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Born 1995 in China

China Academy of Art
BFA, Public Art (Sculpture)
2013-2017

UFO Media Lab
Member
2017-2018

My current research interest focuses on creative practices inspired and facilitated by virtual space technologies and the possibilities it might bring to contemporary art, especially the exhibition and presentation. The objective is to further explore the meaning of reality by virtue of the advantages of virtuality and to emancipate presentation from the real-world physics, geographical restrictions and physical forms. My practice includes drawing, sculpture, performance, video, installation, 3D modelling and rendering, music, etc.

The concerns for virtual reality and virtual environment bear the impact of my early creative trajectory surrounding the relationship between man and their environments. As the focus gradually shifts towards technologies, this early concern with the human condition has also persisted. My current art practice explores daily situations surrounded by the digital world, stressing the mixed quality of reality.

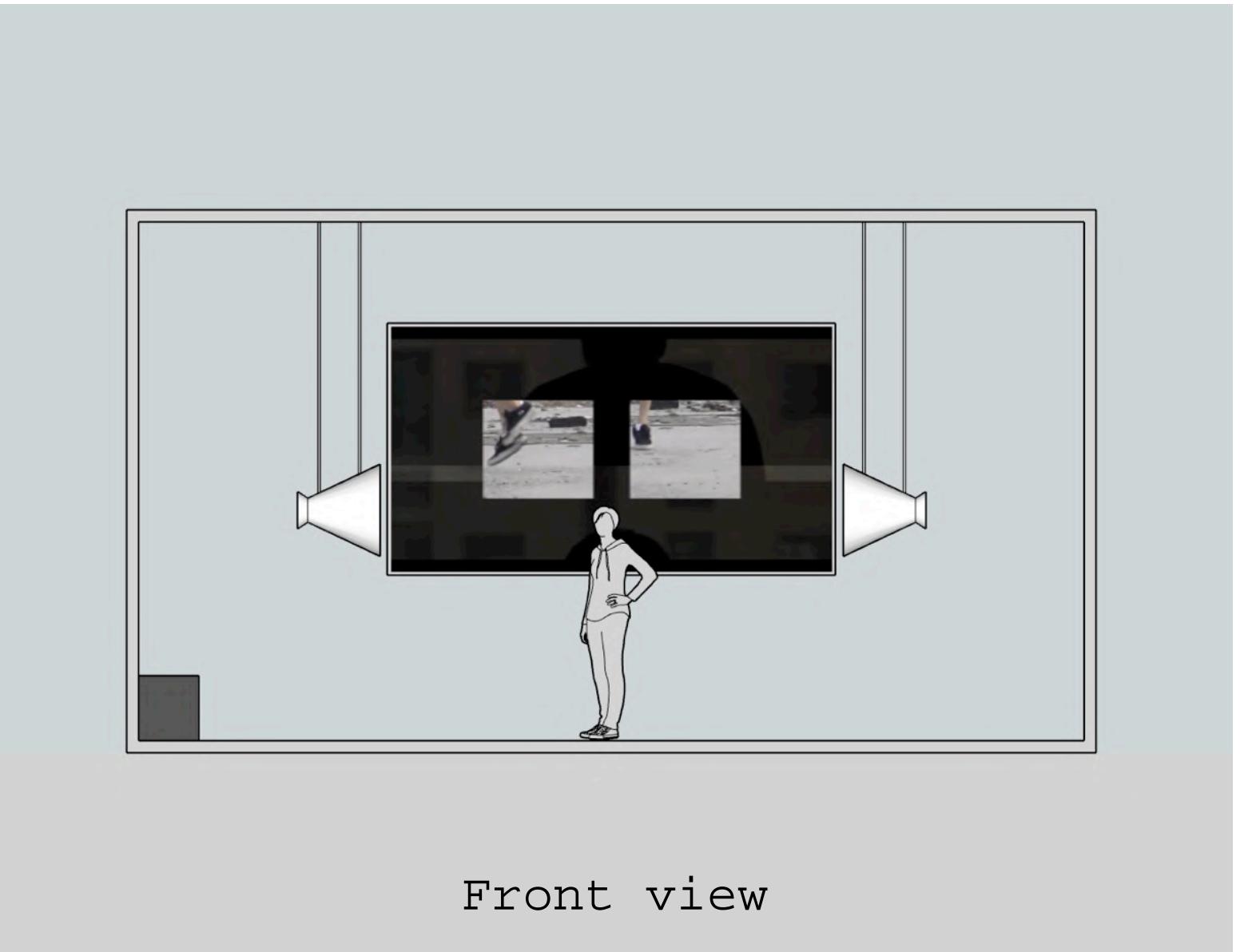
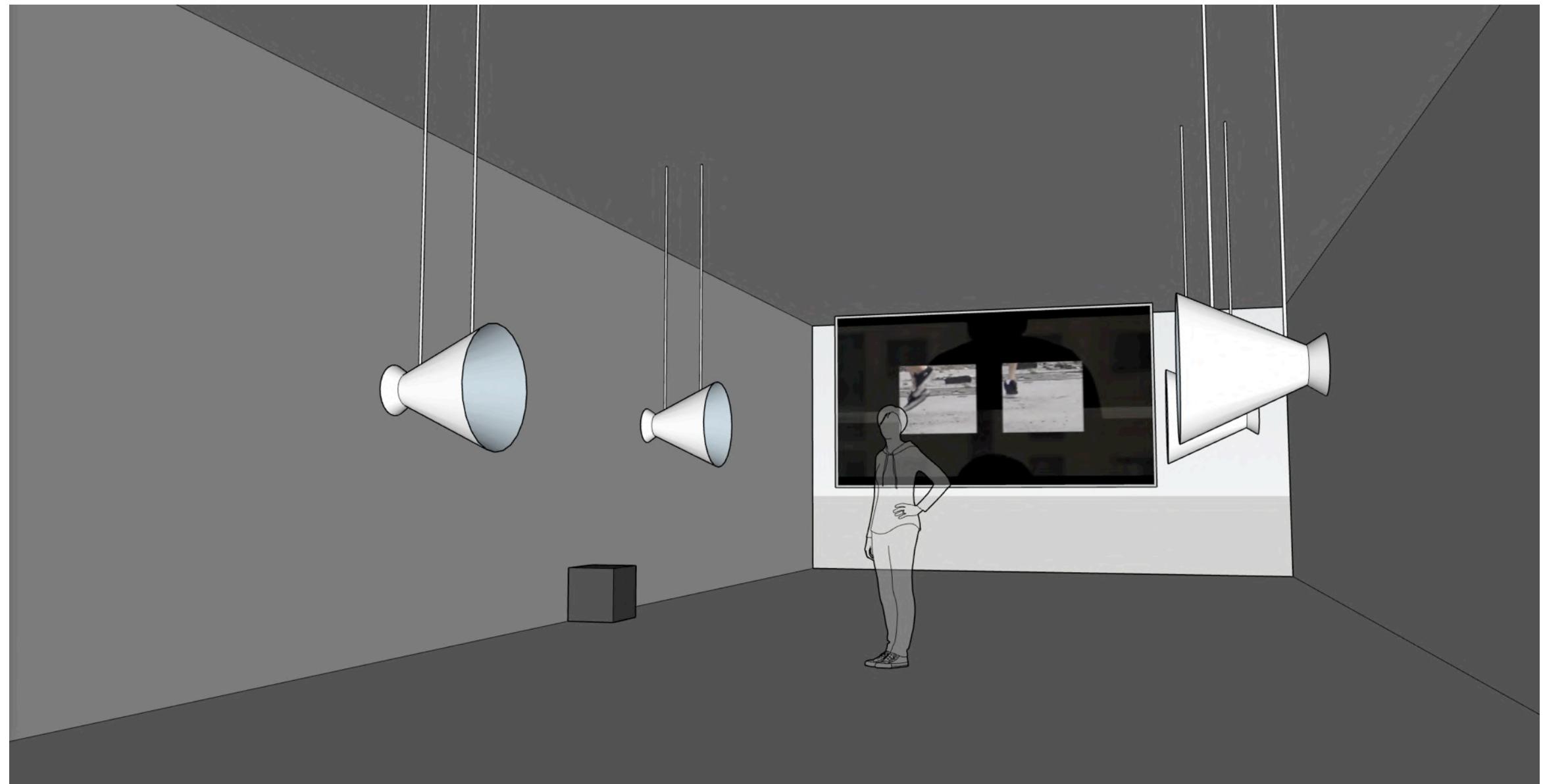
The audio track in this work comes from call-in broadcasting programmes. Programmes that answer the callers' health issues have experts of the related fields as the host or hostess. Supposedly so are programmes that answer questions about personal lives, relationship conflicts between husband and wife, daughter-in-law and mother-in-law, etc. The hosts and hostesses have strong broadcasting styles which manifest in their tones and approaches in resolving the questions. Some are soft. Some spur the callers on, pushing them to be more determined. The host or hostess also needs to control a certain rhythm for a programme effect.

Dialogues collected from two genres of broadcasting programmes - "Healthcare for the Elderly" and "Intimate Relationships" - are mixed and edited. By sampling and mixing, the audio-visual work breaks and accentuates the broadcasted dialogues' rhythms that react to or are in themselves a manifestation of a prevalent desire for a "cure".



Pharmacy (大药房)

Single-channel video loop, 2019
Video link: <https://vimeo.com/339130460>



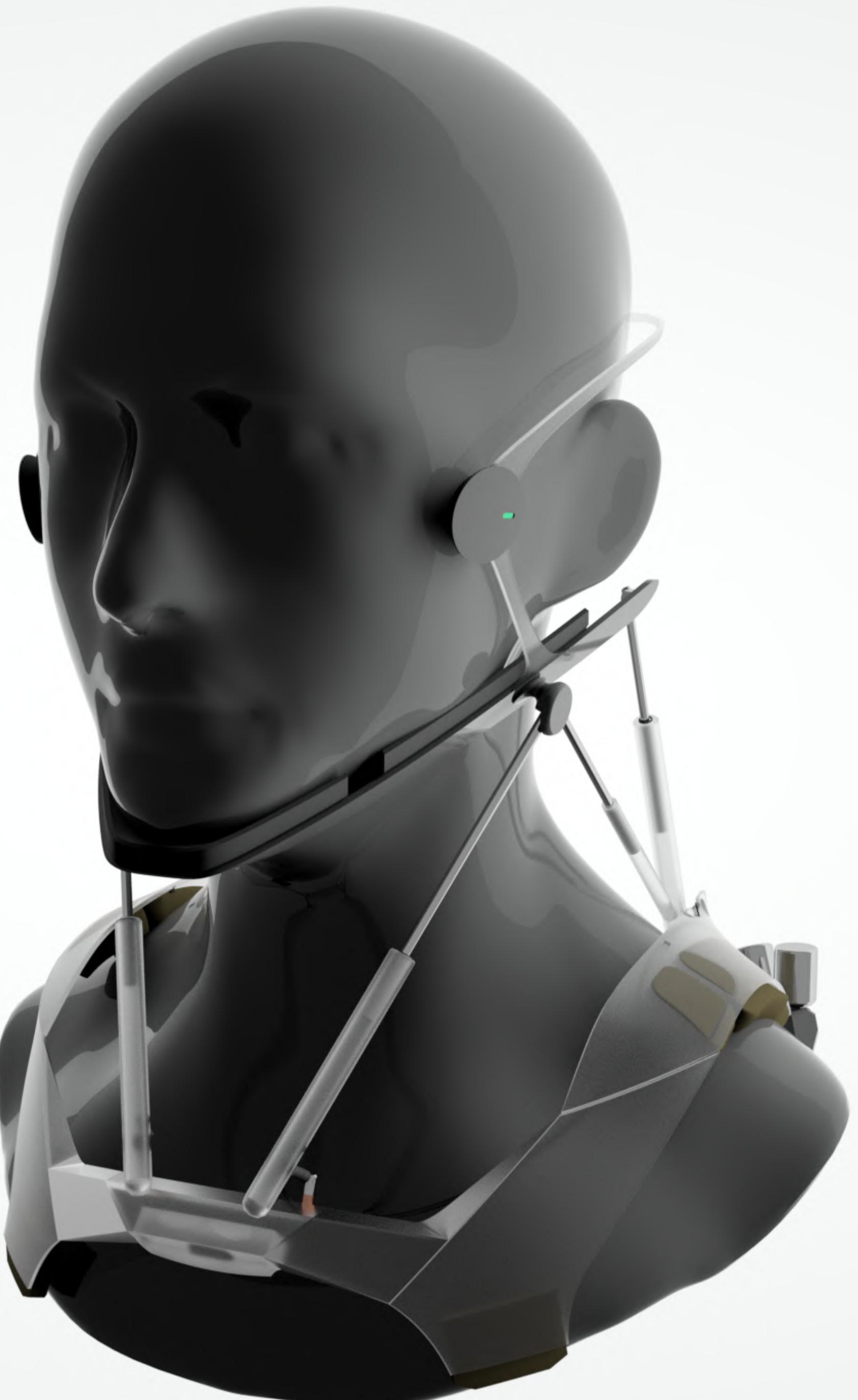
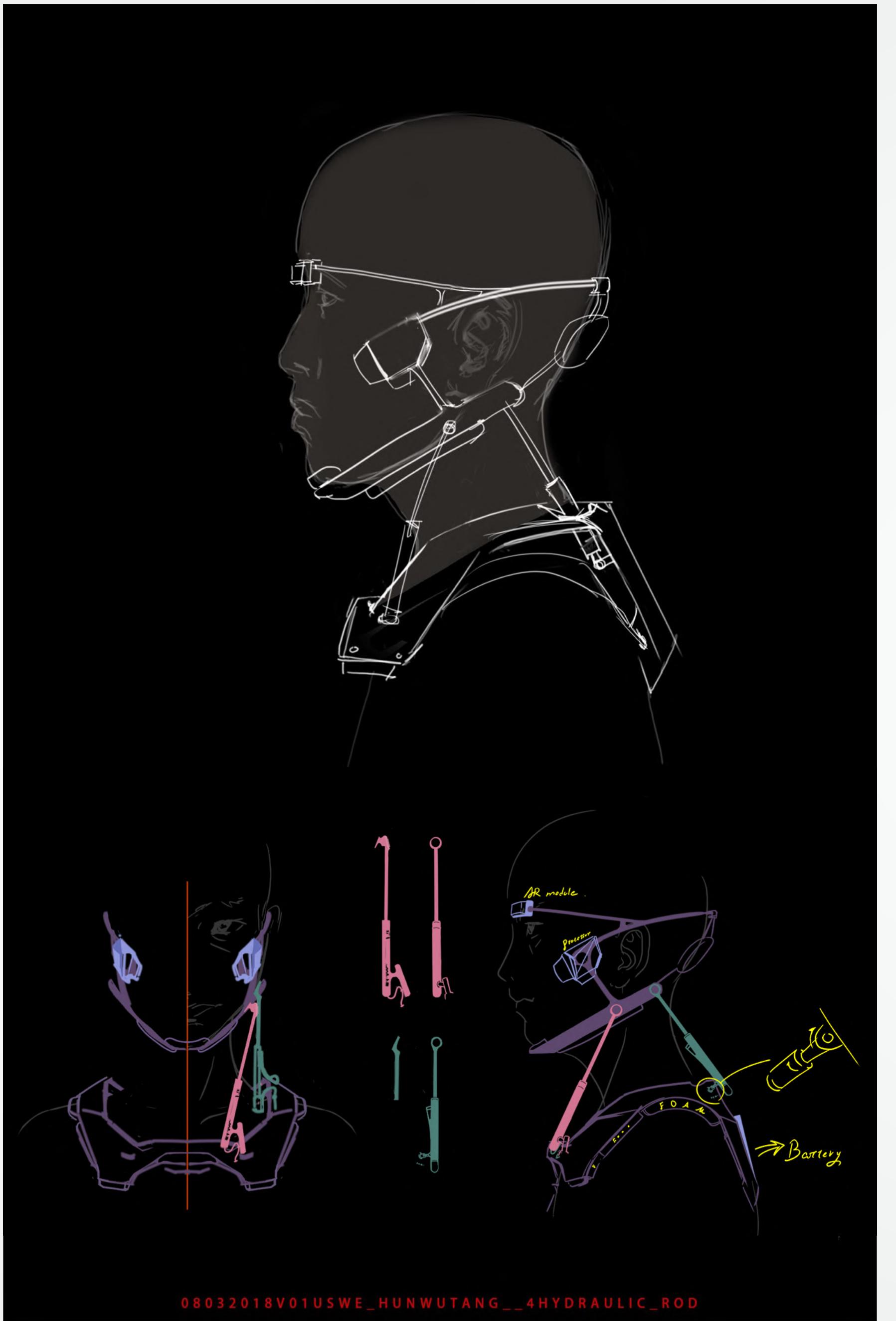
Front view

