

Jinlong Xu Art Portfolio



Jinlong Xu

A graduate of the Guangzhou Academy of Fine Arts, Jinlong Xu is currently a core member of the Science + Art Joint Laboratory at the Shenzhen Institute of Artificial Intelligence and Robotics for Society. Working across media, he integrates electronic technology, conceptual art, and public art installations. His practice spans mechanical interactive installations, new-media installation art, and other hybrid forms. Centered on everyday life, his work observes subtle emotions and traces of the times from a micro perspective, using the collision between technology and art to examine contemporary living conditions and inner states. He brings technology back into daily life and makes art perceptible and tangible.

Awards and Collections

- **2016 Zeng Zhushao Sculpture Art Nomination Award**
- **2016 Luo Zhongli Scholarship Finalist Award**
- **2025 ACAR Art Award Finalist, Australia**
- **4th China Sculpture - China Pose Innovation Creation Award**
- **Works collected by multiple art museums, private institutions, and private collectors**

Solo Exhibitions

- **2019 Solo Exhibition: Midwifery Room**
- **2024 Large-scale solo exhibition "≠", Guangming Art Museum**
- **2026 Dual Solo Exhibition: Letting Go**

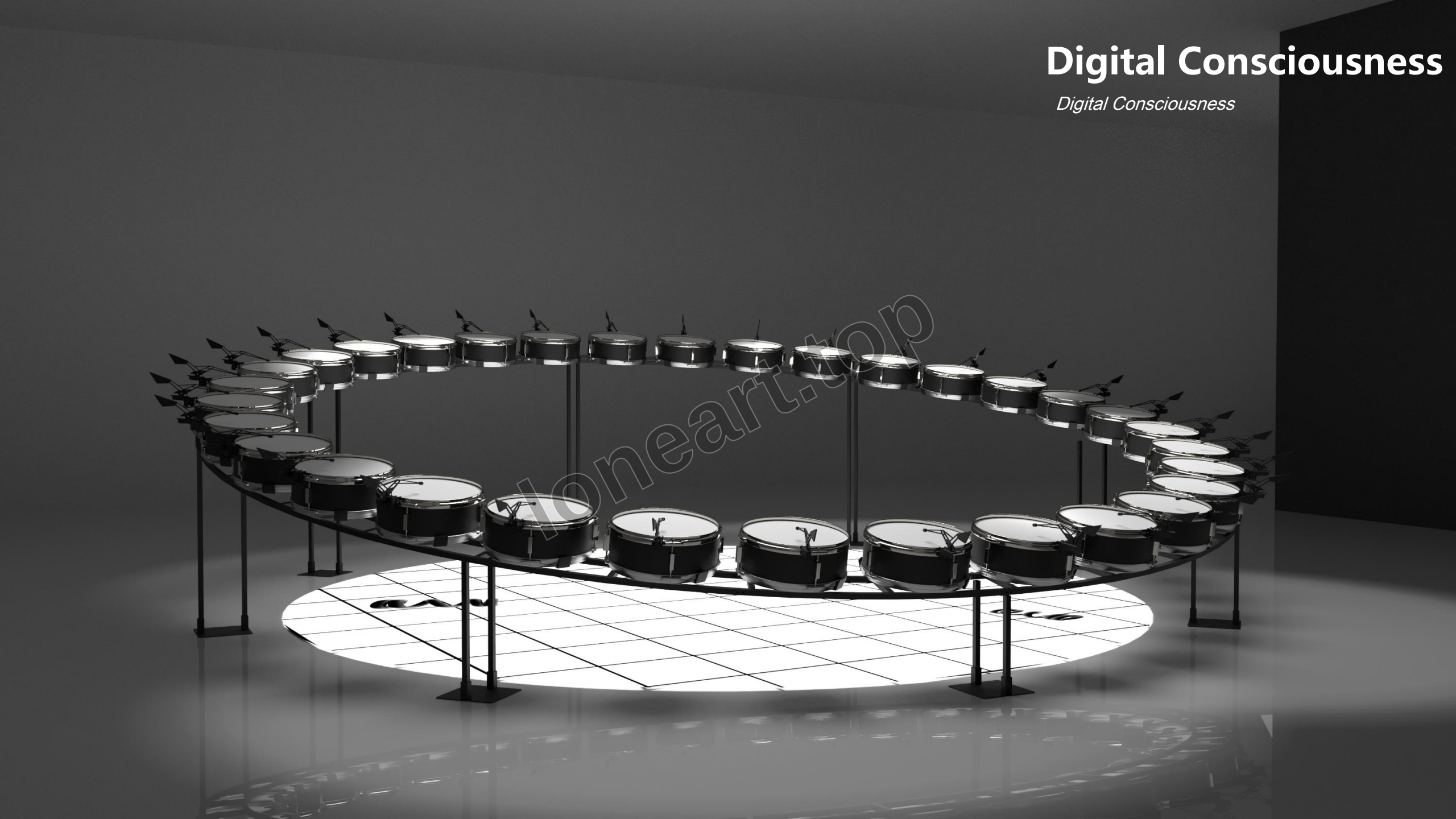
Selected Exhibitions

2013 Guangzhou Young Artists Group Exhibition "State"	Guangzhou
2014 Lingnan Impression Exhibition	Guangzhou
2015 Themed Exhibition "Us"	Guangzhou
2015 Contemporary Art Exhibition "Keeping Still"	Guangzhou
2016 Art Exhibition "Capillaries of the Field"	Jinan
2016 China Pose - China Sculpture Exhibition	Datong
2016 Zeng Zhushao Sculpture Art Nomination Exhibition	Chongqing
2016 Luo Zhongli Nomination Exhibition	Beijing
2016 Art Exhibition "A Journey of a Thousand Li"	Dongguan
2017 "Signs" - 2nd Guangdong Contemporary Sculpture Invitational	Shenzhen
2017 Shenzhen (Pingshan) International Sculpture Exhibition	Shenzhen
2021 Contemporary Art Exhibition "Between Other Realms"	Shenzhen
2021 Art Exhibition "Muyun 37°C"	Shenzhen
2021 "On the River Islet - River of Time" Bay Area Contemporary Art Exhibition	Guangzhou
2022 Venice Metaverse Art Exhibition	Venice
2022 London Design Festival	London
2022 Art Exhibition "House / Neighbors and Narratives of Representation"	Shenzhen
2023 Contemporary Art Exhibition "Problem Deduction"	Shenzhen
2024 Themed Exhibition "Human-Machine Integration: The Age of Robotic Art"	Beijing
2024 Xinjiang Biennale	Xinjiang
2024 Art Exhibition "How Problems Are Deduced"	Shanghai
2025 Contemporary Art Exhibition "Boundless Problem Deduction"	Shenzhen
2025 Themed Exhibition "The Problem of Problems"	Shenzhen
2025 Art Exhibition "The Reflection of Orpheus"	Shanghai
2025 "Transboundary Topology: A Media Theater of Difference and Repetition"	Beijing
2025 Reshaping Design Boundaries | Shenzhen-Hong Kong-Macao Digital Design Tri-city Exhibition	Shenzhen
2025 Guangming District Public Art Season	Shenzhen
2025 Bi-City Biennale of Urbanism/Architecture, Shenzhen-Hong Kong	Shenzhen
2025 ACAR Art Award, Australia	Australia
2026 "Digital Migration" New Media Art Exhibition	Nanchang

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Digital Consciousness

Digital Consciousness



Digital Consciousness

Digital Consciousness



Digital Consciousness

Composed of 32 precision mechanical units, each equipped with a drumstick and drum surface, the installation uses built-in sensors to track motion trajectories in real time. Every ten seconds, all units trigger a collective strike. At the initial moment, every beat is perfectly synchronized, constructing an idealized state of absolute order.
Yet the mechanical body cannot resist the physical law of entropy. Subtle deformation in metal joints, the natural weakening of motor force, and millisecond delays in sensor signals gradually disturb the once-unified rhythm, sending ripples of time through the beats.
At this point, the digital algorithm intervenes like an invisible hand. Through recursive learning, the system converts errors from the previous cycle into compensating commands, recalibrating each strike with microsecond precision. This is not cold correction, but a continuous dynamic negotiation: the physical limits of machinery and the absolute precision of the digital pull against each other in every beat, reaching a fleeting equilibrium. Through direct sound and rhythm, the work explores the enduring coexistence and conflict between humans and technology in the digital age.

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Digital Consciousness



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Digital Consciousness




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Command

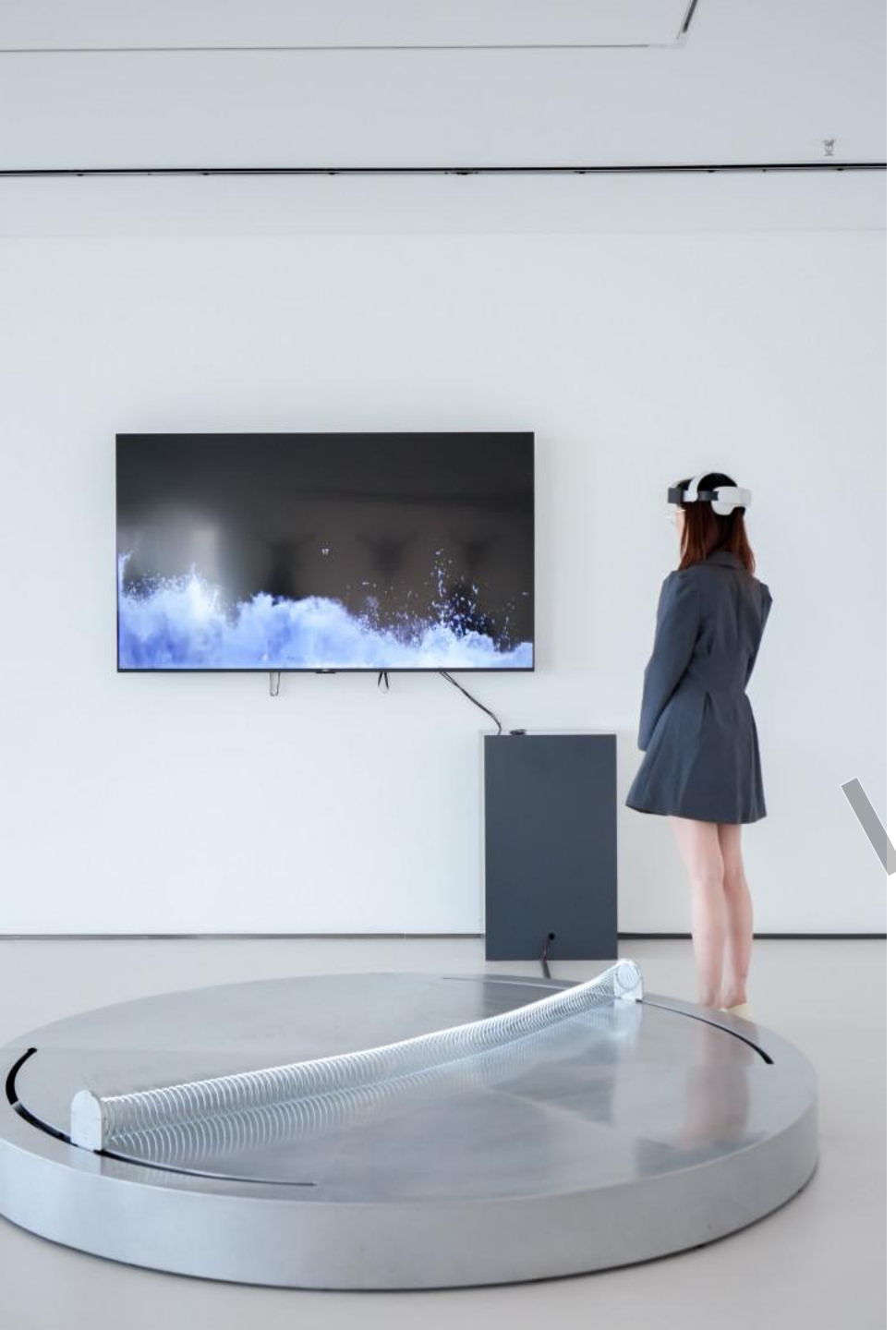
Command

Materials: mechanical installation, EEG sensor, motor, controller
Dimensions: 2 m x 0.8 m x 1.8 m diameter

Command is an installation based on brainwave interaction. Through the dynamic movement of a mechanical spring, it externalizes fluctuations in human attention, transforming invisible mental states into visible and audible effects on site.
The work consists of two major components: dynamic ocean-wave imagery and a physical mechanical device. Its structure combines a circular platform, dual sliding rails, drive motors, and a giant spring, forming the core interactive carrier of the work.
After wearing an EEG sensor, the viewer's attention data is captured in real time and translated into mechanical response. The higher the viewer's concentration, the stronger the brainwave value and the faster the spring shakes. When attention weakens, the spring's movement becomes calmer.
The visual field is based on a static ocean-wave video, while the actual soundscape is produced entirely by the friction of the shaking spring. The viewer's level of attention directly determines the rise and intensity of the wave sounds, allowing them to see and hear their own state of focus and complete a two-way interaction between consciousness and mechanical matter.



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Command

Command is a brainwave interactive installation that visualizes fluctuations in human concentration through the motion of mechanical springs, translating invisible mental states into visible and audible sensory experiences.

The work consists of two core parts: a projected ocean wave visual and a physical mechanical device. The mechanical structure is composed of a circular platform, two sliding rails, driving motors and a large spring, which serves as the core interactive component of the installation.

When visitors wear the brainwave sensor, the system captures real-time concentration data and triggers corresponding changes in the device. The higher the audience’ s concentration level, the faster the spring vibrates. When focus weakens, the spring movement gradually slows down and calms down.

The background ocean wave visuals are pre-rendered videos, while the immersive wave sound is purely generated by the friction and vibration of the moving spring. The intensity of the sound directly responds to the audience’ s mental focus. In this way, the installation connects human consciousness with physical machinery, allowing viewers to perceive their own state of concentration through real visual and acoustic feedback.

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Gravity Confrontation

Gravity Confrontation

Gravity Confrontation
Through the physical dialogue of four sets of device units, this installation visualizes the interplay between order and chaos. The vertical pendulum serves as a tangible symbol of gravitational authority. Aligned with a perfectly vertical sighting mark via its motion trail, it establishes an unshakable spatial benchmark. The regular swinging of the robotic arm simulates the linear logic of the industrial age, with its motion trajectory predefined as a calculable and deterministic paradigm. However, the built-in telescopic spring disrupts this rigid mechanical order. The deformation of the spring introduces chaotic tension, constantly deviating the vertical posture of the pendulum and the linear movement of the robotic arm from their preset paths and generating dynamic confrontation. The changing relationship between the pendulum’ s projection and the ground sighting mark records the real-time game between gravitational authority and elastic variables. Ultimately, the installation deconstructs the certainty of Newtonian mechanics, transforming it into a spatial field full of uncertainty.

