

# Zhu Clever

Zhengyang

&

Zhengzhou

Huang

# About

**Zhengzhou & Zhengyang Huang**

We are Zhengyang and Zhengzhou Huang, a twin artist duo from Chongqing, China. Our work reimagines our relationship with the ever-evolving digital technologies. Using mediums such as animation, games, web, and physical objects, we create stories, interactive applications, speculative designs, and alternative technologies. Essentially, our work joins the never-ending effort to create interfaces and channels that bridge the emerging digital phenomena with tangible experiences.

Our recent series, *Fire, Water, Air, Earth*, presents a nonlinear perspective on technology, challenging the dominant Western narrative of relentless technological progression and the pursuit of novelty. By imagining alternative approaches to data technology, such as a wooden GPU that “burns” for training AI models (*Fire*), we invite participants to engage with speculative systems and tools that defy linear trajectories of innovation.

We are also developing an ongoing project, *Digital Twin*. It begins with an exploration of our experience as twins and expands into examining the interconnectedness between AI and users. By investigating how AI learns and adapts through cycles of data, feedback, and simulation, the project reflects on the reciprocal influence between users and technology.

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 the University of Michigan, Plicnik Space Initiative, and the New Wight Gallery, Los Angeles.

2024

# Secondhand Life

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

**Game Download:**  
[zhuclever.itch.io/  
secondhand-life](https://zhuclever.itch.io/secondhand-life)  
**Video Documentation:**  
[vimeo.com/987512213](https://vimeo.com/987512213)

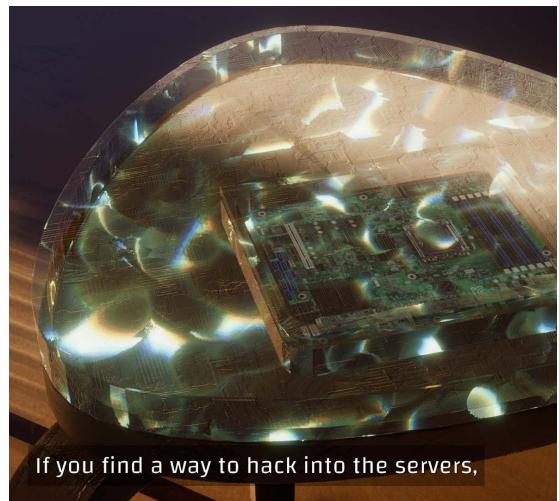
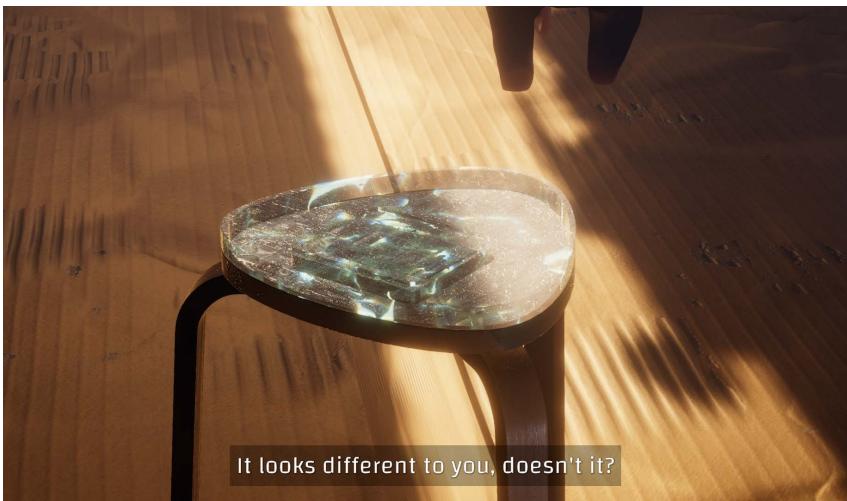
*Secondhand Life* is a game in collaboration with Wendy W Fok's research "Live With Data," where data servers are integrated into furniture, bringing people closer to data.

*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. This game is also installed physically with an interactive projection, where in-game data objects appear as digital furniture in the real room.

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

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





## Installation Photos



2023

# Fire

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

**Game Download:** [zhuclever.itch.io/fire](https://zhuclever.itch.io/fire)  
**Web:** [Obuo.github.io/fire/](https://Obuo.github.io/fire/)  
**Video Documentation:** [vimeo.com/987453552](https://vimeo.com/987453552)

*Fire* is a speculative project introducing a GPU kit made from wood for AI training, designed for 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 energy usage and data consumption in extensive AI training.