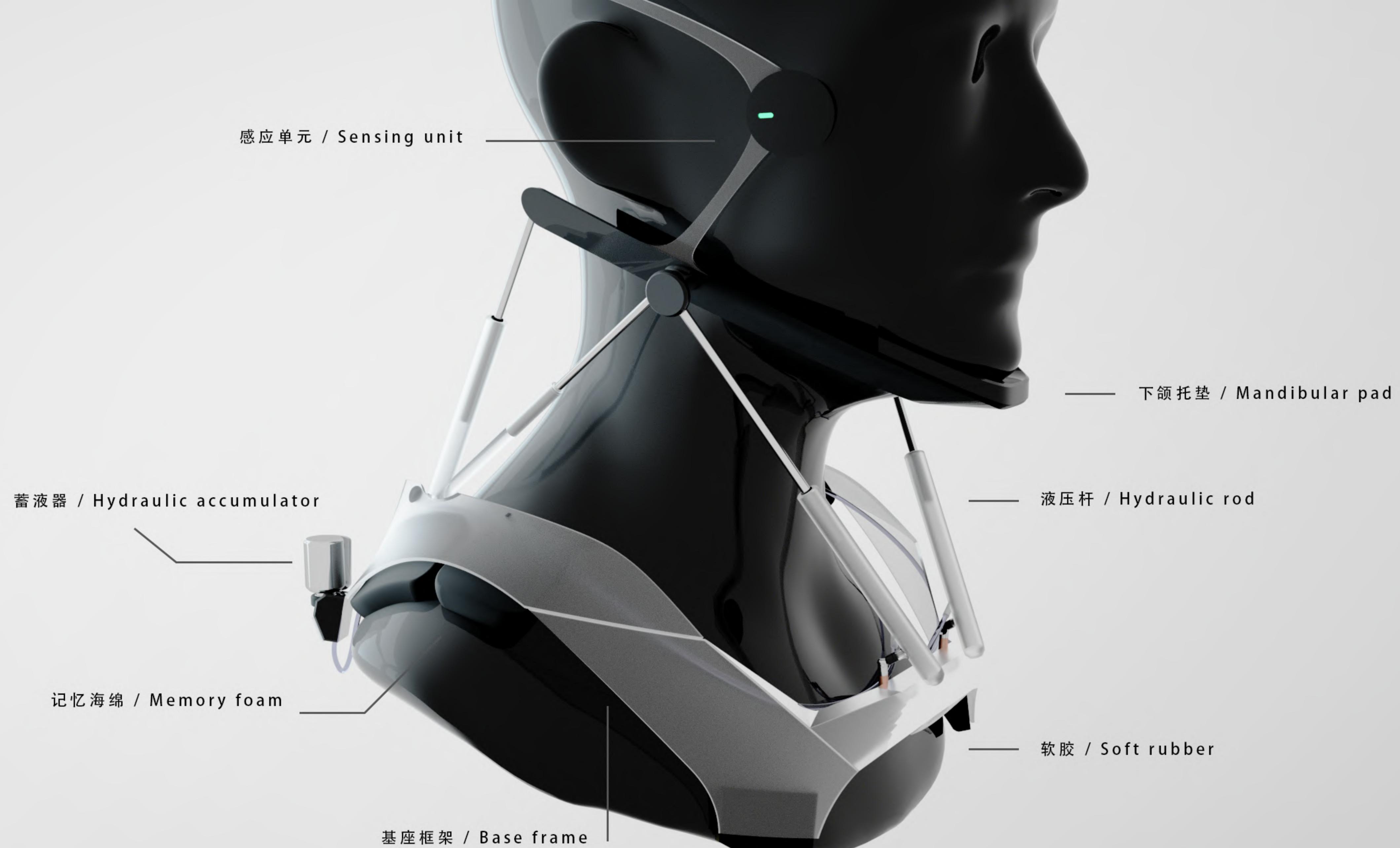
For the presentation of the work, the audio is split into 4 channels and played separately through 4 speakers.



The contemporary mode of working requires more time in front of the screen for information exchange. Human's physical body is no longer ideal for office work. It could be stressed after hours of stationary pose in front of the monitor, which leads to discontinuity in the thinking process. This device named Lucid is designed to evenly transfer the pressure from neck to shoulder. As the main focus of this design is on the improvement of thinking efficiency, the mechanism does not obstruct conventional movement of neck and shoulder when hydraulic pistons are unlocked.

Lucid
Design renderings, 2019



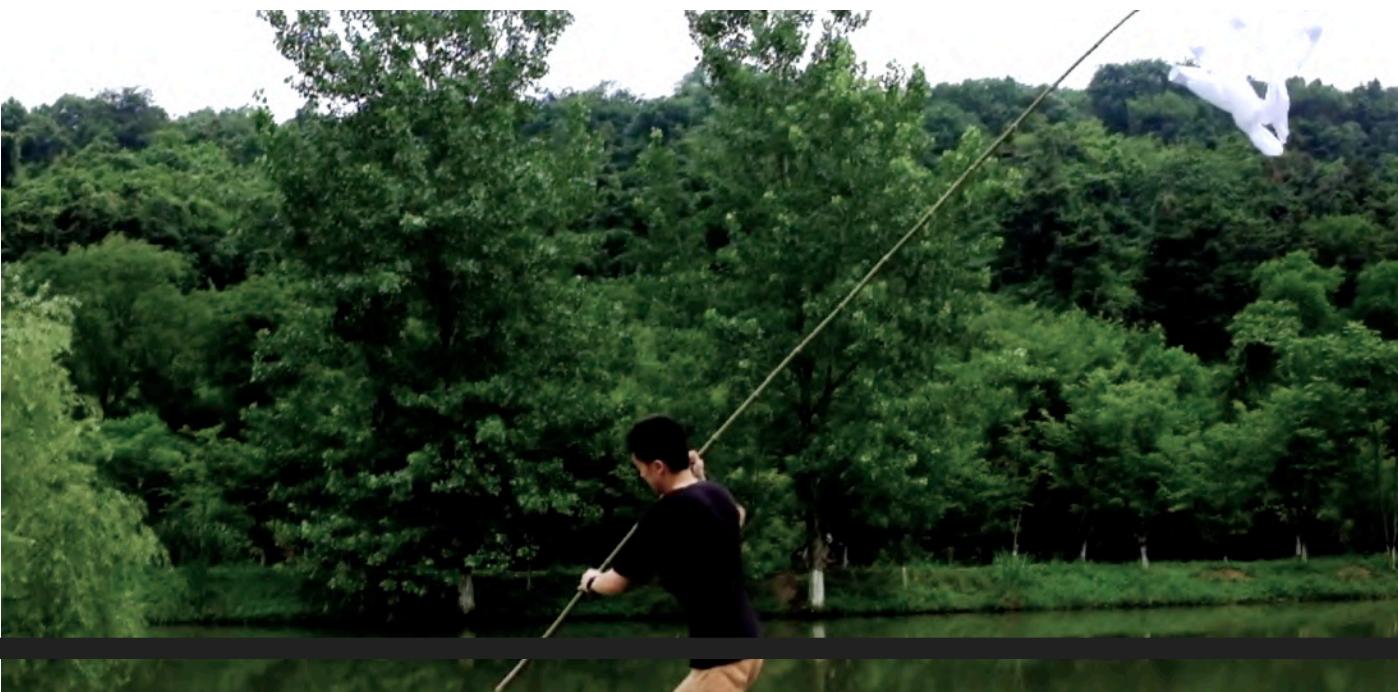




In Japanese culture, carp streamers symbolize good health and fortune for young boys. It is difficult to pursue a career driven by passion in China. Most young workers suffer from extreme stress in works that they are not passionate about. White shirt sleeves are often associated with office workers who are burdened by timetables and logistics. The sleeves are especially symbolic of the bodies of the workers. A video of me holding the carp streamers and running is recorded. In the footage, the viewer sees a man running, as if to balloon the sleeves with wind so that they may flutter in the air, a state very close to the feeling of freedom.

Carp Streamers (鯉幟)

Bamboo, sleeves, 2016
300 x 12 x 100cm



Carp Streamers

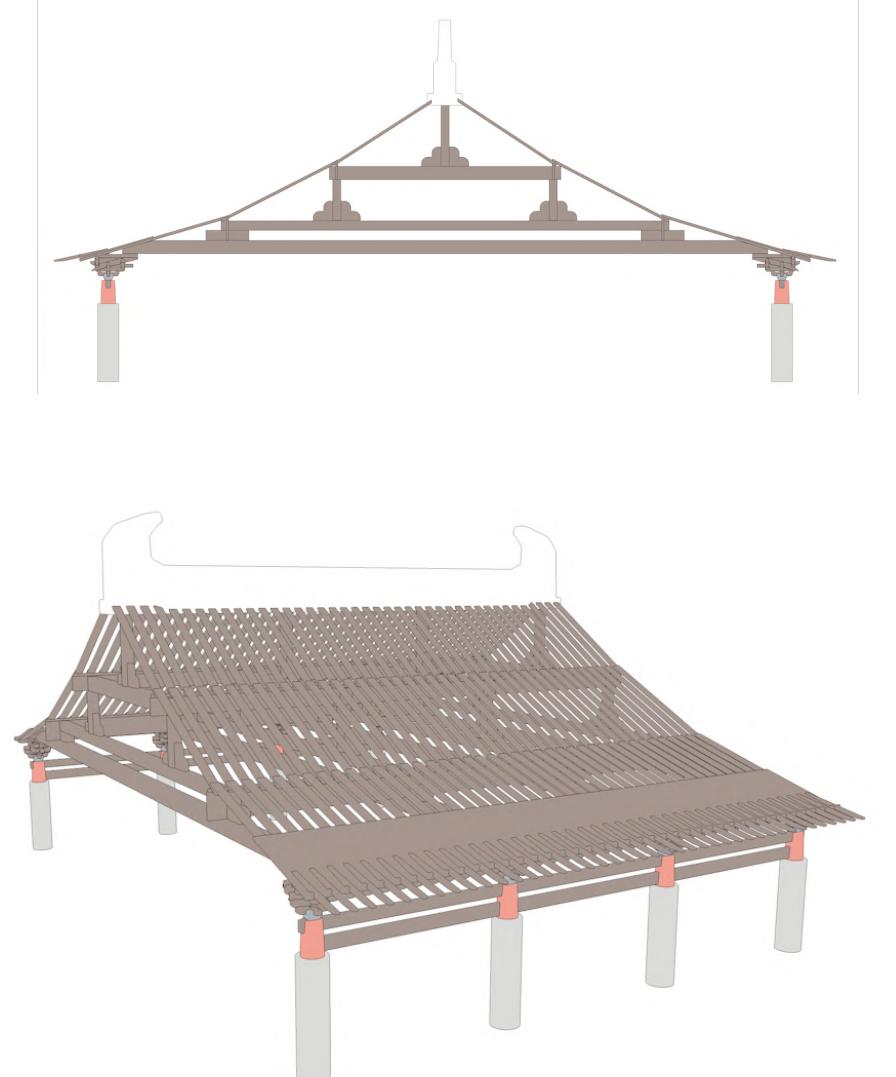
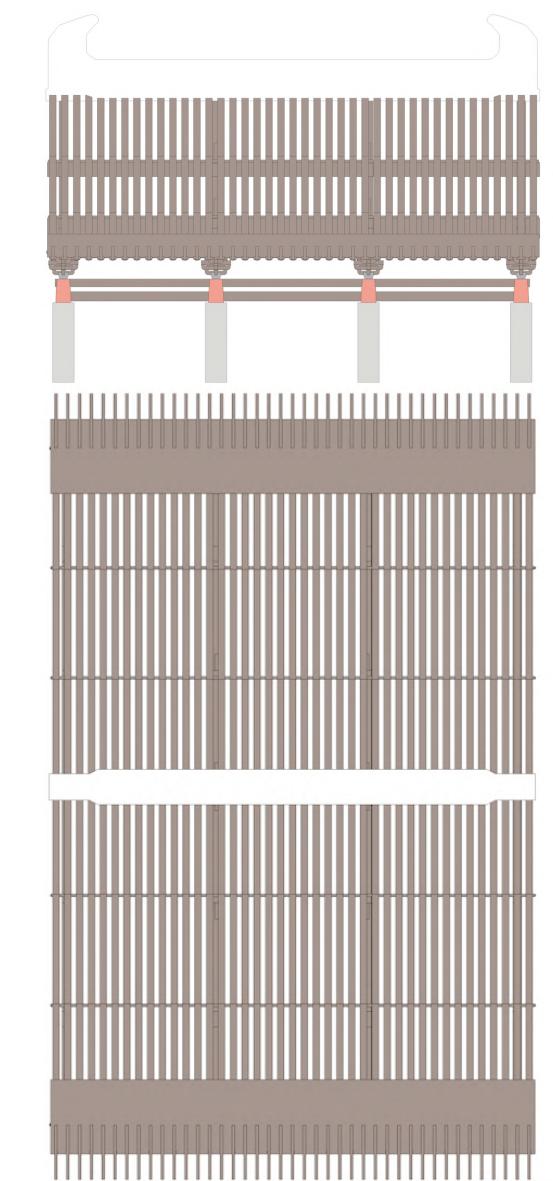
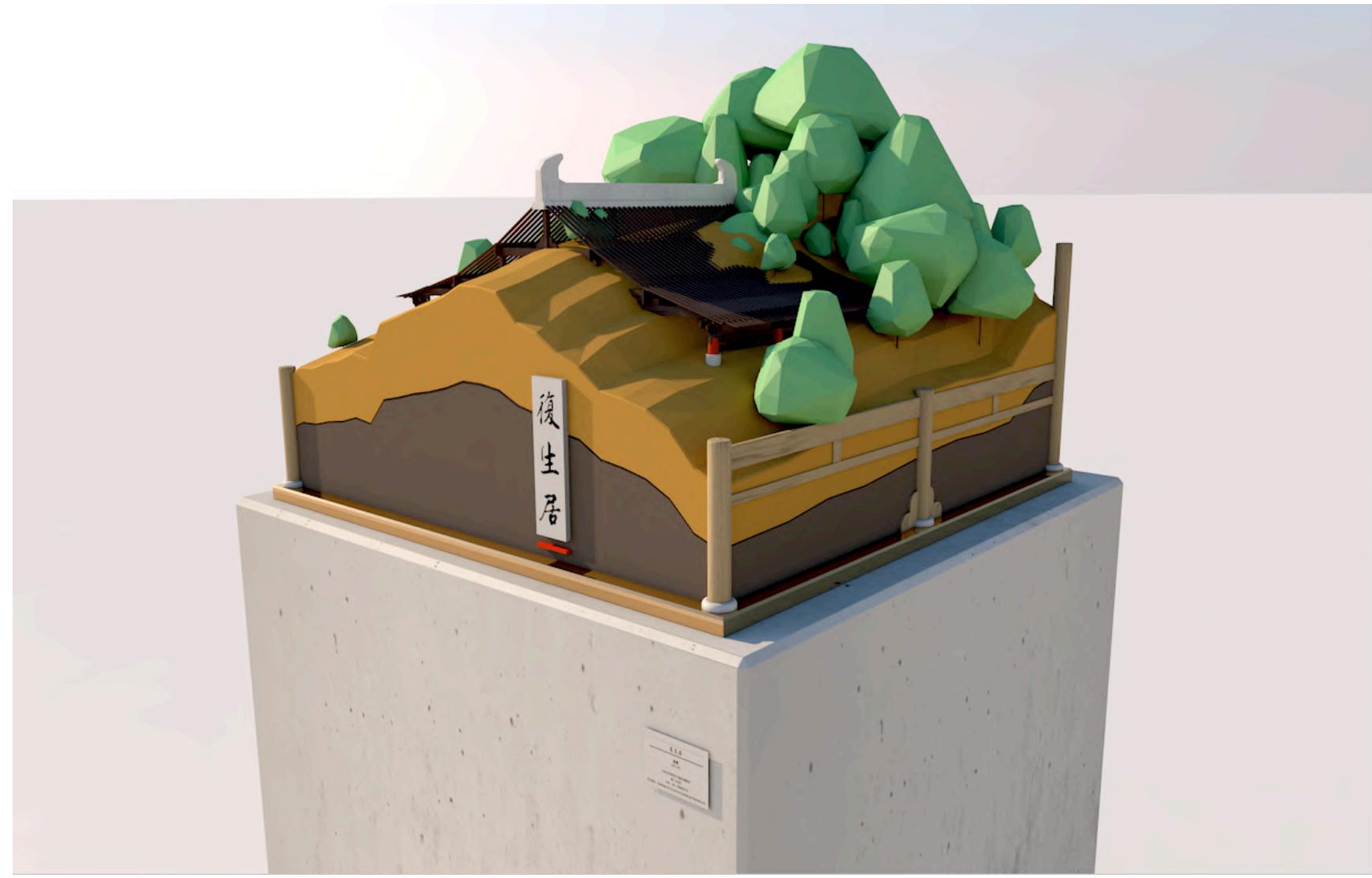
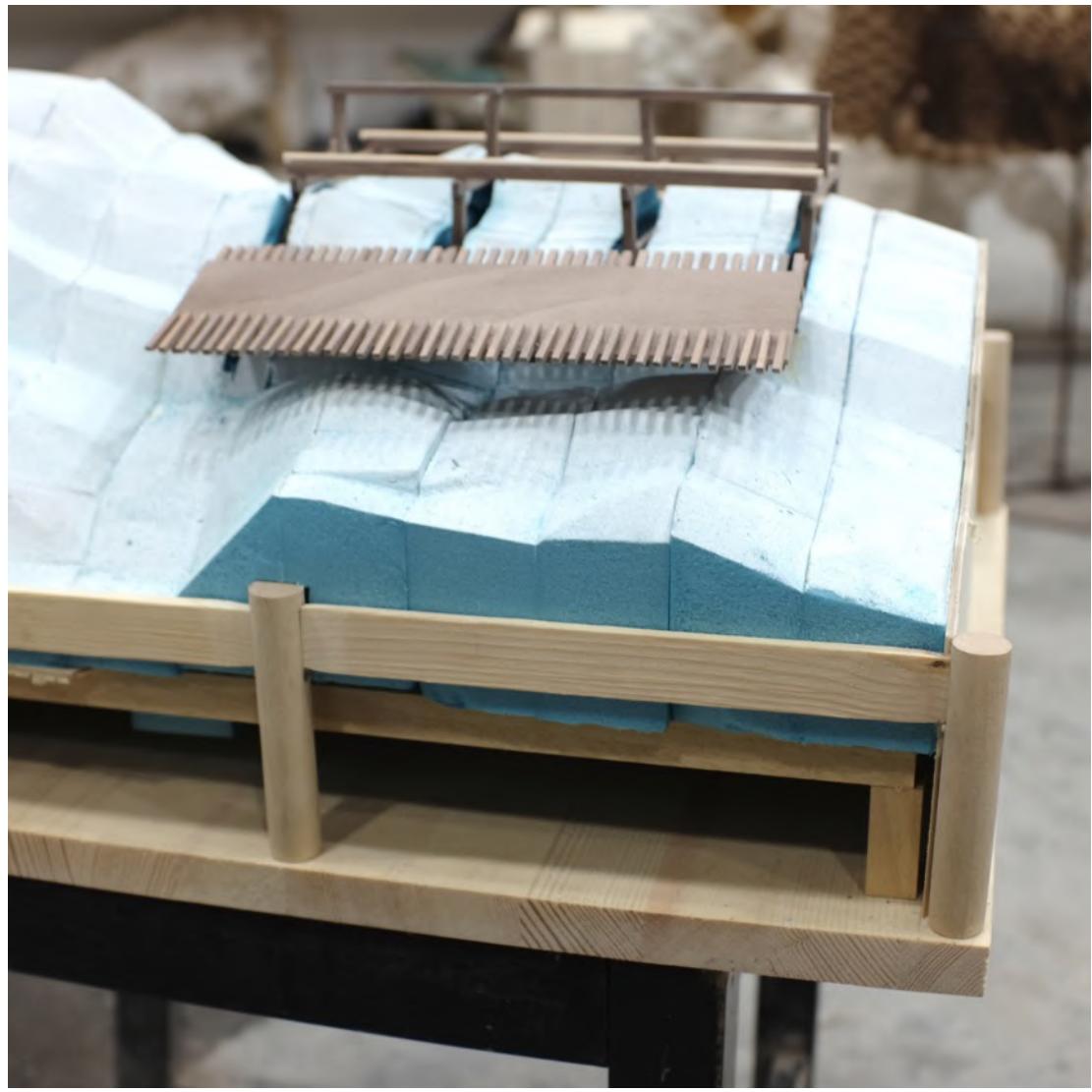
Selected frames from the footage



