power of digital editing.

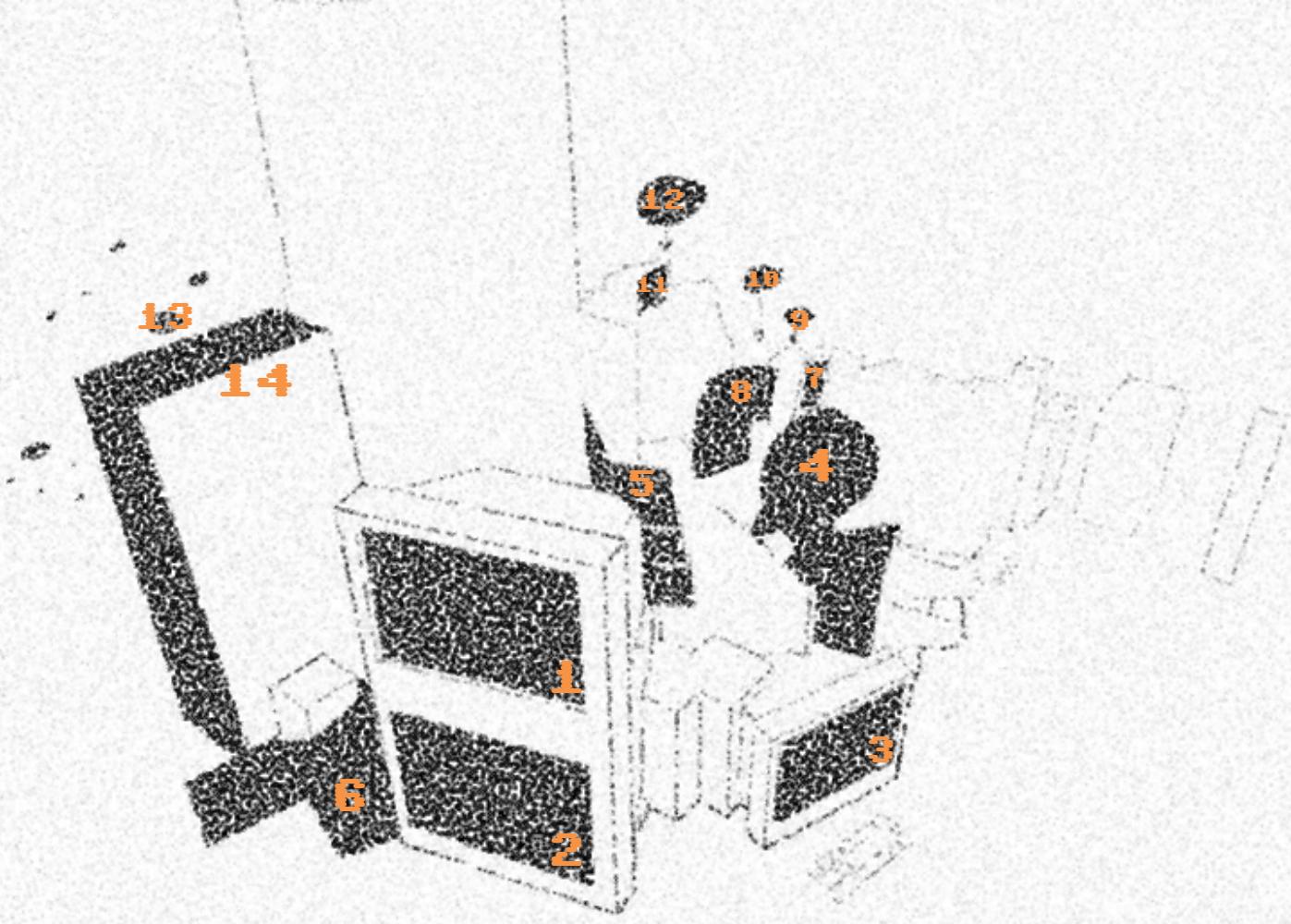
Ma Liang & Jingwen Liang are a student artist duo dedicated to the exploration of multimedia art, combining photoediting, rawing image, digital culture and cutting-edge digital technology. Their works explore a range of themes including post-humanism and new landscape. In the case of artists' east-asia cultural background, the work shows Liang's discussion of the social divide phenomenon faced by Asian communities affected by rural development and Liang's exploration of personal memorize journey which taking her back to east-asia.

