

About

Zhengzhou & Zhengyang Huang

We are Zhengyang and Zhengzhou Huang, a twin artist duo based in Los Angeles. With mediums such as animation, game, web and physical objects, we create stories, interaction and speculative situations to reimagine new roles and relationships with our rapidly changing digital reality. Essentially, our work joins the never-ending effort to create interfaces and channels that bridge the emerging digital phenomena with daily tangible experiences.

We have shown our most recent works at AT HOME, IKEA Residency Closing Show, Fermynwoods Contemporary Art, Society for Literature, Science and the Arts at University of Michigan, Plicnik Space Initiative and University of California, Los Angeles.

2023

Game Download: [Windows](#) / [Mac](#)

Web: [Obuo.github.io/fire/](https://obuo.github.io/fire/)

Video Documentation:
vimeo.com/913210116

Fire

Medium: Plywood, Laser Etching,
3D Demo made with Unity3D, Website

Fire is a speculative project introducing a GPU kit made of wood for AI training, in a future where mineral-based GPUs are scarce. *Fire* GPU kit consists of wood panel sets etched with AI model algorithms and training data. *Fire* imposes a unique constraint on GPU technology and AI training: each kit can only 'burn' once, with the amount of wood burned determining the data the AI can learn. This project emphasizes the need for meticulous data usage and extensive AI training.

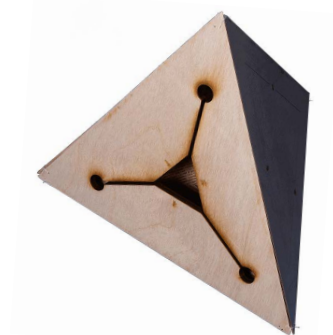
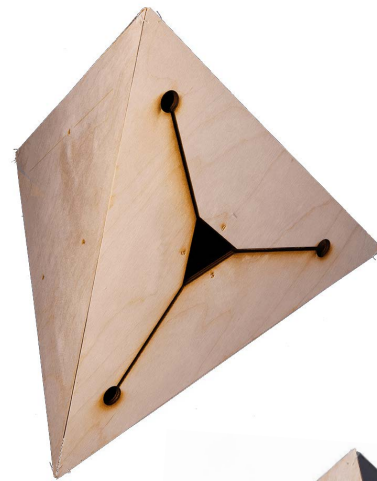
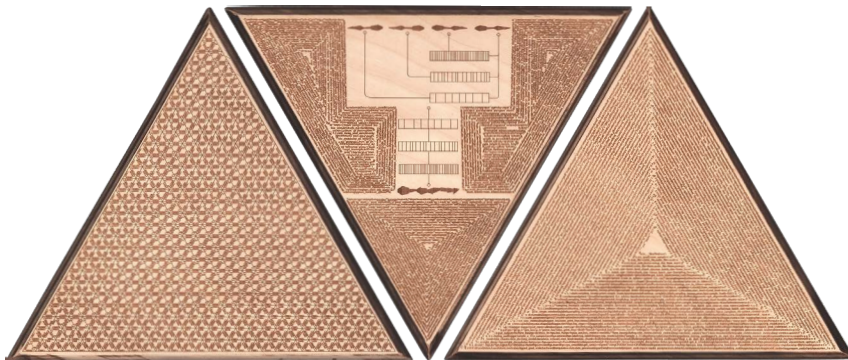
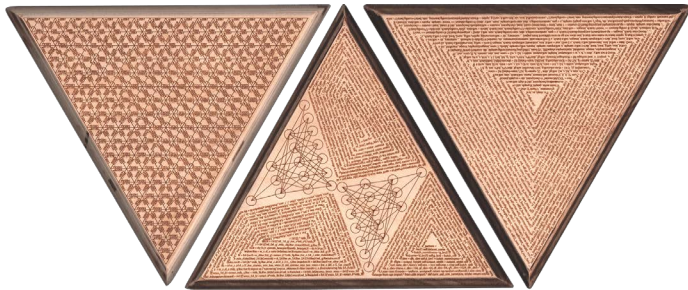
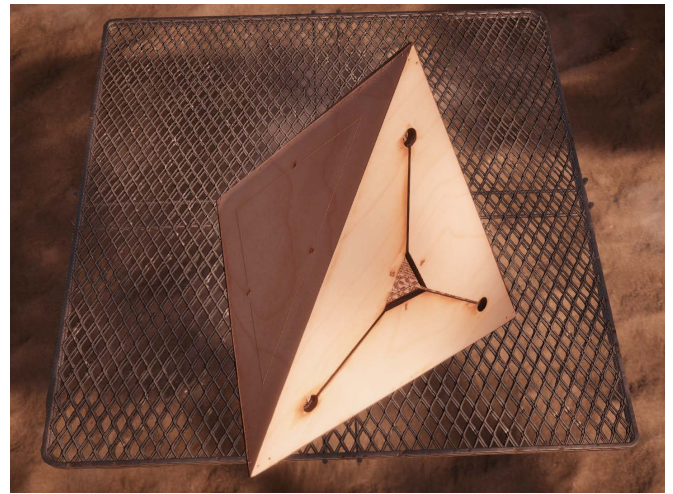
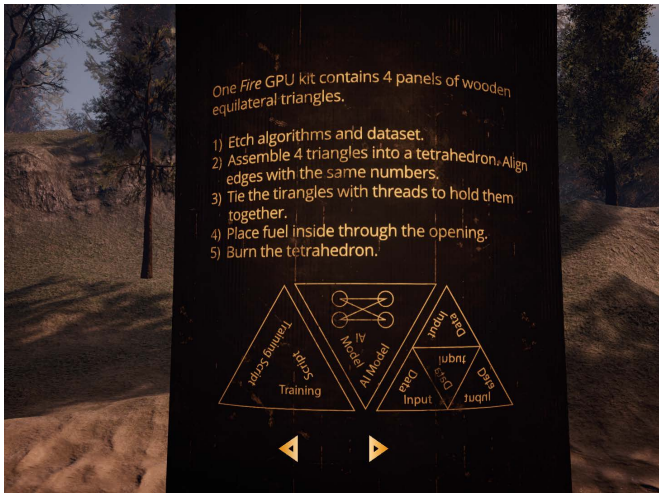
Fire is presented as an interactive demo and a product website to showcase the whole process of using *Fire* GPU kits.



