

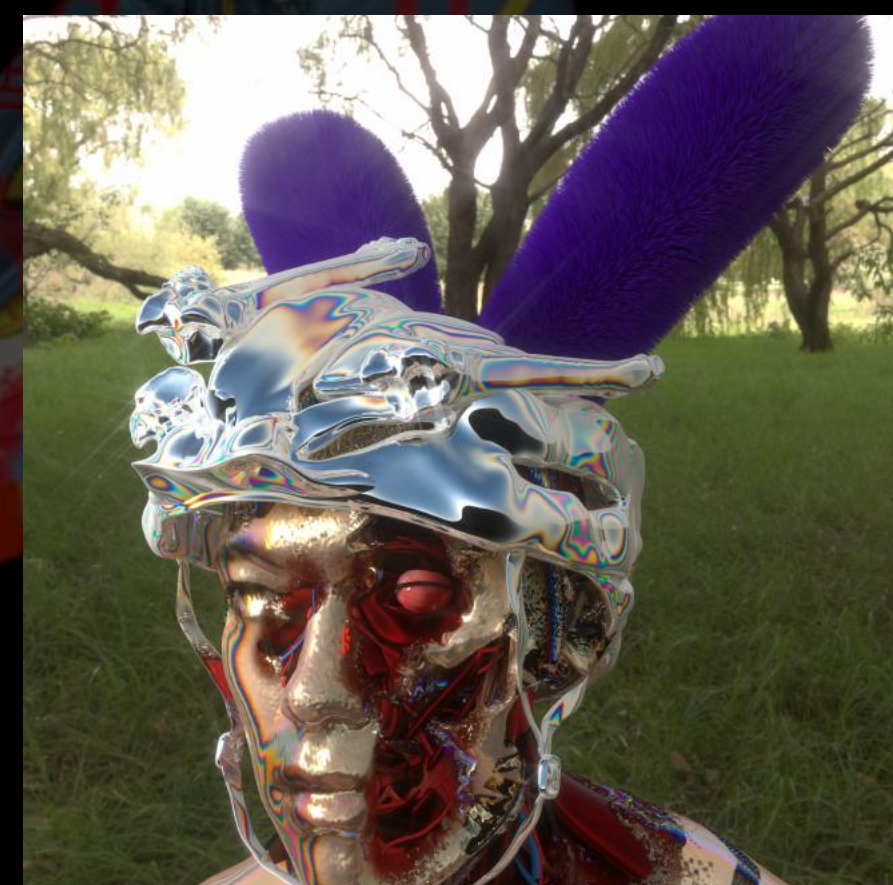


CHILLCHILL
SELECTED WORKS 2014-2022

**CHILLCHILL IS A ARTIST WHOSE
ART PRACTICE REVOLVES AROUND
URBAN LIFE/THIRD WORLD/
SUBCULTURE, HE USES HIS UNIQUE
SENSE OF HUMOR TO MIX THE
VIRTUAL WORLD AND THE REAL
WORLD HE LIVES IN, HE MENTIONS
HIS WORK AS A "STAND-UP SHOW
ABOUT REALISM". HE WORKS ON
3D RENDERED MOVING IMAGES
AND LIVE PERFORMANCES WITH
REAL-TIME RENDERING BY GAME
ENGINES.**

AVATAR / URBAN ADVENTURES / CYBER AND COWARDICE

Since 2016, after moving to Shanghai, my creative medium has shifted from oil painting on canvas to 3D art creation, from the previous physical creation method with performance art, painting, and installations to virtual digital art creation completely. I put my own 3D scanned model in the real street view of the city to create a dialogue with the urban reality. I transfer them all in the virtual world for me thinking about some restricted behaviors that I want to do in my daily life but never done. Whether it is the subway station of daily routine, or the street scene of Shanghai during the lockdown in 2022, I have mixed my experiences and emotions into 3D art. Among them, the 40-minute video work "City Story" is a record of real-time audio/visual performance through the UE4 game engine, performed at the live music performance scene.

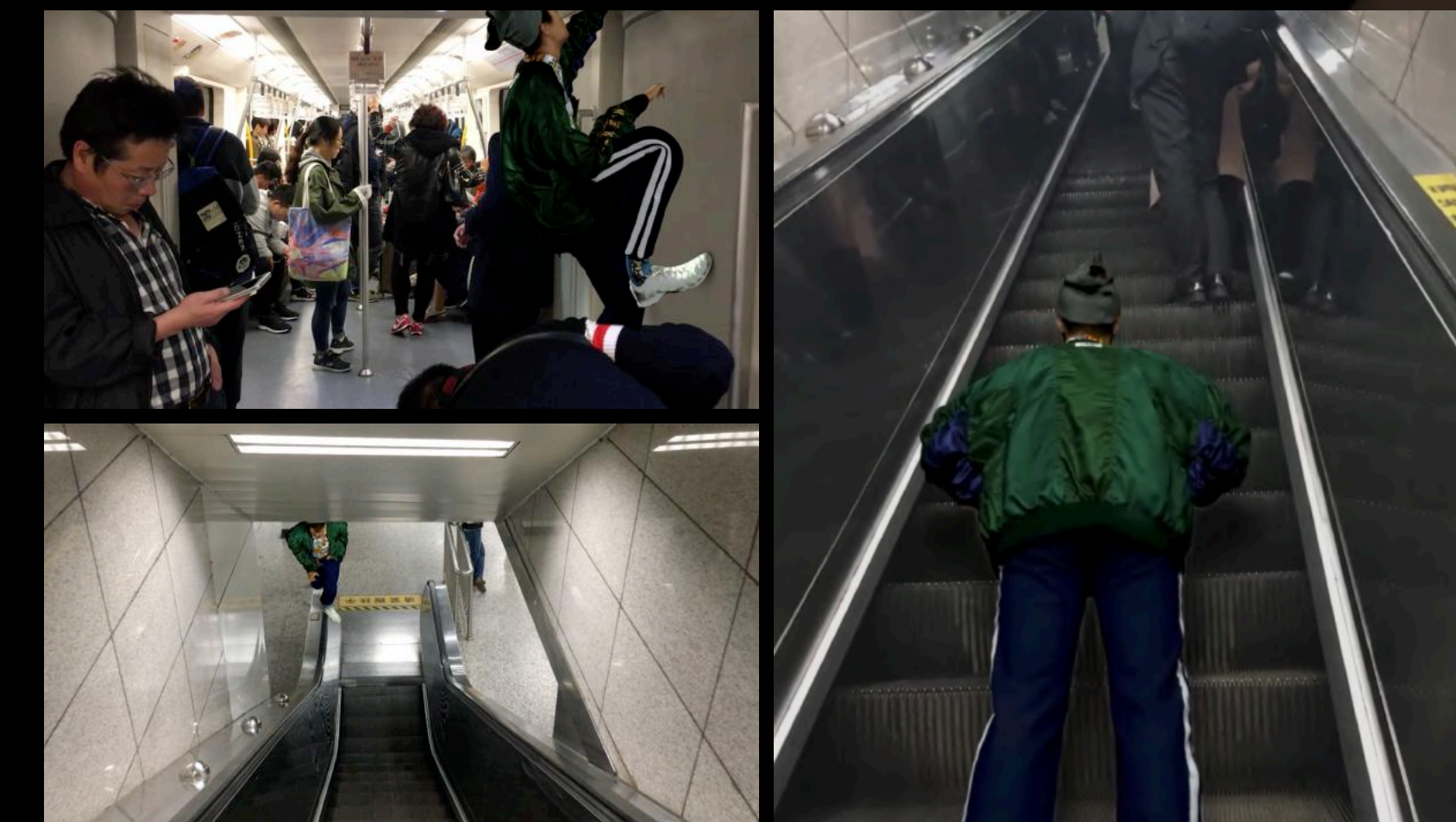


RUNWAY

Single-channel HD video
Color, sound
5'29"
2022

The footages of this video is street scene shot by CHILLCHILL during Shanghai's lockdown period in early 2022. He used his 3D scanned model to make a fictitious runway on the empty lockdown street.

