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PROFILE

CHILLCHILLSHIT is a Chinese artist based in Berlin who uses moving image, 3D, game engines and real-time systems to transform everyday urban encounters into shifting relations between bodies, images and sound. Works begin with small triggers, humour and concrete frictions, and develop through making. *Polyphonic Audiovisual System* is a working hypothesis named at the current stage, not a theory that guided the earlier works.

SELECTED PUBLIC CONTEXTS

- 2026** *Body Sequencer*, with Krassen Krastev, Arsenic - Centre d'art scénique contemporain, Lausanne, Switzerland. Four performances, 23-26 April.
Co-concept, moving image, real-time visual environment and sound.
- 2025** *The Next Cultural Producer III: Theater*, Power Station of Art / CHANEL Culture Fund, Shanghai.
- 2024** *AWAKENED*, SYSTEM, Shanghai.
- 2023** *CHILLCHILL CONTROL THE WORLD*, UCCA × XINTIANDI, Shanghai; Fabrica, Brighton.
- 2023** *El Niño*, Lighthouse, Brighton.
- 2022** *Digital Jungle*, Arsenale di Venezia, Venice.
- 2021** *CUTE & FORCE MAJEURE I*, TANK Shanghai; Liste Showtime, Basel.
- 2020** *Tutorial*, BSMNT, Leipzig; *Pet Shop Guys*, Ota Fine Arts, Tokyo.
- 2019** *The Post Southern Song Digi-Dynasty*, ASIA NOW, Paris.

AWARDS AND RECOGNITION

- 2023** Nominee, **UCCA RanRan Young Artist Award**.
- 2022** **Best Innovation Award**, APENFT Foundation.
- 2019** Nominee, **NOWNESS China New Talent Awards**.

SELECTED WORKS

- 2026** *Body Sequencer* - live body / real-time visual environment
- 2024** *AWAKENED* - real-time audiovisual performance
- 2023** *CHILLCHILL CONTROL THE WORLD* - live AV / interaction study; gallery installation remains a proposal
- 2023** *CHAT* - video / AI co-writing
- 2022** *RUNWAY* - single-channel video
- 2021** *CUTE & FORCE MAJEURE I* - 4K single-channel video
- 2020** *Brain in a Vat* - film / live-system record
- 2017** *Asian Sharing Heaven II* - 3D moving image
- 2017** *Subway Gym* - 3D body / urban footage

EDUCATION

BFA, Oil Painting
Sichuan Fine Arts Institute, Chongqing, China
2010-2014

METHODS

Moving image · real-time AV · game engines · TouchDesigner · 3D scanning · generative image systems · video installation

LANGUAGES

Chinese (native) · English (fluent) · German (beginner)