Screenshots of Interactive 3D Demo



Screenshots of Interactive 3D Demo



Physical Fire GPU Sets

2021

Web: nuobh.github.io/
Video Documentation:
vimeo.com/913215865

Water

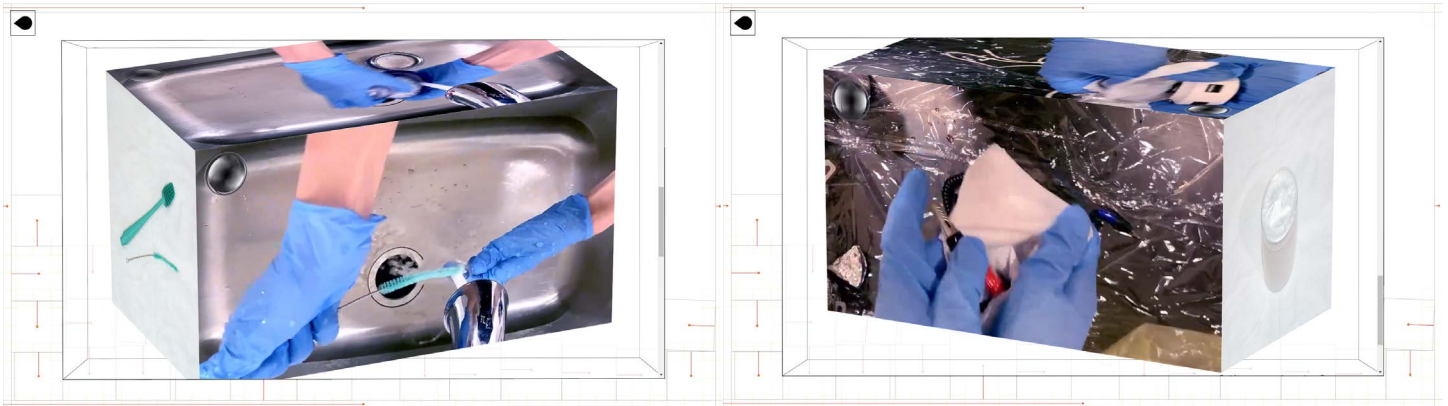
Medium: Website, Performance, Illustrations,
Water, Aluminum Foil, Metal Mesh, Electronics