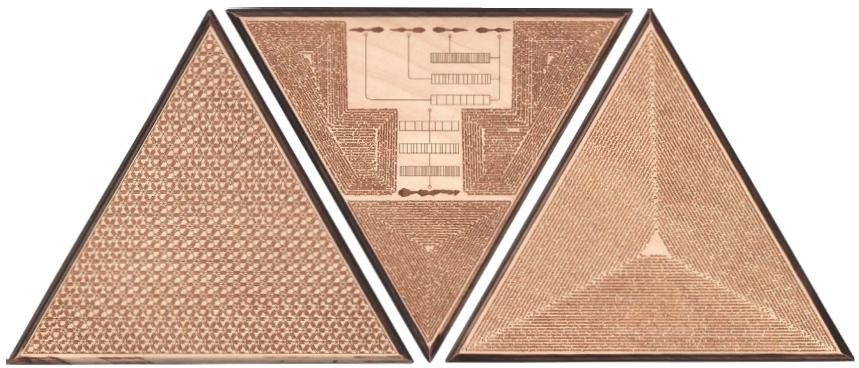
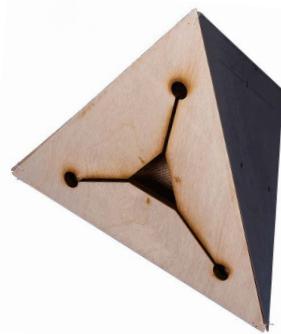
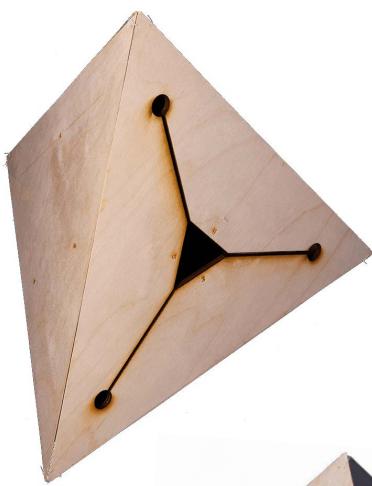
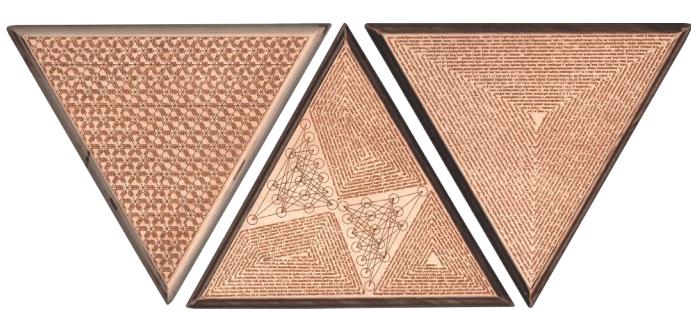
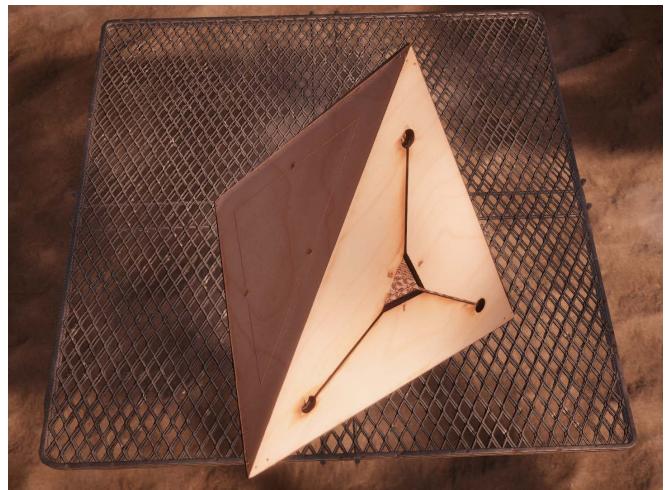
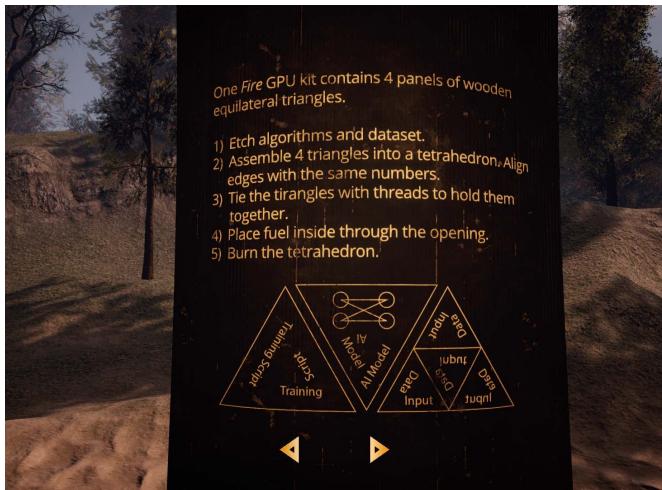
*Fire* is presented as physical objects, an interactive demo and a product website to showcase the whole process of using *Fire* GPU kits.