[Watch Link](#)



SUBWAY GYM

Single-channel HD video
Color, sound
23" / 9" / 12"
2017

[Watch Link](#)

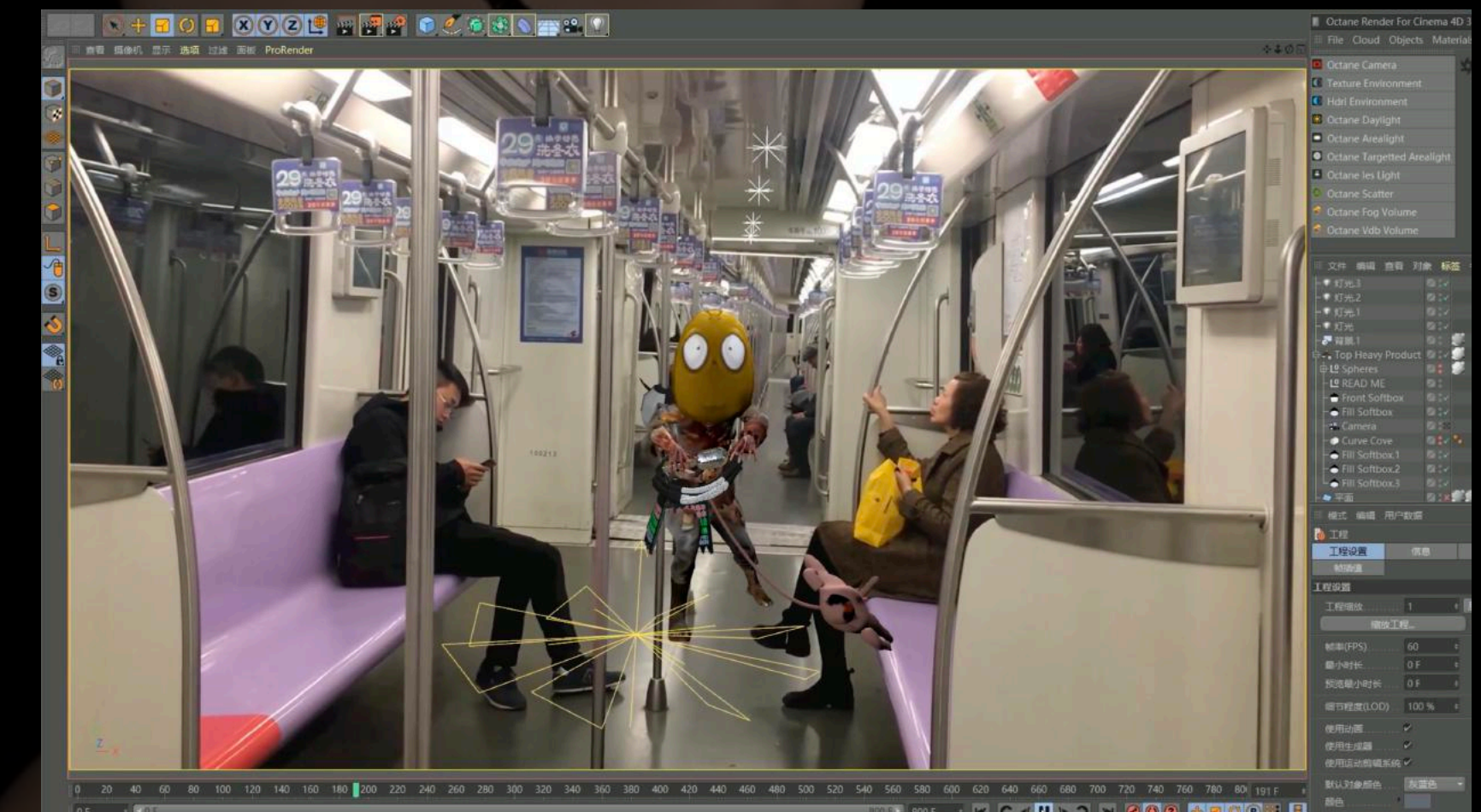
The "Metro Gym" consists of three short, 10-second videos that attempt to present the true state of life of the low-end population in today's fast-growing cities of China.



WHAT A WONDERFUL DAY

Single-channel HD video
Color, sound
32"
2021

[Watch Link](#)



MOTHER

Single-channel HD video
Color, sound
26"
2017

[Watch Link](#)





AUDIO-VISUAL PERFORMANCE

Unreal Engine Live Performances

Live performance is an extension of my video work, it is like my experiment and rehearsal for an extension of my original relatively video. The way how you view and visit at gallery is usually fluid and multiple, while audio-visual live performances are usually for more than 40 minutes, the viewing method is also real-time, a one-time experience. Therefore, the video rendered in real time on live music performance scene is a supplement of my work, it brings me more procedurally generated copies of my original video and unexpected effects.



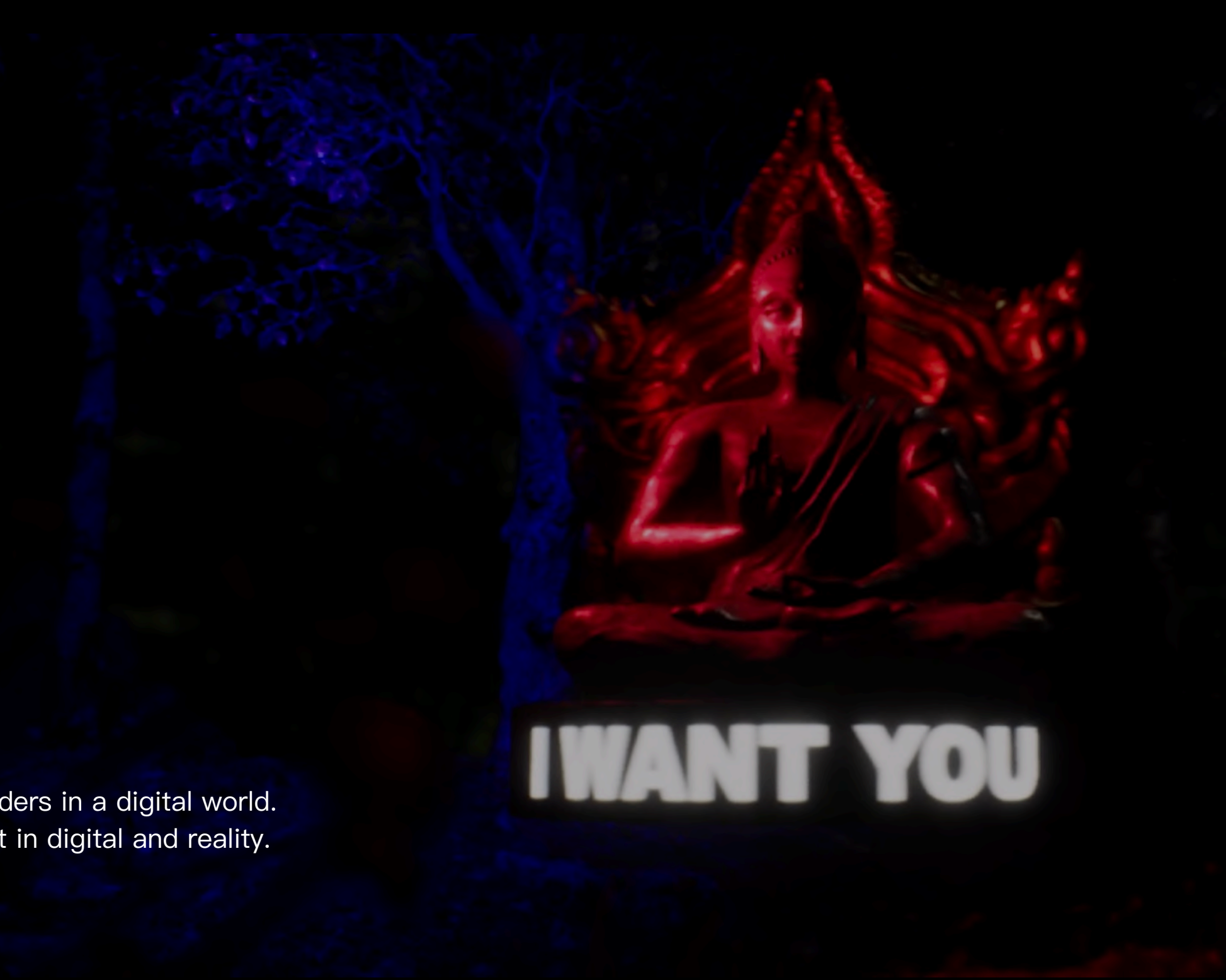
CITY STORY

Single-channel HD video
Color, sound
39'58"