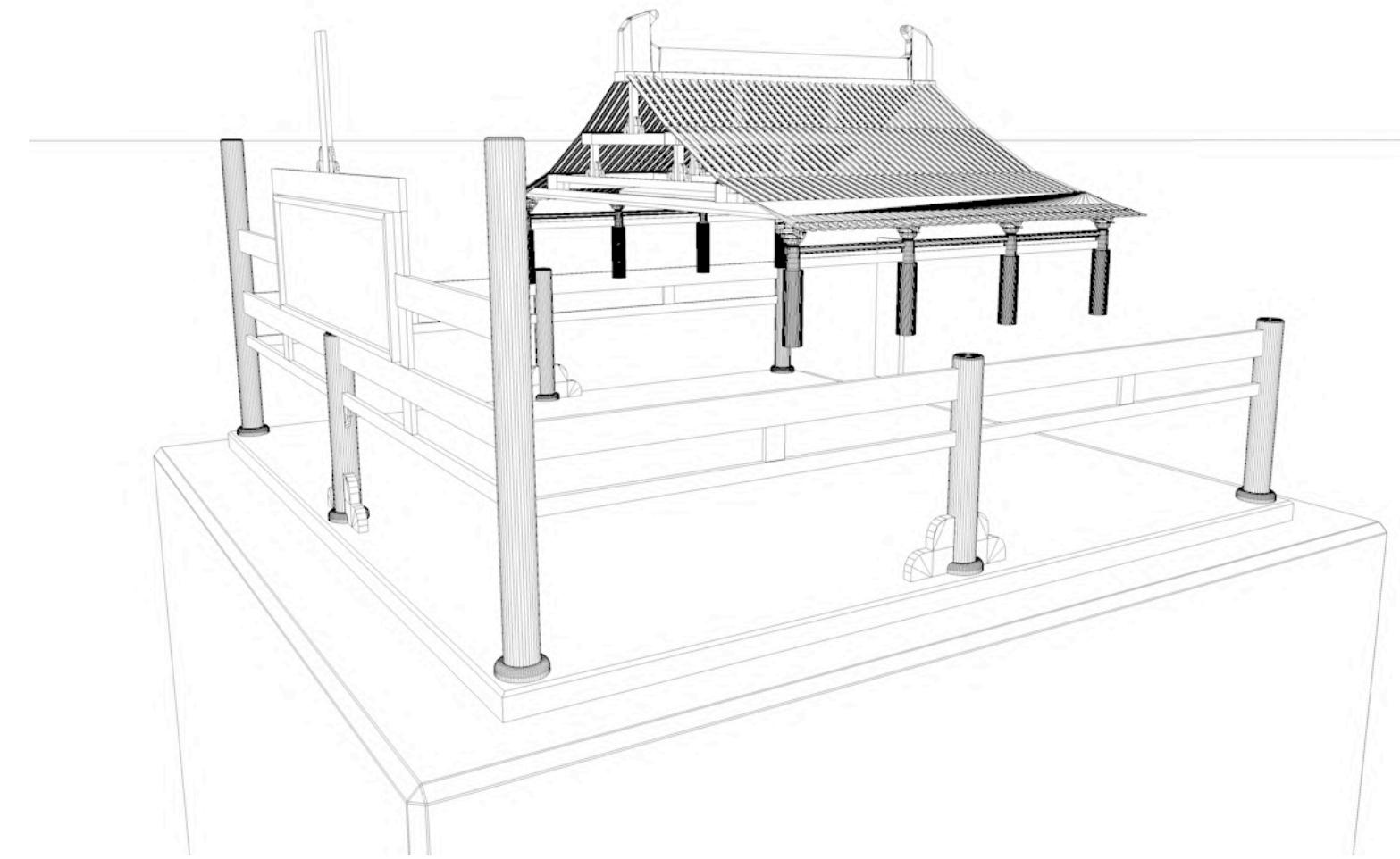
Historical wood structure architecture in China are nowadays reduced to cultural symbols and historical representations. However, instead of connecting, the architectures manifest a detachment - an emptiness of the interiority. The intention of this design is to remind about the connections between the contemporary and historical buildings by replacing the pivotal inner space, the initial practical use that the structures served, with the mass and form of a mountain ridge.

One Step Back

A model of public installation design, 2016
Wood, sand, foam and 3D printed parts
40 x 40 x 34cm



The work was a course project with a theme of designing a piece of public art work for a specific village in the Longwu in Hangzhou. Mountains form a transitional region. When standing on the ridge of a hill, one can have a clear view of the both sides. As the roof is quite close to the soil, tired travellers will be able to lay down on the wooden frame or sit on the rooftop.





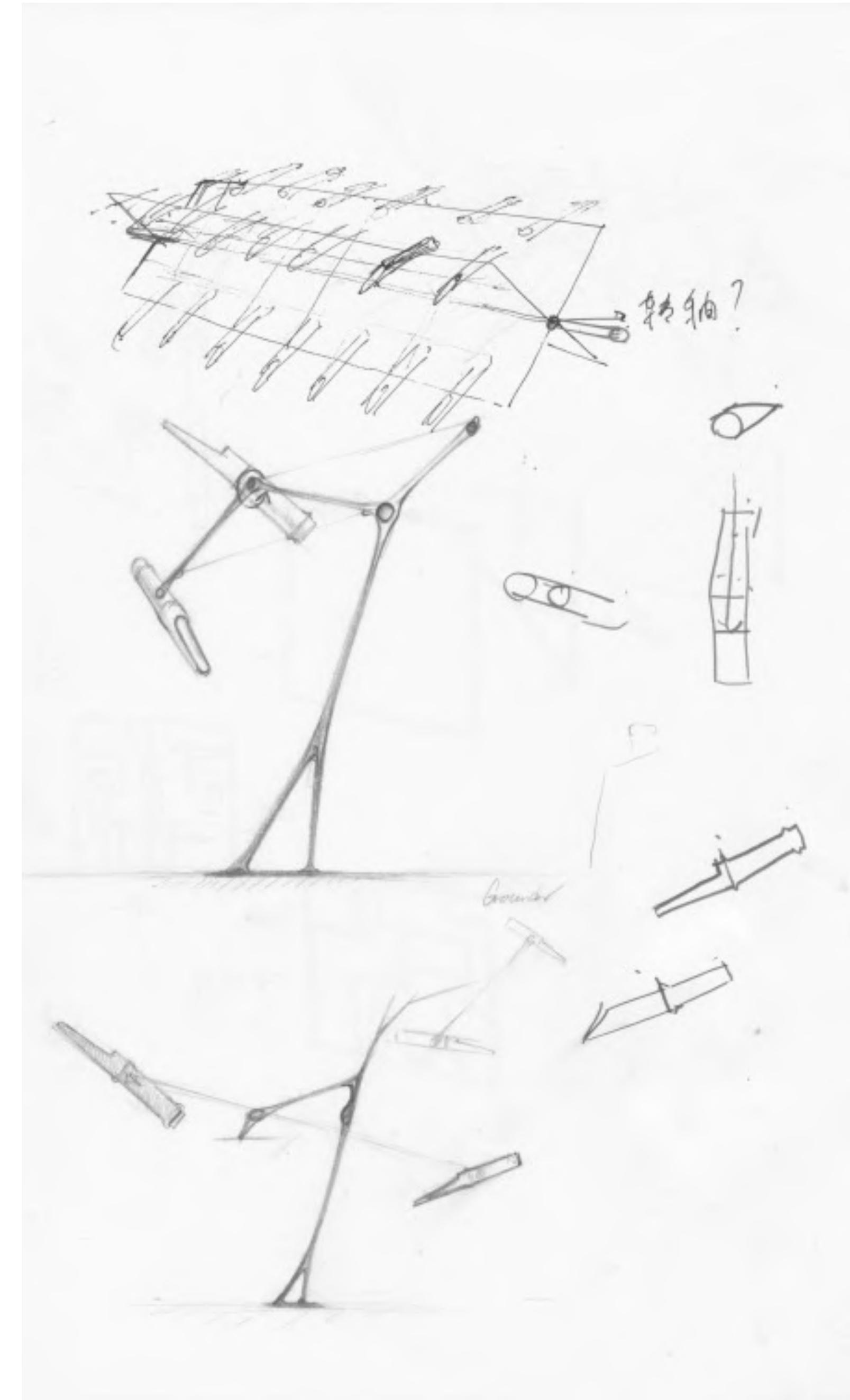
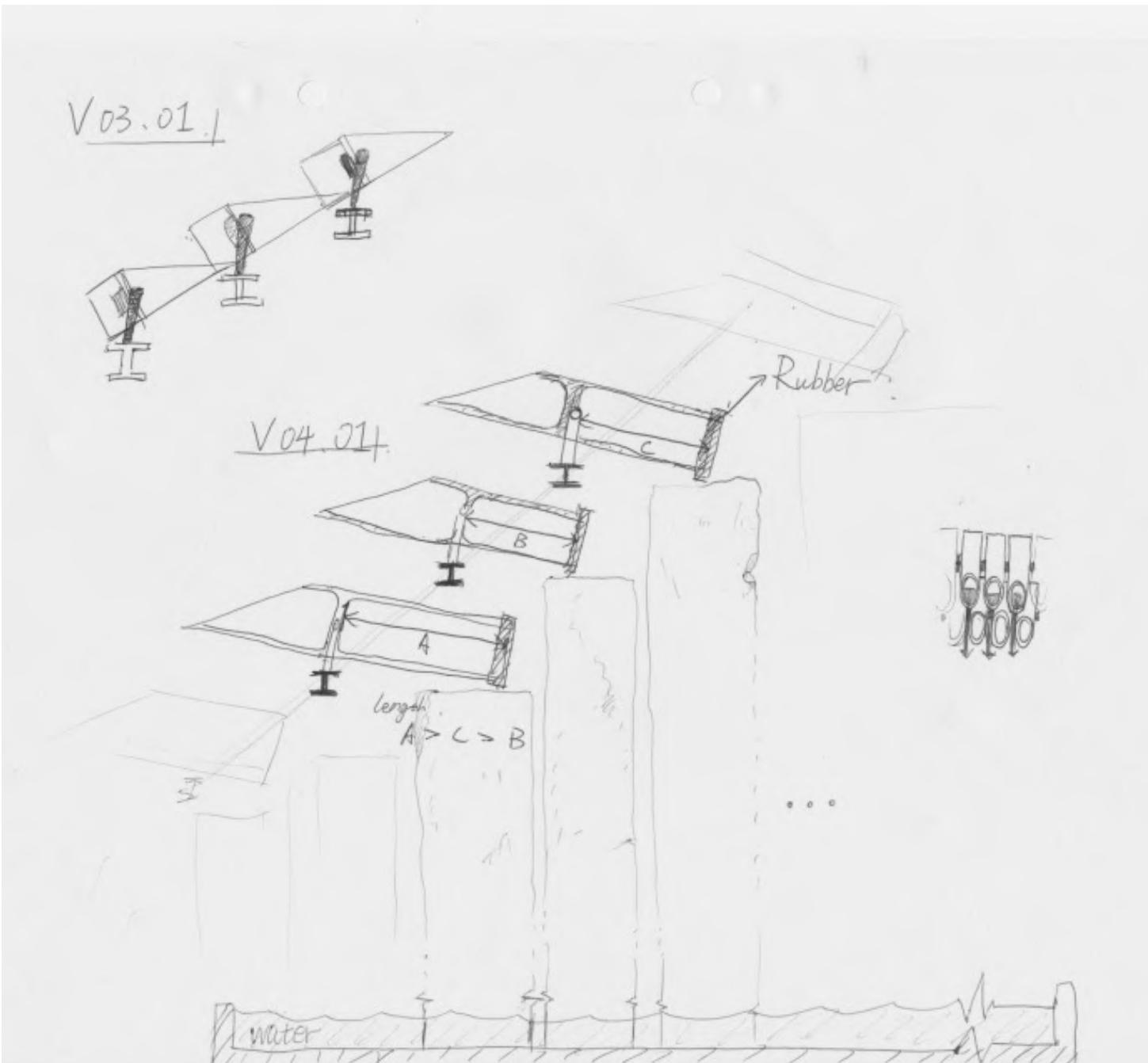
Continuous rain in Hangzhou affects emotions. It inspired me to design and build this installation, which functions by collecting rain drops to active the turning motions of each unit. Therefore, a rather suffocating humidity is transformed in to a pleasant sound by knocking one end of each unit on to the ground. To create pleasant knocking sound in different tone and volume, the bamboo units are in different sizes, and their balance points are varied. Due to space constraints of the degree show, the installation was surrounded by another artwork, shown as white fabrics in the photos.

Graduation Design

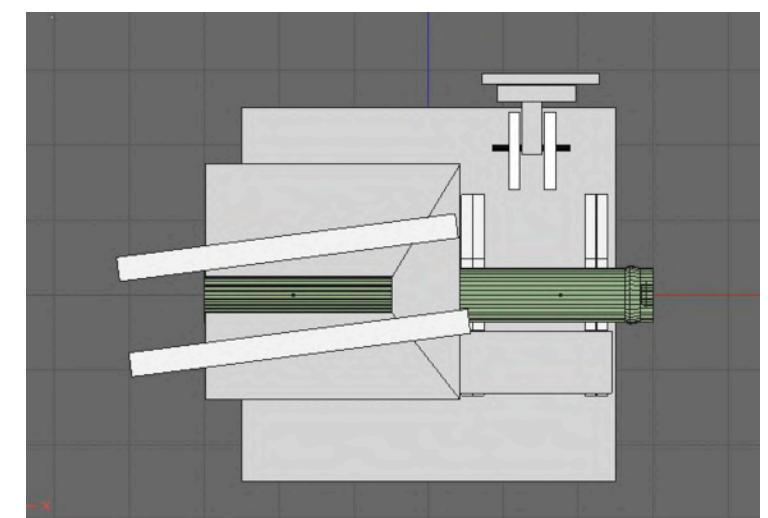
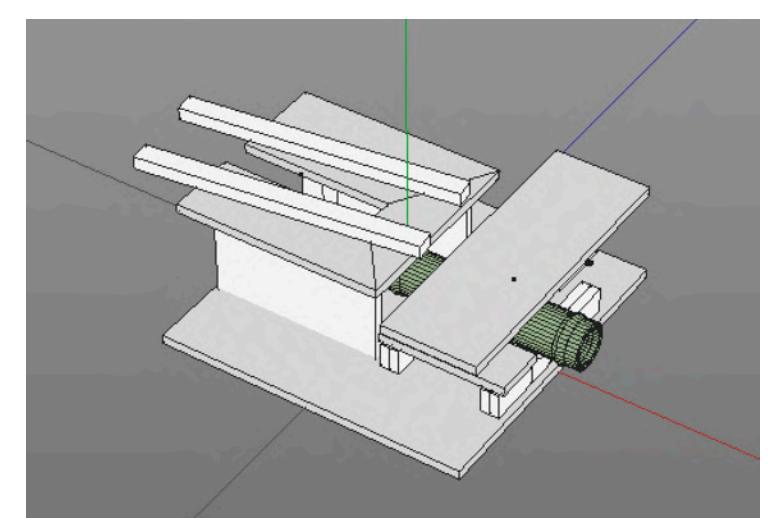
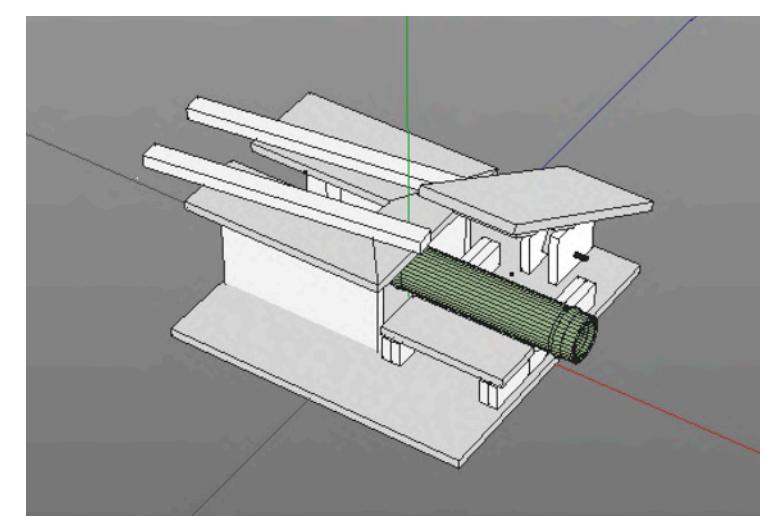
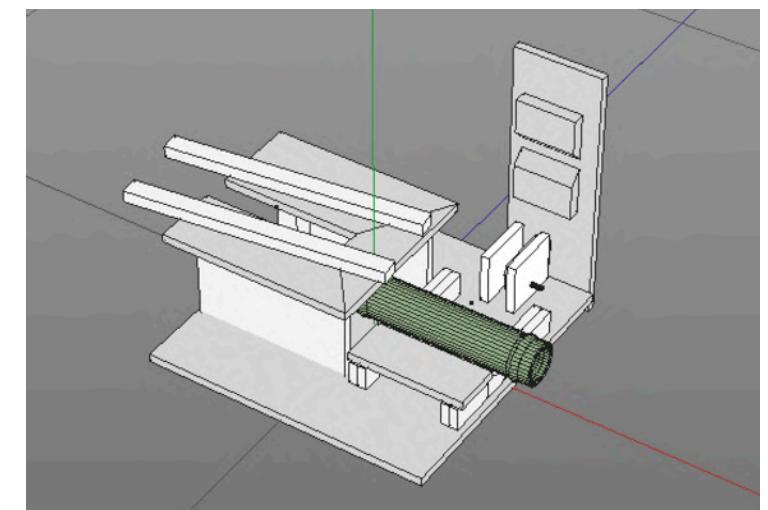
Installation, 2017