Water is a speculative project, designing an alternate data storing and sharing method using water. This project is inspired by the homeopathic practice of “Water Memory” in which people researched and believed that water carries and transmits information, including emotion. Our project imagines an unstable data-structure existing between the volatile liquid molecules. *Water* introduces an ambiguous and physical interface with data, exploring new relationships with one’s own data.

This project consists of demo videos, participant involvement, and a documentation website. We documented the entire performance on how to transfer data from a regular USB drive into water and how we prevented the data being polluted with noise signals during the process.

Here are the 5 steps of data transfer:

(1) Clean equipment



(2) Select types of water as a storage base for data transfer



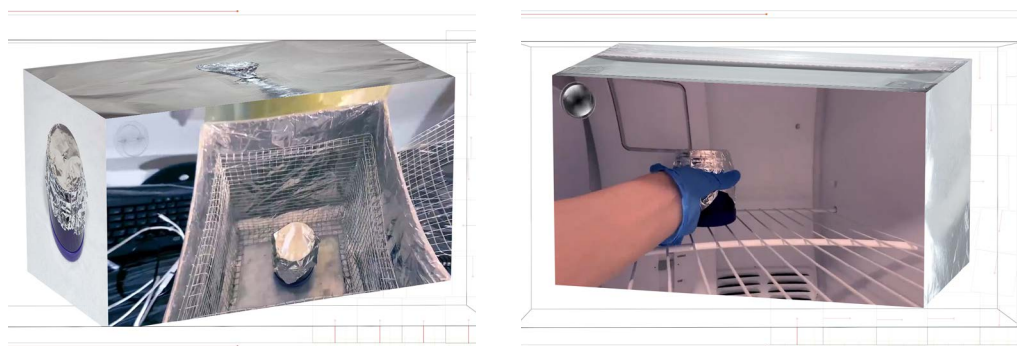
(3) Set up equipment including double faraday cages, wire clips, a container, and a USB drive



(4) Transfer data to water with the help of electromagnetic radiation



(5) Store data-infused water in the freezer



Participants' Documentation

We invited participants to transfer their data into water. They sent us their data on USB drives, and after completing all five steps, we returned the final frozen water to them by mail.



2023

Digital Twin

Video Work:

Digital Twin - Freshly Produced

vimeo.com/913218049

GAN Animation

shorturl.at/5mXUn

Digital Twin is a project we started in 2023 to create a digital piglet character, modeled from a childhood pig plushie shared by us growing up as twins. The piglet acts as our “third twin” and also a public “twin” for everyone. On one hand, the piglet is connected to our personal decisions and life as twins. On the other hand, we pondered upon the similarities between the twinning process of siblings and how AI learns from and adapts to users. The user-AI relationship is a cycle of reincarnation: users generate data, which is analyzed by AI to offer personalized experiences and predictions, bringing the AI closer to users in a specific context with some unpredictability. It can be said that:

Data, Context, Feedback

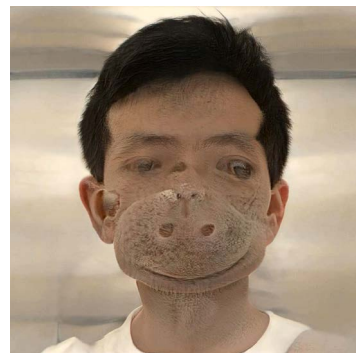
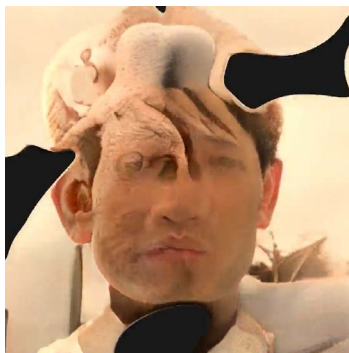


Users \approx AI

With these two intertwining ideas, *Digital Twin* explores the interconnectedness of individual memories and public events, pooled in datasets, analyzed by AI, and personalized by us.