2017

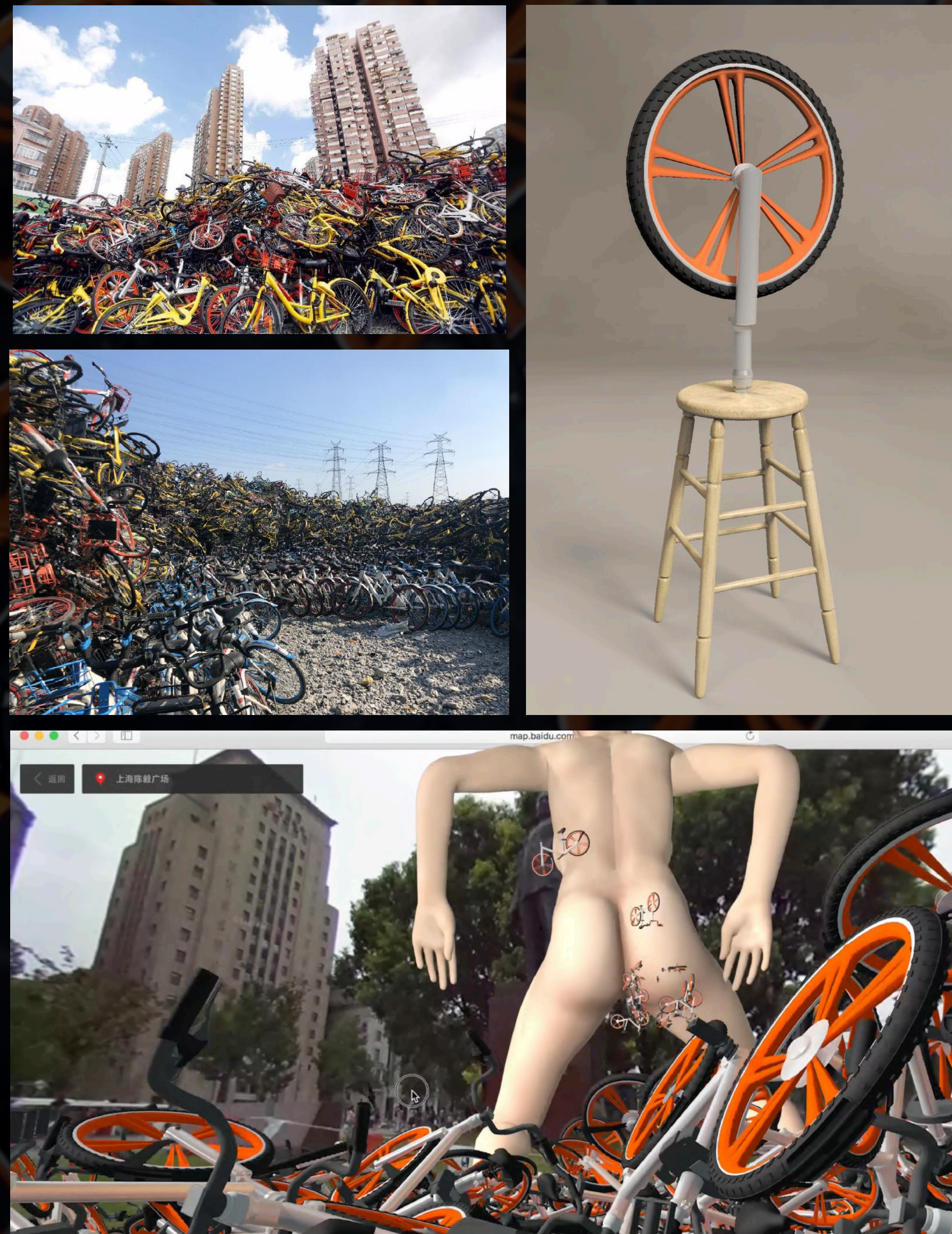
Watch Link

CITY STORY is a digital scan stand-in of an artist. He is a delivery man and wanders in a digital world. He and the artists in the real world are from the third world. They are no different in digital and reality.



MYTH / SHARING ECONOMY / FATE AND CONSUMPTION

In China in 2016, an unprecedented capital outlet appeared. It is called "sharing economy", and its major product in China is "Mobike(sharing bicycles)". The fight for capital consumption has resulted in a large number of unwanted shared bicycles, a huge bicycle cemetery has been created. Through the juxtaposition of mixing the sharing economy ideas with referring Greek mythology, this series of works discusses their deeper and inner development logic, and discusses their doomed fate."Asian sharing heaven II " was shortlisted for the NOWNESS China Talent Program.



ASIAN SHARING HEAVEN II

Single-channel HD video
Color, sound
6'34"

2017

This work is composed of a male patient's mental journey, a Siri's voice, a policeman, a wizard of cyberspace, a pile of shared bicycles and other elements to explore the real situation of mankind in today's global sharing economic society.

[Watch Link](#)



MOBIKE-SISPHUS

Single-channel HD video
Color, sound
6'34"

2017

[Watch Link](#)

EMOTION / OCCUPATION / JOKE AND CONFRONTATION

This series of work want to propose a creative method that uses emotions to produce and connect a piece of work. It means to complete a work not by expressing a theme or theme, but by conveying an emotion. These include the early performance creation "Occupy Today", which simulates an occupation movement that never happened, and the work "Inflatable", which compares the differences between the two professions of "policeman" and "artist". It seems like a nonsensical plot, but as long as you live in China from 2015 to 2022, maybe you can understand some emotions in it, which may also be the emotions of this era.



A BRAVE NEW WORLD

Single-channel HD video
Color, sound
Music by Alex wang
3'48"
2019

[Watch Link](#)

The new landscape brought about by China's rapid urbanization, such as "low-end population" and "bicycle sharing". These changes in the environment have changed the social production relations, and at the same time, a different aesthetic language is being formed in Chinese Internet art. Based on these contexts with different levels, this video tries to mix them together with a sense of humor to produce a new world view from a certain crack, which may be the prototype of A BRAVE NEW WORLD



INFLATABLE

Single-channel HD video
Color, sound
3'29"

2018

[Watch Link](#)





BRAIN IN A VAT

Single-channel HD video
Color, sound
39'58"
2020

The film lasts for 40 minutes and contains the personalities of people from different social classes. The name of the film was inspired by the "brain in a tank" proposed by the philosopher Sheila Putnam in the book "Reason, Truth and History" (Cause, Truth and History). The film tries to explore the boundary between reality and virtuality, and who makes these boundaries. If the world experienced by the brain is actually a kind of simulated reality made by a computer. Does the brain can provide itself living in a virtual reality?

[Watch Link](#)