Liang & Liang have been working for their collaborative approach with the goal of discovering expressive virtual exhibition methods, and engage in discourse regarding the potential impact of the internet on reshaping and expanding reality.

The exhibition shows the recent practice of the artist collaboration with the unique perspective from non-hierarchical spaces, devoid of temporal and spatial constraints. In the context of the evolving of web3 technology, the artists concentrate their efforts on advancing the boundaries of artistic expression within the contemporary discourse of art.

MAP





Mai Jiang

- 1 'Discontinuous Landscape-1' Moving image
- 2 'Discontinuous Landscape-2' Moving image
- 3 'Hakodate Station' photography
- 10 'Hakodate Station Sign' 3D scan
- 11 'Discontinuous Reality Poster' Moving image
- 12 'Discontinuous Landscape-3' Moving image
- 13 'Landscape Pointcloud' 3D scan
- 14 'Discontinuous Landscape-4' Moving image

Jingwen Liang

- 3 'Experimental video' Video
- 4 'Ekua Computer interface Display' 3D sculpture
- 5 'Compromised Computer' 3D scan digital painting
- 6 'VR Magic' 3D scan digital Painting
- 7 'Otherworldly Station' 3D scan digital Painting
- 8 'Imaginary desk' 3D scan digital painting



MAI JIANG

Photographer working with movement and memory, Mai Jiang photographs and creates artworks that connect photographic memory with the creation of geological models based on sense and memory. Through her practice of photographing, Mai Jiang attempts to answer questions about photography through images. Mai Jiang's work is inspired by her journeys and combines local landscape with memories, experiences and personal stories gathered from her journeys. Her works are intent on visualizing moments in photography that disappear in memory over time from a private and quiet point of view.