Bamboo

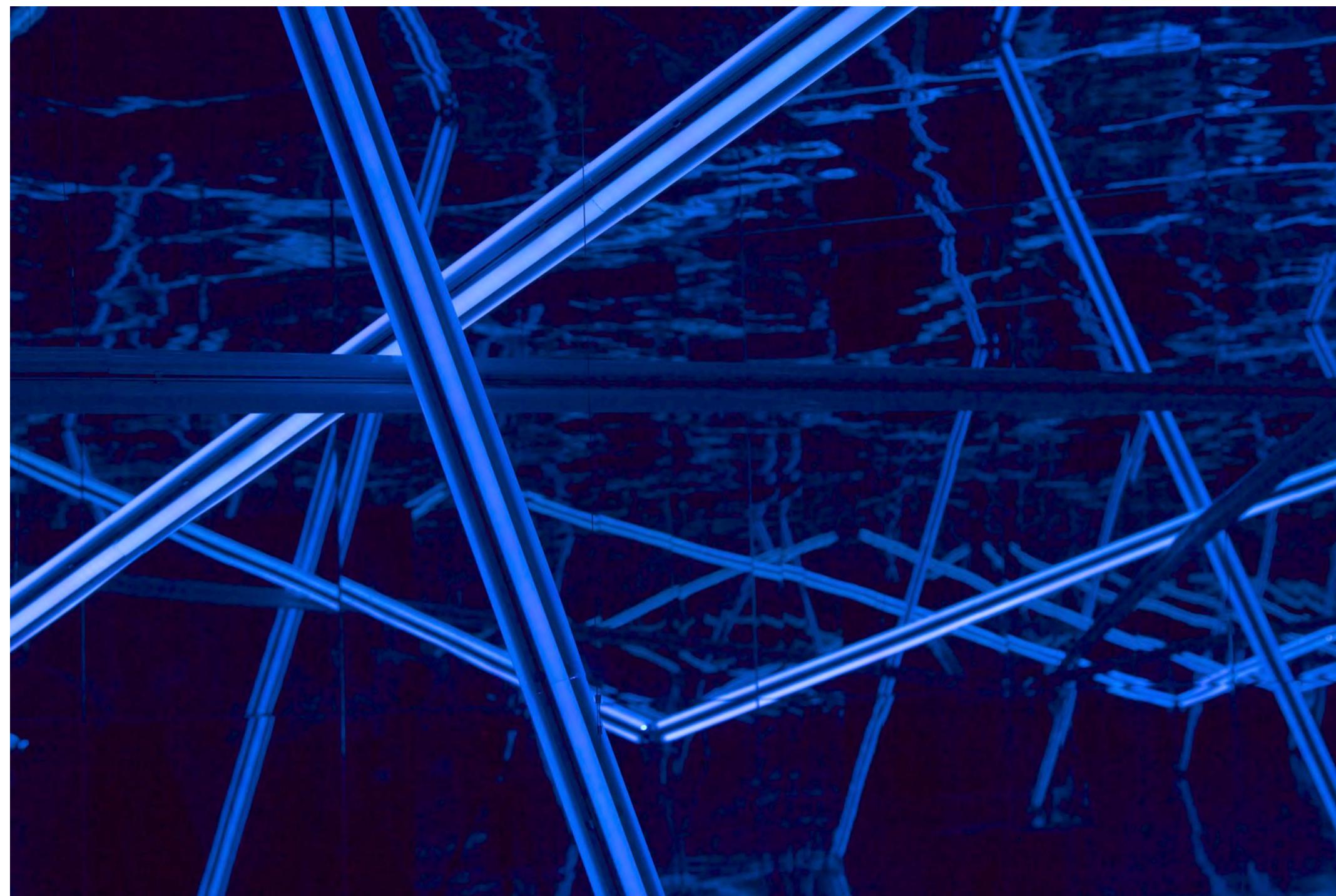
8 x 8 x 3m



I redesigned a traditional garden object commonly found in temples and courtyards in Japan. To further explain the operating mechanisms, water is gradually accumulated from the open side of a single bamboo unit. The balance of the container shifts from one side to another as the weight of water builds up. Then, the water collected up to this point suddenly flows out. The balance is reset due to a greater weight of the closed end, causing it to tap on a rock. A crisp sound is produced, sparking a non-numerical sense of time.



The custom rig
for unified
cutting



An illuminating special coordinate was installed in a room covered with reflective acrylic panels. Axes are twisted in the imperfect reflection. Indication of space gradually turns into chaotic patterns through the process of virtual duplication.

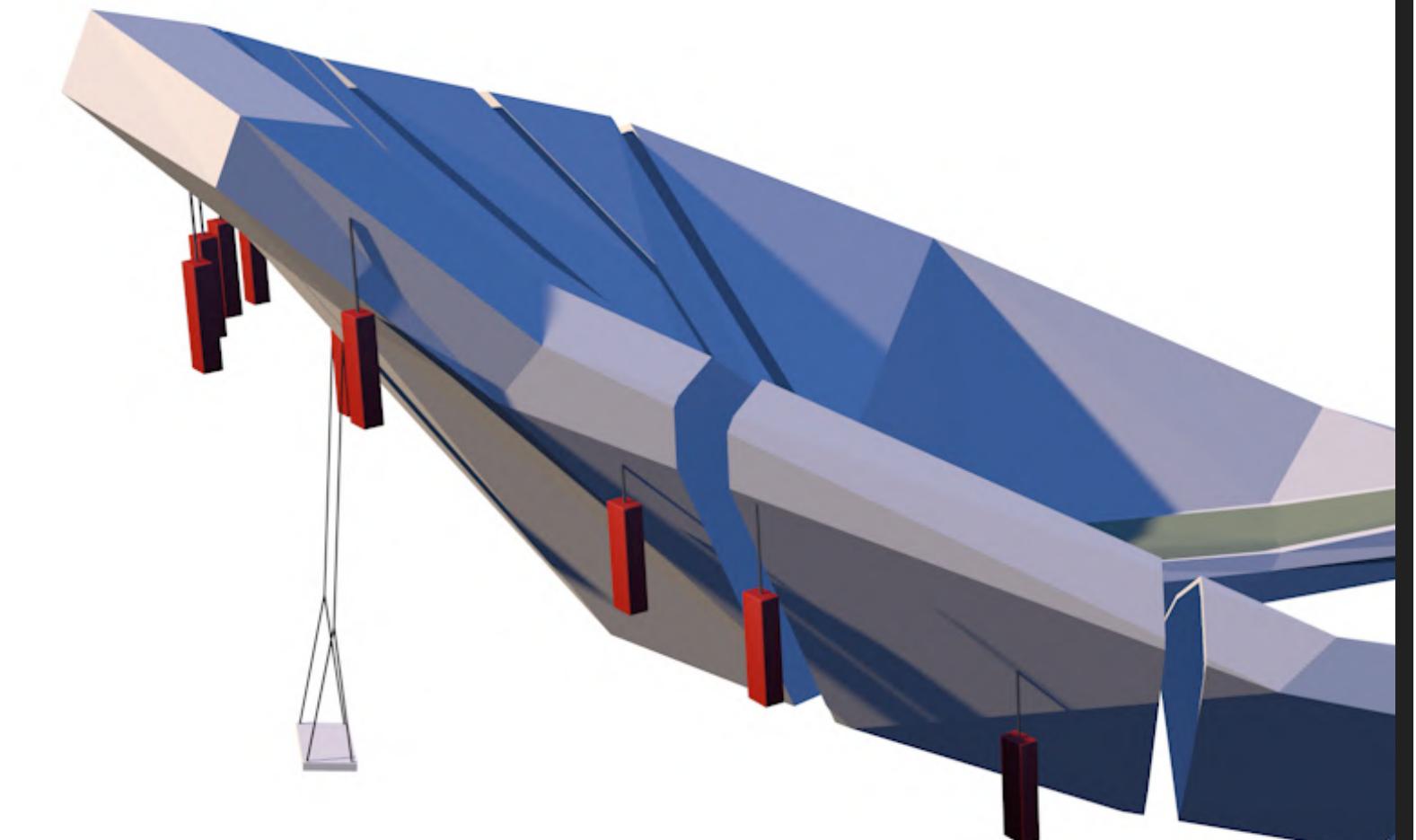
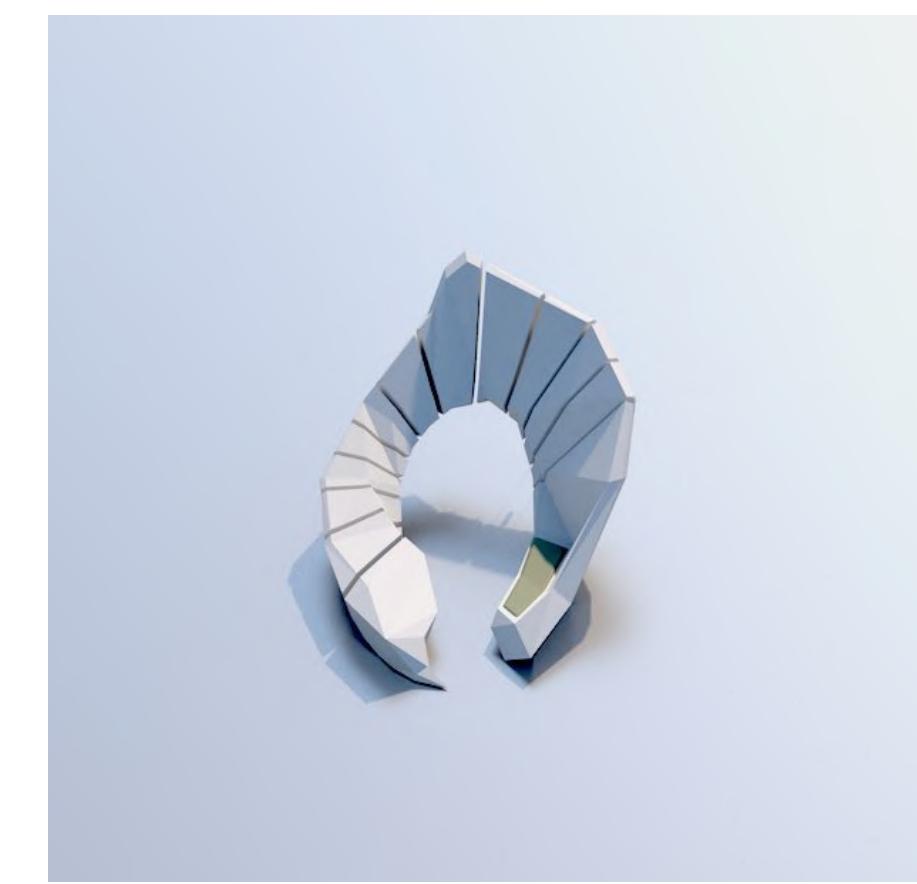
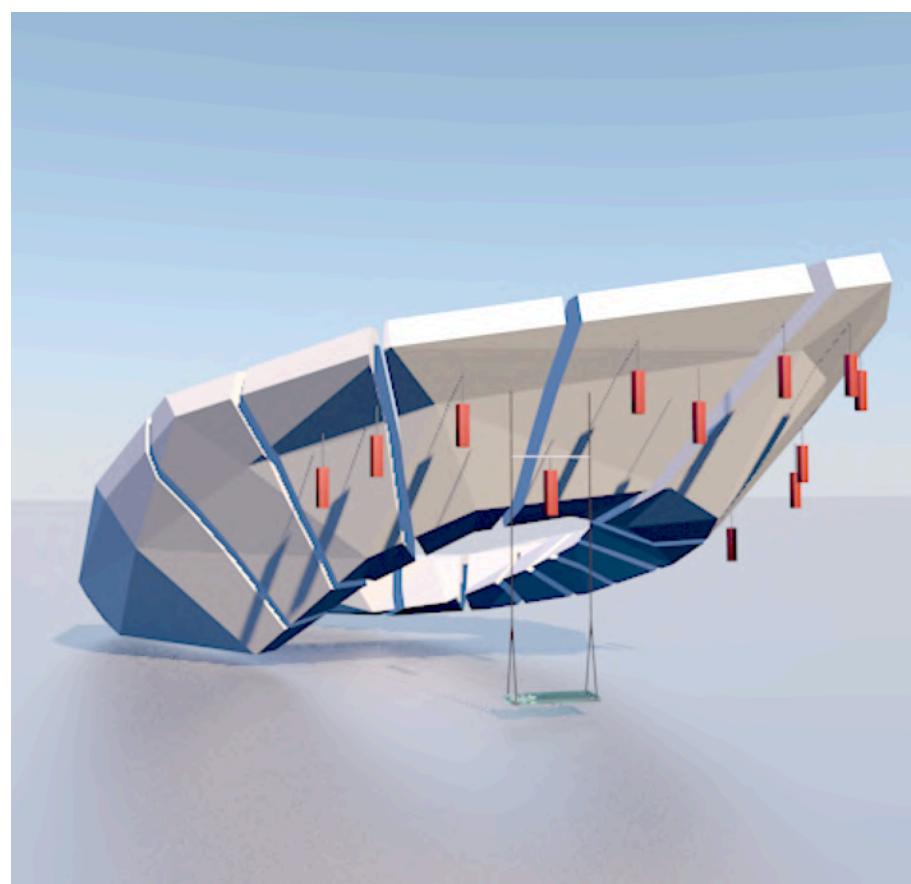
The work is accompanied by sound made by another member of the lab.

Coordinate

Designed for UFO Media Lab, 2017
Mirror, LEDs, and other materials

7.6 x 9 x 3.4m

Video link: <https://vimeo.com/339531878>



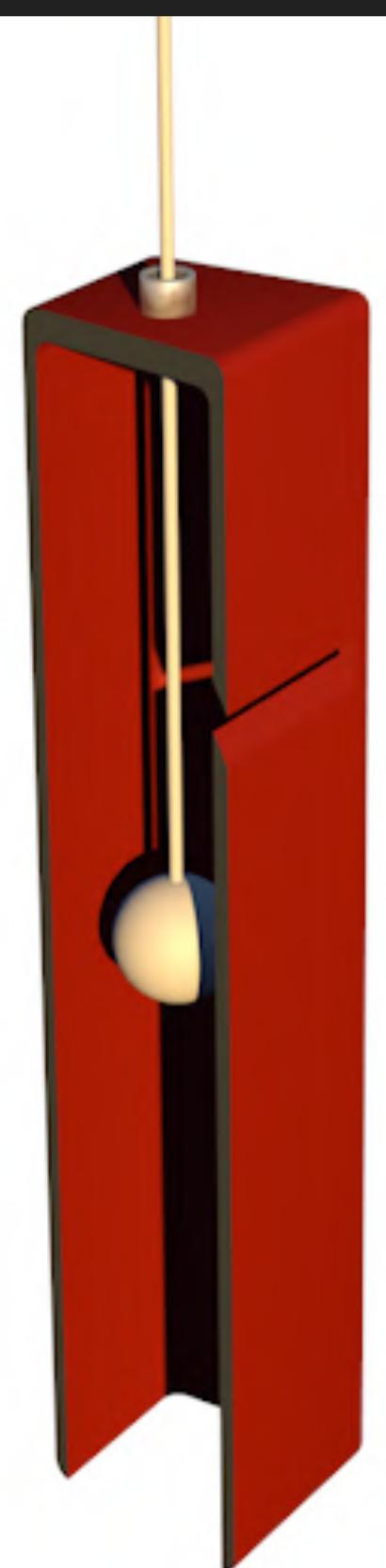
The course developed the idea of "urban furniture". I designed the piece of furniture following the geometrical shape of a leaf, offering people places to lie down or sit. Wind bells are installed along the edge of the structure. A swing hangs from the back.