Screenshots of Interactive 3D Demo



## Screenshots of Interactive 3D Demo



**Physical Fire GPU Sets**

2021

# Water

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

**Web:** [nuobh.github.io/](https://nuobh.github.io/)

**Video Documentation:**

[vimeo.com/987448315](https://vimeo.com/987448315)

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 within the volatile liquid molecules. Water introduces an ambiguous and physical interface with data, exploring new relationships with one’s own data.

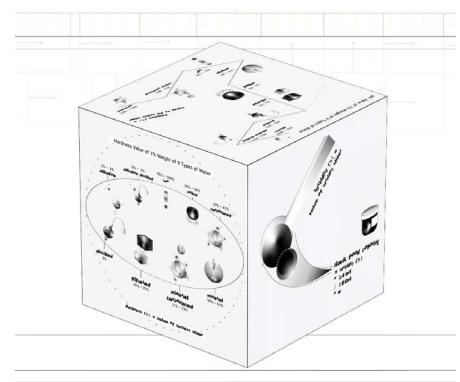
This project consists of performance videos, participant involvement, and a documentation website. We documented the entire performance on how to transfer data from a regular USB drive into water and how we prevented data contamination from noise signals during the process.

**Here are the 5 steps of data transfer:**

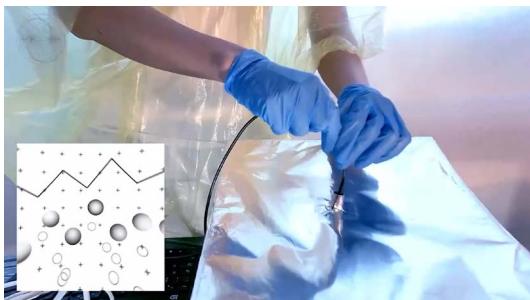
**(1) Clean equipment**



**(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 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.



2021

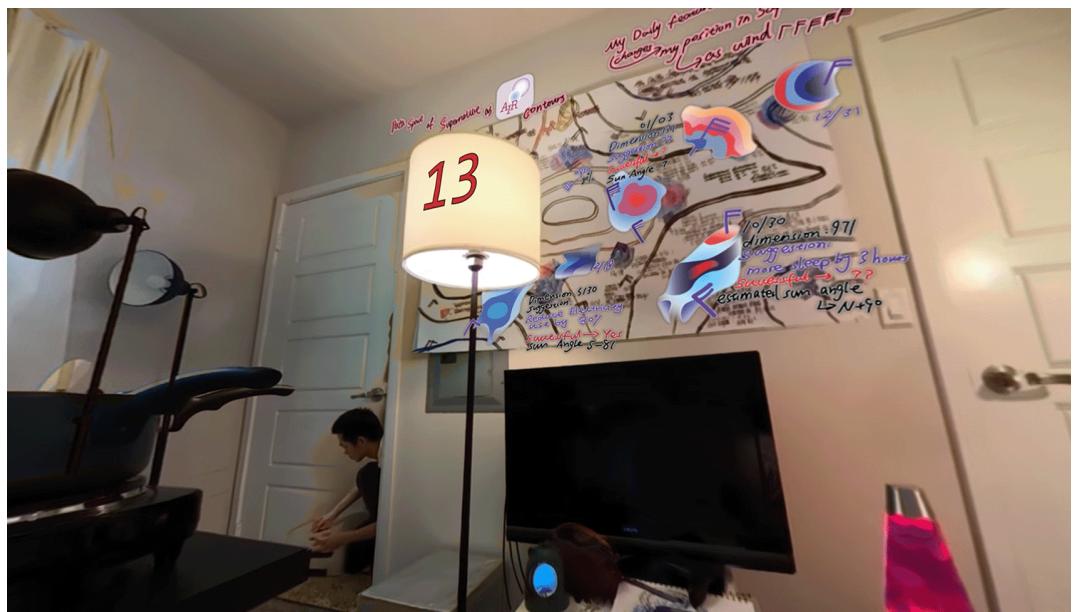
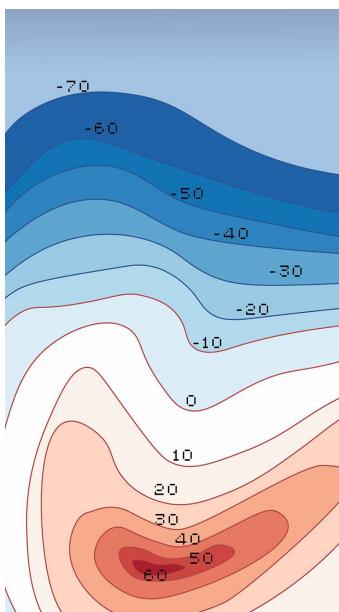
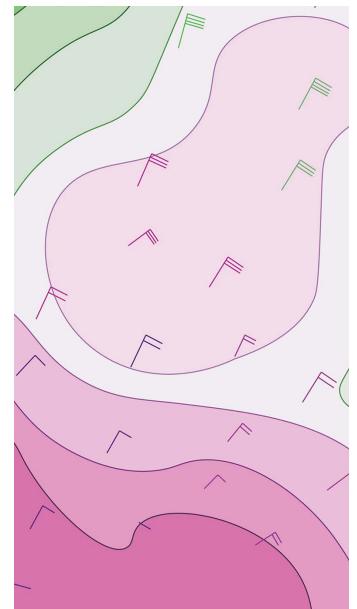
Video Trailer:  
[vimeo.com/1007550469](https://vimeo.com/1007550469)