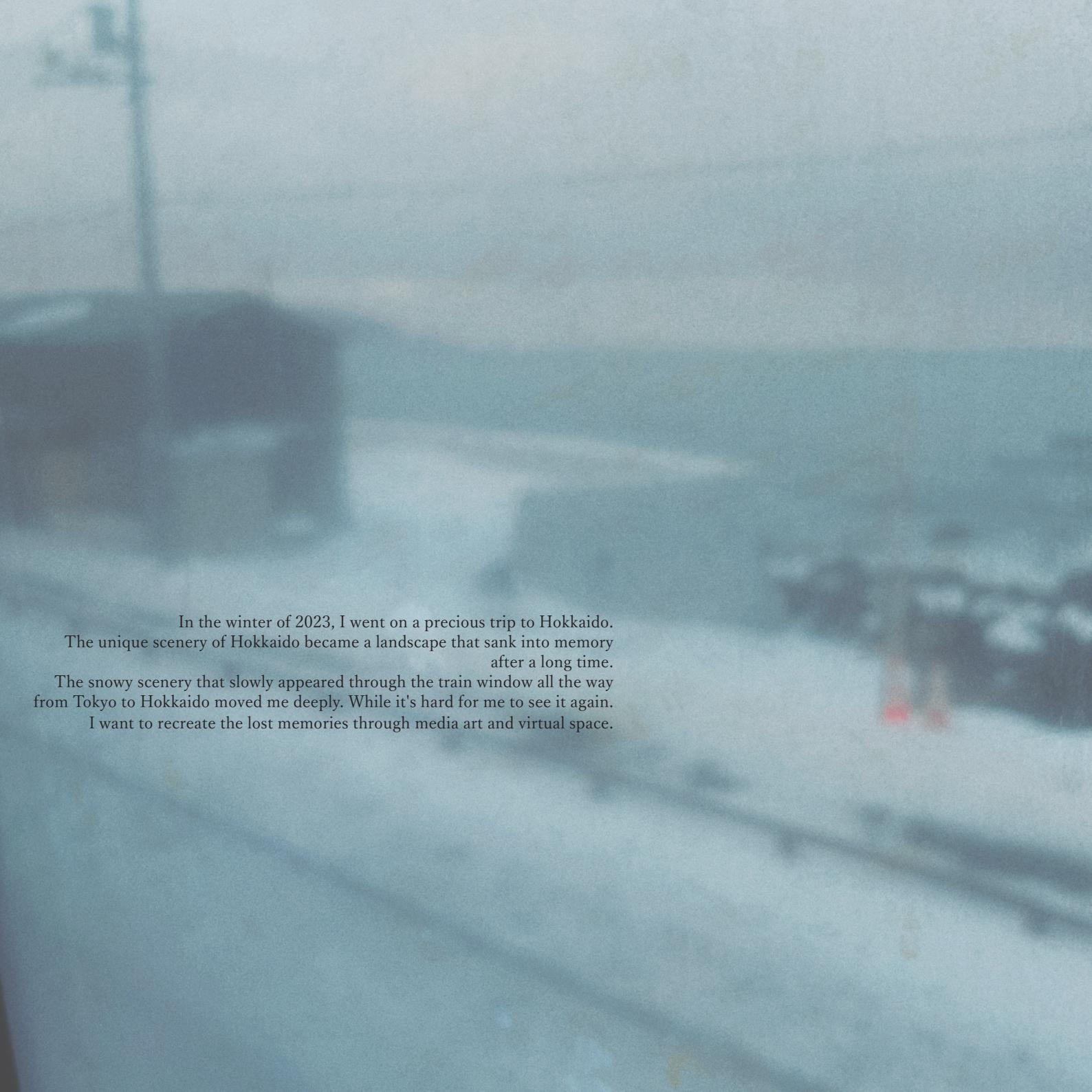
Who owns the memory?
What is a landscape?

誰が記憶を所有するのか？ 風景とは何ですか？

What could we memorize?