Designed for the open field outside the main gate of CAA Xiangshan Campus, 2015

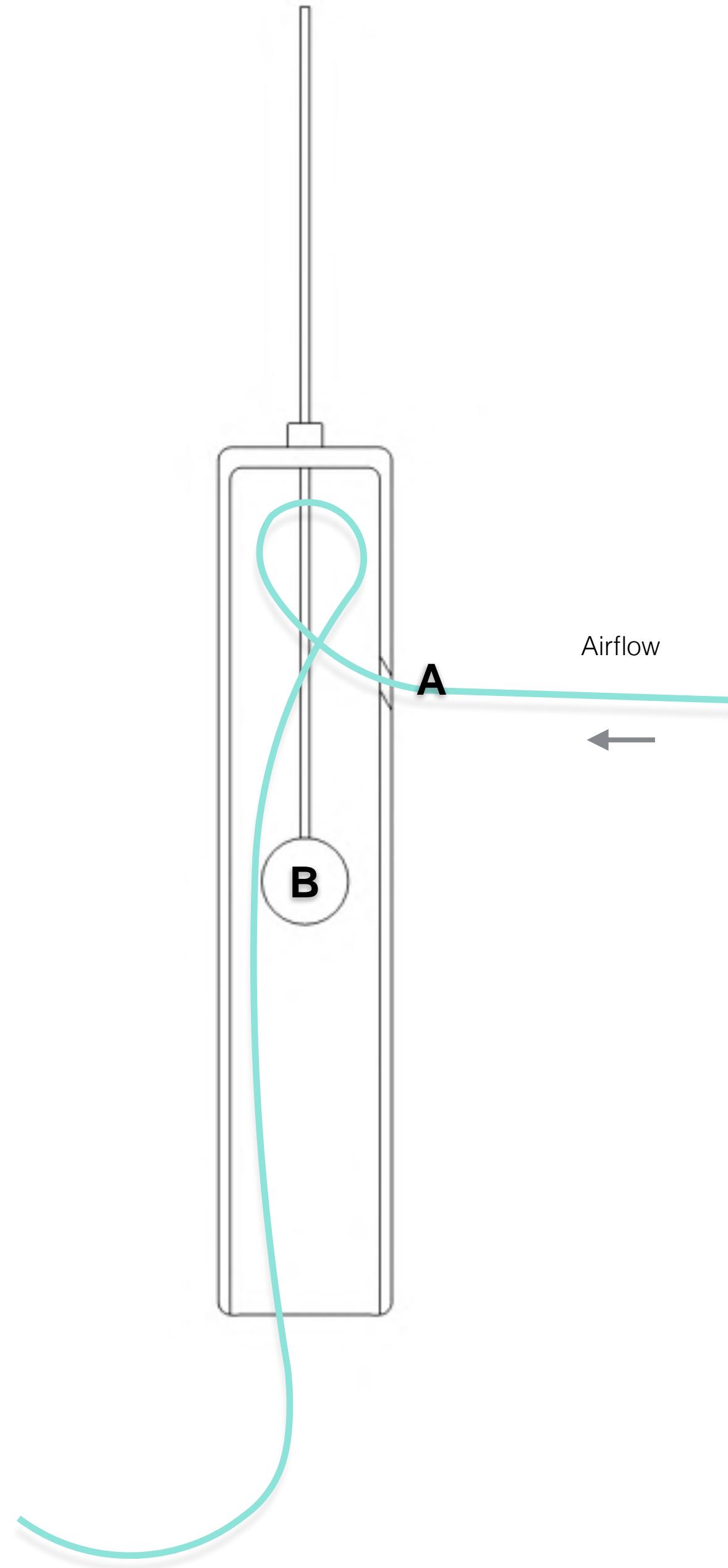
7.2 x 5 x 3m

Leaf

Sectional view



Wind chimes



- The wind bell is also designed to be a whistle as air comes in through its opening(A) and exits from the bottom
- A metal ball covered by thin coat of rubber is hidden inside the red bell for knocking the metal part.

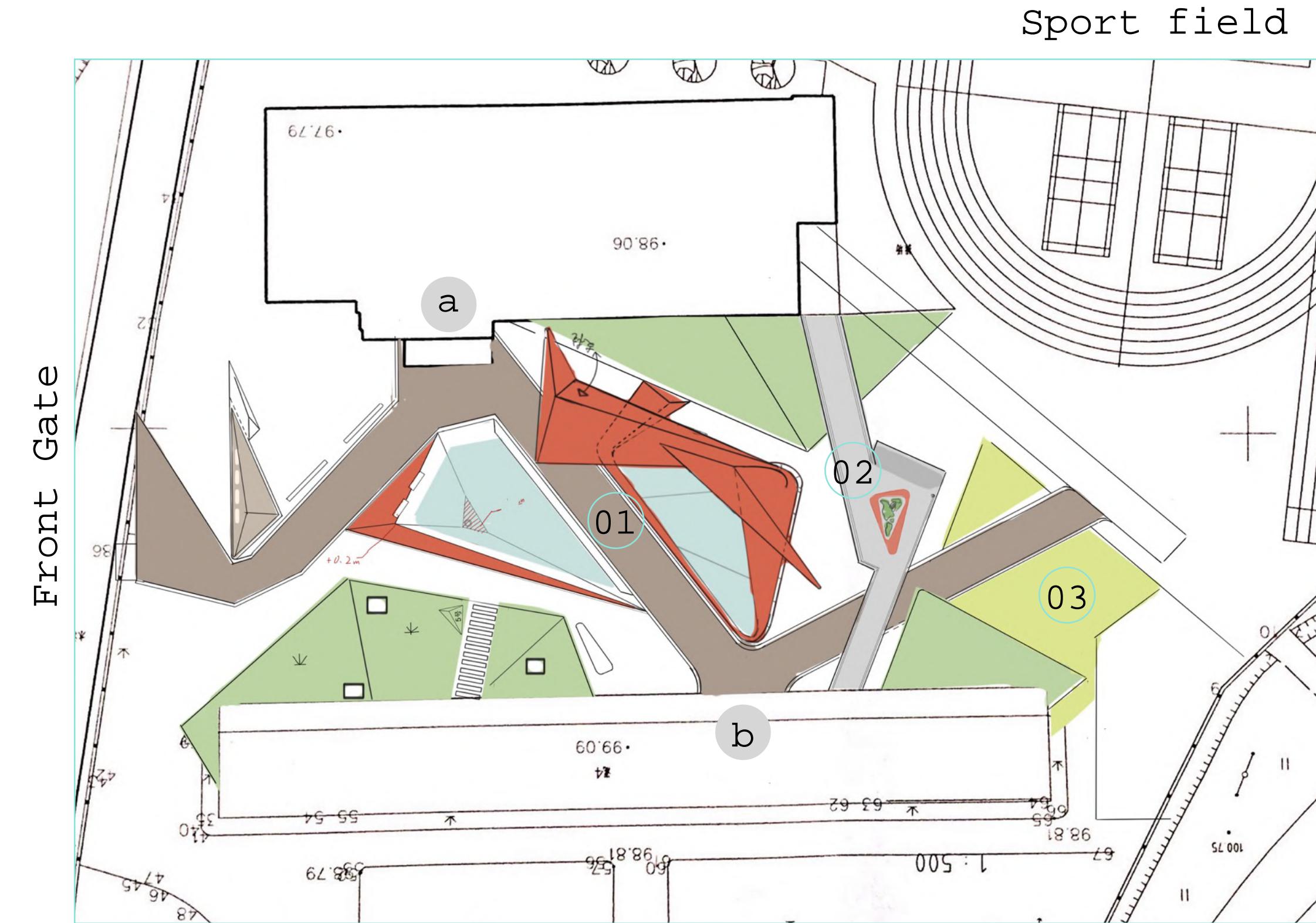
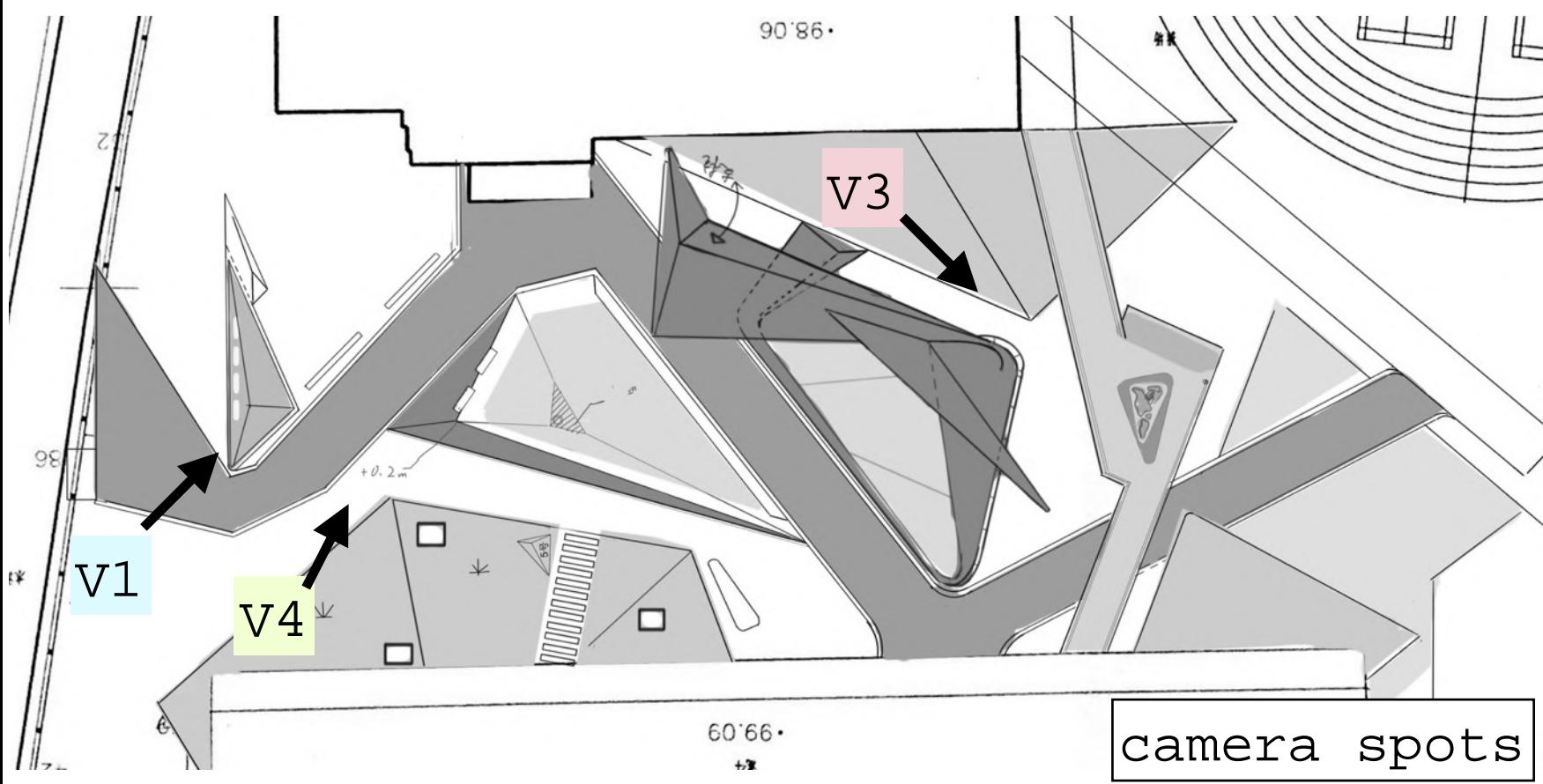


3D printed model

This was a two-week project on landscape design in the beginning of the second year. The site specified was an empty space between two teaching buildings, which used to function as a playground. The distance between the two buildings were around 40m. With the newly built sports field, the buildings need a better connection plan. Considering the dry air and diurnal temperature variation, I designed a pool with sunshade system in the centre of the empty field, connecting the main entrance of two buildings. Area 02 is an elevated passage linking to the second-floor terrace, providing more space for leisure with views towards the gate of the school and the sport field.

Other selected details:

Area 03 is a green area for outdoor resting.

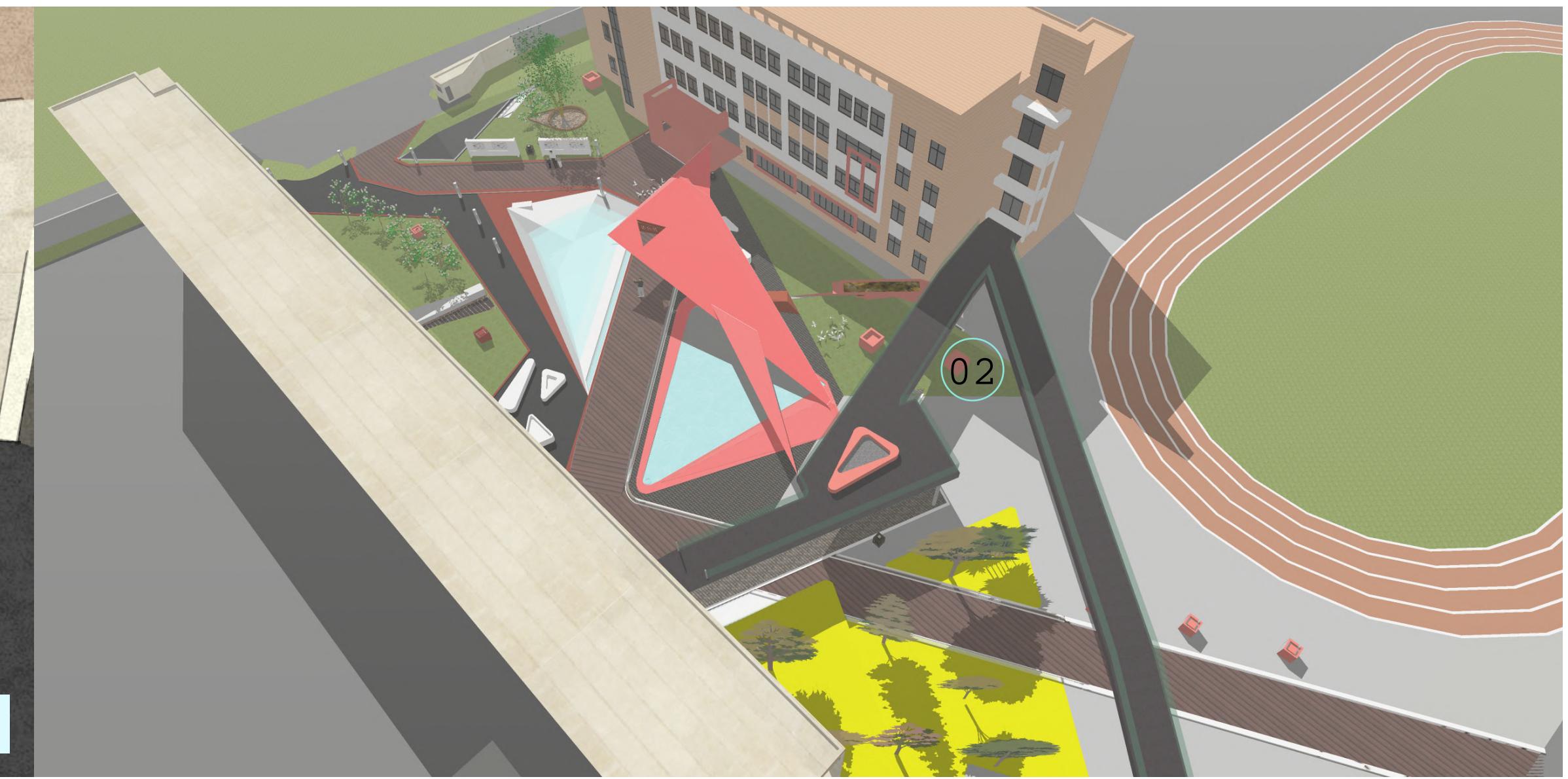


Landscape Design for Baiyun Primary School

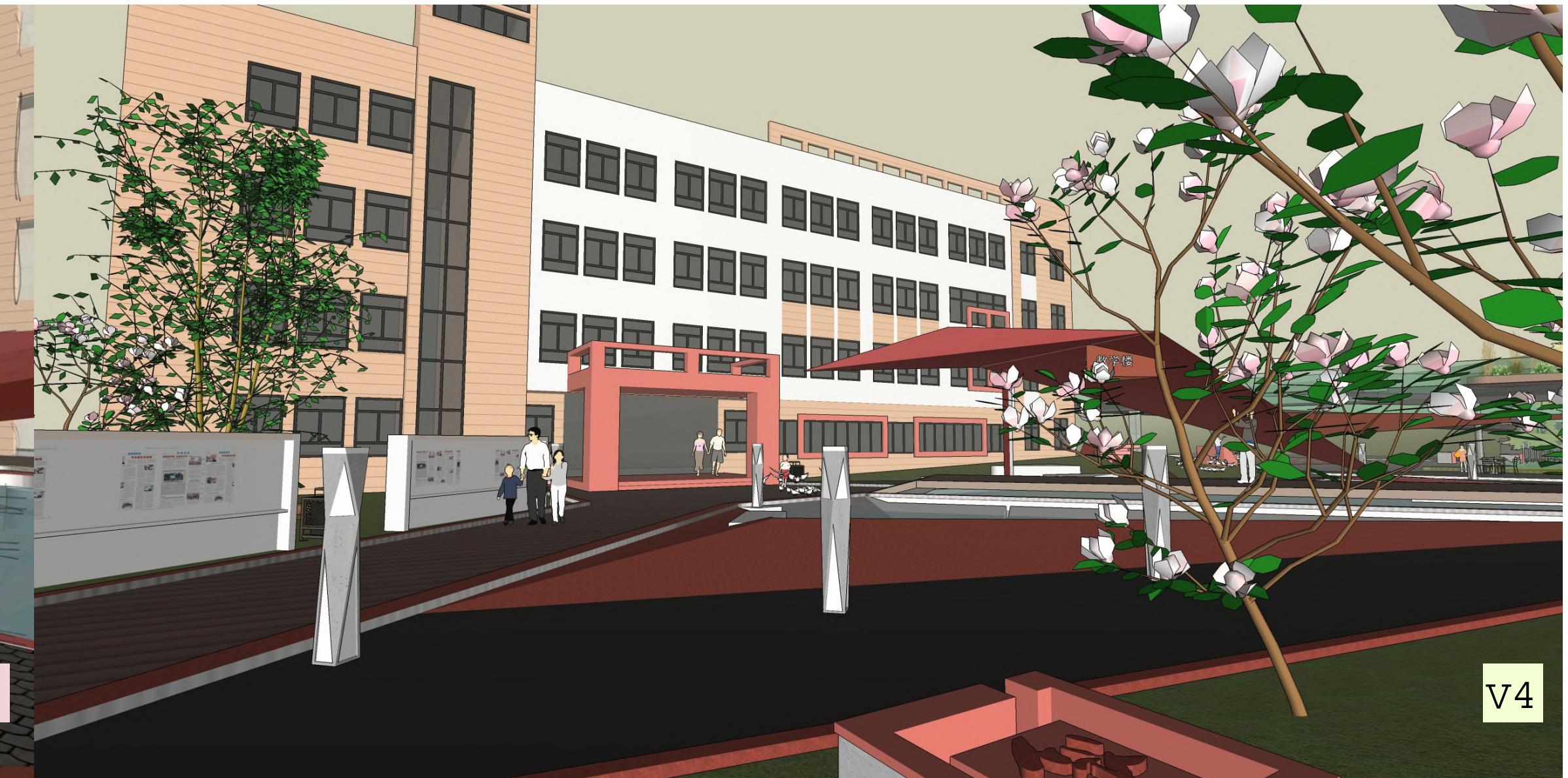
Coursework, 2015



V1



V3



V4



An irrigation system with an artificial potted plant made with plastic and metal containers. Styrofoam is the soil. Watering and lighting system are designed and installed to ensure a visual vitality. The water circulation's only consumption is through evaporation. The work is an attempt to reflect works and practices in daily lives that are more than often detached and a self-contained logic that only sustains in order to maintain an apparent image.