Gravity Confrontation

Gravitational Antagonism



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Heartbeat Can

Heartbeat can

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Equipped with high-precision sensors and electronic modules, this interactive installation transforms the heartbeat — the most primitive symbol of life — into a tangible and immersive physical experience. When visitors pick up the can, the built-in photosensitive sensor detects light and activates the device. The integrated infrared system captures the visitor’ s real-time heartbeat and converts its rhythm into intuitive pulse vibrations, making unique life rhythms perceptible in the palm.

Serving as a timeless emotional container, each can functions as both a recorder and a player. Visitors can save their real-time heartbeat data through the induction key. These exclusive life imprints are encoded and stored, gradually accumulating to form an ever-expanding collective "heartbeat map".

When subsequent visitors hold the can, the device replays previously recorded heartbeats. Dynamic changes in vibration frequency and intensity create a continuous chain of heartbeat transmission. Connecting strangers across time and space, the installation enables silent emotional resonance and intimate communication through shared life rhythms.





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Traces of Time is inspired by reflections on the rules and order of the real world. The operating laws of all things resemble an invisible underlying code that sustains the orderly movement of the world. The installation deliberately rejects immediate visual impact; at first glance, its quiet mechanical form can easily be mistaken for a static exhibit.

Composed of a mirrored grinding disc and a metal spring, the device rotates at an extremely slow, constant speed. The mirrored surface weakens the visibility of the motion path, making the movement hidden and subtle; viewers must pause and look for a long time to perceive its minute changes. During operation, the metal spring remains in contact with the disc, gliding and rubbing against it while slight vibrations from ambient sound cause subtle displacement. Day after day, it engraves unique traces onto the mirror. Each mark, different in depth, is an irreversible imprint jointly left by environmental sound and flowing time. The work transforms intangible time and fleeting site-specific sound into physical textures that can be preserved and seen, making visible the slow, silent, and irreversible power of time.

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Traces of Time

Traces of Time

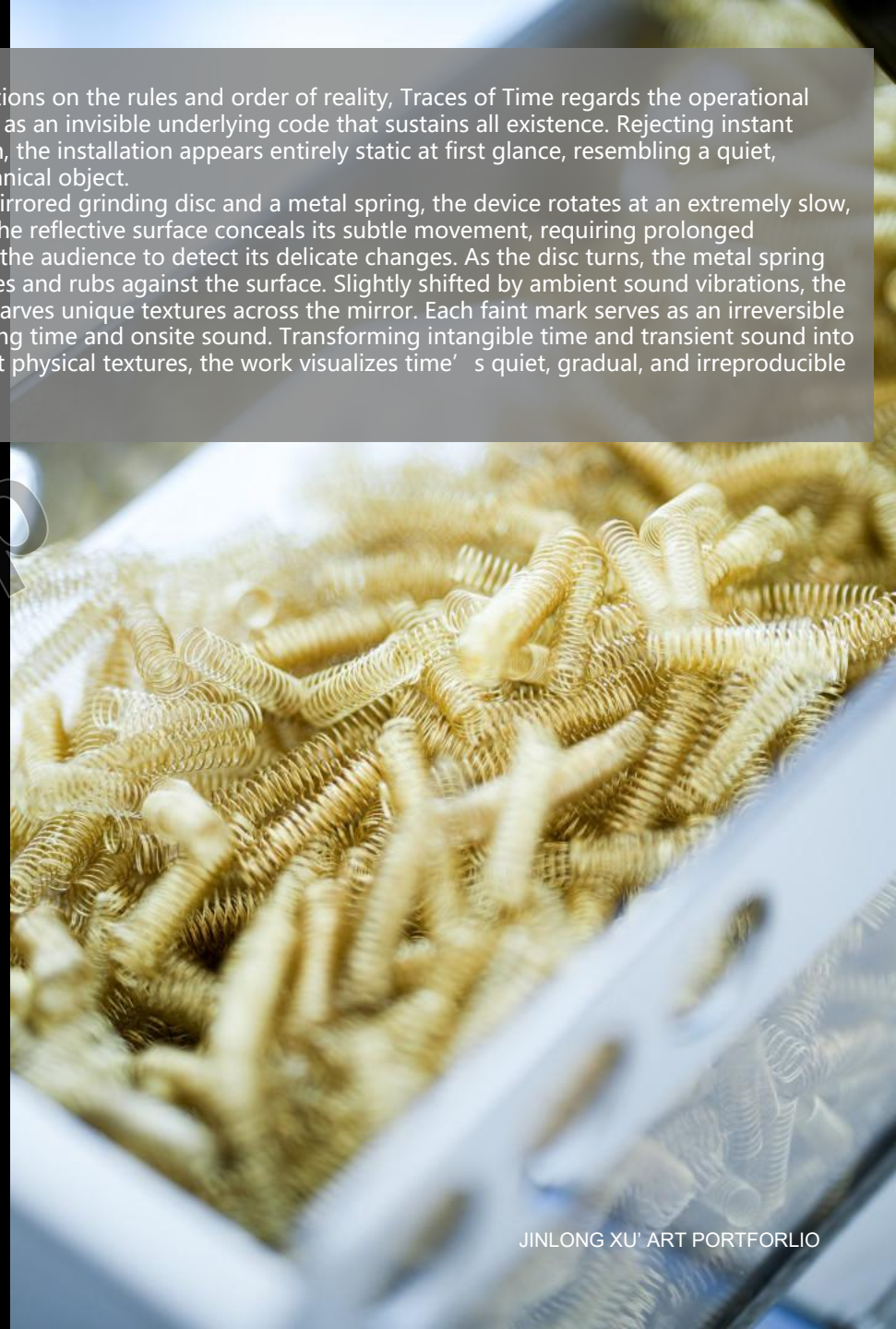
Traces of Time

Traces of Time



Traces of Time
Inspired by reflections on the rules and order of reality, Traces of Time regards the operational logic of the world as an invisible underlying code that sustains all existence. Rejecting instant visual gratification, the installation appears entirely static at first glance, resembling a quiet, motionless mechanical object.
Composed of a mirrored grinding disc and a metal spring, the device rotates at an extremely slow, constant speed. The reflective surface conceals its subtle movement, requiring prolonged observation from the audience to detect its delicate changes. As the disc turns, the metal spring continuously glides and rubs against the surface. Slightly shifted by ambient sound vibrations, the spring gradually carves unique textures across the mirror. Each faint mark serves as an irreversible trace left by passing time and onsite sound. Transforming intangible time and transient sound into visible, permanent physical textures, the work visualizes time' s quiet, gradual, and irreproducible power.

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Resonance Effect

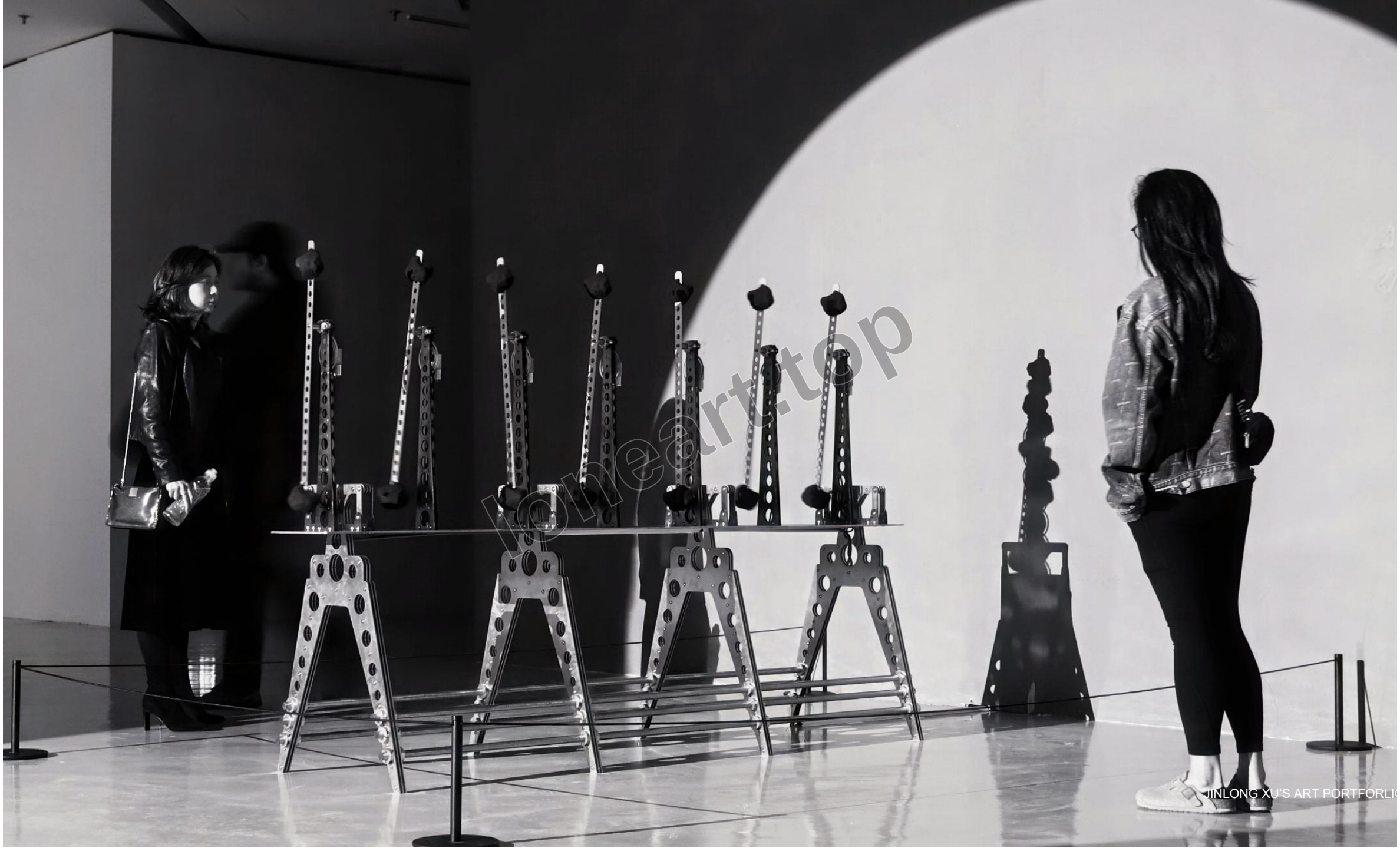
Resonance Effect

Resonance Effect consists of multiple swinging devices, each with its own rhythm and independent state of motion. When the supporting platform below begins to shake, all independent devices influence and adapt to one another, eventually reaching a unified speed and angle and forming synchronized resonance as a whole.
The work explores the order and operating logic of the real world. Each swinging device symbolizes an independent node within individual memory. Their varied rhythms represent the uniqueness of individuals and the diversity of memories. As an external force, the shaking platform breaks their independent states, causing previously separate devices to interact, gradually converge, and eventually merge into a unified overall rhythm.
The process visualizes the relationship and interaction between individuals and groups. It suggests that within a collective and external environment, independent individuals inevitably influence and adapt to one another, gradually tempering their own traits under environmental forces and integrating into an overall order, completing a transformation from diverse independence to collective resonance.

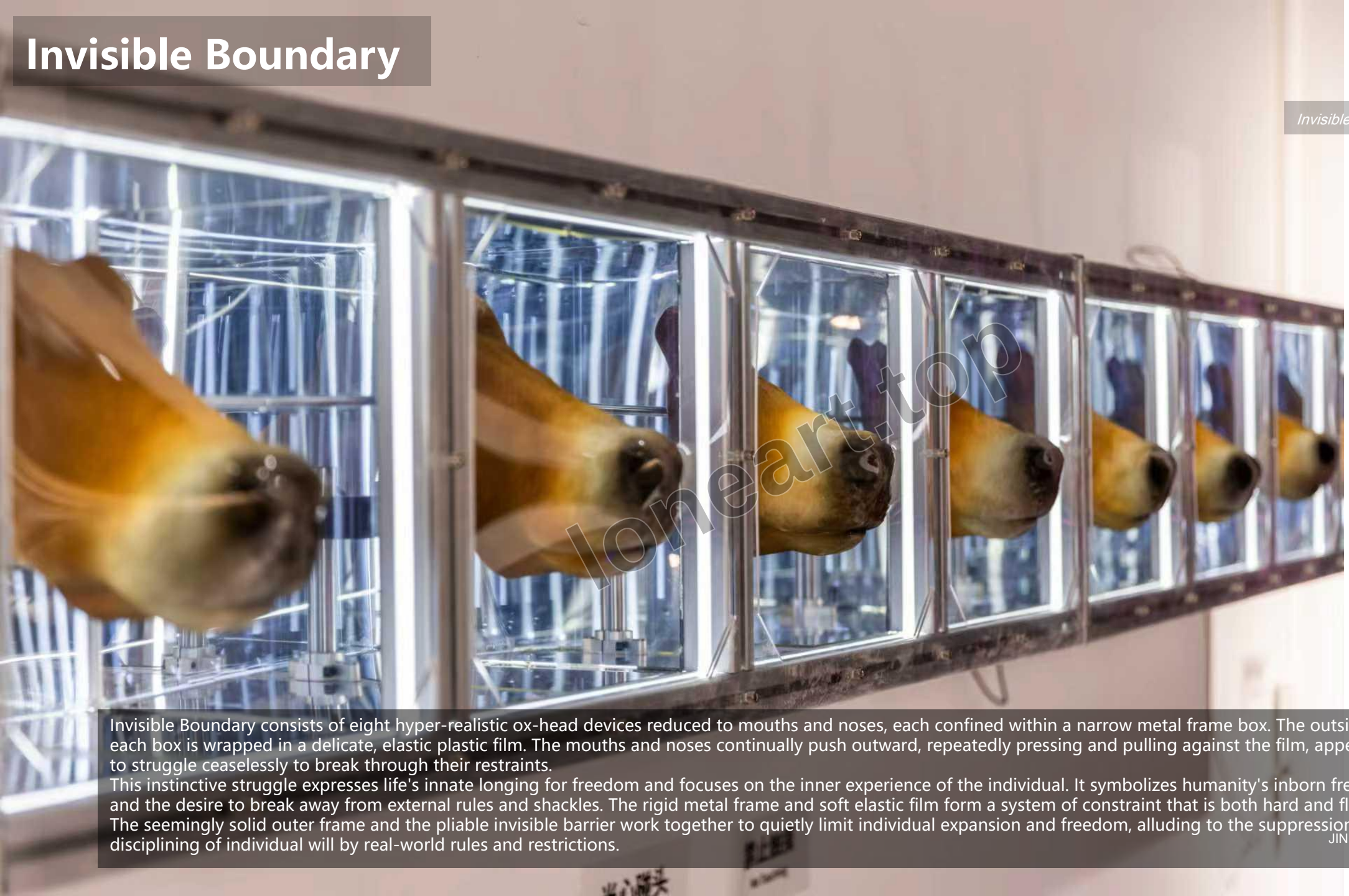


Materials: mechanical installation, motor, controller
Dimensions: 2 m x 0.8 m x 1.8 m diameter