私は何を覚えられますか？

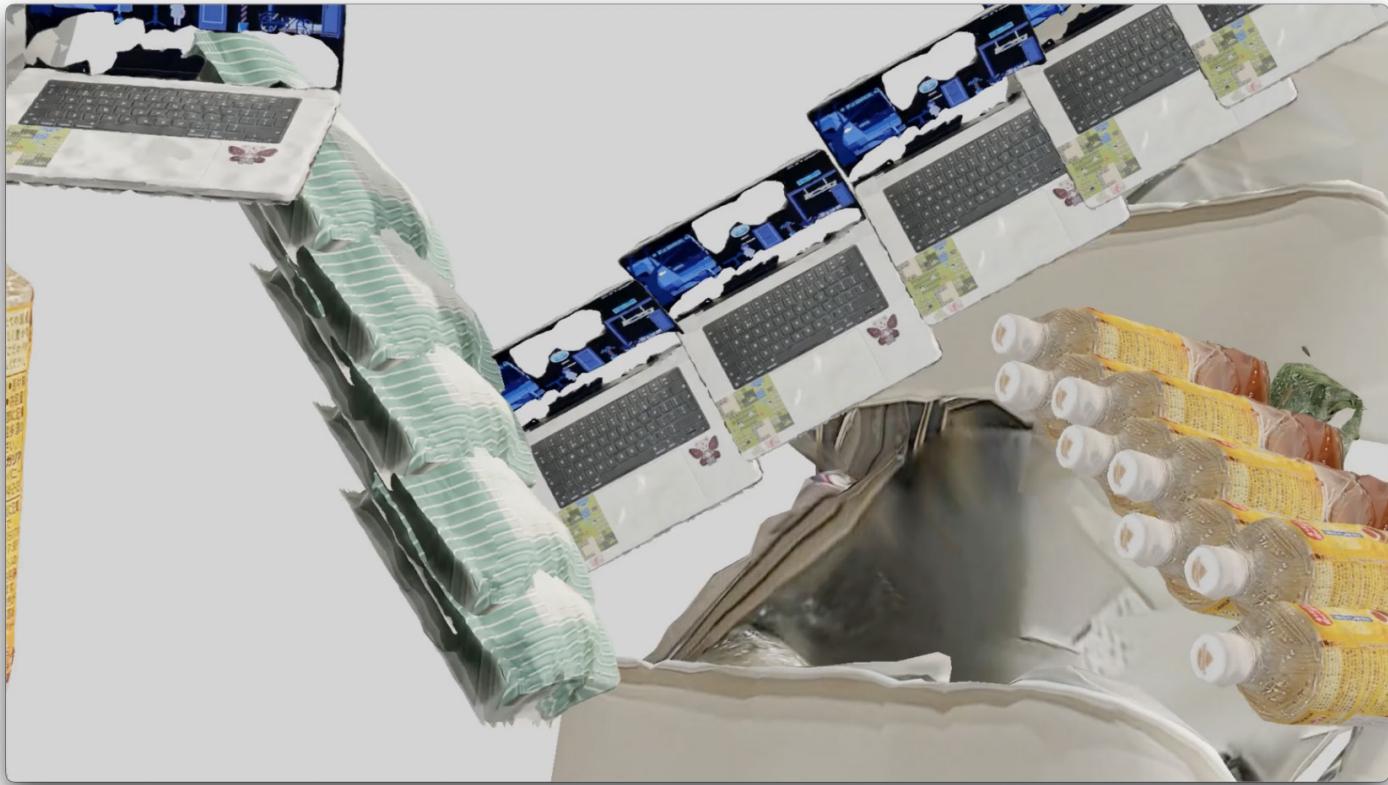




In the winter of 2023, I went on a precious trip to Hokkaido.
The unique scenery of Hokkaido became a landscape that sank into memory
after a long time.

The snowy scenery that slowly appeared through the train window all the way
from Tokyo to Hokkaido moved me deeply. While it's hard for me to see it again.

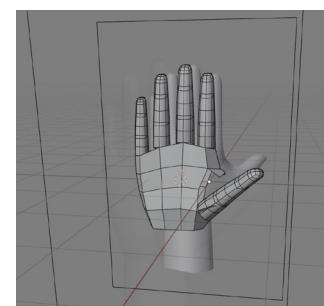
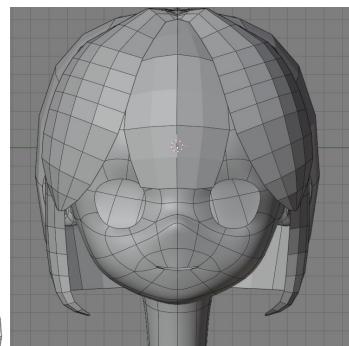
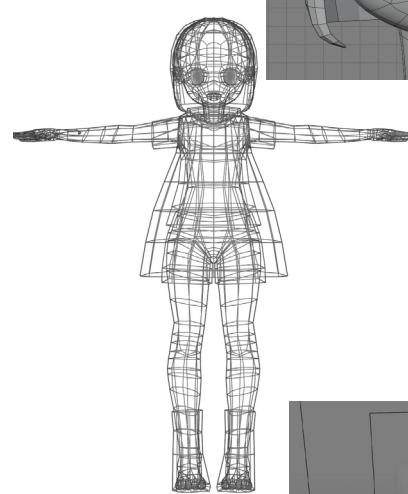
I want to recreate the lost memories through media art and virtual space.