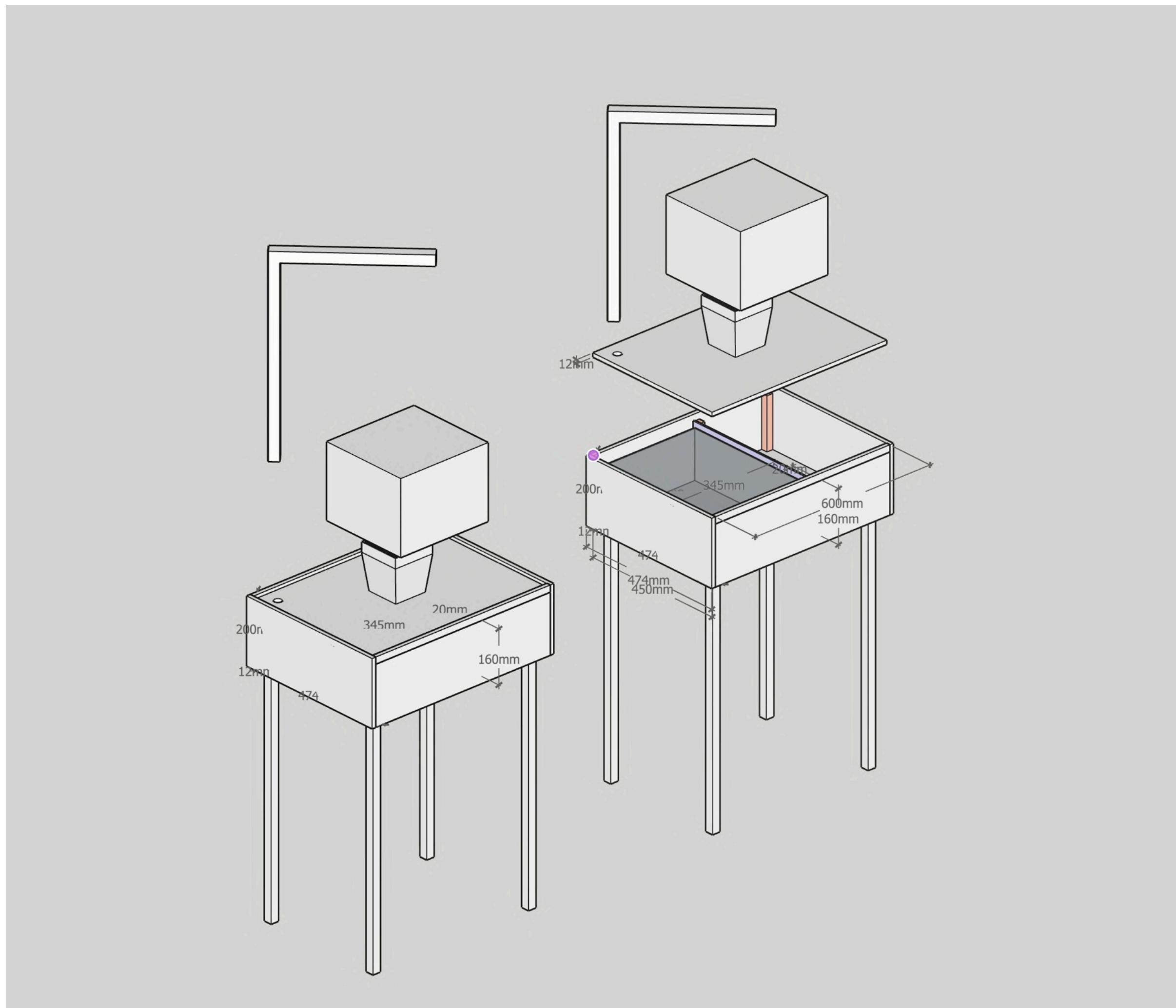
Bloom

T-Project, Hangzhou, 2017

Installation

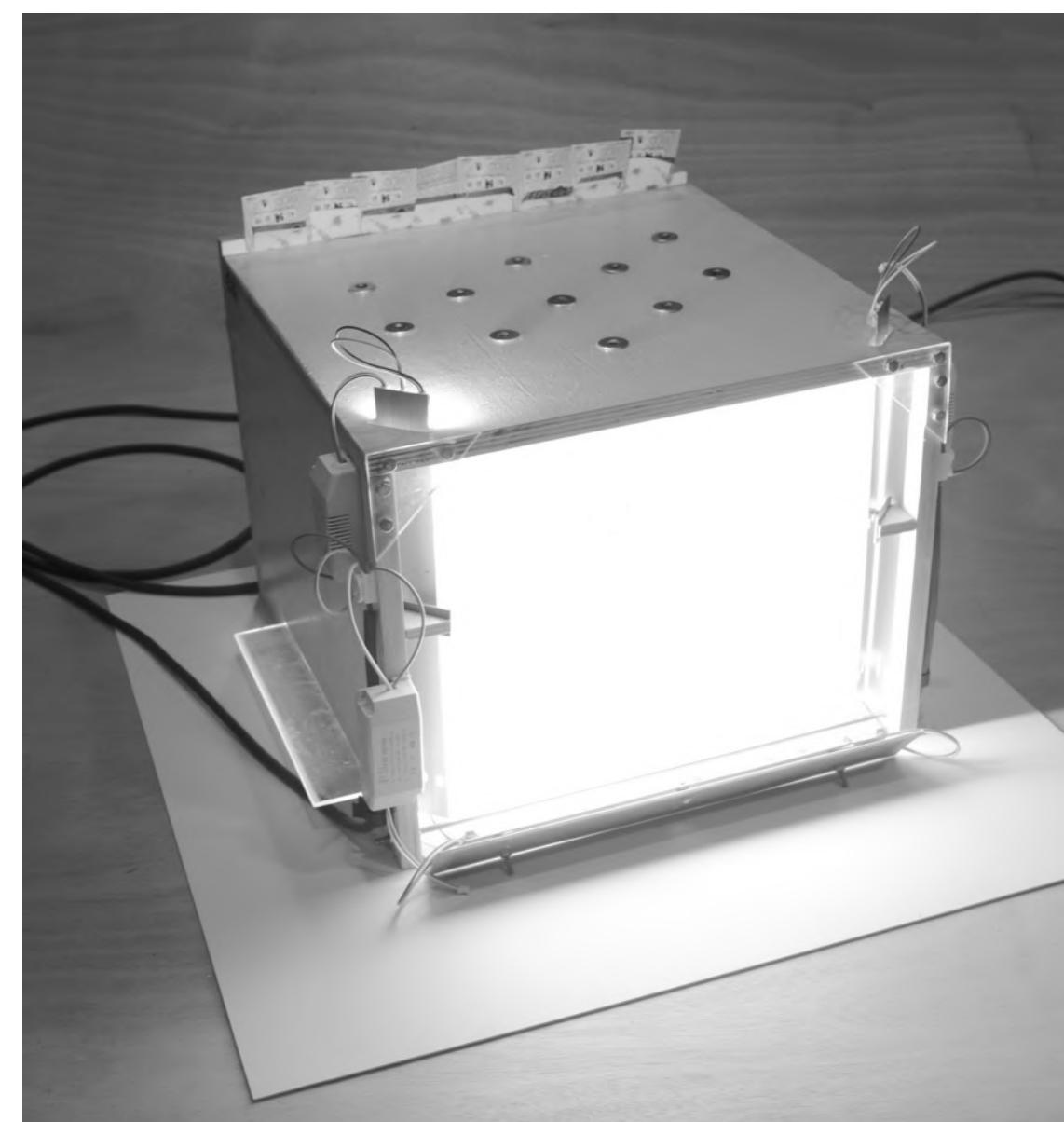
Mixed media

62 x 48 x 152cm





Exhibition view — T-Project

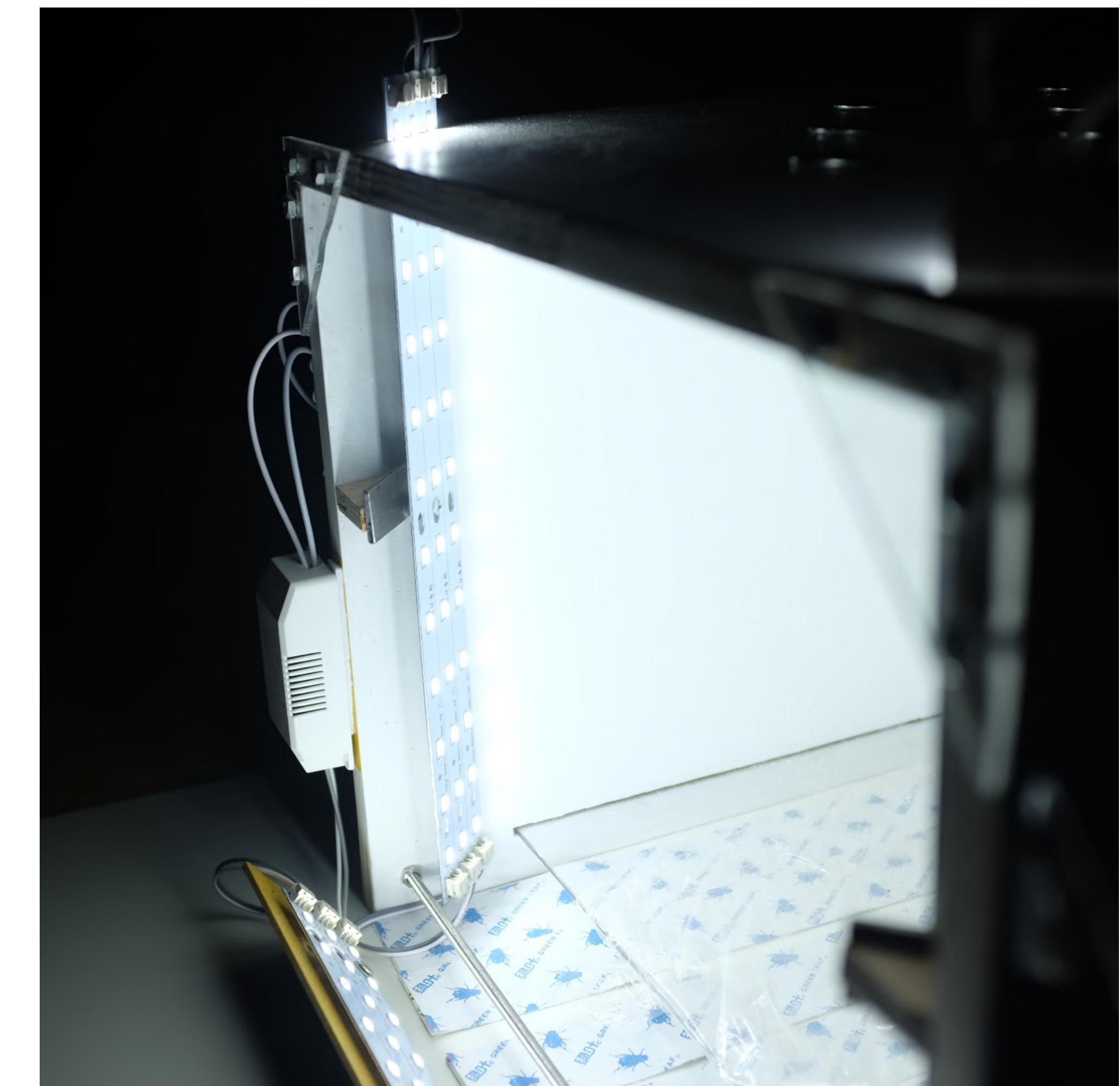
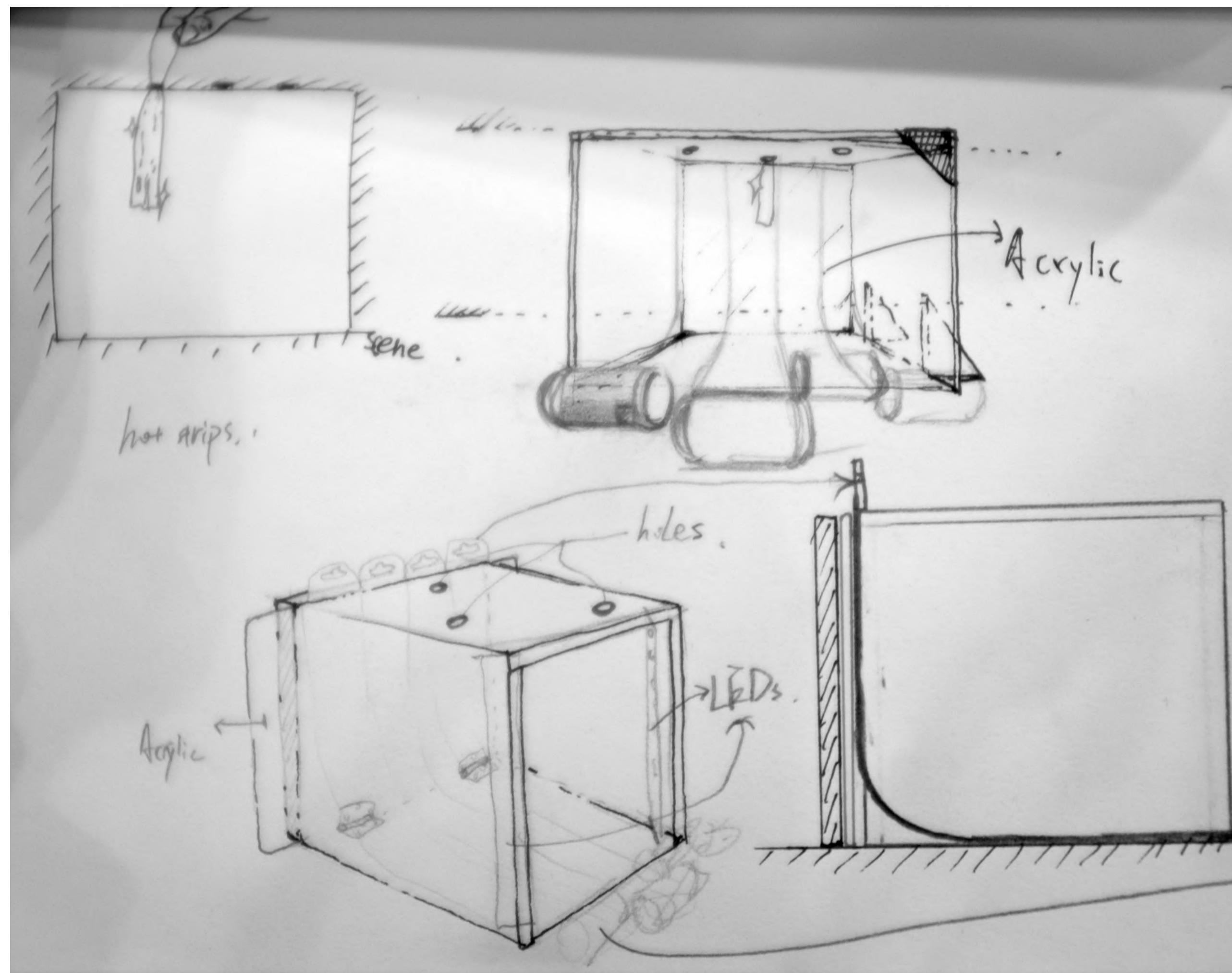


