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INSTALLATION SONORE ET VISUELLE

TIME-PASSING THROUGH-TRAVEL

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We spend much time moving through the space that we exist in (cities, streets, home, room, and internet). Today is created by the constant repetitions from yesterday's action, day after day. Travel, we use our perception to move through reality and our minds. The real world and our spiritual world interact with each other like parallel universes through our actions and exist. Even through we use only 1 type of perception to experience two different worlds, the definition of space and time in the two worlds are totally different.

Our body moves within the space that we live in, from our home to our work locations, shops, or school, or from this station to another city, or from the airport to another country. We are used to living and moving in the structure of Minimal Music, with this beat being the same as the last beat, repeating constantly in our ears. We are joyous at the occasional minute differences in rhythm, as if adding a small variation in our monotonous and unchanging wandering. In our travel, we seem to be looking for something, or trying to reach somewhere, but are no sure. We seek recognition, joy, sadness or union, encounters, participation? We seek to "not be lonely"? Or seek to find our original self which no longer exists?

Even though the body moves through the 3 dimensional spaces, we perceive that it is impossible to be far and wide. Our spiritual state is built only on our past experiences and on time past. We move by either walking, being in a car, being in a train, and during our process of movement, we can concentrate only on the possibility of the existence created by a "line". Time is like a framework, a game rule that limits these possibilities. The background of the stage or the studio is like pictures moving by scene after scene. Maybe we should doubt reasonably: other than these linear paths, other parts should be "void", as if the world that we perceive is created by one's own perception and the actions created from movement. During such a creative process, we are not the only creator. Different individuals: family members, friends, or passerby mutually influence and guide each other during the process of movement. The purpose and time of travel is not just the choice of a single individual, but is a group action. The present moment is mixed with the past experiences of the group, and because of these past experiences, lead to the combined perception of future possibilities.

The Era of Light

We see the world through light, and the physical action of light directly sculpts us, giving all things forms and color. Because we are so used to it, we take it for granted. However, in the age when there was not artificial light source, people work to sunrise and rest at sunset. Technological developments have made "light" play an even more important role in our everyday life. It not only gives color to different objects and eliminates darkness, but it has become the most important media for communicating and broadcasting. We can connect, receive message, and send voices through light at home. Light is no longer just one of many physical phenomena in nature; it has grown in pro-activeness and influence.

Electromagnetic waves, infrared light, mobile phone, TV, and computer monitors, all types of displays and decors at night in cities are demonstrations of the influence of light in our everyday life. This creative program expresses my perception of "light" in recent years, showing the relationship between light and human relationships and the influence on the space we are living in (room, home, and cities). I try to use the action of light to interpret the role of light and the influence (or aggressiveness) it has over our space. Through this work, I would like to express how human (individual or group) guide each other in the space by showing the paths.

IUAN HAU CHIANG



3D animation - co Création avec Christian Rizzo

worked for a computer animation company, with 3D computer animation being the topic of my creative work. Even though I have learn many skills needed for creative work during my 20 years of artist learning, I enrolled in the Ecole d'Art du Havre of France in 1999 to develop more potential for creative work and graduated from the Ecole Nationnal des Beaux-Arts Lyon in 2002. While studying in France, I used different media such as photography, mixed media, video, installations, digital images, and digital music to do my creative work.

After returning to Taiwan, I continued to try new ways of expressions. I exhibited digital art works and at the same time, I hoped to work with those in performing art and to create new form of multimedia performance. In 2006, I met Christian Rizzo at the Taipei Artist Village. In 2008, Christian Rizzo and I worked together (as choreographer and digital artist), with a dance group Dance Forum and presented « How to say here? », a dance performance combined 3D digital animation. After this, my creative work entered a new domain.

I continued to work with Christian Rizzo for several years, in terms of creative works and exhibitions including: the 2009 digital audiovisual work «il», the 2010 Digital Image Joint Exhibition «Here we are now», the 2011 digital audiovisual product «Paysage» and «Fom-1». In 2011, I worked with dancer Shuhan Jan on the dance performance combining interactive images and digital music «Over the Cloud», which was presented at the Taipei Digital Art Center. Also, I once again worked with Dance Forum on the technological art dance show «A Beautiful New World - Window». However, not being satisfied with performing with single medium, I've discovered new energy and unlimited possibilities in performing art.

My entire art learning process focused on the dynamics of human body and the power and beauty of its lines to express personal experiences and emotions. This developed into exploring the relationship between the human body shape and function, the relation and questions produced from the interaction between the individual body within the group, and gradually moved to thinking about the relationship between the existence of human society and nature. The human body is no longer a shell that contains biological tissues and spirit – Through different types of media, I try to use abstract methods such as lent and metaphor to interpret the relationship among the human being, the body, and the space it is located in.”

Currently interested in applying 3D animation into multi-media artwork, Iuan- Hau Chiang has been committed to exploring human issues since his graduation from National Lyon School of Beaux-Arts (France) in 2003. This is the year that Chiang had an opportunity to work in a 3D animation company, and since then, he switched his concentration from creating traditional sculptures to researching virtual 3D animation based artworks. While devoting himself to the work of virtual world, he discovered he could better understand the virtual world and its many relationships with the human world in the reality, and this literally leads him to a new path toward his art création

« I was born in a diverse artistic family, with artists in the fields of painting, music, and calligraphy. I have been in touch with art and studied painting as a small child, which influenced my future as a creative artist. During high school, my work focused on plane (2D) creations, concentrating on learning painting, design, and illustrations. After entering the Sculpture Department at the National Taiwan College of Arts in 1991, my learning expanded from 2D to 3D work. The learning process of three-dimensional art gave me greater freedom and breadth, which gave me the determination and direction for my future art career. In 1995, I