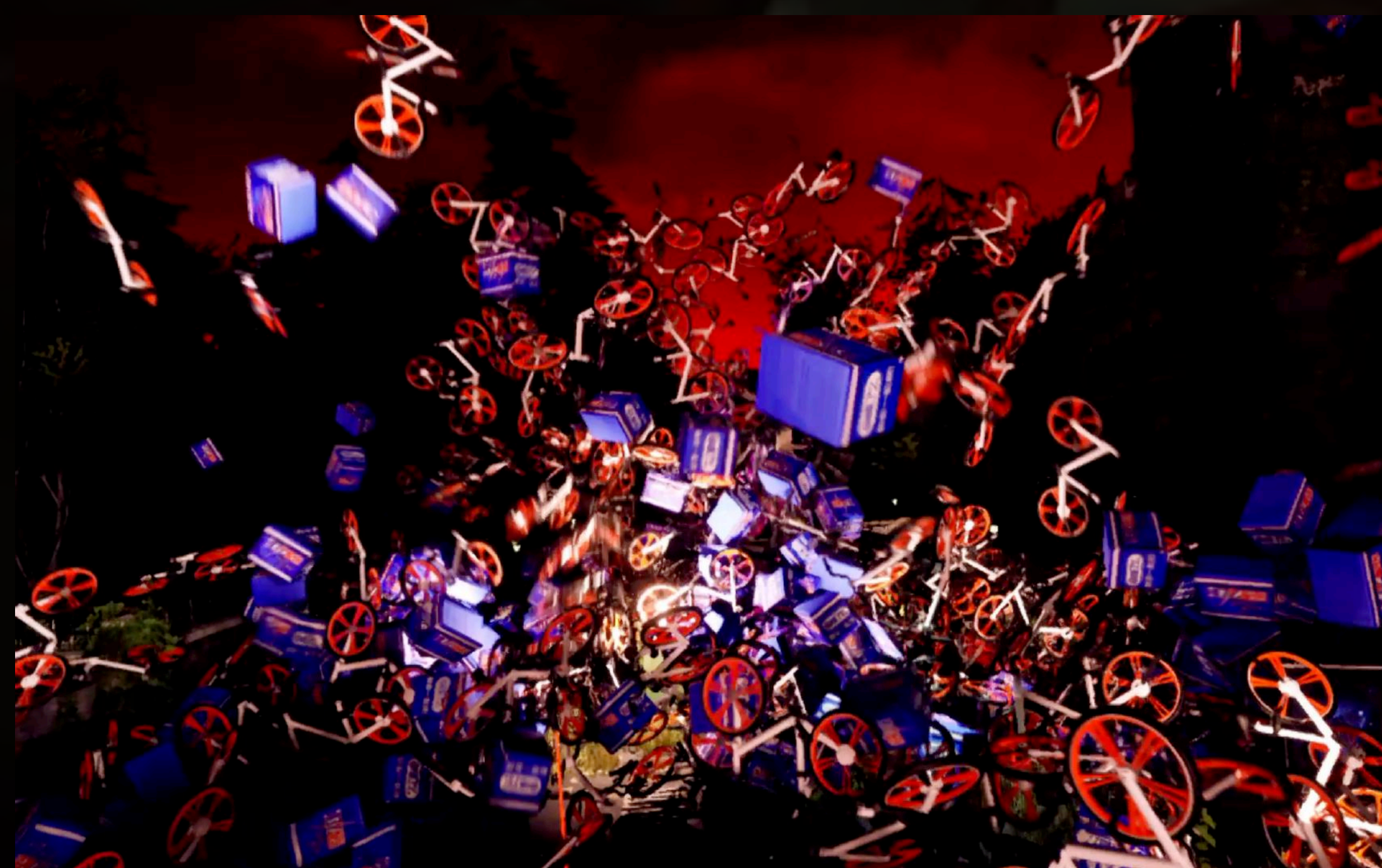


AUDIO-VISUAL LIVE PERFORMANCE

Unreal Engine4 LIVE with Alex Wang
Vas, Shanghai
40'
2019

[Watch Link \(6-minutes short version\)](#)

After "A Brave New World" 4-minute short film is finished, I use the scene of this short film in Unreal Engine and turn it into a brand new game. Finally the game is completed as a 40-minute Audio-visual performance with musician Alex Wang.



@ALEX WANG
@CHILLCHILLSHIT

Around 2014, the Occupy Movement swept the world, from Occupy Wall Street in the United States to Occupy Central in Hong Kong. With the rise of populism, a new relational aesthetics is brewing, and a new trend is taking shape. And what I pay more attention to is the tent that often appears in the Occupy movement. In my opinion, it has become a symbolic symbol, which contains rich meanings. Camping/occupation/life/expression/freedom, it forms It created a unique field, just like the art scene.



OCCUPY TODAY

Activities, canvas, tents, acrylic sign, speakers, drinks, mineral waters etc.
10 days
2014

Watch Link

This work simulated an occupation never happened in China. The difference is that its protest slogans are completely entertaining. Various transactions are carried out in several tents, the main one called "Your Sister Gallery". All kinds of counterfeit paintings are being sold, and there is still a booming speaker on the scene to promote passionately. The content is "Good news! Good news! Great news! Contemporary art sale! 'Your sister gallery' has a large backlog of inventory due to poor management. The entire site is now at a loss! The works are all from Art Basel Hong Kong, Venice biennale Exhibition, Kassel Documenta, real goods clearance, urgent promotion, quality three guarantees! Pure picture, profound theory, relational aesthetics, consumer society: global capital Socialism and spectacle society, the last day, hurry up, buy is to earn, hurry up and buy it!



STROBE/ NEW NARRATIVES/ SUBCULTURE

From paying attention to the incidents of the Occupy movement, I discovered the new modern aesthetics presented in those movements, such as laser lights, Molotov cocktails, goggles, isolation fences, etc. Among them, laser lights attracted me the most. "Laser lights" have increasingly become an offensive weapon in some global protests, and people may be arrested for carrying them. At the same time, in club scenes, laser lights are being used more and more widely, and can appear in almost all "subculture" scenes. What I noticed is not the meaning attribute of "Laser Light", but its expression, which is constructing a new visual language and a new narrative method. This series of works focuses on the element of "laser light", trying to connect street movement and subculture through it.



The LED light display board at the entrance of the community where I live was placed on the performance screen in the club, and everyone danced in front of the screen of "learning the history of the party, praising the party, and doing practical things".



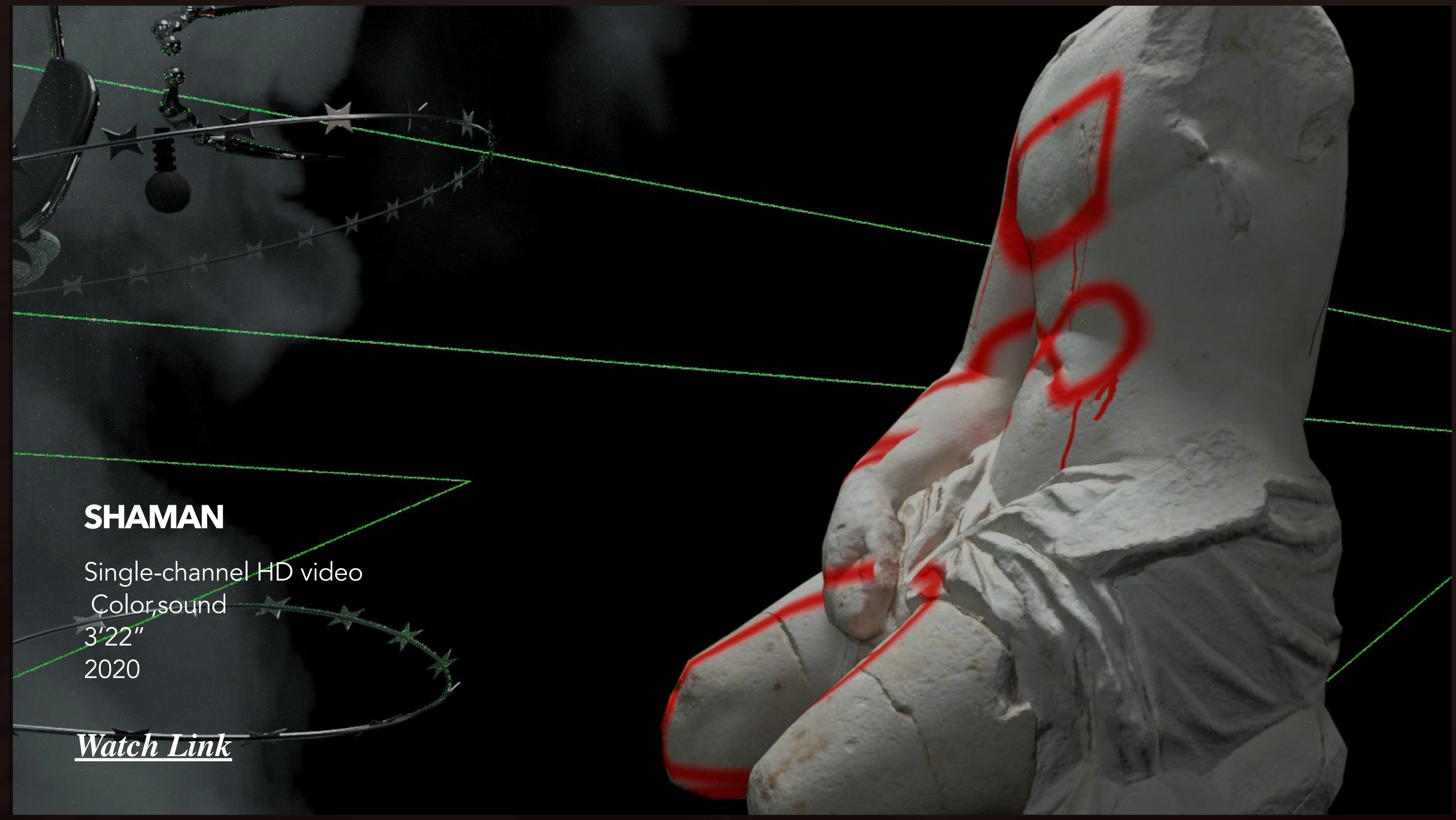
CUTE & FORCE MAJEURE I

UHD single channel video
3840x2160 px
4'40"
2021

[Watch Link](#)

The film (Part 1 and Part 2) describes a bizarre, weird and cute story. It starts with the phone of a mobile phone that fell on the ground in the wilderness. The screen suddenly lights up, showing a delivery order push. A deliveryman gets up from a body bag and takes it. Pick up the phone and ride in the car to deliver food. Many elements in the film come from the artist's daily life (including the large number of body bags that have soared due to the global epidemic, and the new production relationship between algorithms and labor under the wave of China's mobile Internet). The artist tries to use mixed reality and Virtually produce a new kind of problem, with the background setting like a game scene, leading the viewer to carry out a fantasy journey through the apocalyptic abandoned city.