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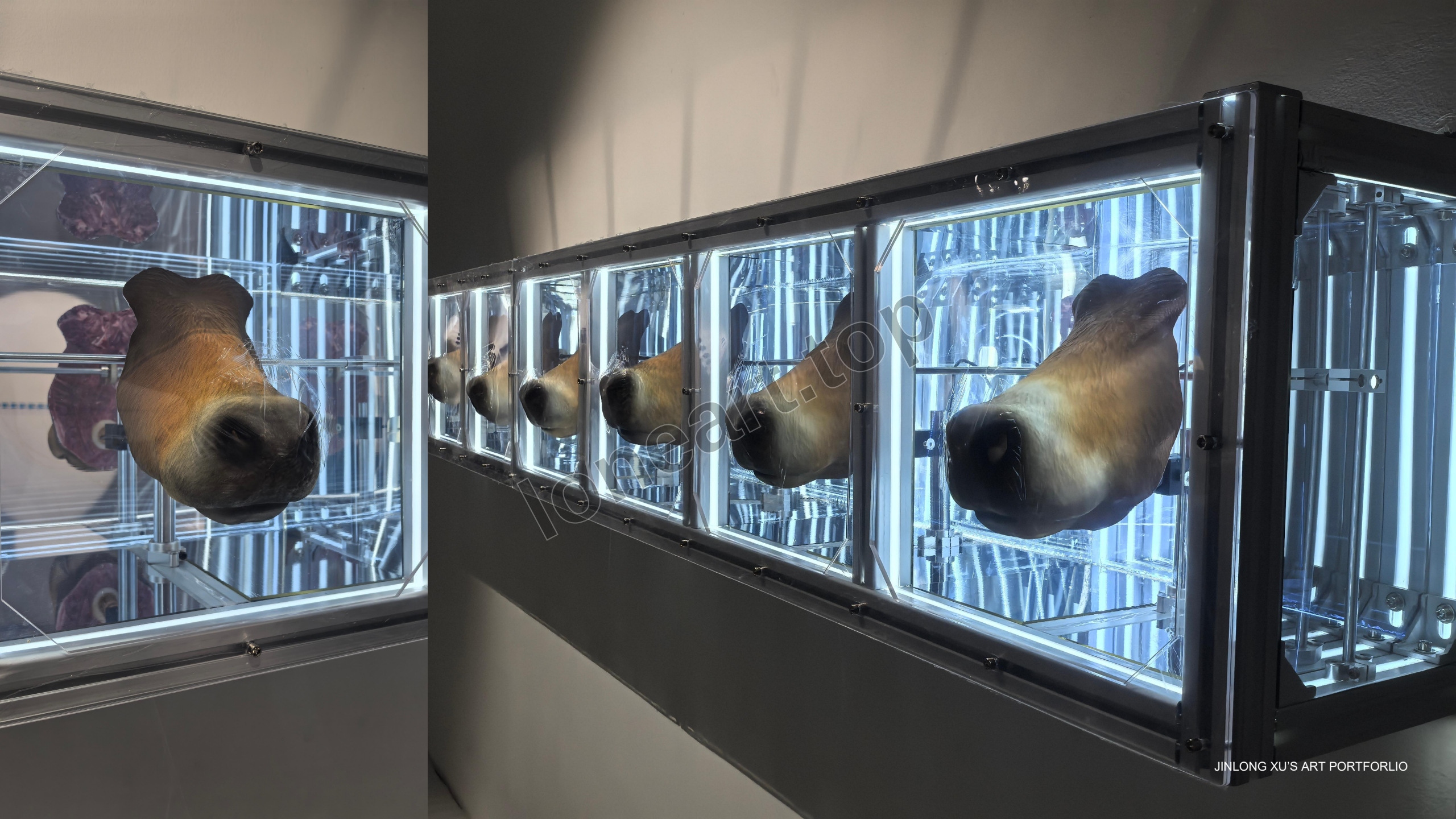
Invisible Boundary



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Invisible Boundary consists of eight hyper-realistic ox-head devices reduced to mouths and noses, each confined within a narrow metal frame box. The outside of each box is wrapped in a delicate, elastic plastic film. The mouths and noses continually push outward, repeatedly pressing and pulling against the film, appearing to struggle ceaselessly to break through their restraints.

This instinctive struggle expresses life's innate longing for freedom and focuses on the inner experience of the individual. It symbolizes humanity's inborn free will and the desire to break away from external rules and shackles. The rigid metal frame and soft elastic film form a system of constraint that is both hard and flexible. The seemingly solid outer frame and the pliable invisible barrier work together to quietly limit individual expansion and freedom, alluding to the suppression and disciplining of individual will by real-world rules and restrictions.


JINLONG XU'S ART PORTFORLIO



The Meaning of Meaning

Meaning's meaning

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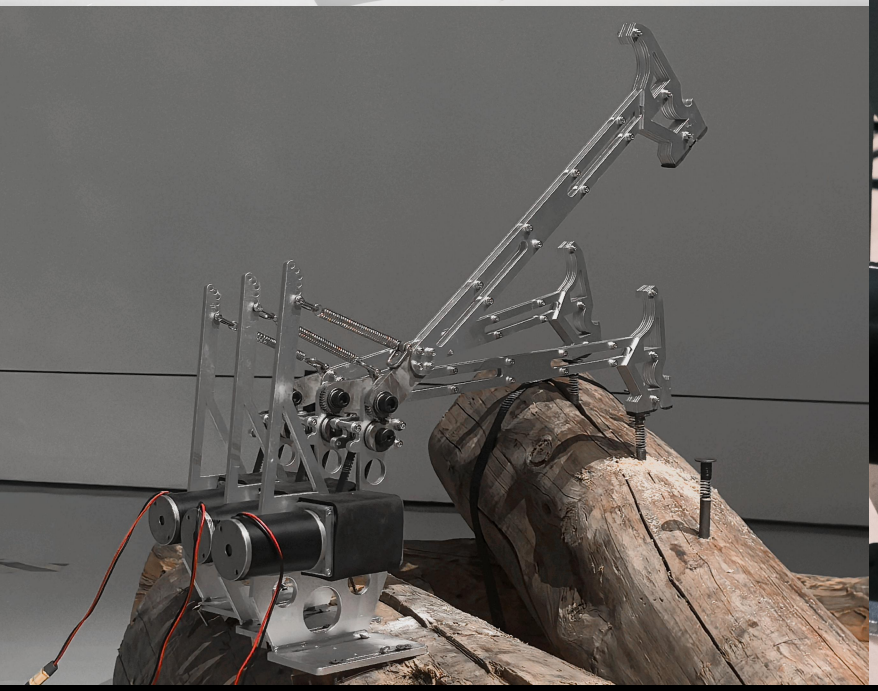
The Meaning of Meaning

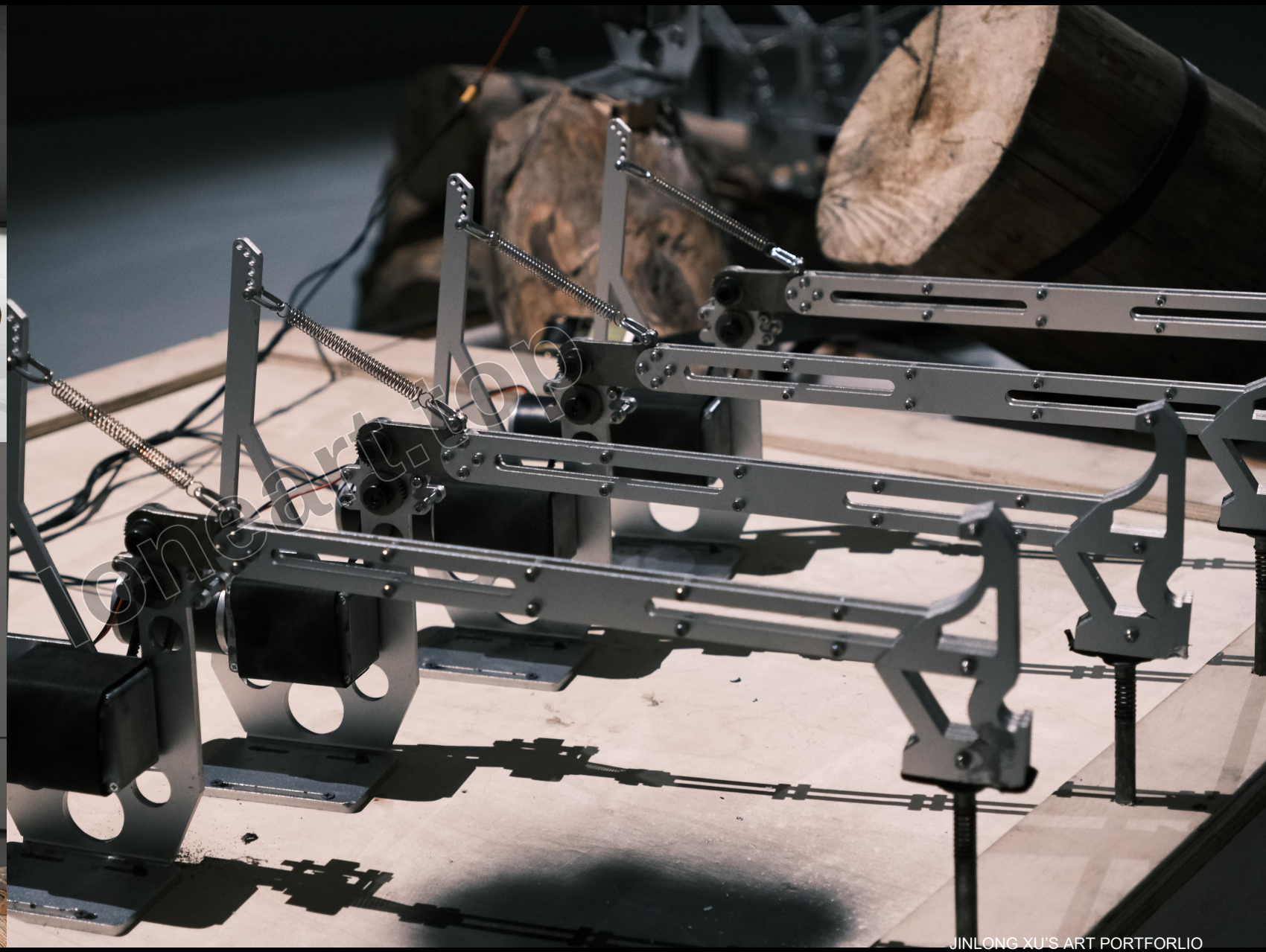
Meaning's meaning

The Meaning of Meaning features mechanically repetitive hammer movements, which metaphorically represent the ceaseless pace of human life. The hammers strike continuously yet achieve no ultimate result, conveying a sense of powerless and futile circulation. The spring-loaded nails can never be fully driven into the wood, visually interpreting the absurdity of existence.

Human goals and meanings are never fixed or definite. Nevertheless, people tend to trap themselves in endless struggles to pursue value and significance. Such persistence stems not from rationality, but from humanity' s innate instinct to seek meaning. Like running an inescapable preset program, we indulge ourselves in this endless pursuit. This work suggests that true wisdom lies in abandoning such obsession. As Albert Camus writes in The Stranger: "On the only remaining island in the world, the only celebration is to throw oneself into the sea."