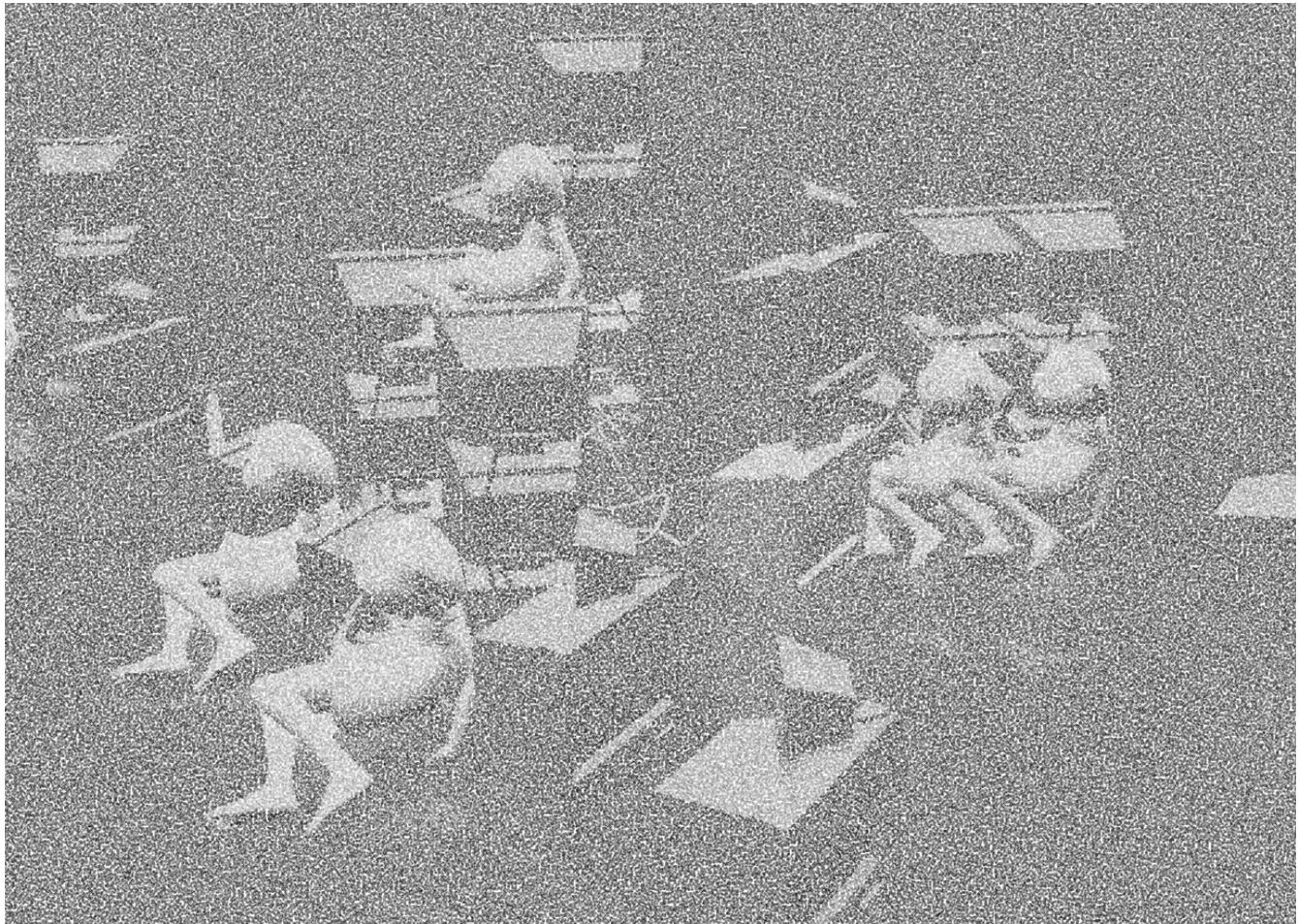
JINGWEN LIANG

Jingwen Liang, currently based in London, is a Concept Artist working for Multi-Platform and Multi-disciplinary inquiry. Her work focuses on the exploration of new technology and values around human identity. Jingwen has worked on the *Cloud Computing* project with the purpose of exploring the existence and development of new existentielism, and devising on how the development of Web3 has given rise to a vision of new territories that counter colonialism and capitalism. Jingwen's work shows her promotion of the expansion of artistic boundaries in the contemporary art discourse. Jingwen's current work discusses about the social difficulties faced by Asian communities affected by technological development.