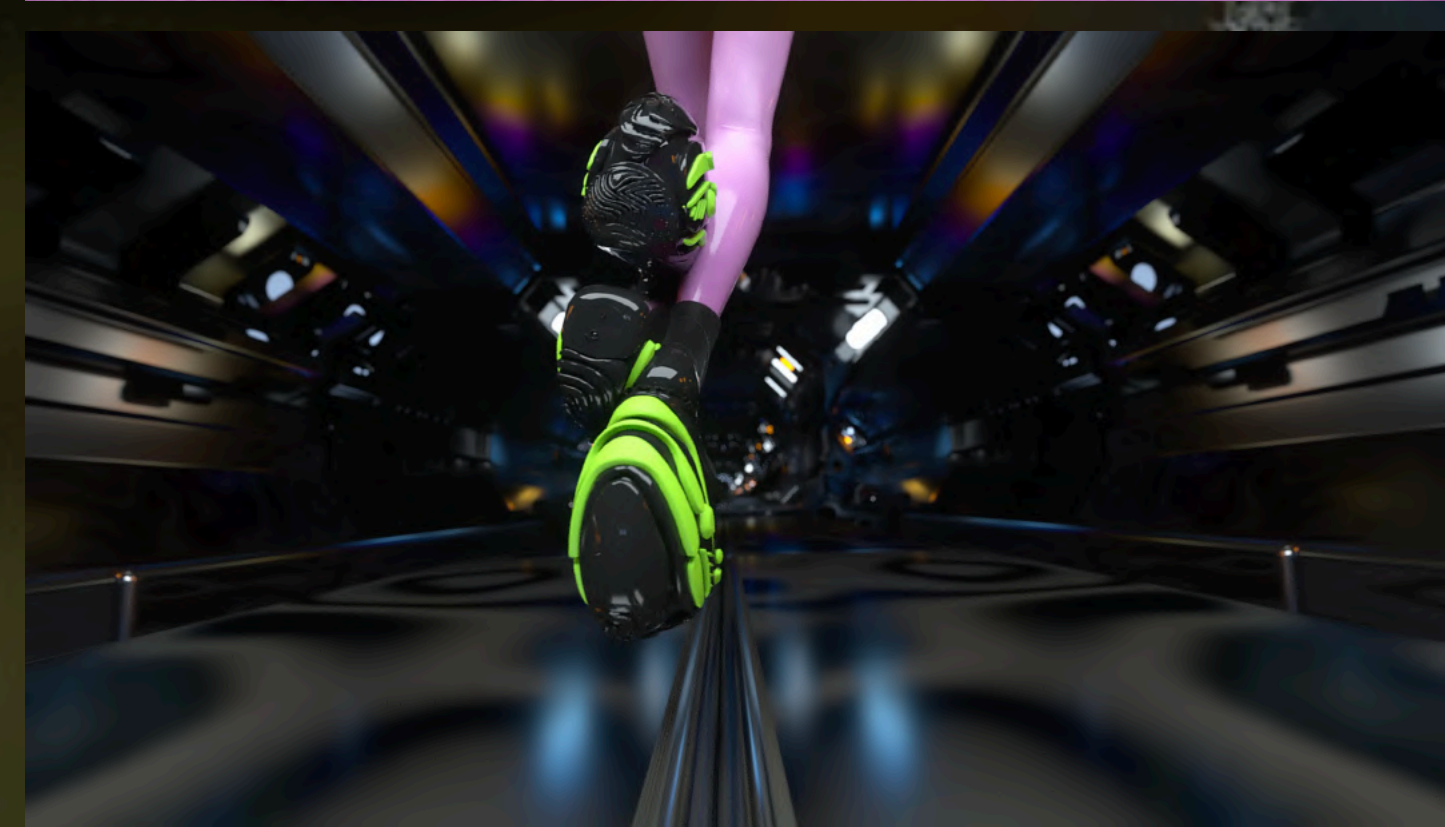
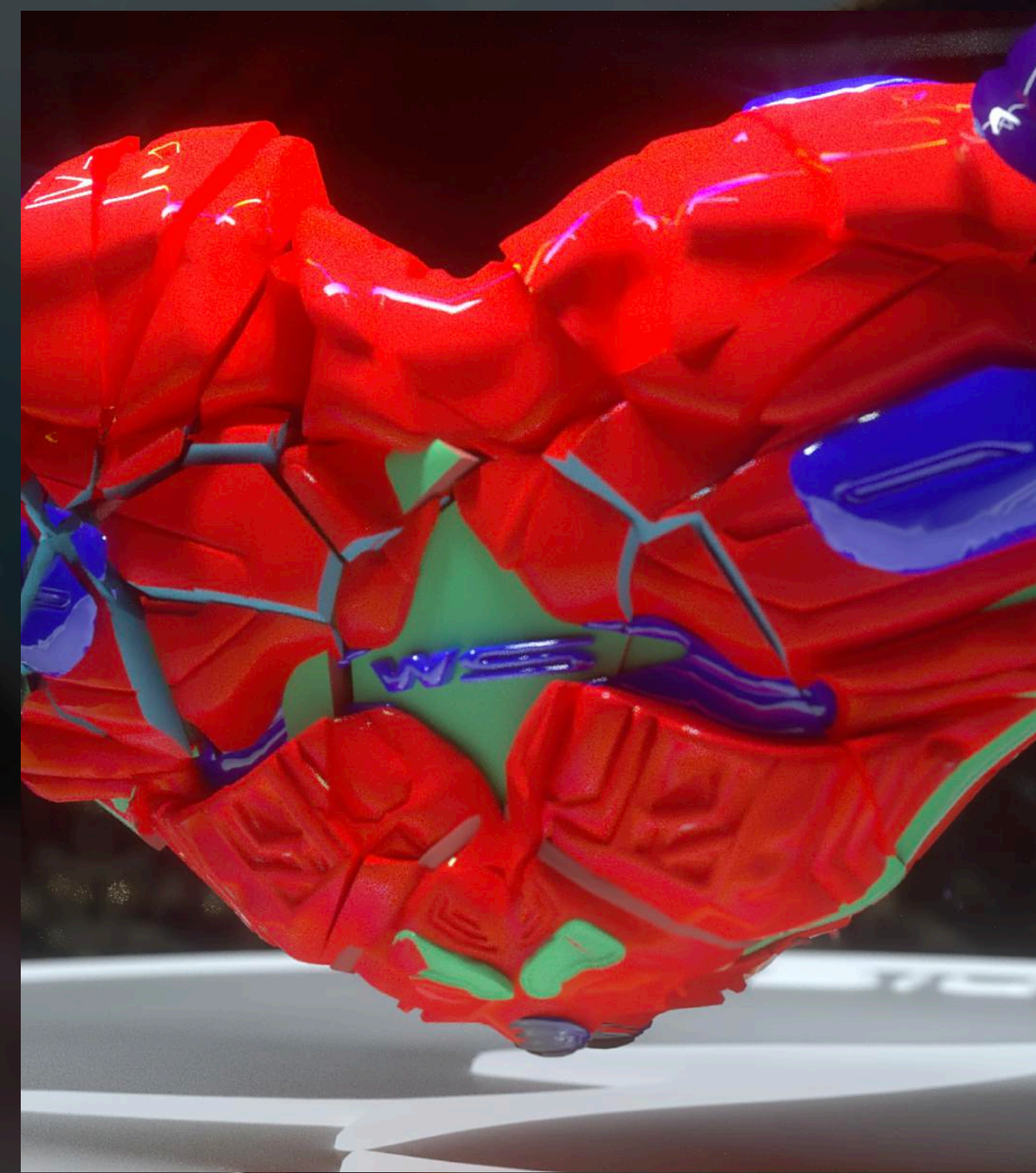
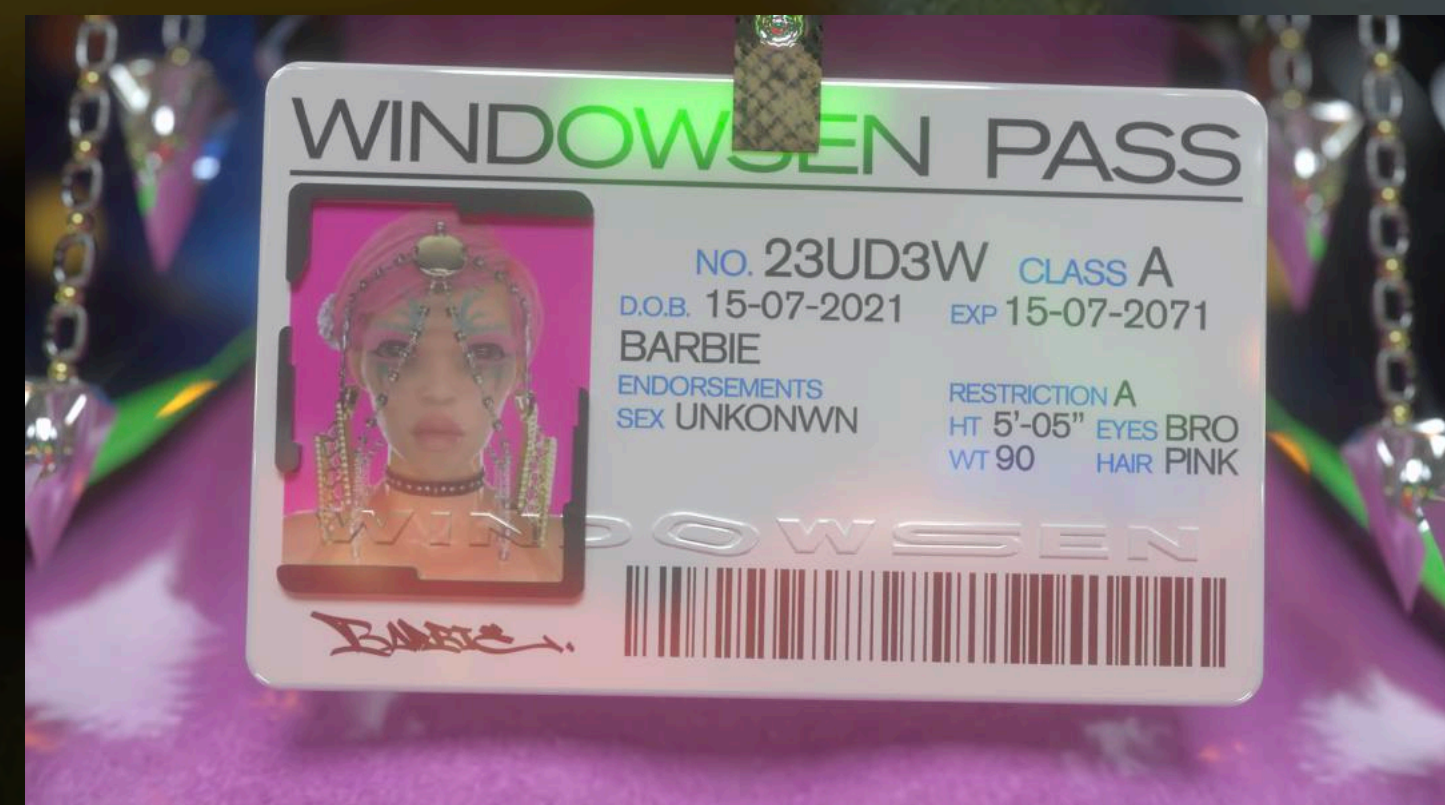