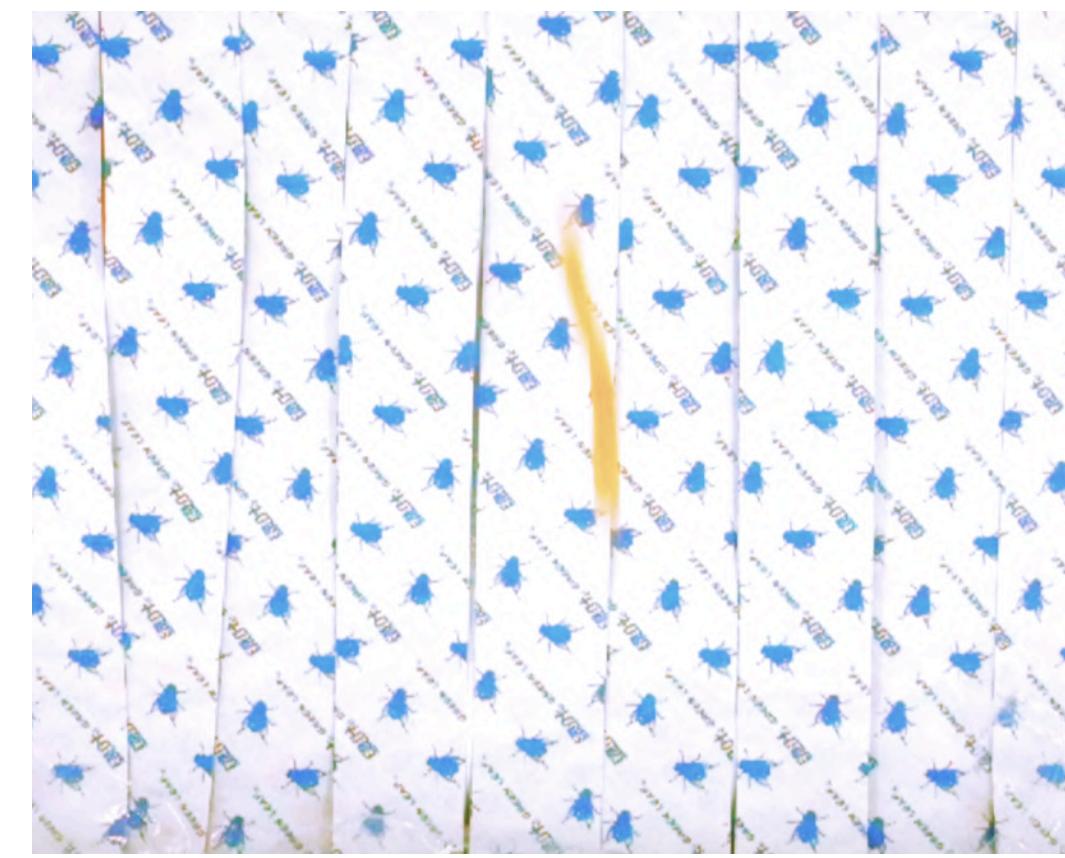
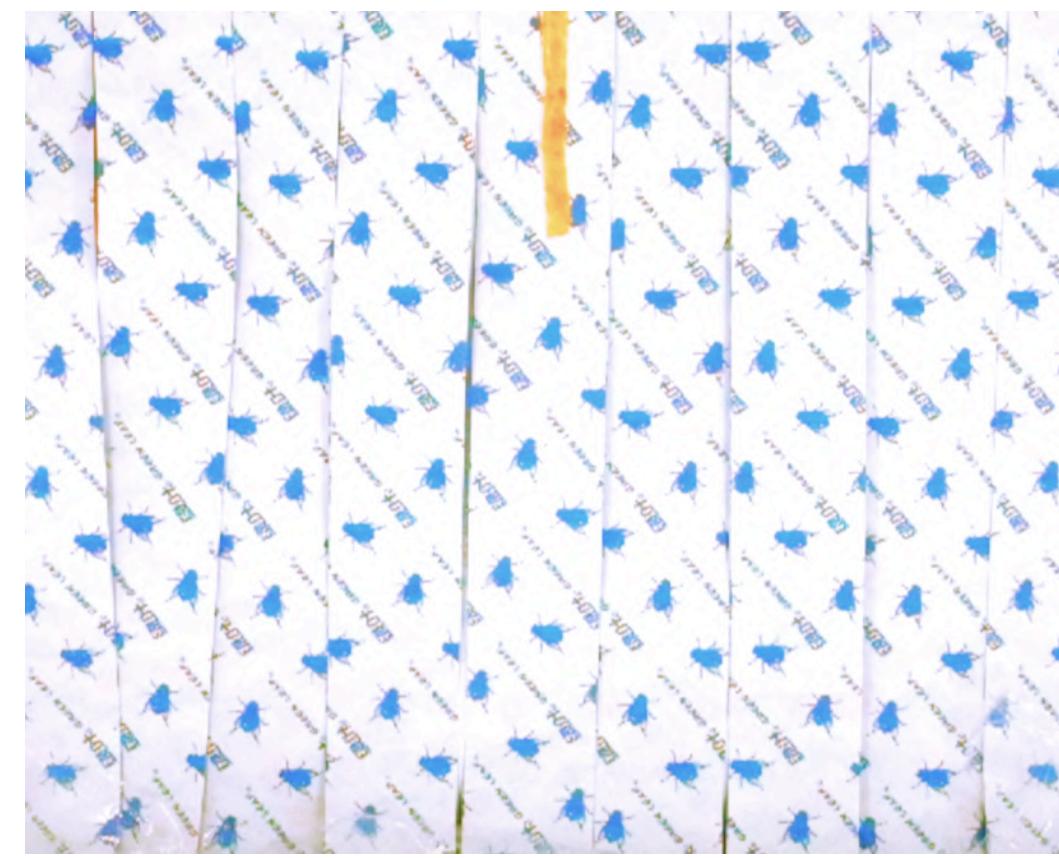
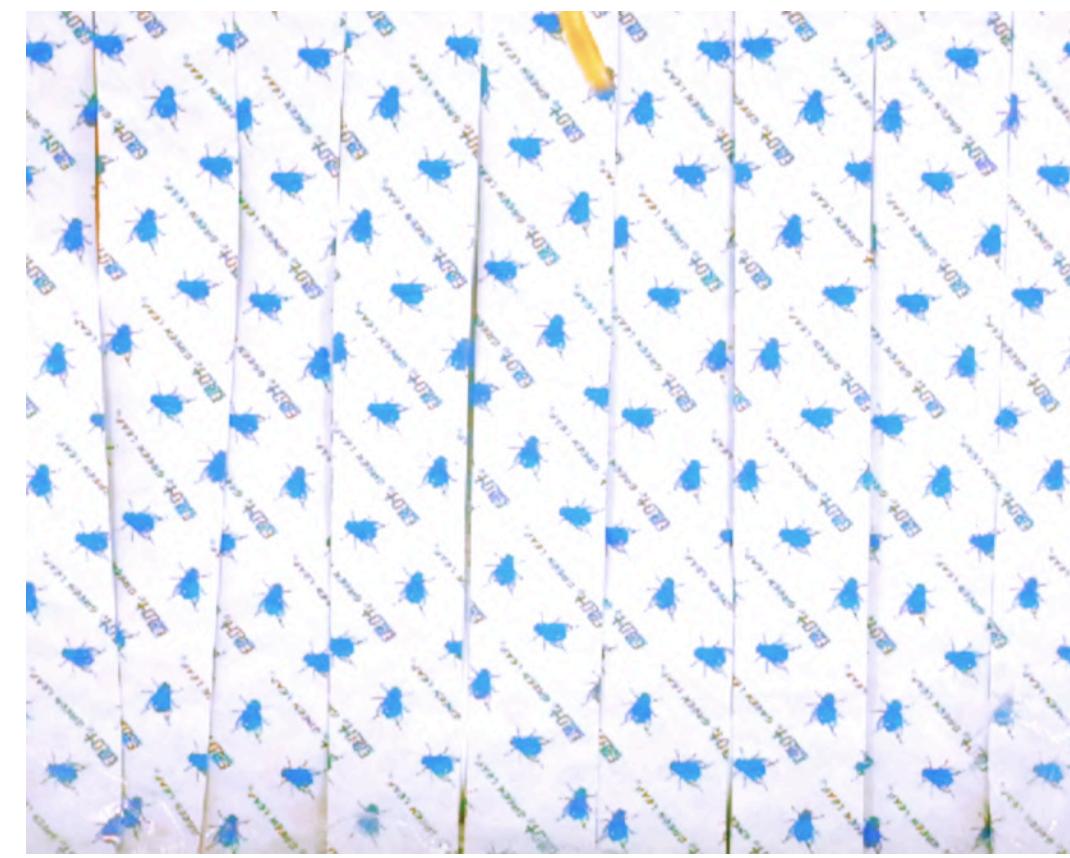
This is an abstracted replication of the massive moving image consumption that captures and is driven by curiosity. Contrarily, it is a prop that produces boredom only. The work consists of the event of me pushing and squeezing through hot strips. The presentation of the work includes the prop and a video. The prop is made up of a light-box with drilled holes on the top panel, through which hot strips (a spicy and rather addictive snack that had been very popular) can go through. Beside the light-box is a tablet looping a video that records the process.

Falling Hot Strips

T-Project, Hangzhou 2017
Mirror, LEDs, and other materials
Single channel video, no sound
7.6 x 9 x 3.4m

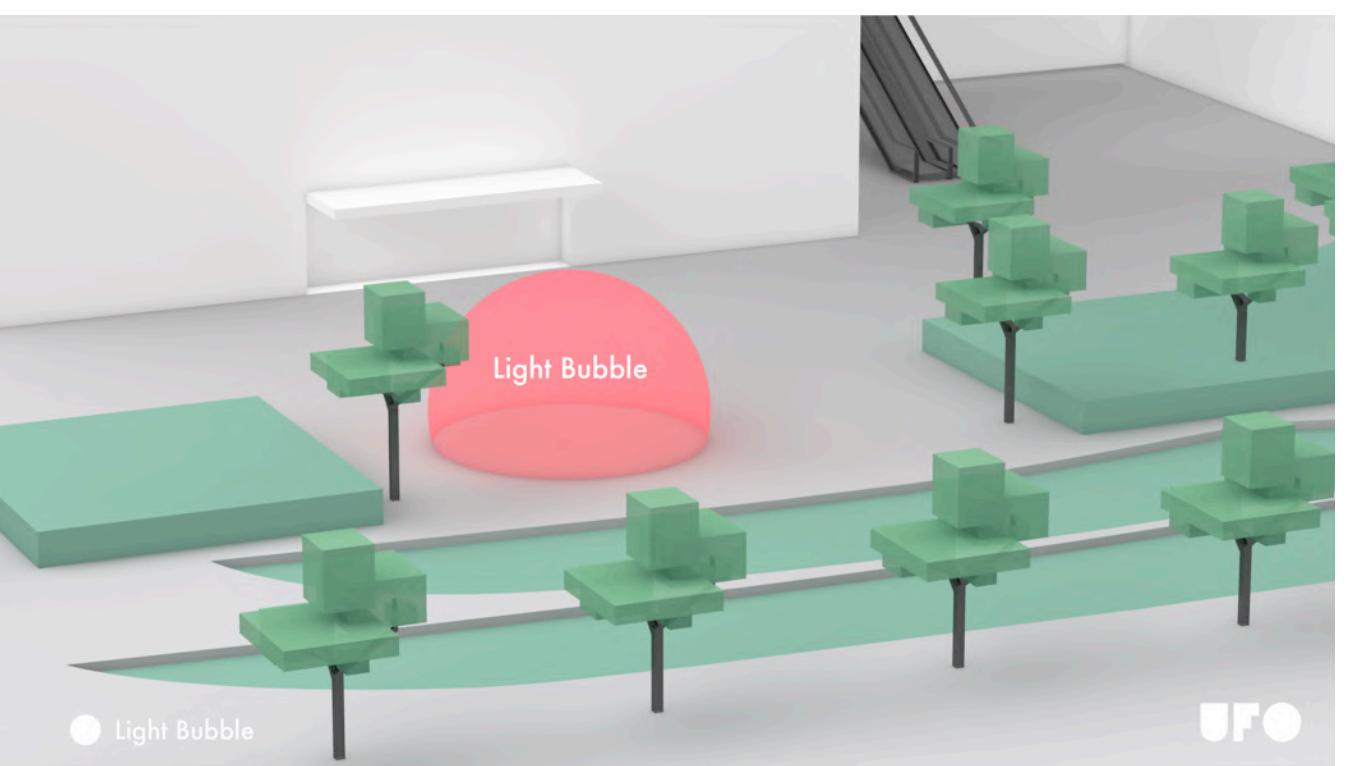
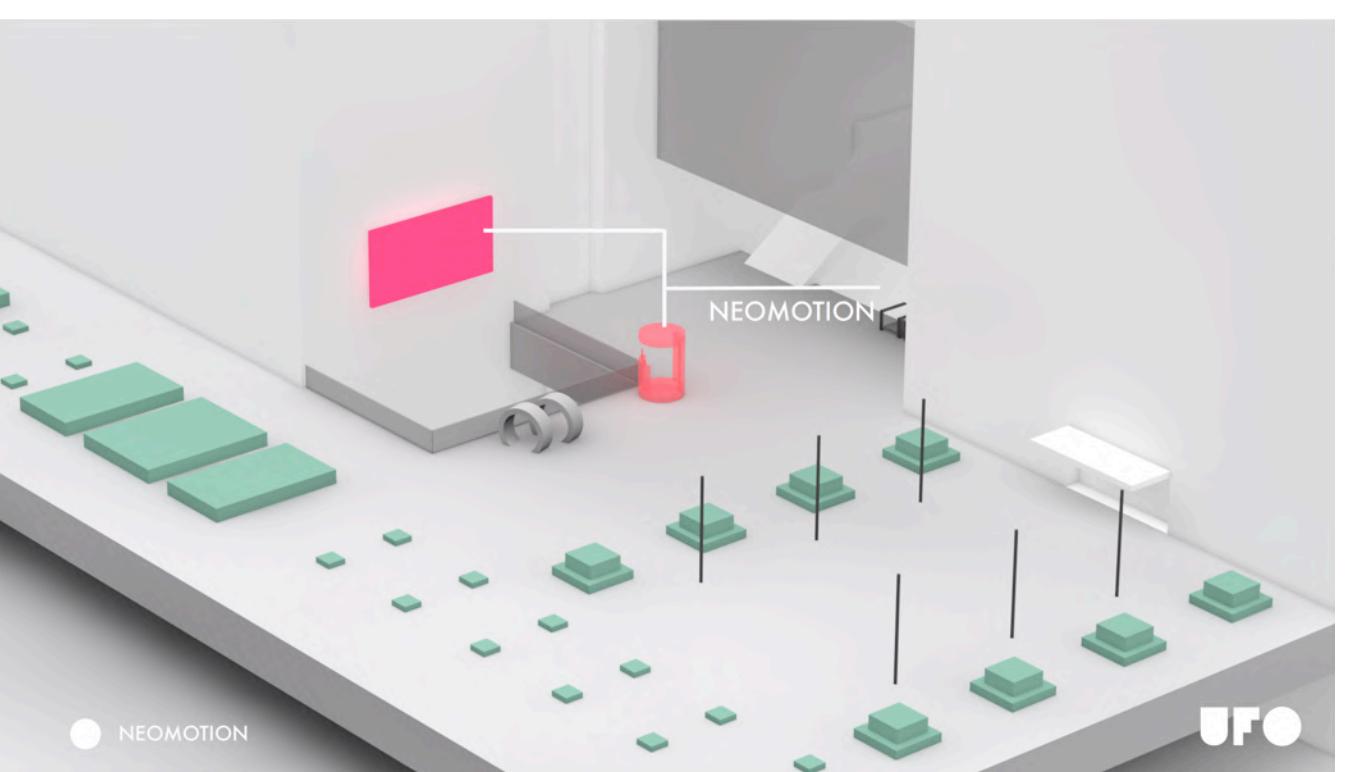
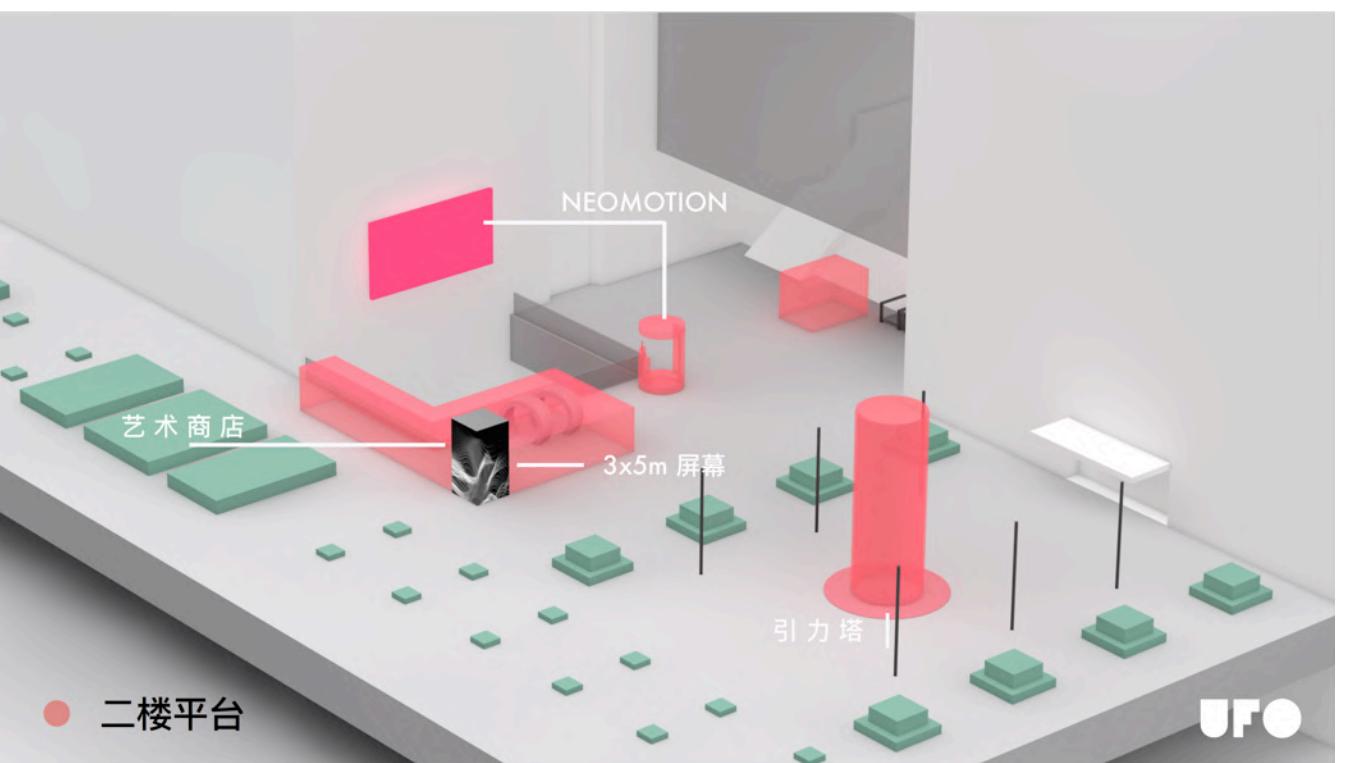
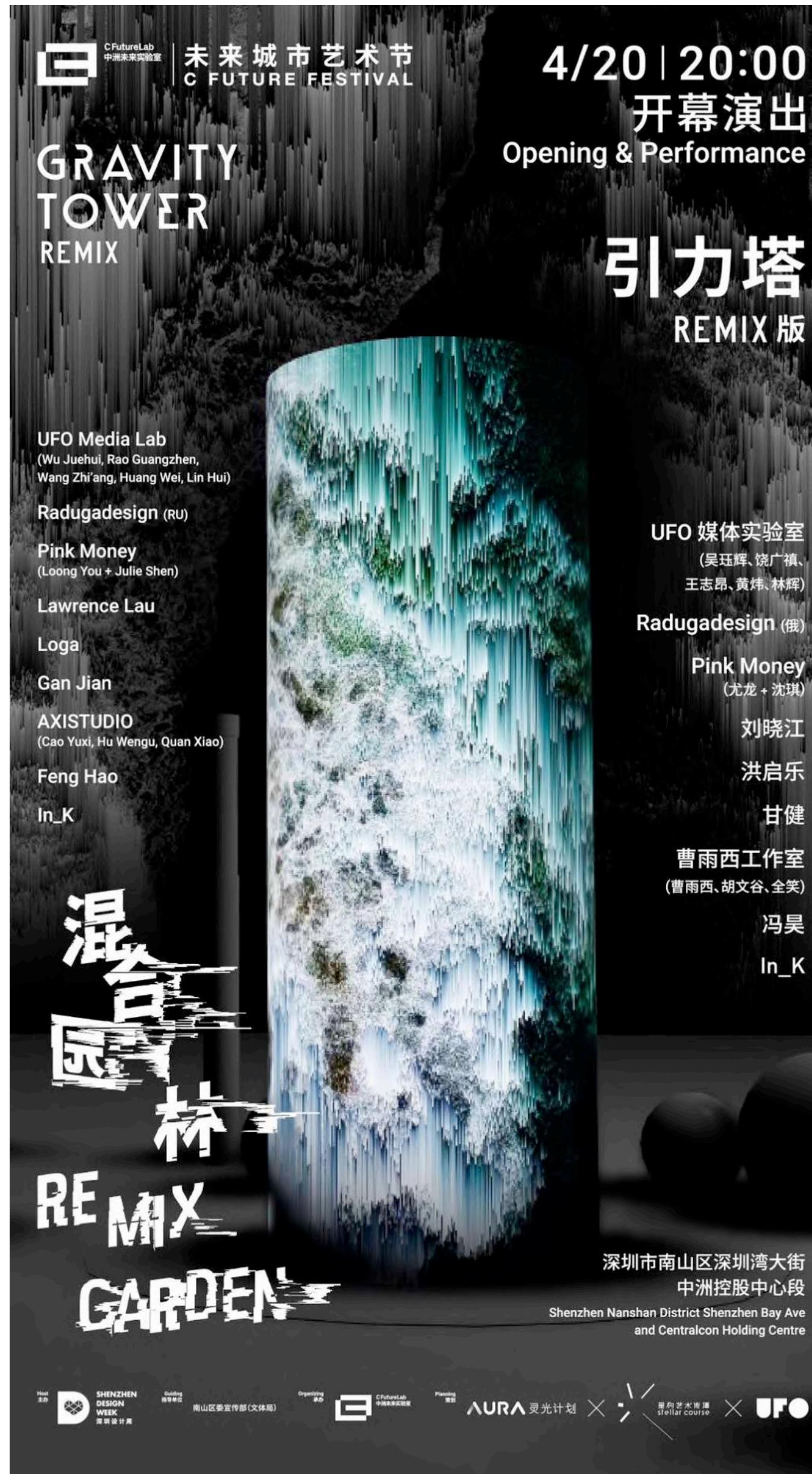
Link to the video played on monitor: <https://vimeo.com/339564679>