“現実から逃げたいですか？”



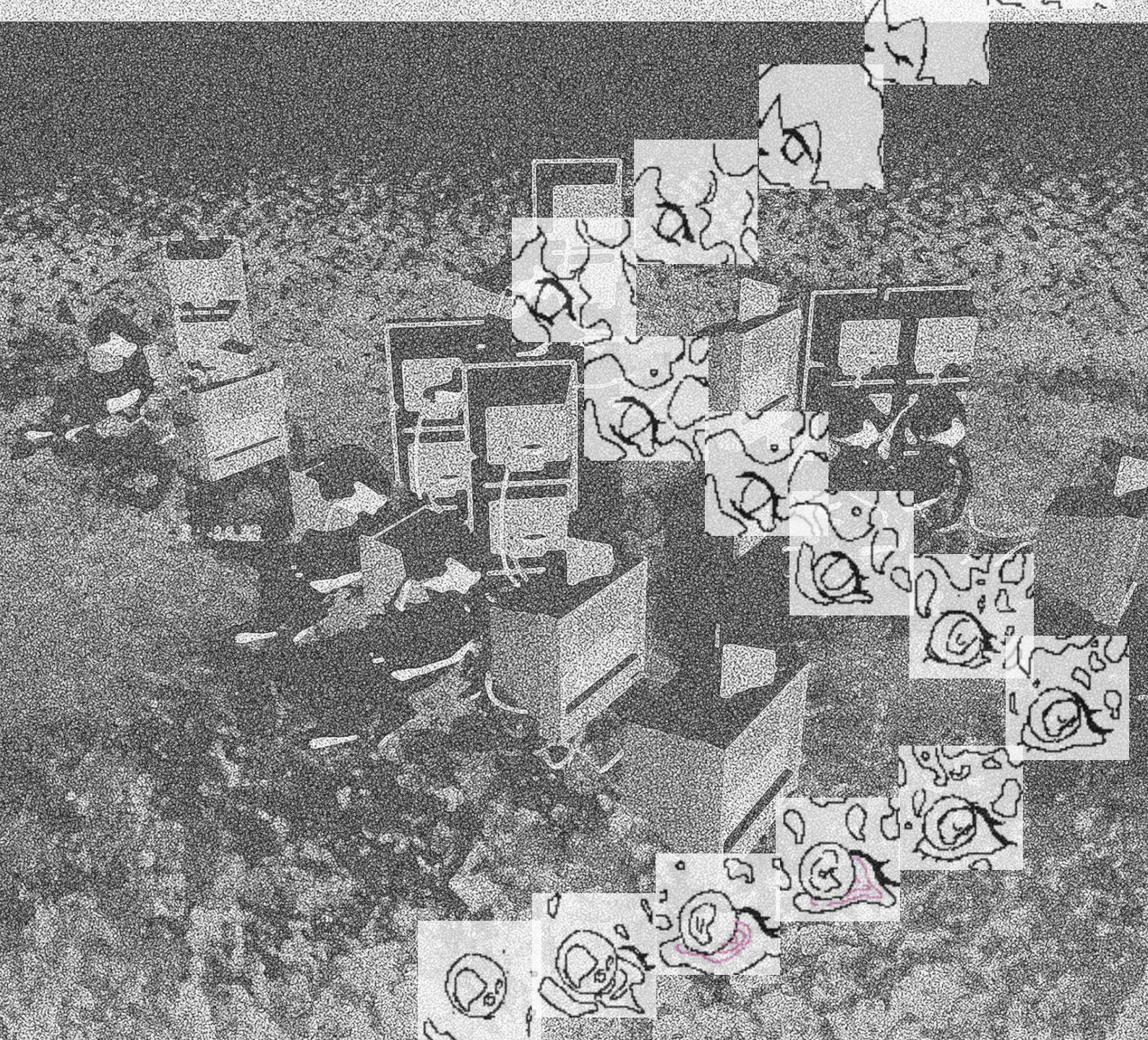
“この現実から逃げたいですか？”