"This film contains Occupation Movements and Internet memes from all over the world, and some themes that I continue to pay attention to have appeared, such as the "Occupation Movement" of the "sharing economy" and Internet eating and broadcasting. Through the element of "strobe light", Connect all things 'violently' together to produce a new visual experience. In the image presented in this more prominent visual language, what I am concerned about is not the meaning of these objects regarding politics itself, but a new aesthetic language produced by these political movements. I use social events, news materials, network images, artistic concepts, and 3D models as targeted and replaced materials to create a new landscape beyond personal and collective experience. "

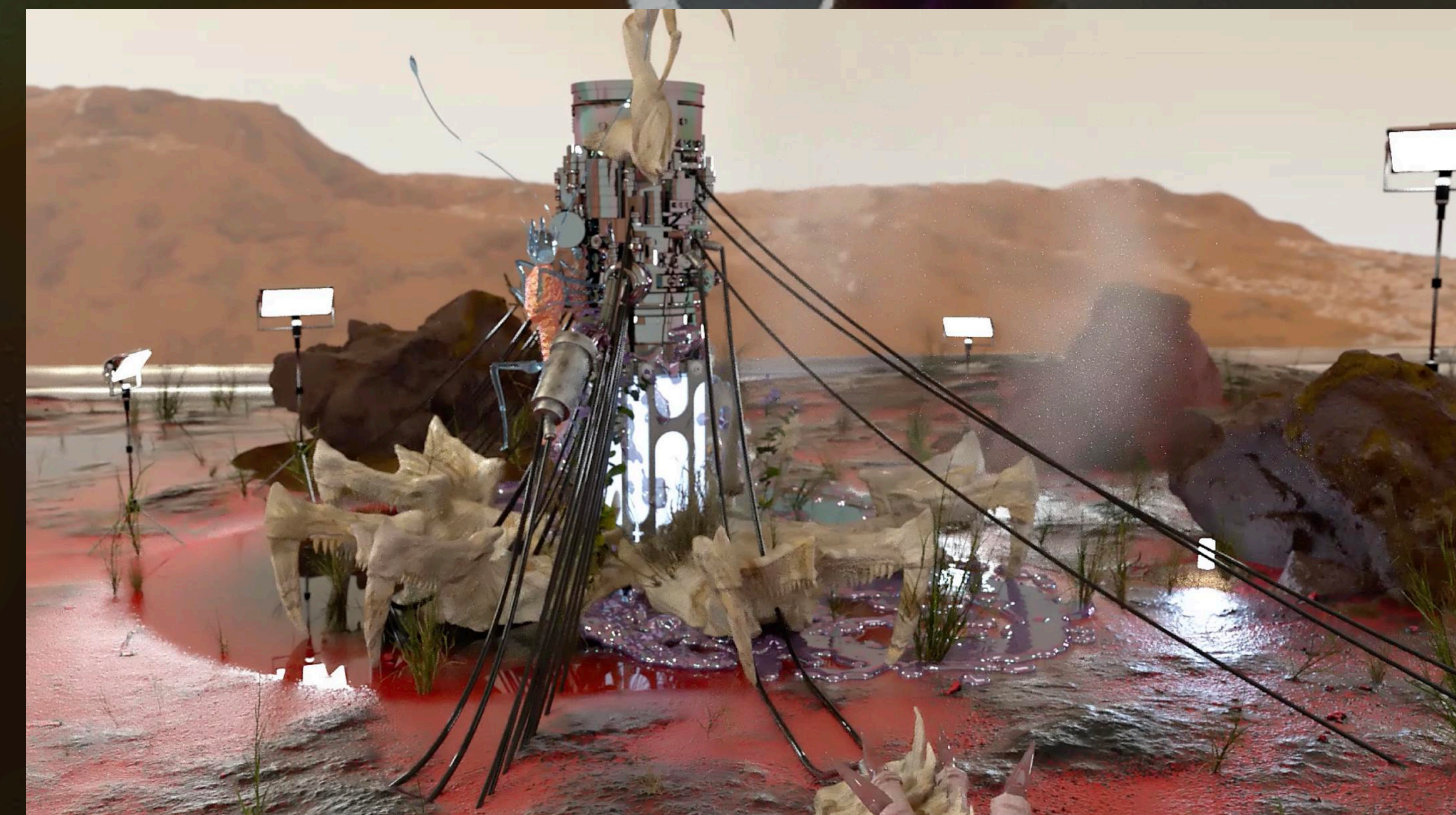


COMMERCIAL COOPERATION

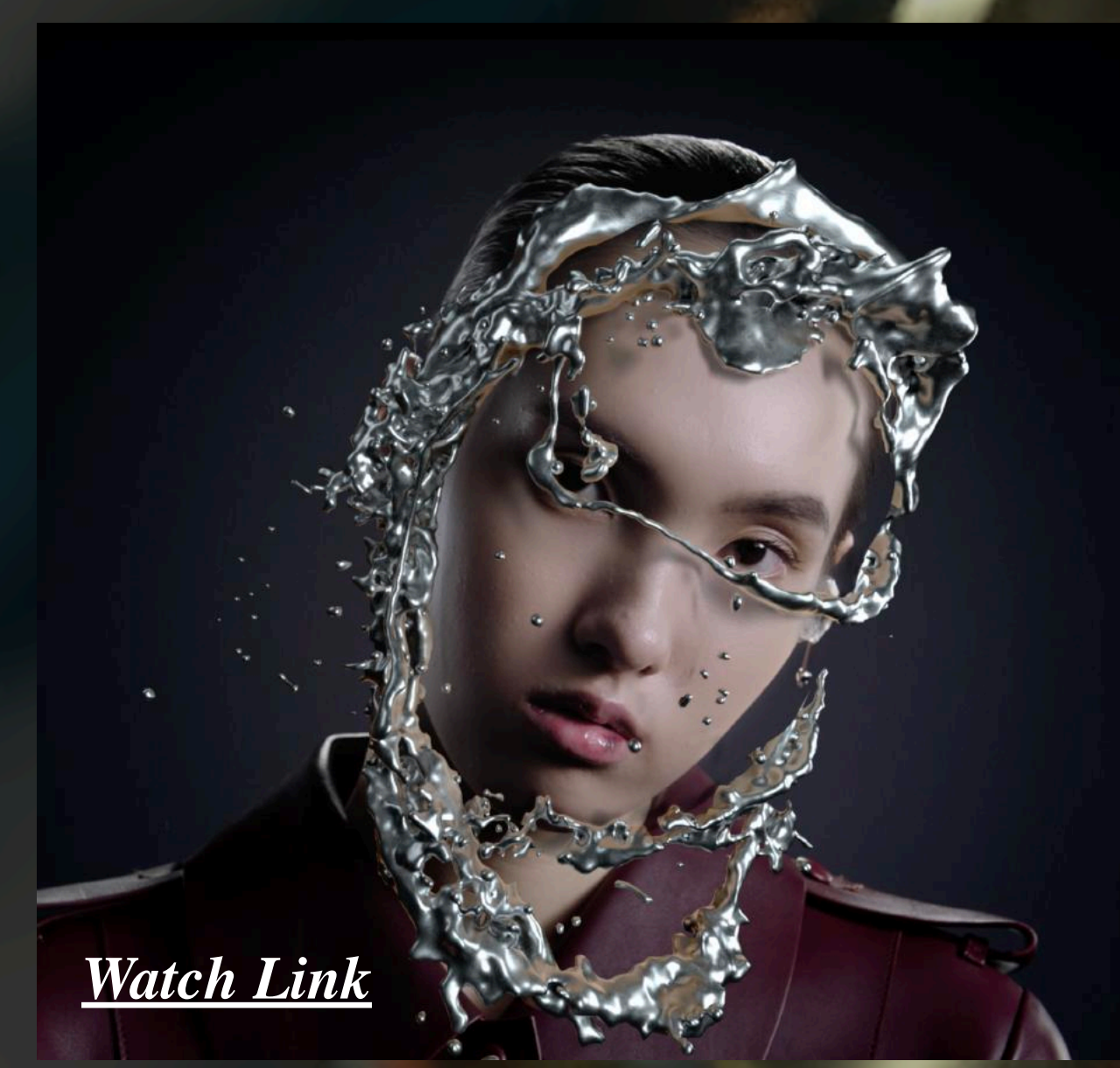
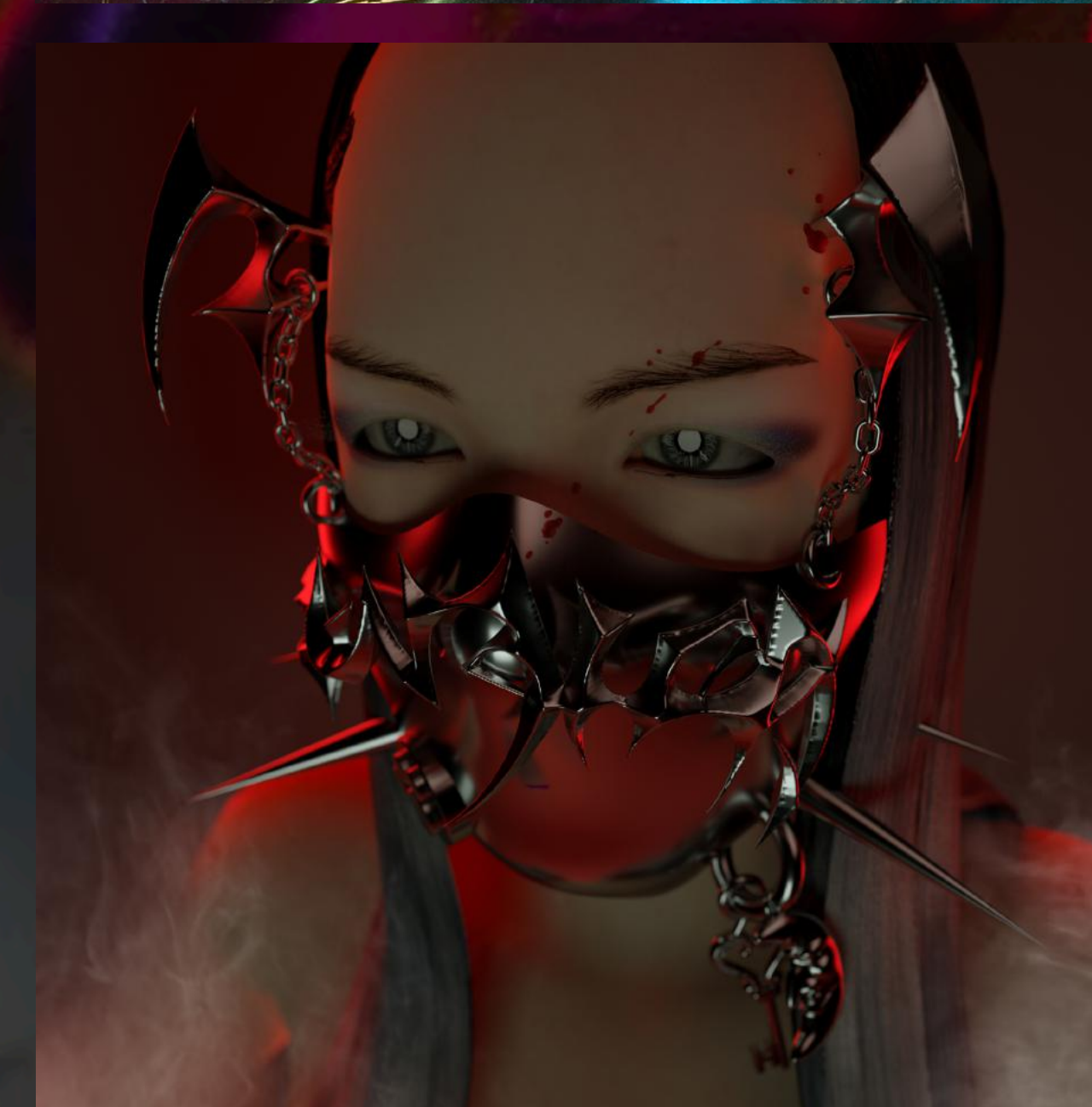
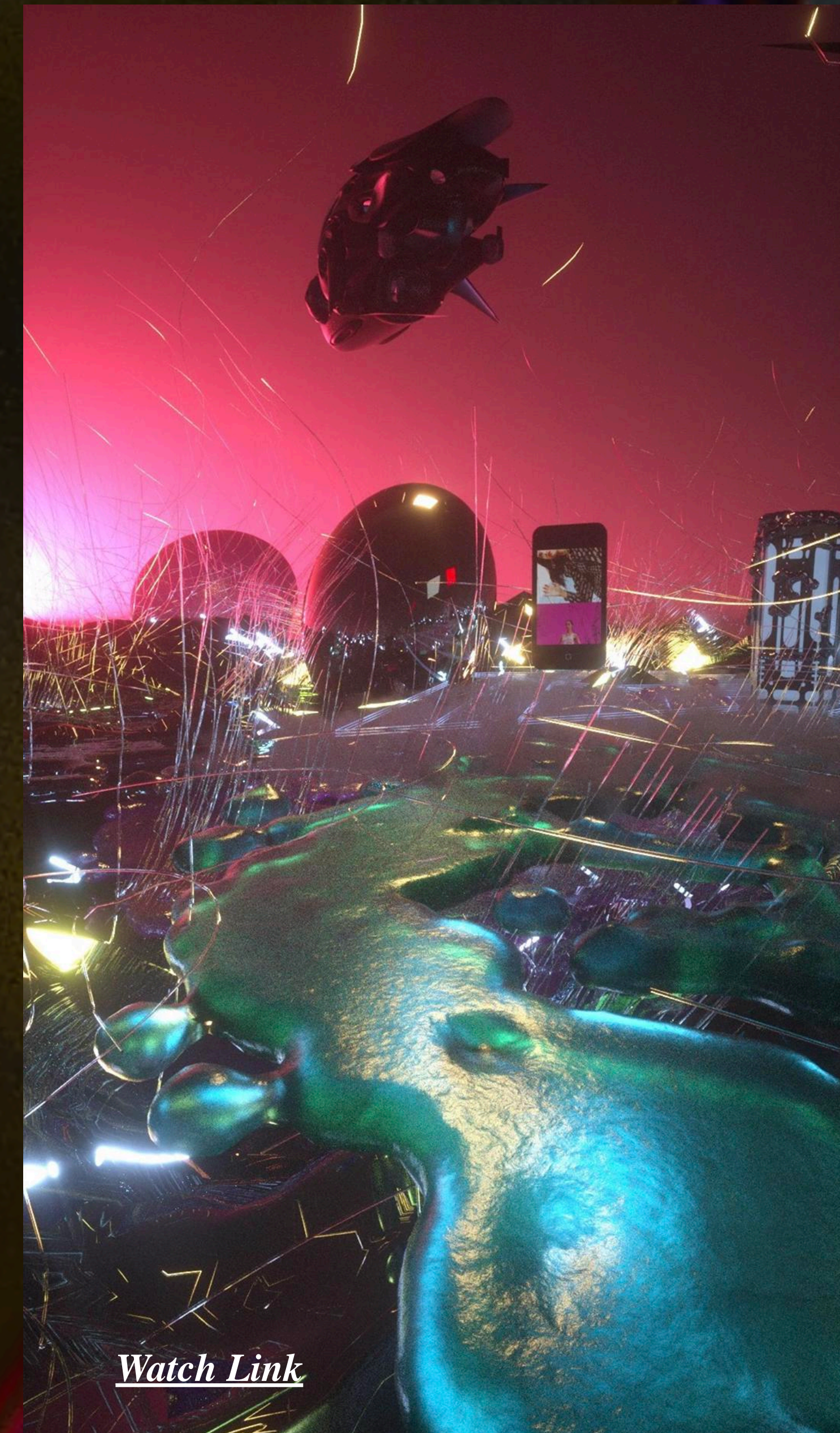
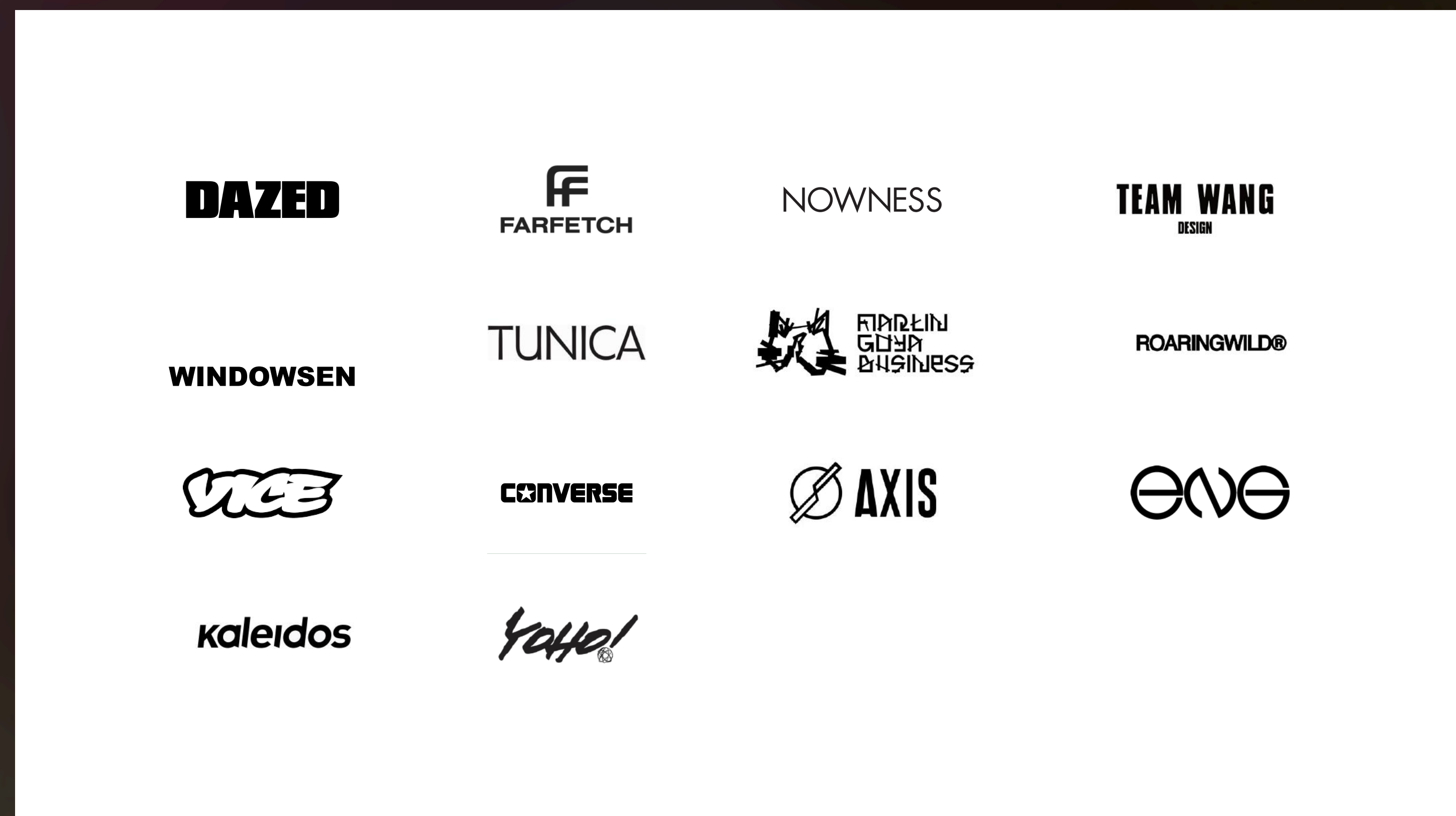
As the particularity of digital/media art, digital artists are different in some way from the traditional artists who rely on the system of galleries, museums, and art fairs to survive, they are supposed to cooperate more with commercial brands. I regard commercial cooperation as an extension of my art, which can convey my artistic and aesthetic value to farther places and let more people see it.