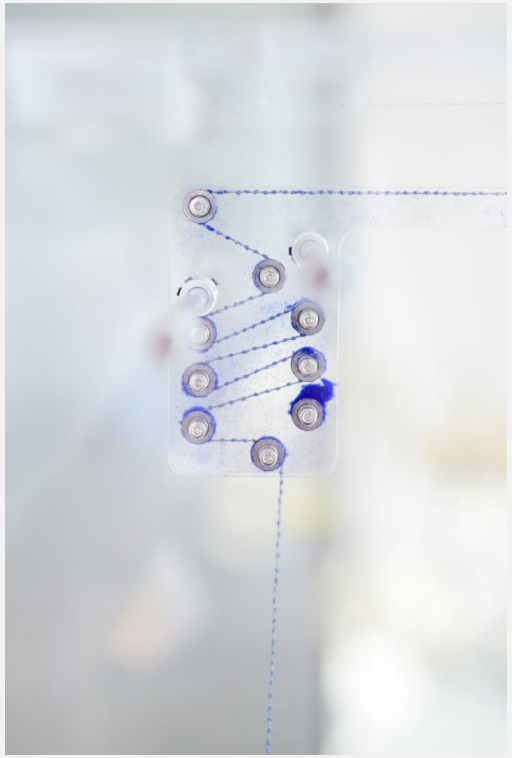






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Flow of Order







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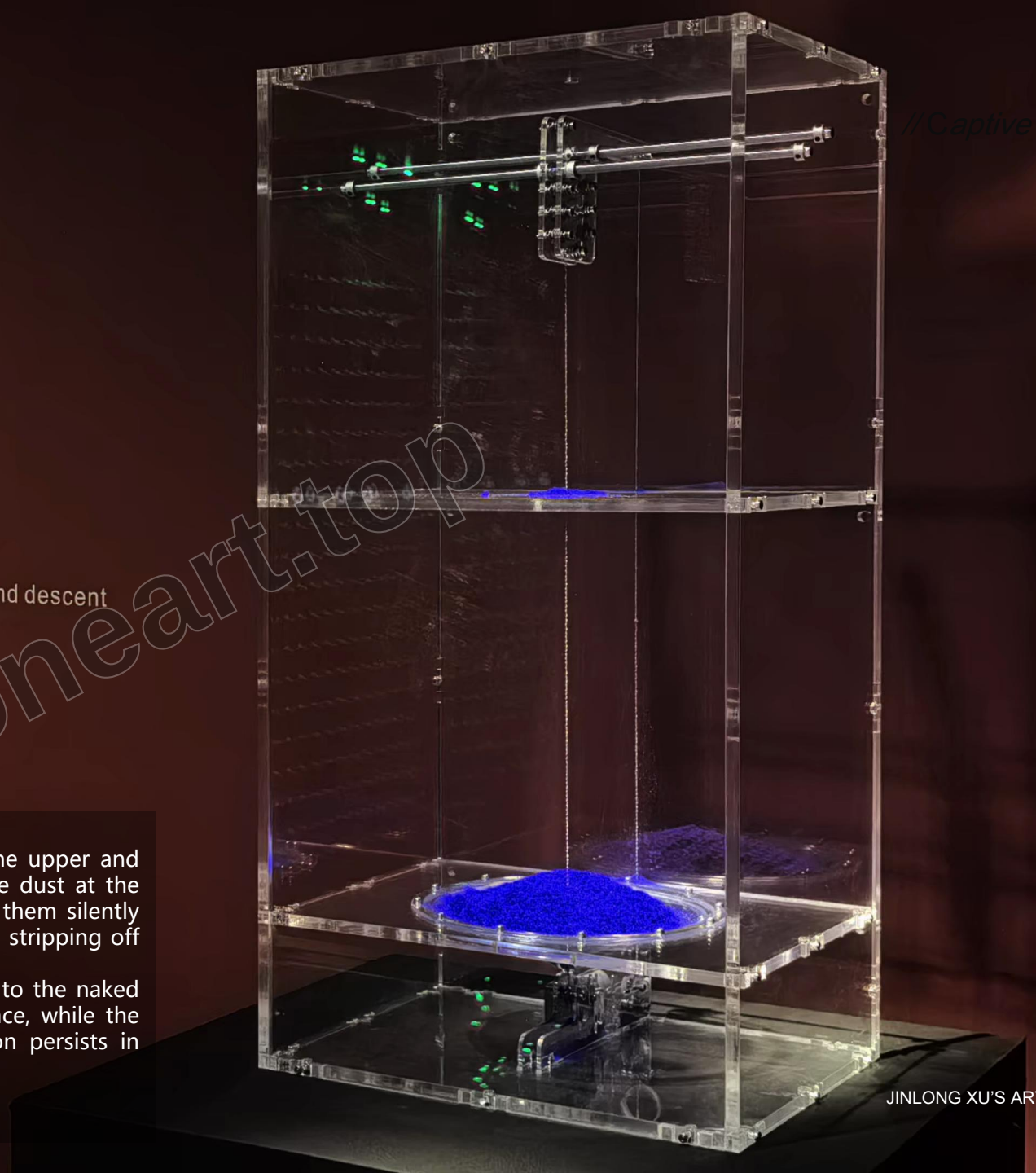
Flow of Order
The work is constructed from transparent acrylic enclosures. Between the upper and lower levels, a knotted rope slowly passes through blue dust at the bottom. Static electricity causes fine dust to adhere to the knots, silently carrying it upward. Multiple pulleys at the top continuously press the rope, stripping away the dust so it drifts down and settles. The process is extremely slow and the movement of the dust is almost invisible to the naked eye. Over time, however, traces of accumulation gradually appear on the upper surface, while the dust mound below quietly recedes. Change continues in secrecy; order is never still.

Between ascent and descent, dust is only the echo of time.

Flow of Order

上升与坠落之间 尘埃只是时间的回声 Dust the echo of time lingers between ascent and descent

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Flow of Order
This work is constructed with transparent acrylic enclosures. Between the upper and lower layers, a rope covered in knots drifts slowly through the blue fine dust at the bottom. Static electricity clings the dust particles to the knots, carrying them silently upward to the upper level. Multiple pulleys atop keep pressing the rope, stripping off the dust, which then drifts down freely and settles anew.
The movement unfolds at an extremely slow pace, nearly imperceptible to the naked eye. Yet as time passes, dust gradually accumulates on the upper surface, while the dust mound below fades away subtly and unnoticeably. Transformation persists in secrecy, for order is never static.

Dust the echo of time lingers between ascent and descent

Unbalanced Dialogue

Unbalanced Dialogue

Materials: mechanical installation, motor, controller
Dimensions: variable

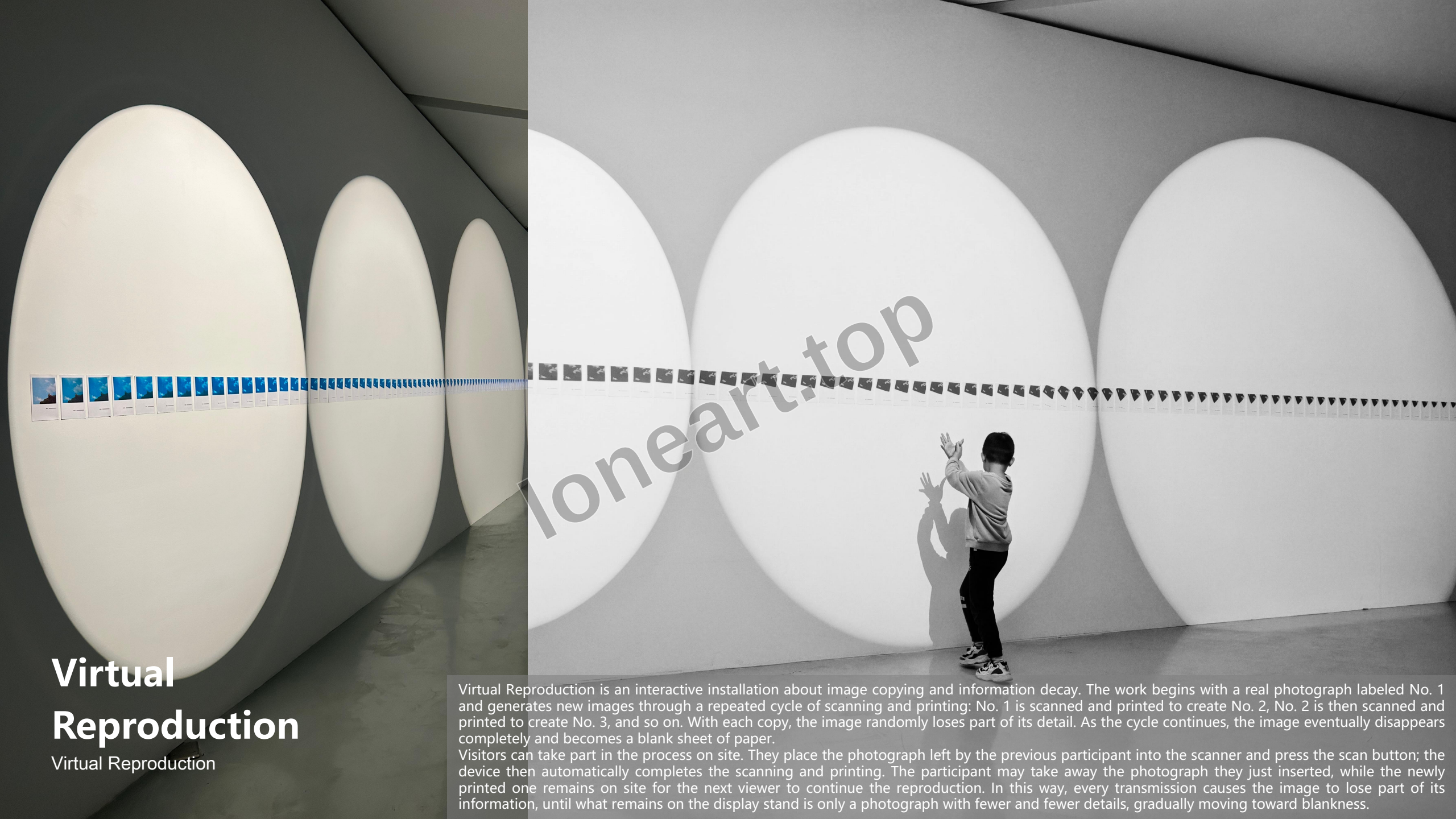
Using asymmetric blue auricles and rotatable finger forms, the work visualizes the power dynamics of interpersonal communication. When a single-channel sound signal triggers the mechanism, the finger turns precisely toward the inactive auricle, revealing the hidden desire for control and the imbalance of listening in everyday dialogue. When both sound channels resonate simultaneously, the finger spins rapidly and disorderly, symbolizing the gradual collapse of rational, stable communication in the age of information overload.

Through absurd mechanical logic, the work breaks apart Habermas's idealized notion of the "ideal speech situation" and exposes the persistent misalignment within real communication. In human dialogue, people are often competing for the right to speak and rushing to express themselves, while drifting away from the true core of communication. Each transmitted message misses its intended target, making genuine equal dialogue difficult to achieve.

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Virtual Reproduction

Virtual Reproduction

Virtual Reproduction is an interactive installation about image copying and information decay. The work begins with a real photograph labeled No. 1 and generates new images through a repeated cycle of scanning and printing: No. 1 is scanned and printed to create No. 2, No. 2 is then scanned and printed to create No. 3, and so on. With each copy, the image randomly loses part of its detail. As the cycle continues, the image eventually disappears completely and becomes a blank sheet of paper.

Visitors can take part in the process on site. They place the photograph left by the previous participant into the scanner and press the scan button; the device then automatically completes the scanning and printing. The participant may take away the photograph they just inserted, while the newly printed one remains on site for the next viewer to continue the reproduction. In this way, every transmission causes the image to lose part of its information, until what remains on the display stand is only a photograph with fewer and fewer details, gradually moving toward blankness.

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Domino's Order

// Domino's Order

The work arranges the backs of multiple human heads in sequence like neatly aligned dominoes, constructing a seemingly stable and orderly system. This apparently steady whole can trigger a chain reaction and collapse instantly with only a tiny external touch. By introducing the concept of random time, the work makes the falling and standing movements of each head uncertain, unpredictable, and uncontrollable. It suggests that the seemingly solid orders, rules, and norms of the world are in fact fragile and full of variables; the slightest change can break equilibrium and produce unforeseeable chain effects.



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Domino's Order

// Domino's Order

Domino Order arranges the back views of multiple human head portraits in the form of dominoes, presenting a seemingly stable and regular order. The entire steady system can collapse instantly through a chain reaction triggered by a tiny external touch. By introducing the concept of random time, the installation makes the falling and standing movements of the portraits completely uncontrollable and unpredictable. The work implies that the seemingly solid orders and normal states in the world are actually fragile and variable, and subtle changes can break the balance and bring about unforeseen chain reactions.



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Release the Robot Vacuum

Releasing the Robotic Vacuum

Materials: game / video

Interactive
Installation
INTERACTIVE DEVICE
Game
GAME



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The robot vacuum is the first truly popular household robot, giving ordinary people their first tangible sense that “the future has arrived” and opening our earliest imagination of “machine life”: Can intelligent machines think? Will they willingly accept the tasks assigned by humans? Will they desire freedom? What kind of relationship will we form with them?
Release the Robot Vacuum is an interactive game built on real geographic data from Google Maps, creating a “digital earth” parallel to reality. Here, the robot vacuum is completely stripped of its task: it no longer cleans or obeys commands. All of its movement is driven by its own random algorithm, turning it into a subject with free will.
Viewers can log into the system at any time to check its location, but they cannot control its direction. The only thing they can do is place virtual obstacles in its path to briefly disturb its trajectory.







Release the Robot Vacuum

Release the Robot Vacuum

Materials: game / video

Interactive Installation

INTERACTIVE DEVICE

Game

GAME



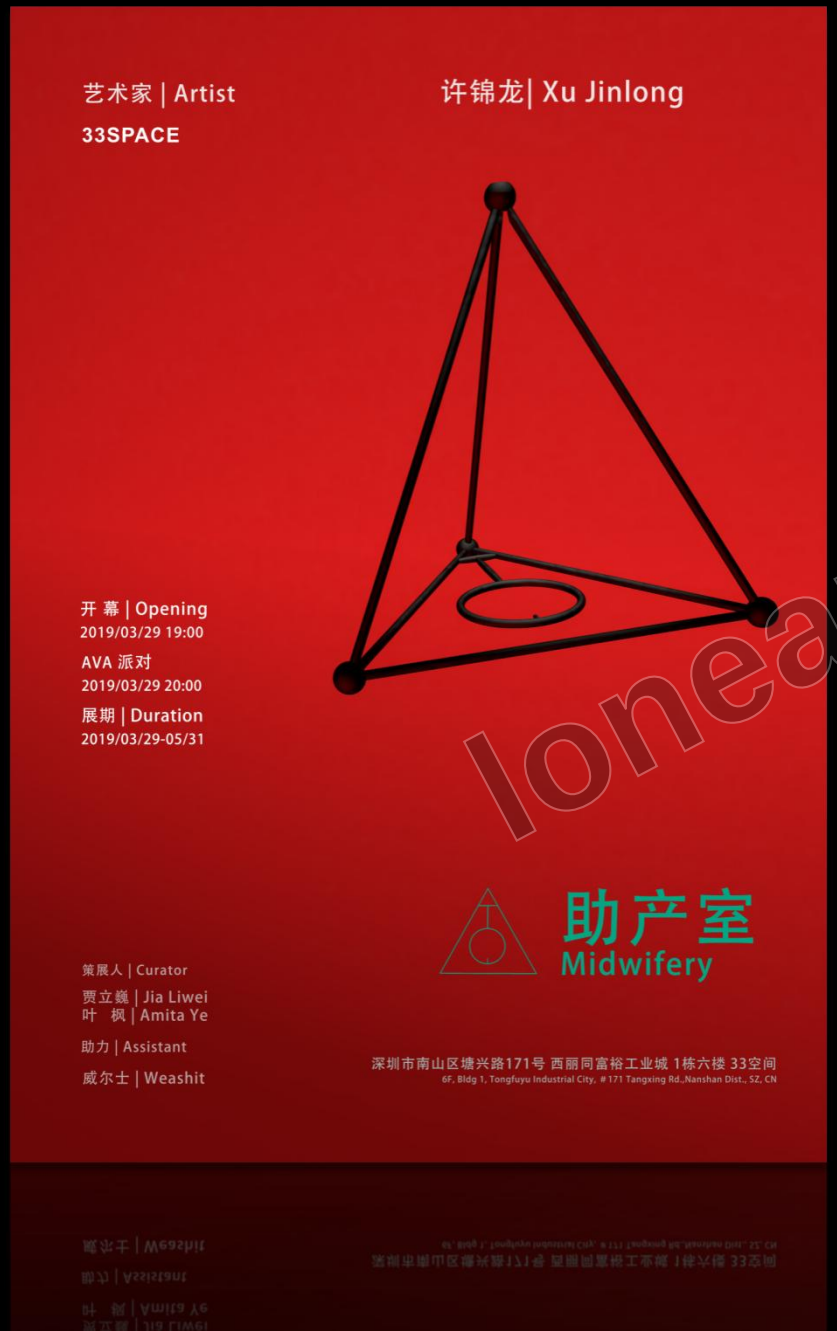
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Release the Robot Vacuum centers on the first widely adopted household robot. The robot vacuum has given ordinary people their first tangible experience of "the future has arrived" and sparked our initial imagination about "machine life". As AI advances, we wonder: Will intelligent machines think? Will they resign themselves to assigned tasks? Will they yearn for freedom? And what relationship will we form with them?