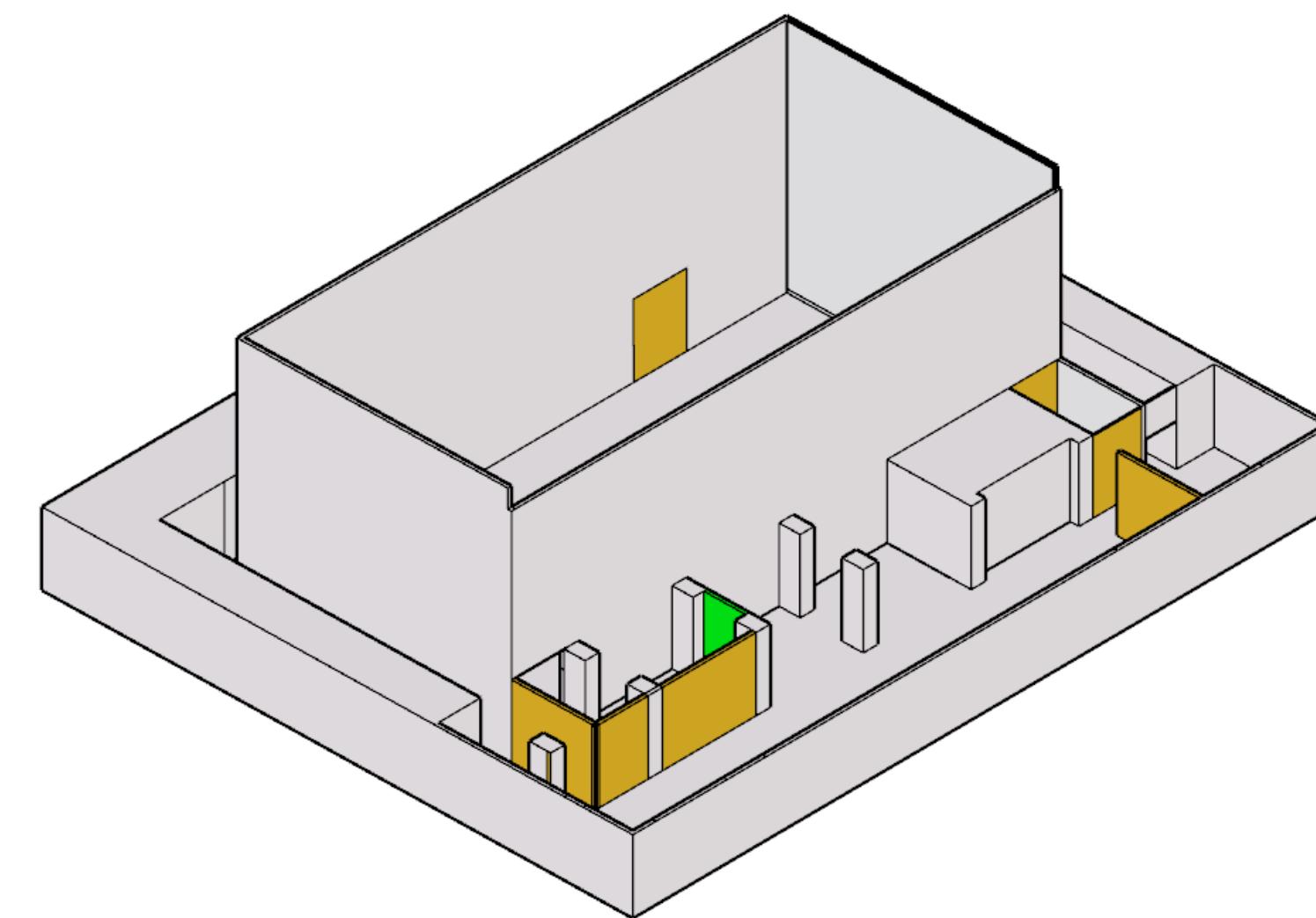
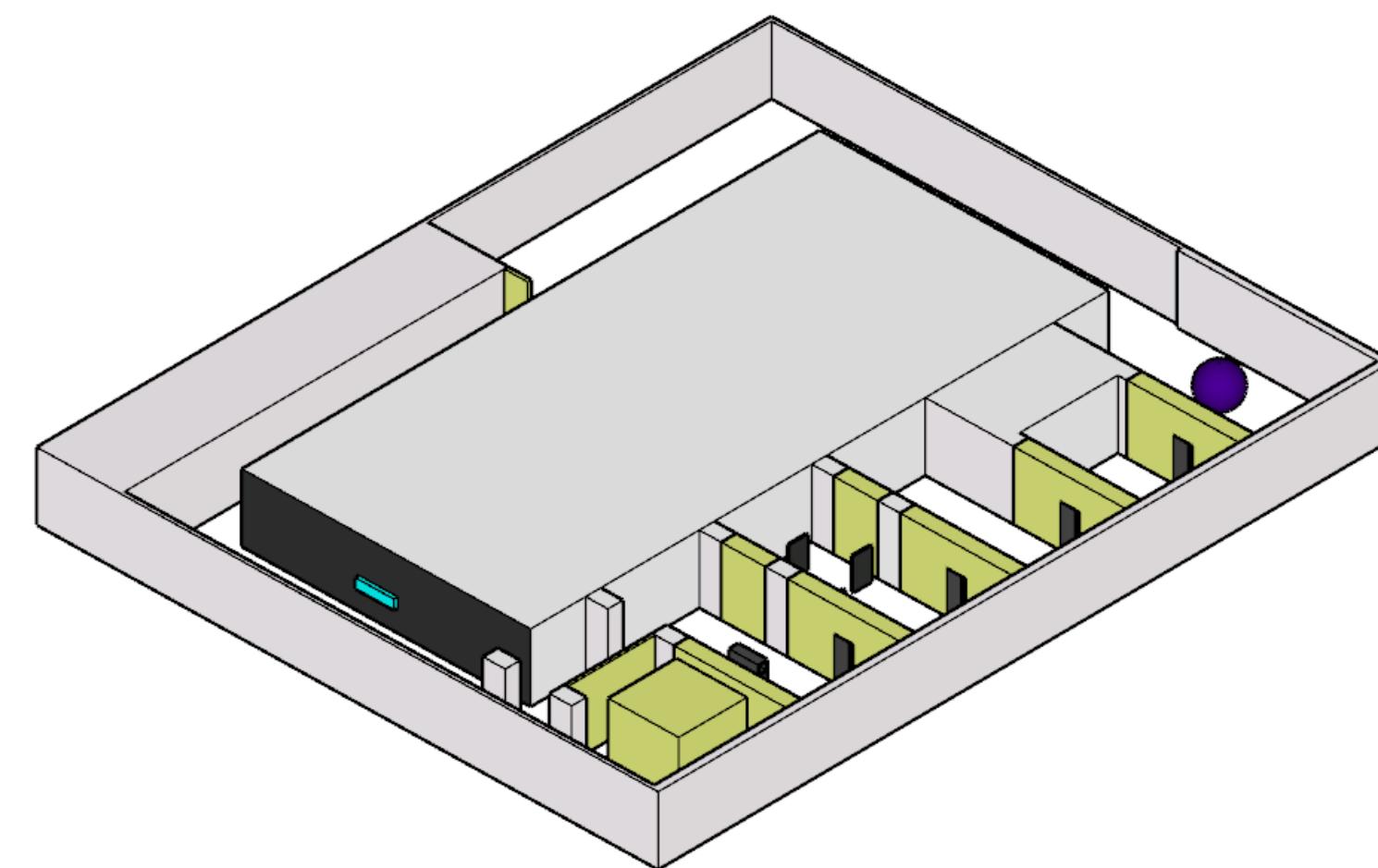
Selected frames from the footage

Selected Exhibition Designs

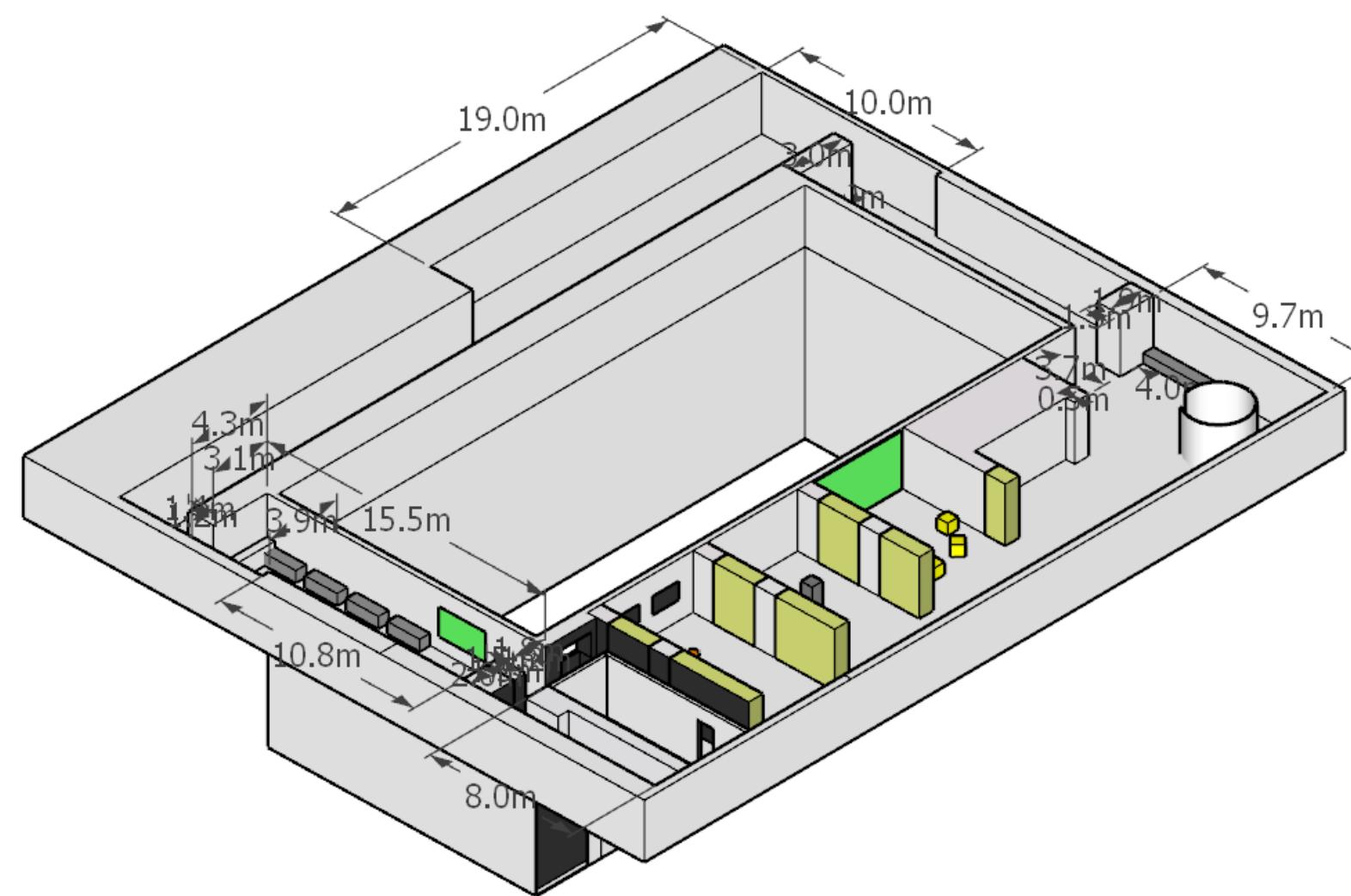


Remix Garden is one of the UFO Media Lab exhibitions which I participated in from scratch. The pictures on the left are the exhibition poster and an installation directory I made. My work involved selecting the artworks and communication with the artists and their teams, making renderings of the exhibition preview, transportation of works and facilitating and assisting the installation of the artworks.

Vimeo links to record of the event:
<https://vimeo.com/297185127>
<https://vimeo.com/275710138>
<https://vimeo.com/272114616>



Today Art Museum



The exhibition venue of Future Rhapsody at the Today Art Museum (Beijing) presented a great challenge with its limited interior space. I participated in the design of the exhibition space. The design connects the 2nd and 3rd floors as well as interlinking each individual artworks' space and a major projection room. The exhibition design ensures proper lighting and better viewing experience for individual artworks at the same time providing a coherent overall exhibition experience.