Watch Link



Watch Link



Watch Link



DAZED

CHILLCHILL

CHILLCHILL, a digital artist. Graduated from the Oil Painting Department of Sichuan Academy of Fine Arts, and currently lives and works in Shanghai. He studied painting since childhood, and found that painting could not meet his needs for exploration and expression, so he turned to virtual 3D art creation. Virtual 3D is more direct and experimental for him, but 3D is not a medium for him, but a thinking system to generate new topic. He is co-creating with the computer. He is responsible for selecting the daily reality he cares about and throwing it into the virtual world, allowing the computer to randomly stir and mix to generate a new topic that starts from reality and ends up being unrealistic. In the end, the content of their collaborative work covers The myth, the sharing economy, mukbang, algorithms and labor, etc. The work "Asian Shared Heaven II" was nominated Nowness Talent Project Award (2019). The videos "Brain in a Vat" and "SHAMAN" are recommended for release on the NOWNESS ASIA platform. he Cooperated with many brands with unique 3d vision, such as WINDOWSSEN, FARFETCH, DAZED, NOWNESS, team wang, etc.

> SOLO AND TWO-PERSON EXHIBITIONS

Cute & Force majeure, Liste Showtime, 2021
Li Jingxiong& CHILLCHILL, SlimeEngine, 2018

>SELECTED EXHIBITIONS

Digital Jungle by V33N0, MartinGoyaBusiness,Arsenale di Venezia, Italy, 2022
Cute & Force Majeure I , TANK Shanghai x MartinGoyaBusiness, Shanghai, 2021
Tutorial, BSMNT gallery, Leipzig, 2020
Pet shop Guys:Lost in Tokyo, Ota Fine Art Gallery , Tokyo, 2020
The post southern song Digi-Dynasty, ASIA NOW Art Fair , Paris , 2019
Greasy Spoon, Ota Fine Art Gallery , Shanghai, 2019
Blast, Himalayas Museum, Shanghai , 2017

>SELECTED PERFORMANCE

AudioVisual LIVE, Untitled, Sea world Culture & Arts center, Shenzhen, 2022
AudioVisual LIVE, ATP club, Xiamen, 2021
AudioVisual LIVE, The Garden, XIXI LIVE, Hangzhou, 2020
AudioVisual LIVE, Love song H019, HOW Art museum, Shanghai, 2019
AudioVisual LIVE, A Brave New World, Hong kong, 2019

>AWARDS

'A Brave New World' win the Best Innovation Award, APENFT Foundation, 2022
' Asian Sharing Heaven II ' nominated for Nowness China New Talent Awards , 2019

>INTERVIEW LINKS

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