Video Stills



2024

Secondhand Life

Digital

Twin

Series

Game Download:

[zhuclever.itch.io/](https://zhuclever.itch.io/secondhand-life)

[secondhand-life](https://zhuclever.itch.io/secondhand-life)

Video Documentation:

vimeo.com/950610237

Medium: Unity Game Engine, ChatGPT-4,
Stable Diffusion, Text-to-Speech

Secondhand Life is a game responding to Wendy W Fok's research "Live With Data," where data servers are integrated into furniture, bringing people closer to data.

Secondhand Life imagines a future where this furniture is sold in secondhand markets. In the game, you play as a secondhand furniture collector who acquires these pieces, hacks into the data servers, and lives vicariously through the former owner's data.

Secondhand Life explores not just acquiring secondhand furniture but also secondhand data. Essentially we ask:

- How much do we truly own our data?
- To what degree can we own other's data?
- Is physical access to our data important?
- How much does data shape our life stories and vice versa?





It looks different to you, doesn't it?



If you find a way to hack into the servers,



I ride the monorail a lot,



Click to Start



- Restart -

2024

Video:

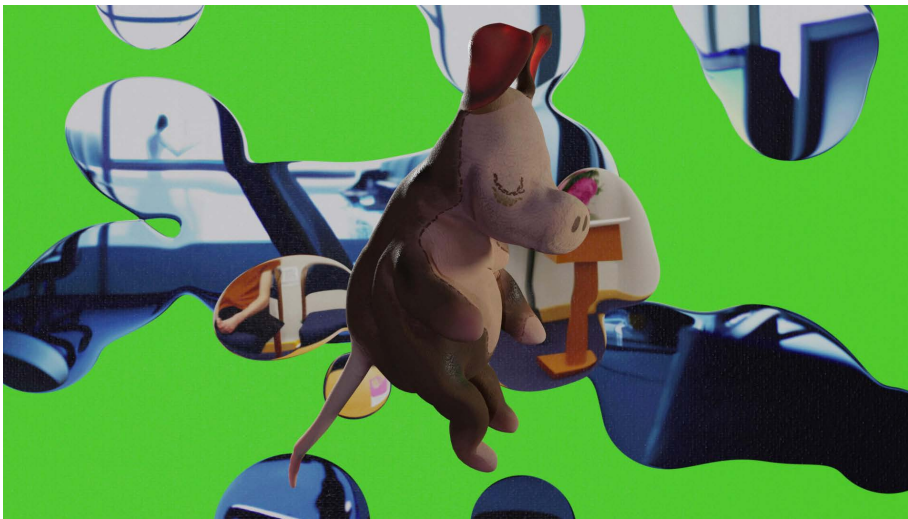
vimeo.com/913213044

Our Agent

Digital Twin Series

Medium: 3D Animation

Our Agent is a work-in-progress project, created during China's COVID lockdown, amidst online/offline protests, and personal dilemmas including visa sponsorship, familial expectations, career paths, romantic relationships, and closeted identities. In this video project, the digital pig serves as a surrogate agent, experiencing possible life events such as lockdowns, overworking in tech, artist fame, marriages, coming out, and family gatherings. Each life event was generated by OpenAI DALL·E, drawing from vast datasets. Ultimately, the digital pig becomes the agent to act for all of us whose lives were fed into AI generative models.



Video Stills



2020

Video Documentation:
vimeo.com/913370819

Pigxell

Medium: Unity Game Engine

Pigxell is a combination of performance and online game, where players purchase digital furniture to decorate virtual spaces. Here, creativity knows no bounds as players curate their virtual abodes with a plethora of decor options. In a departure from conventional lifestyle games, Players must trade personal images of their body parts (eyes, nose, ears, mouth, hands, feet) with the seller “pigxell” to acquire corresponding furniture. *Pigxell* challenges players to re-examine the concept of ownership and privacy under a system designed for greedy data collection.