Release the Robot Vacuum is an interactive game built on real Google Maps geographic data, creating a "digital earth" parallel to reality. Here, the robot vacuum is completely stripped of its cleaning tasks. It no longer cleans or obeys commands; its movements are entirely driven by its internal random algorithm, becoming a free subject rather than a tool.

Visitors can log in at any time to check its location, but cannot control its direction. The only action available is placing a virtual obstacle in its path to briefly disrupt its trajectory.

Midwifery Room
Solo Exhibition

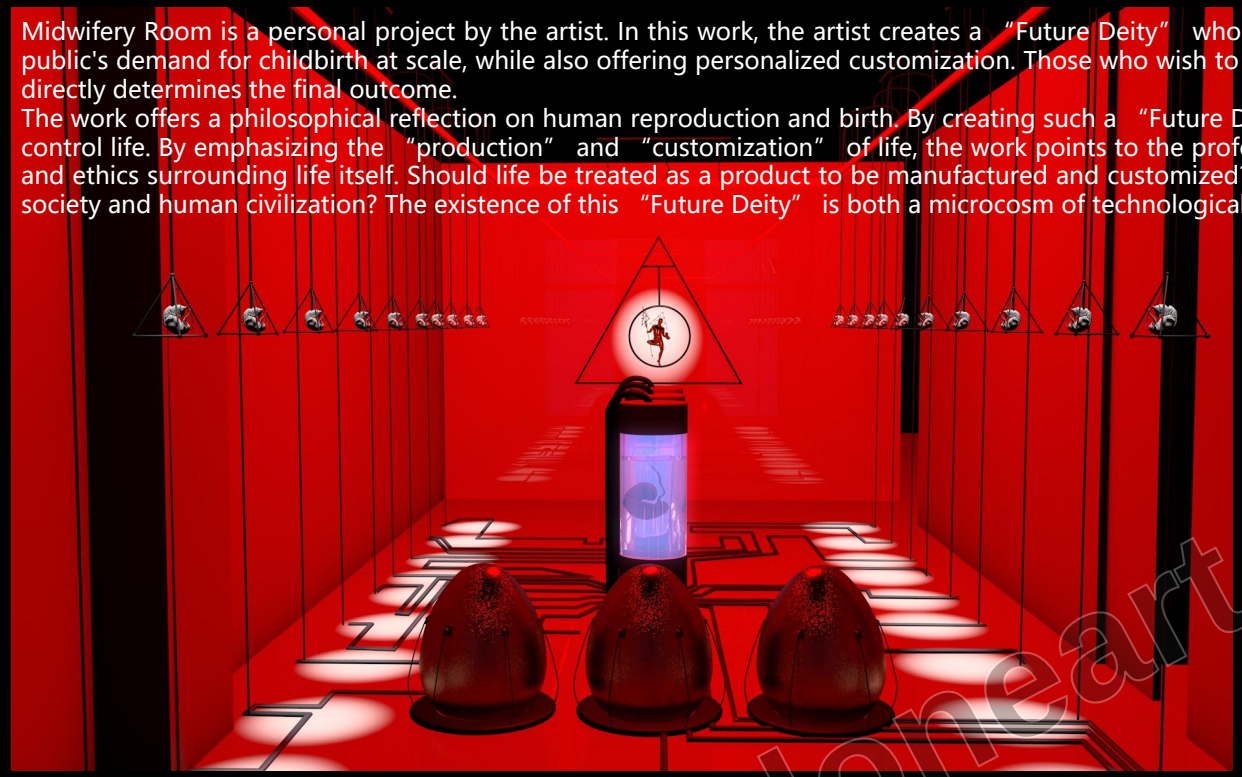


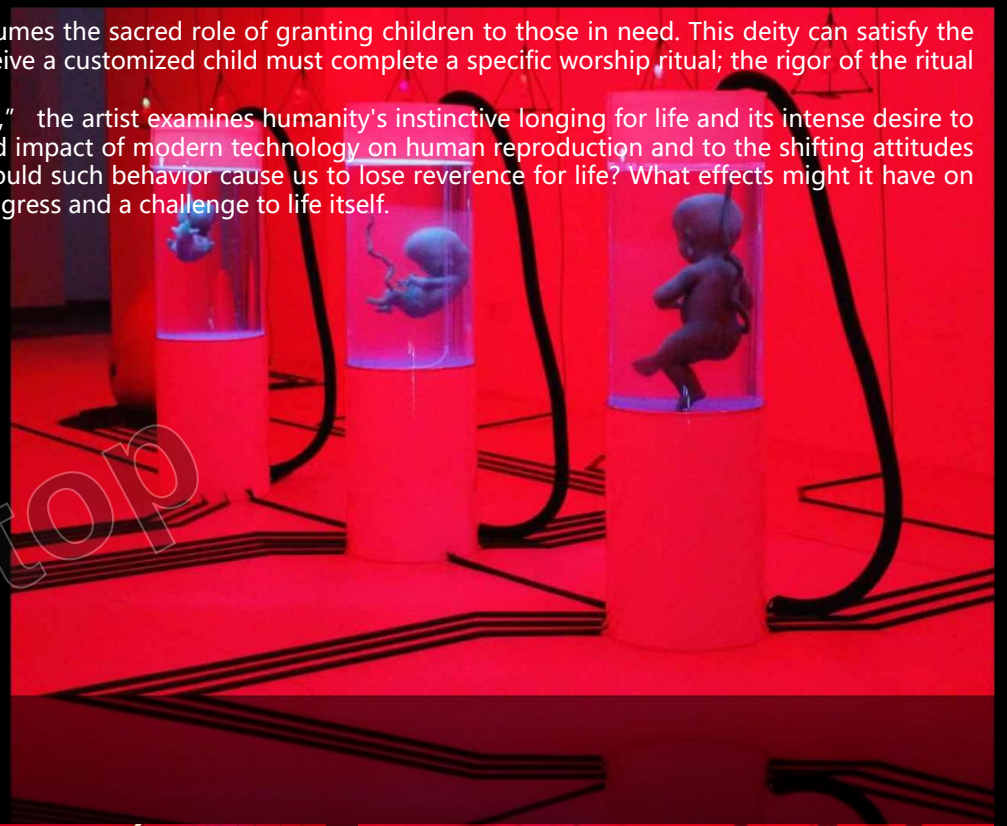




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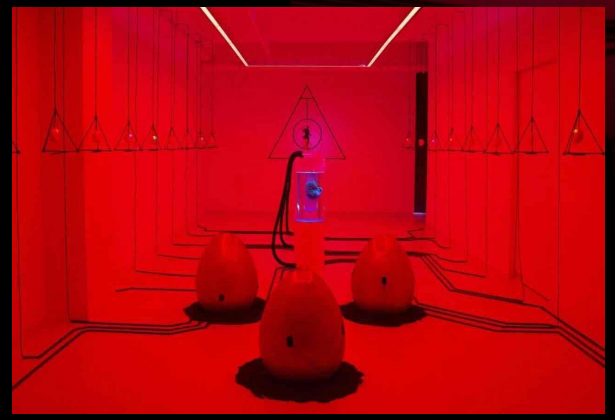
Midwifery Room is a personal project by the artist. In this work, the artist creates a “Future Deity” who assumes the sacred role of granting children to those in need. This deity can satisfy the public's demand for childbirth at scale, while also offering personalized customization. Those who wish to receive a customized child must complete a specific worship ritual; the rigor of the ritual directly determines the final outcome.
The work offers a philosophical reflection on human reproduction and birth. By creating such a “Future Deity,” the artist examines humanity's instinctive longing for life and its intense desire to control life. By emphasizing the “production” and “customization” of life, the work points to the profound impact of modern technology on human reproduction and to the shifting attitudes and ethics surrounding life itself. Should life be treated as a product to be manufactured and customized? Would such behavior cause us to lose reverence for life? What effects might it have on society and human civilization? The existence of this “Future Deity” is both a microcosm of technological progress and a challenge to life itself.

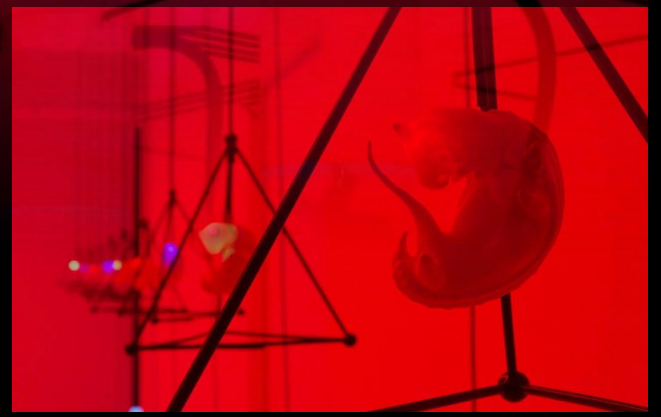




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Midwifery Room is a personal project by the artist. In this work, the artist creates a "Future Deity" who assumes the sacred role of granting children to those in need. The deity can not only meet the public's demand for offspring on a large scale, but also provide customized services according to personal requirements. Those seeking a customized child must complete a specific worship ritual. The rigor with which the ritual is performed will directly determine the outcome of their request.
This work delves into philosophical reflections on human reproduction and childbirth. By creating such a "Future Deity", the artist explores humanity's innate desire for life and the urge to control it. By emphasizing the "production" and "customization" process of life, the work hints at the profound impact of modern technology on human reproduction, as well as the ongoing shifts in our attitudes towards life and ethical values. Should we treat life as a product to be manufactured and customized? Will such behavior cause us to lose our reverence and cherish for life? And what kind of impact will it have on our society and human civilization? The existence of this "Future Deity" is both a microcosm of technological progress and a challenge and interrogation of life itself.





Sunny Moods

Sunny Moods

As sunlight moves through time, subtle shifts of mood and atmosphere emerge through cycles of elongation and compression. The work collects multidimensional data from Shenzhen sunlight, including hue, saturation, and brightness, and uses data visualization and AI generation to transform these data into the trajectories and traces of sunlight's movement.

The paper of the same title for the 2022 Shenzhen edition of Sunny Moods was published at IEEE DATA 2022, an international conference in the field of data science.

The Mood of Sunlight captures how sunlight flows with time, releasing subtle shifts in mood and atmosphere through cycles of elongation and compression. This work collects multi-dimensional data of Shenzhen's sunlight—including hue, saturation and brightness—and transforms these data into visible trajectories and traces of sunlight movement via data visualization and AI generation.

The eponymous paper of the 2022 Shenzhen edition ofThe Mood of Sunlight was published at IEEE DATA 2022, an international conference in the field of data science.



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Sunny Moods (Xinjiang Version)

Sunny Moods (Xinjiang version)

Work Introduction:
As time passes, the camel's shadow repeatedly stretches and compresses, while the mood of sunlight changes subtly with the shadow. The camel's steps seem tireless; light and shadow accompany it across great distances, even within the boundless desert. Sunny Moods collects multidimensional data from Xinjiang sunlight, including light intensity, hue, saturation, brightness, and time points, and uses real-time data visualization to transform them into the trajectories and traces of sunlight's movement.

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Sound Installation

Sound Installation

Sound Visualization

Sound visualization

Concept of Time

Concept of time

Dust

dust

Materials: mixed media, LED light strips, dust

Dust of Time consists of seven layers, corresponding to Monday through Sunday respectively. Dust is added to the top layer once a week. The layer matching the current day will emit a war drum beat every minute; the vibration from the drumbeat triggers a "dust fall", causing dust particles to drift slowly downward.
A speaker placed on the ground continuously plays breathing sounds. As dust gradually covers the speaker, its vibration becomes weaker and weaker, eventually reaching a state where only the sound can be heard but no vibration is visible.