# Air

Medium: VR video

Air is a speculative project that envisions a future where planetary-scale computation functions like a weather system. In this world, a smart home device called Air predicts the daily influence of this vast computational network on individuals. It does this by analyzing virtual data movements streaming in and out of users, data centers, and AI. By merging insights from atmosphere-like data patterns, Air forecasts potential disruptions, or "storms," in this data-driven environment.

This work is a VR video portraying three days in the life of a person interacting with Air. The person's daily data features are unrecognizable to himself, and only through the aid of Air, he gets a grasp of an upcoming data storm.



2024

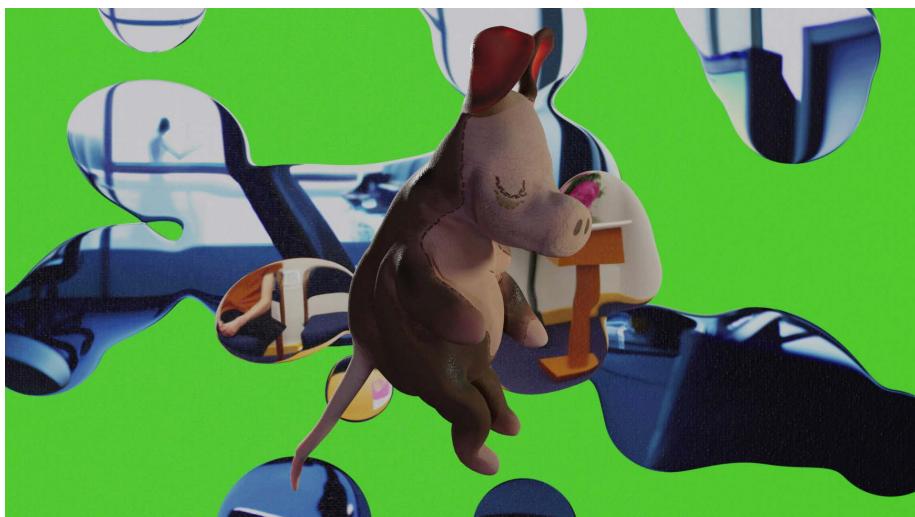
Video Excerpt:  
[vimeo.com/950614446](https://vimeo.com/950614446)

# Our Agent

Medium: 3D Animation

Our Agent is a *work-in-progress* project created during China's COVID lockdown, amidst online/offline protests and our personal dilemmas including visa sponsorship, familial expectations, career paths, romantic relationships and closeted identity. In this video project, a digital pig acts as a surrogate intelligent agent, experiencing life events on our behalf—such as lockdowns, career changes, artist fame, elopement, coming out, and ambivalent family gatherings.

Each event is AI-generated, drawn from its vast datasets. The video story presents the pig as a product designed to live certain moments for us through AI-generated scenarios. Ultimately, the digital pig becomes a stand-in for all of us, with our lives feeding into AI generative models.



## Video Stills



2020

Video Documentation:  
[vimeo.com/913370819](https://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.