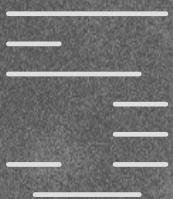


Ekua

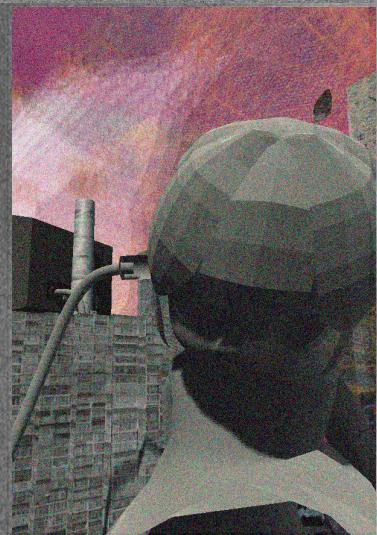
Ekua is a cursed participant in online identity. ‘The other side of the curse is the blessing’ is how Ekua describes the technological development of the Internet, and Ekua confronts current situation with the same attitude. Ekua explores the possibilities of the Internet’s extended reality in her own particular capacity, combining post-humanism and cyborgs to create a performance art practice that explores how the existence and life of virtual identities can survive in the outside world from the internet perspective.

This is not the superior catalogue
of the real world, but neither a
curse. So shall we live together since
now?





IBM INFORMATION



サムネイル



サムネイル



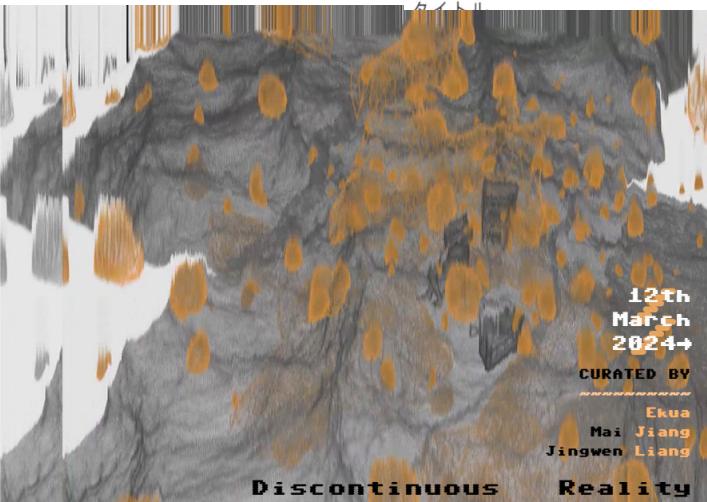
サムネイル



サムネイル



DISCONTINUOUS
REALITY



Organizer | Mai Jiang&Jingwen Liang
Platform support| STYLY
Zine design | MAI JIANG
Poster design | MAI JIANG
Website design | JINGWEN LIANG
Virtual exhibition production| MAI JIANG
& JINGWEN LIANG
This zine is a support for:
UAL CHELSEA BA FINE ART 2023-2024 UNIT 7
OFF-SITE SHOW
'LIKE TILES IN A POOL'
EDINBURGH COLLEGE OF ART 3RD YEAR SHOW



THE UNIVERSITY of EDINBURGH
Edinburgh College of Art

ual: university
of the arts
london
chelsea