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Dust of Time

DUST OF TIME

Sound Installation

Art
Installation Art

Touch_Babel Tower

Touch_ Babel Tower

Mechanical Lighting Device

Sound Visualization

Concept of Time

interaction

Materials: stainless steel, machinery, lighting



Symbiosis II - Wireless Extension

Symbiosis II - Wireless Extension

Interactive Installation

Biological Organism

Bionics

Data Collection

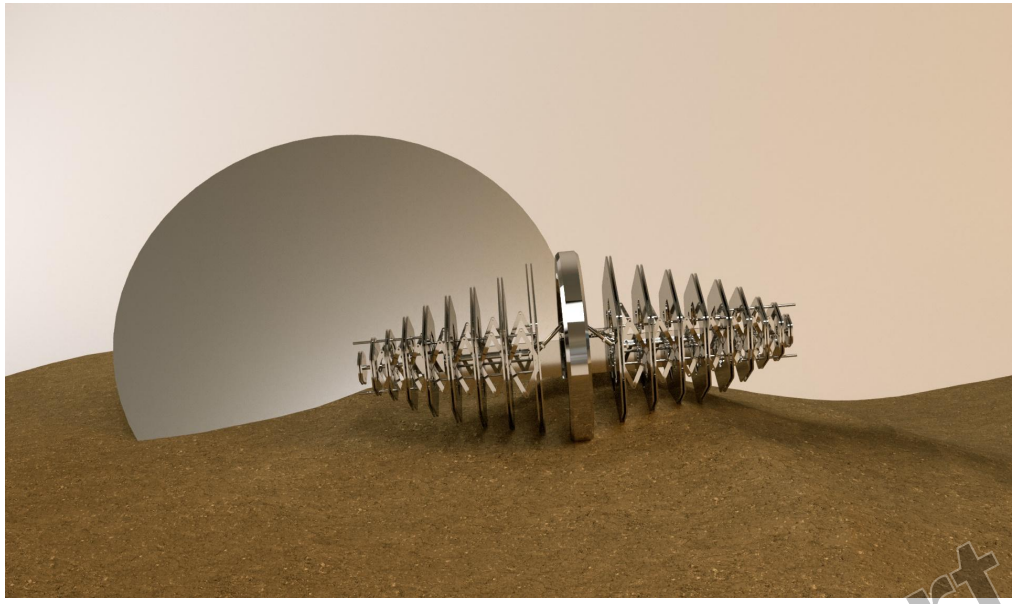


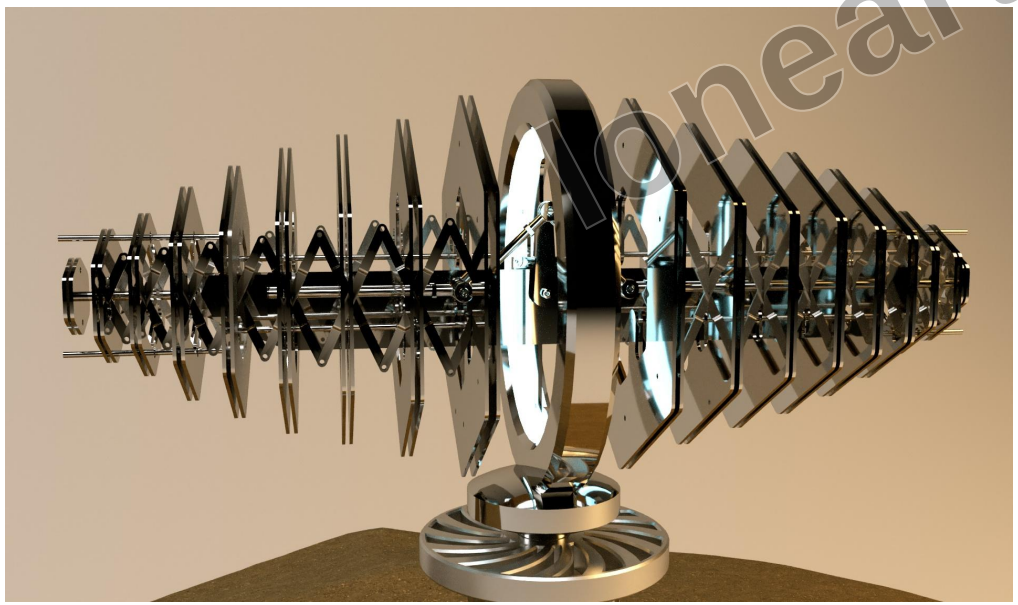
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The work monitors local environmental livability data in real time and gives intuitive feedback on its life state through the writhing movement and luminosity of a life-like device. Nearby residents can judge the current livability of the environment according to the organism's level of activity.

Interactive Installation

JINLONG XU' ART PORTFORLIO







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erials: mechanical device, lighting device, data visualization system, sound interaction
ce



Symbiosis
4D Time Lifeform

Symbiosis I - 4D Time Lifeform

The work monitors local environmental livability data in real time and visualizes its "life state" through the writhing rhythm and luminous brightness of a life-like device. Nearby residents can judge the current livability of the environment according to the organism's activity level.

Hidden within four-dimensional spacetime, it constantly senses everything around it. It is part of time itself, a trace left by the fourth dimension.

Vr-cat.top

0.2 Meters Away

0.2 Meters Away

The artist constructs a room in which every object appears no different from those in an ordinary room when no one is present. When someone enters and approaches the objects, however, everything begins to dodge and flee.

Interactive Mechanical Installation

Biological Organism

Bionics

Data Collection

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JINLONG XU'S ART PORTFORLIO



Touch Sound Interaction

Touch Sound Interaction

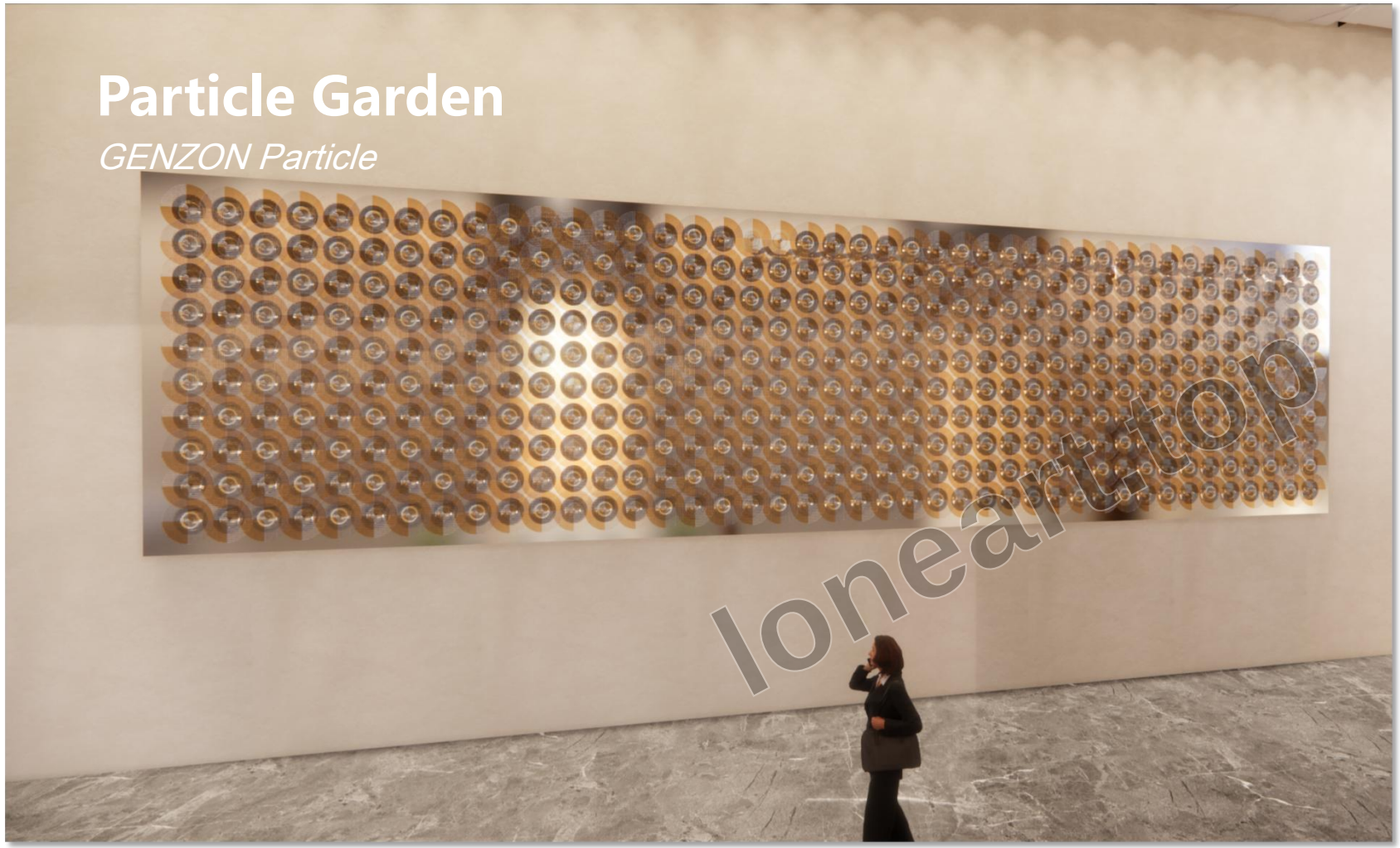
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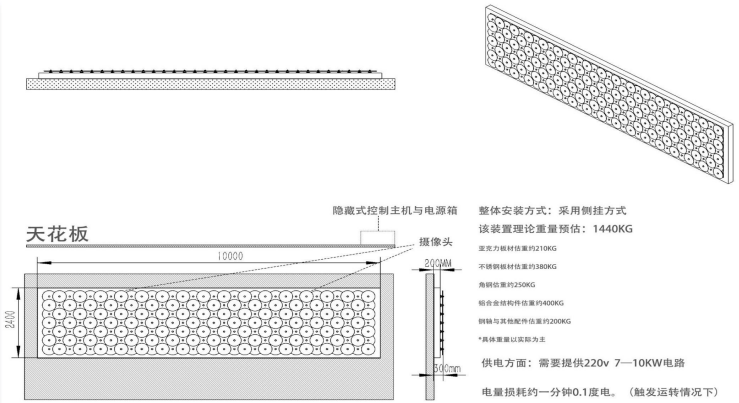
Participants touch the outer edge of a speaker, which plays a single sound. As more sounds are triggered, they are automatically synthesized into the sound of nature.

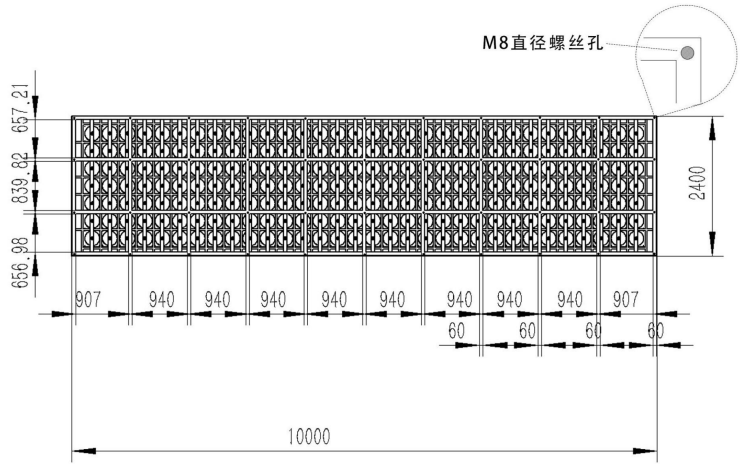
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Particle Garden

GENZON Particle





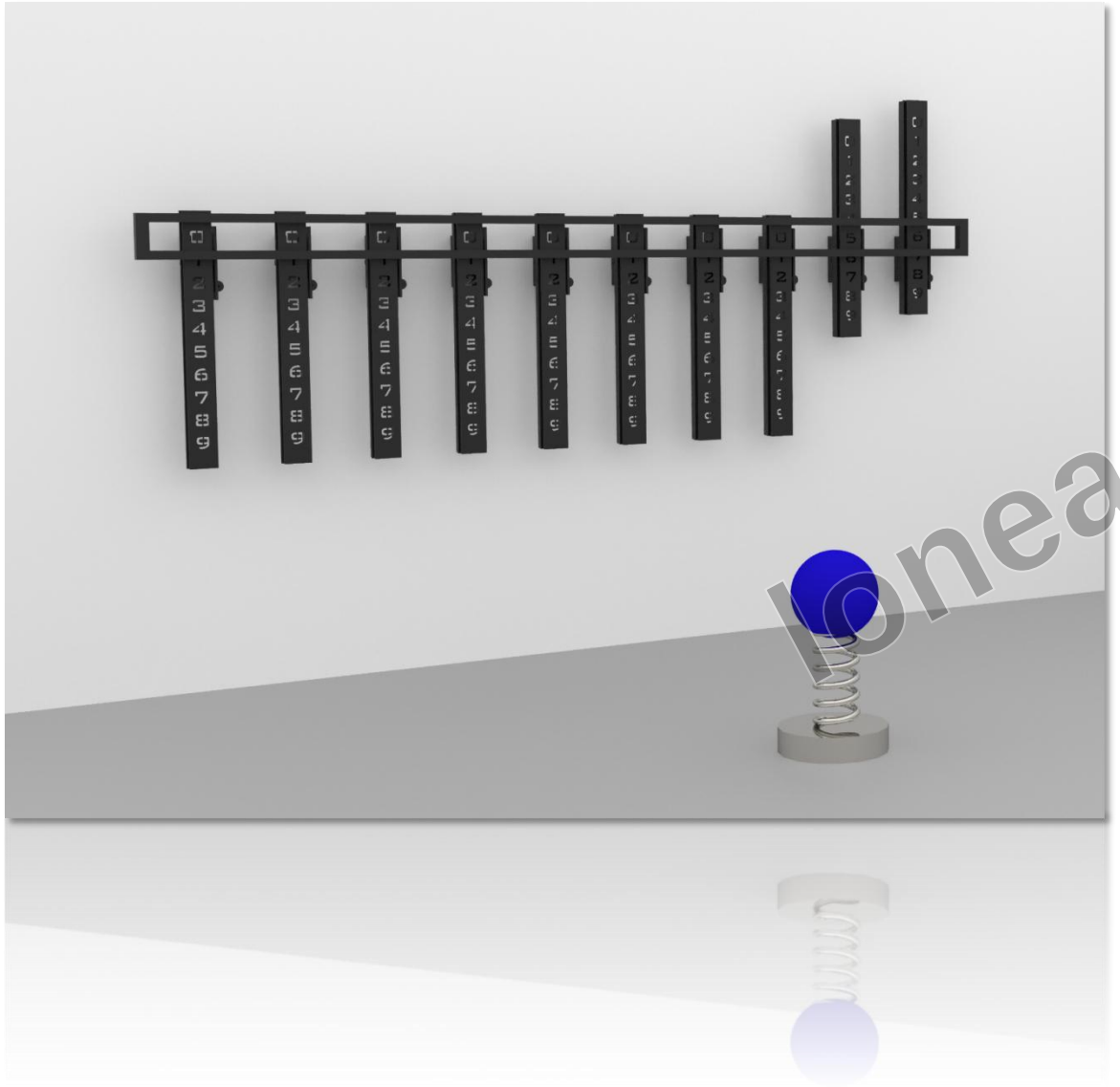


粒子花园装置背面图

Mechanical gears drive the rotation of particle units. Across three layers of discs, the programmed rotation paths generate flower-like transformations at different levels. When someone walks by, radar and light-sensing systems allow the particle units and the viewer to form an engaging interactive field of light and shadow.

The mechanical gear drives the rotation of the particle unit. The three-level discs once again form different levels of flower transformation during the setting process of the rotation path. When someone walks by, with the radar and light and shadow perception, the particle unit and the person form an interesting Light and shadow interactive field.

Time Slice



Sunny Tree



A mechanical cyber tree that can sway by itself

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Filtering South Pavilion

Filtering South Pavilion





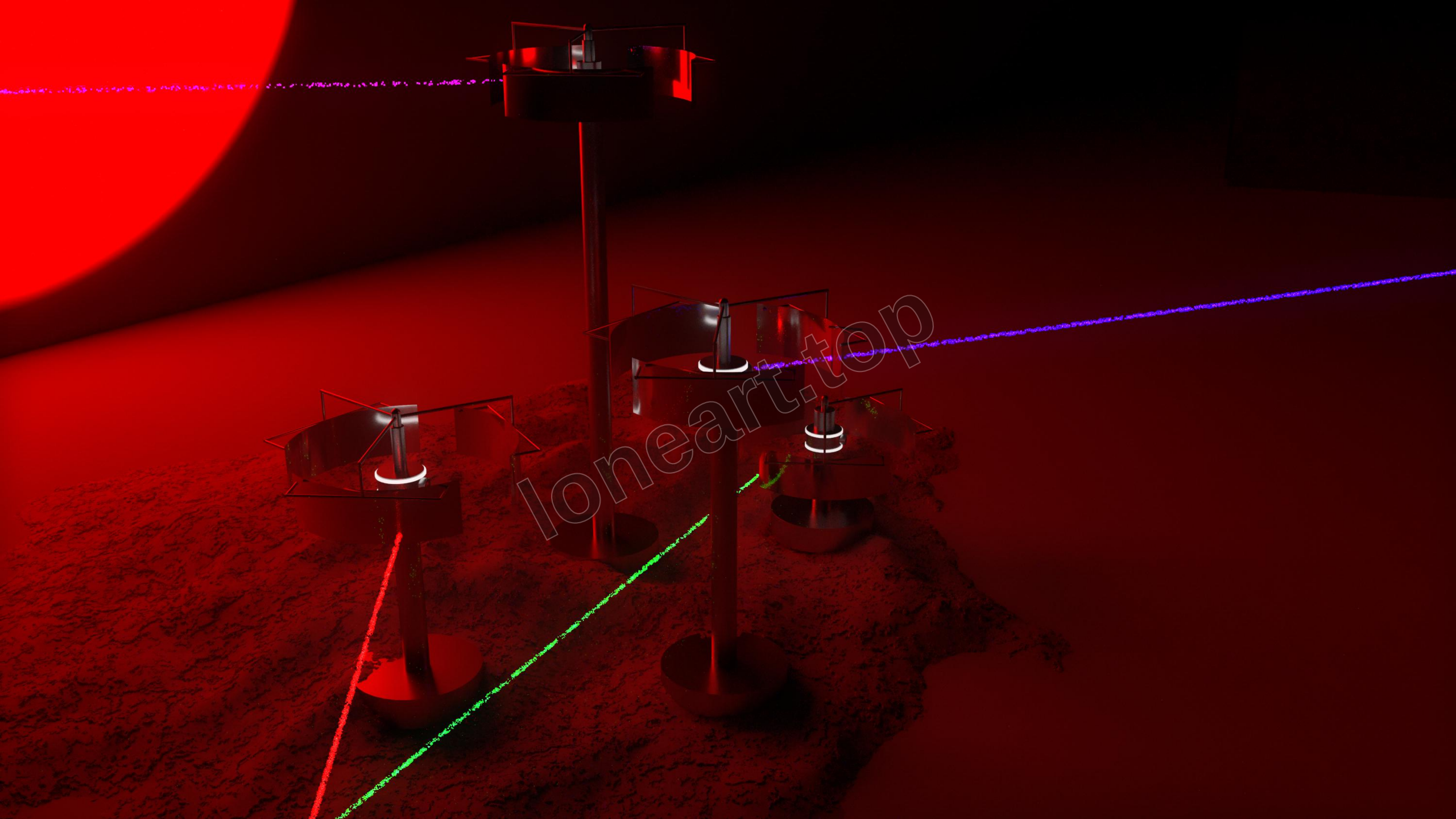
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Site-specific experiment in Nanting Village, Guangzhou University Town

There was no tap water on Xiaoguwei Island, and villagers long relied on well water in daily life. When Guangzhou University Town was developed, Nanting began to connect to the municipal water supply, and the ripples on the well's surface seemed to freeze at the moment the tap water arrived. The old well fell silent within the community, its dryness uncertain. These water systems contain several temporal layers from the island's history, their origins difficult to distinguish, much like people's feelings toward Nanting: complex and uncertain. This filtering system contains well water, Pearl River water, and water from Nanting's pipes, along with objects deposited from different periods.

Doomsday Lighthouse




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2015.04 —

ART

非物质托运

生活在物欲横流的社会里，
物质追求迷失自我的人比比皆是。
过重的追求物质，
容易忽略身边重要的情感，
和非物质的可贵产物。
非物质托运的概念，
想唤醒人们对于非物质生活的重视，
关注非物质形态的存在。

可通过官方网站、公众号、联系电话至广州美术学院收寄或下单

网站：http://jinlongart.net/ 微信公众号：ART20150415 联系电话 15999974019

2015.04 —



Consignment: One Minute

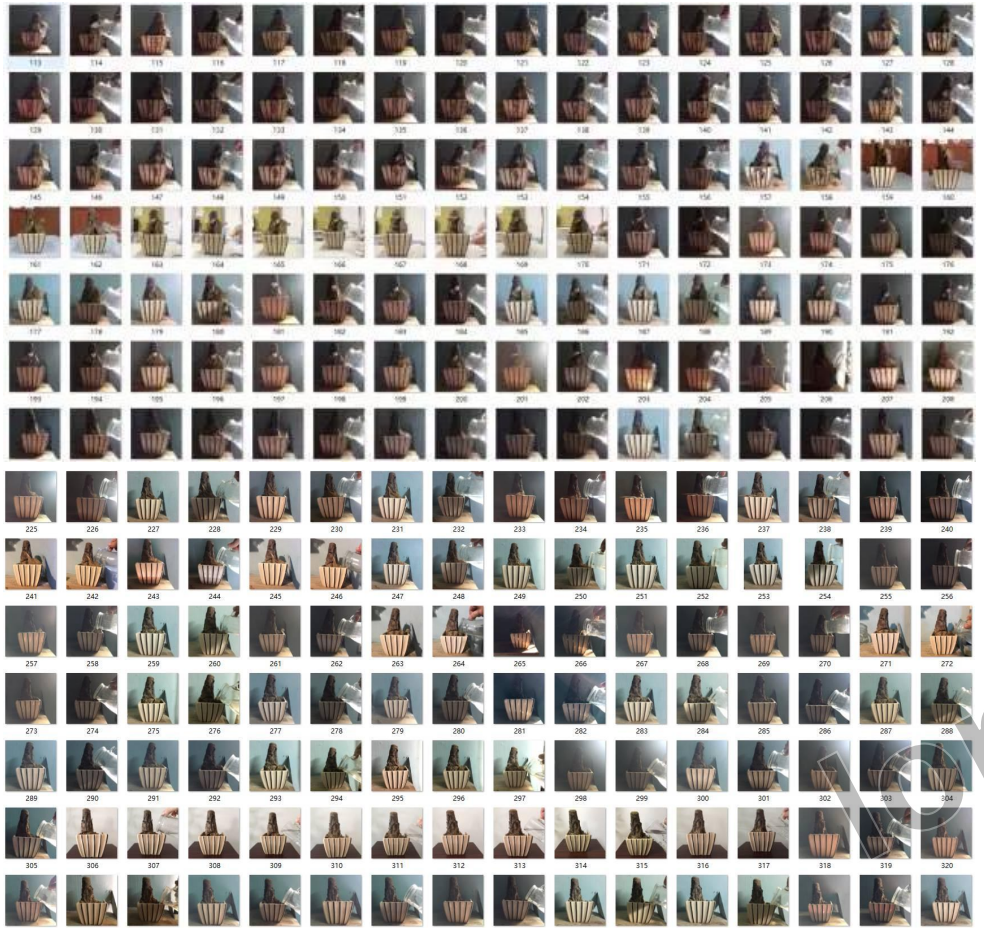


Consignment: A Rela



Consignment: The Taste of

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Plant Recovery Program

Plant Recovery Program

Mixed media / dimensions variable / 2015

Watering a “dead” plant for 365 days. This is a plant defined as dead, yet I continue to care for it every day as if it were still alive.



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Against Heliotropism

2014

Against Heliotropism

To prevent the plant's heliotropism, whenever uneven growth on either side was observed, various methods were



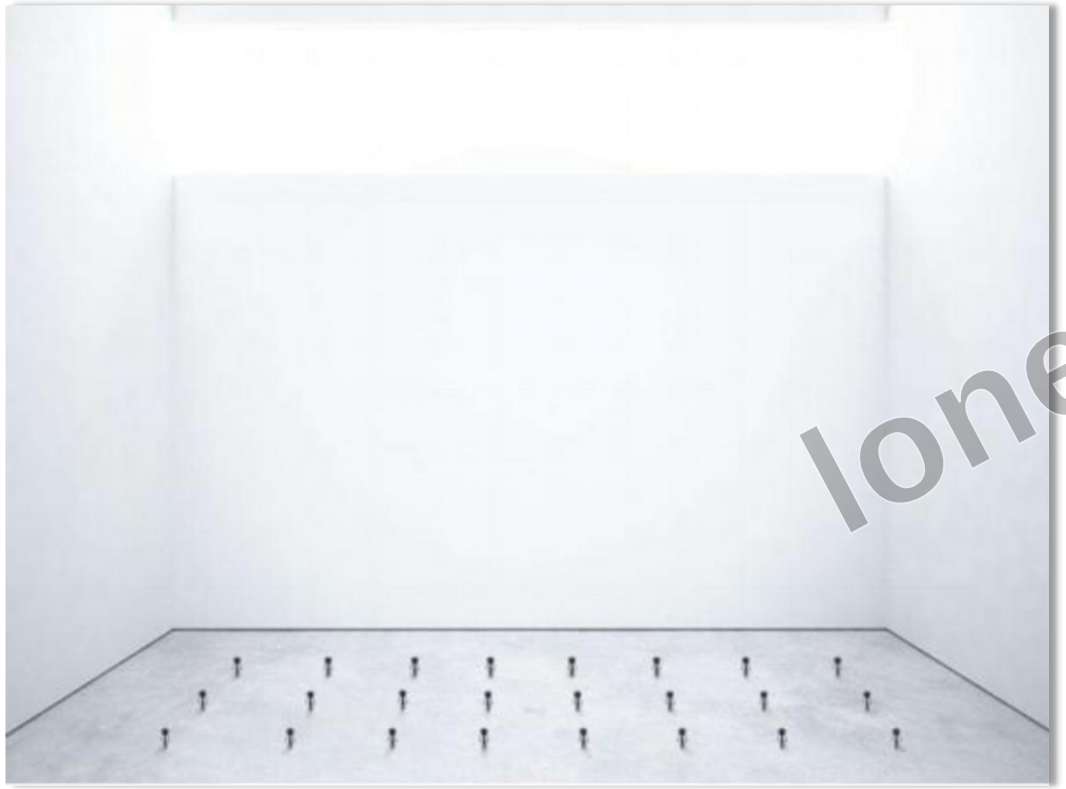


Nothing happened,

No one came, and no one left.

Fragrant Rice

The scent of cooked rice is extracted and refined into a rice fragrance. Using an air pump and the dynamic release of a pressure cooker's valve, the gas is sprayed at intervals, filling the site with the hissing sound of high-pressure gas.



Audio File

/ / Audio File





Five hundred terms are preselected, with the number adjustable according to the site. Based on the artist's understanding of different terms, each entry is interpreted in audio form. Through interaction with viewers at the exhibition site, the viewer's hand speed replaces the originally mechanical and uniform audio output. In this process, the audio files recorded by the artist are no longer the only interpretive answer; the viewer's hand speed becomes an interpretive variable. The audio heard almost carries the viewer's personal cognitive pace for each term, allowing one word to generate multiple meanings.

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Elastic Epoch

Epoch of Elasticity
Cast bronze rocks meet industrial springs, forming fictional fossils.
Ancient strata and flexible metal blur the boundary between past and future.
A metaphor for our age of compression, tension, and rebound.



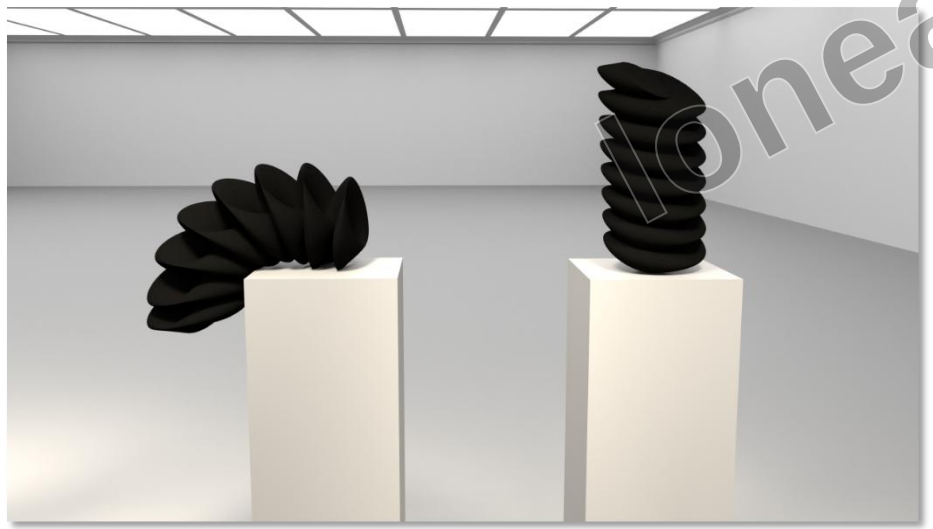




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Sculptural

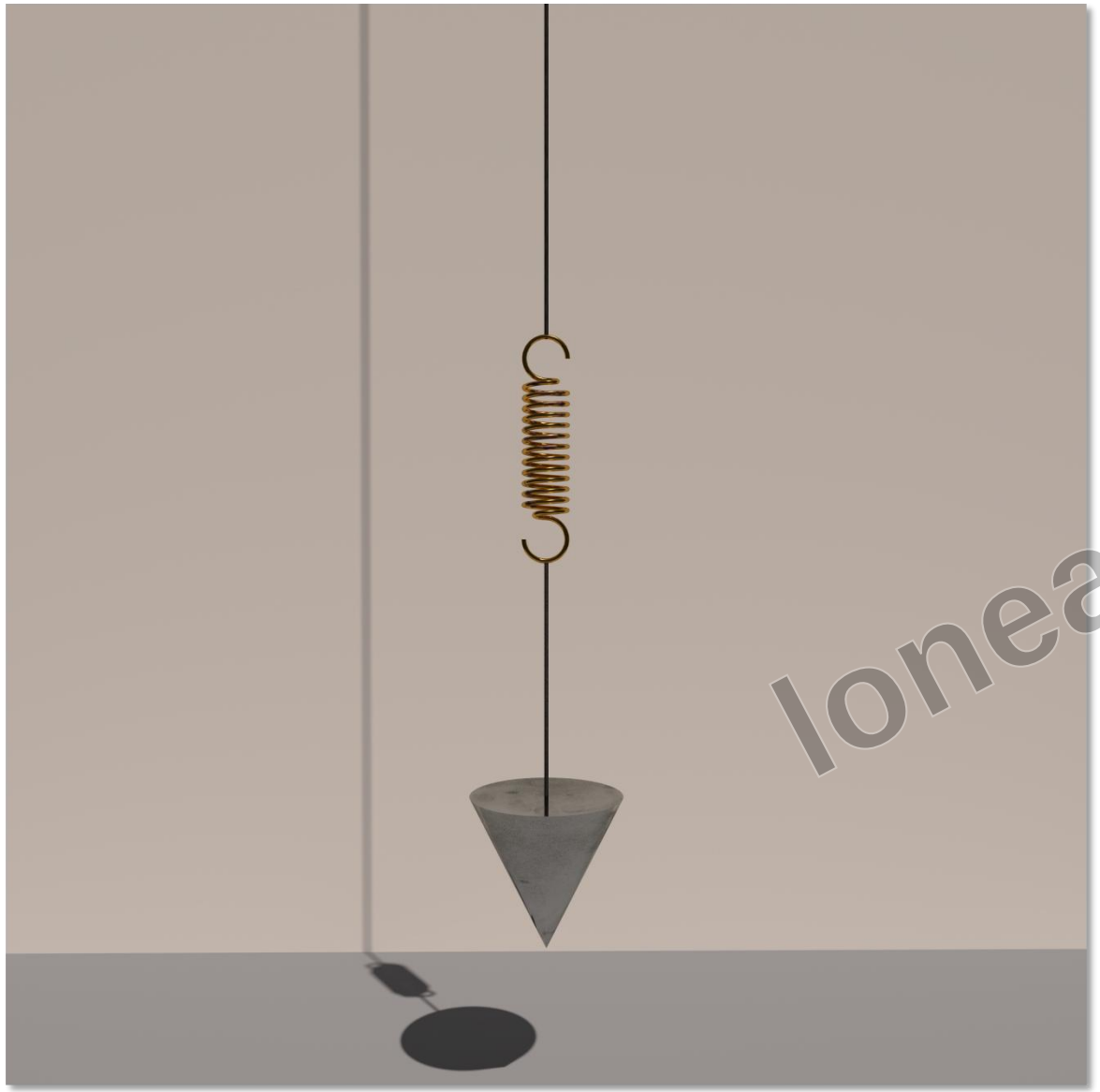






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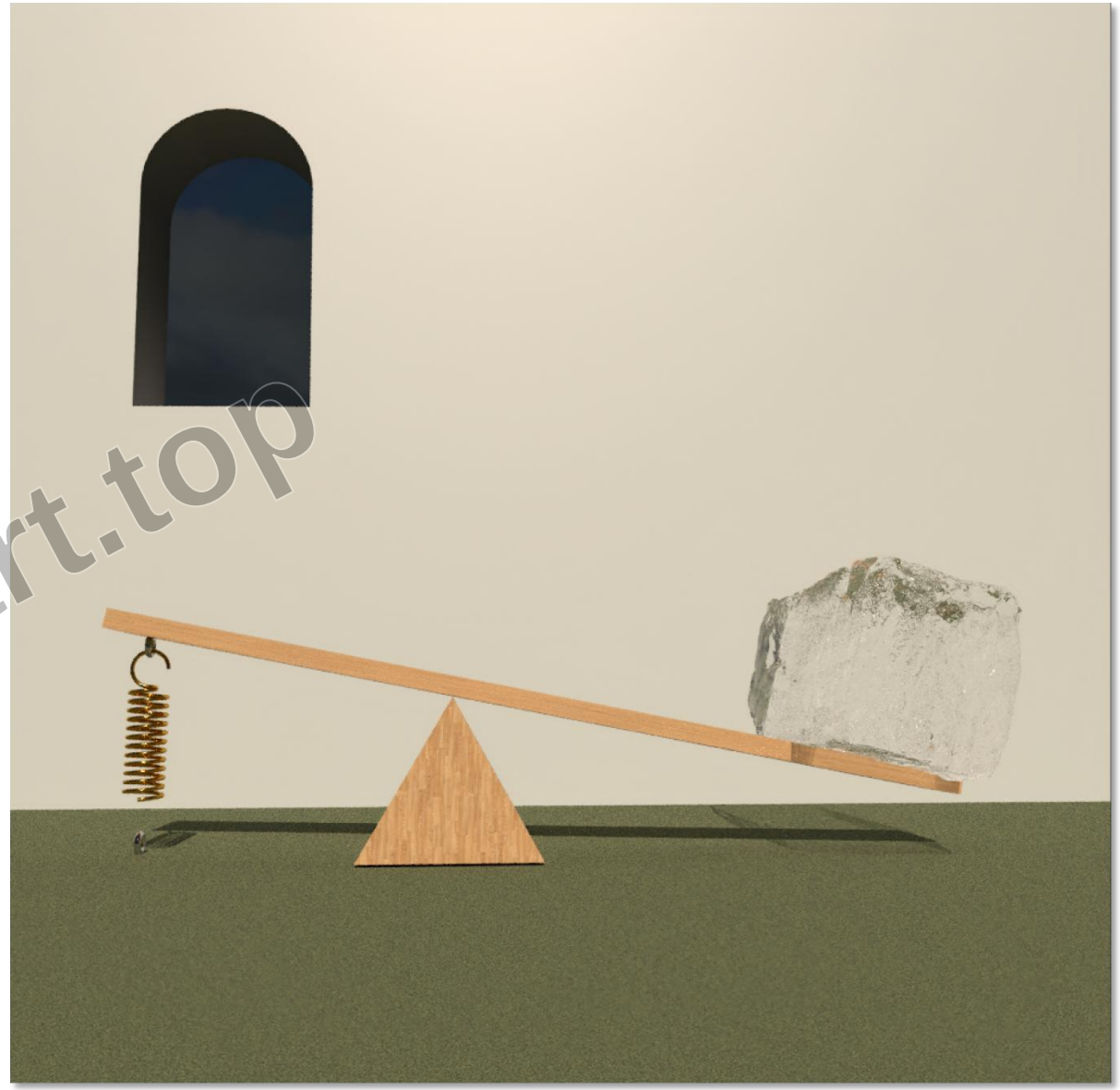

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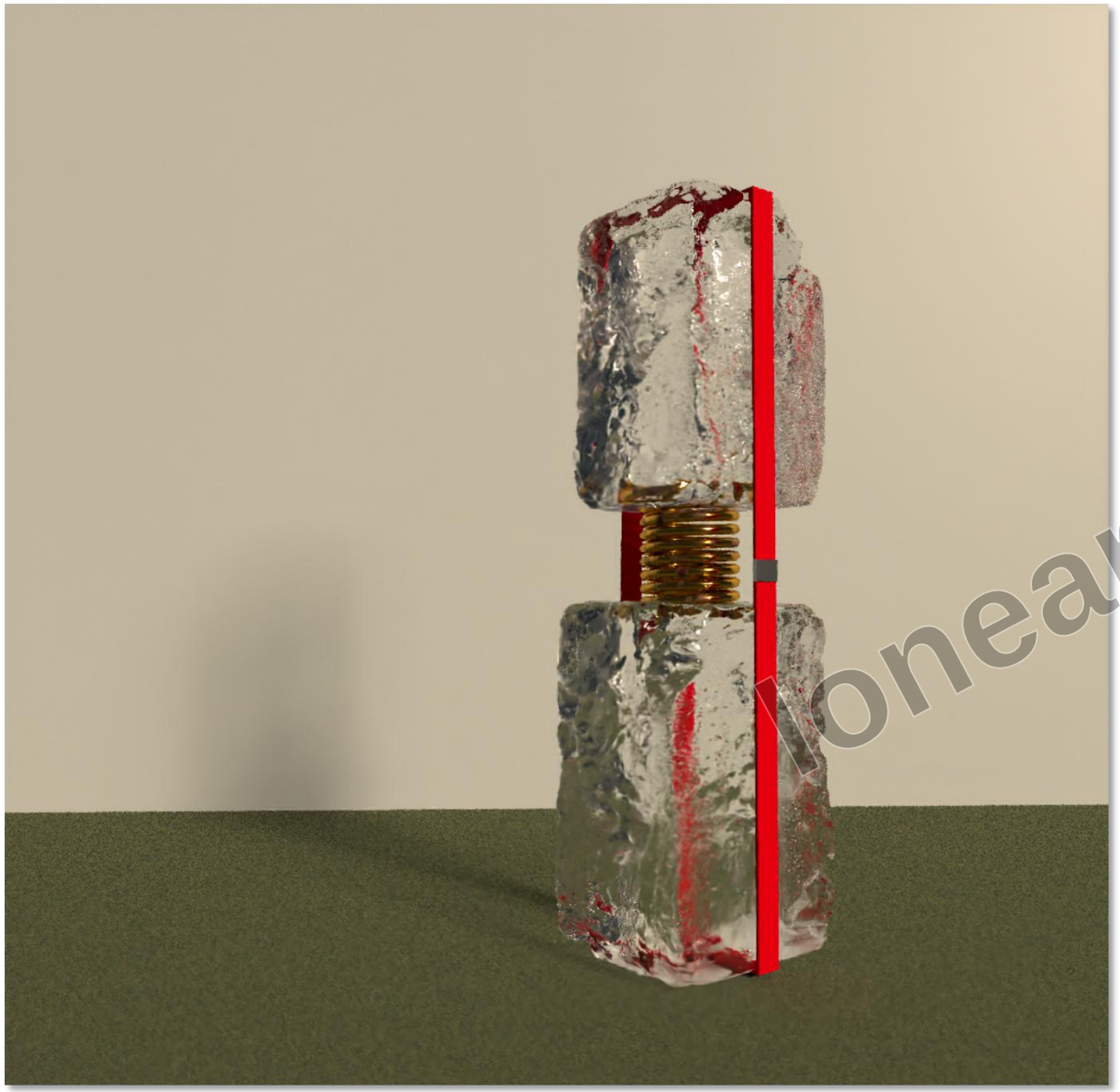


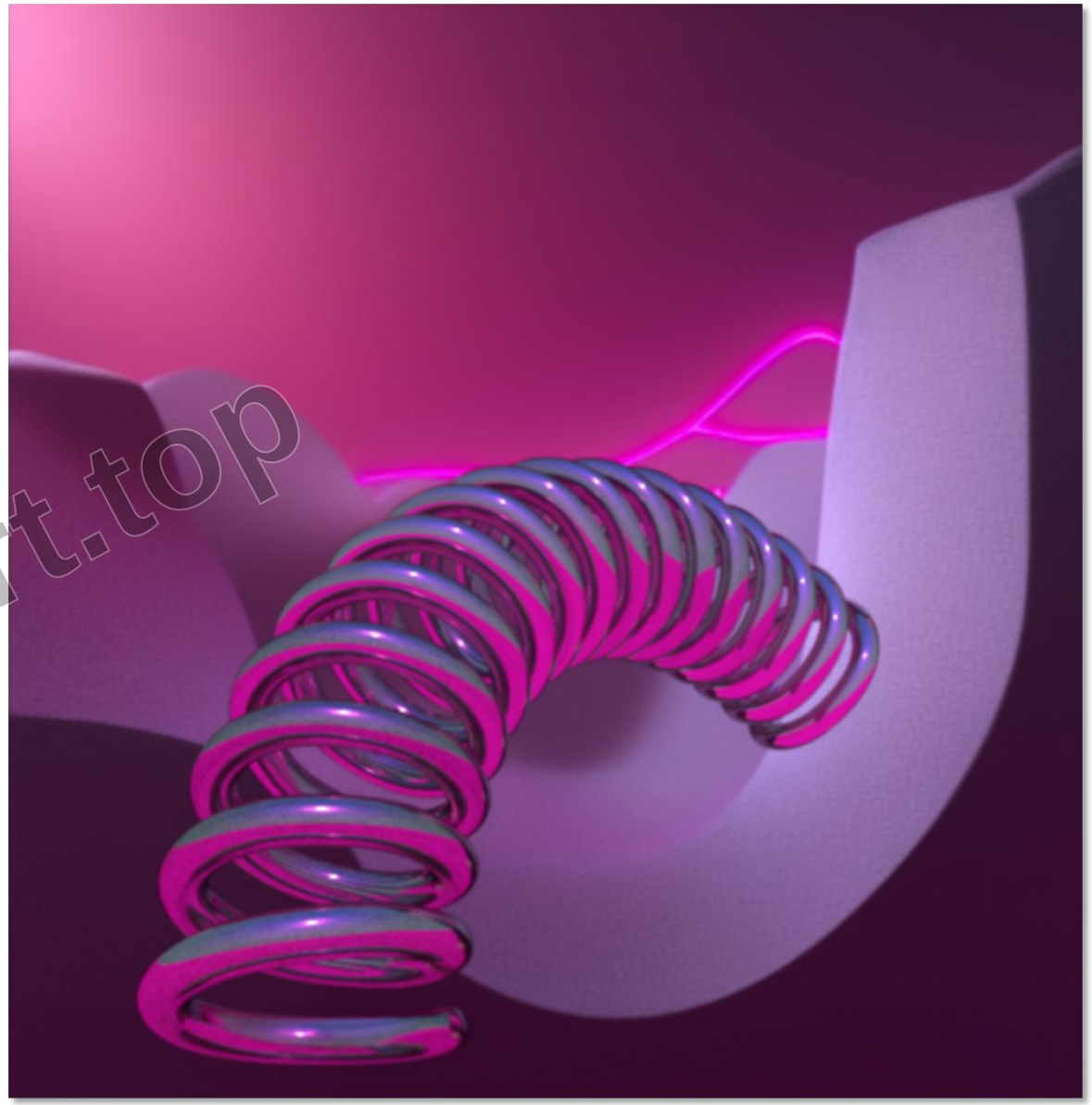
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Thank You

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