

Otto Li

Otto Li's works focus on exploring the nexus between virtuality and reality owing to his years of experience as a concept artist in the CGI animation industry. By reconstructing images with collective data in the forms of sculpture, virtual modeling, digital drawings and interactive installation, he embraces the possibilities of interpreting and re-interpreting visual data and translation between various media, as well as of reflecting our relationship with the nature of space, time, media, technology and our senses. In 2016, he received the Asian Cultural Council Fellowship to explore cities, landscapes and environment in different parts of the world and seized the opportunity to collect sounds for his ongoing series of "Soundscape". The series has been met with great popularity, with artworks created on commission basis for international corporations, shown in multiple public locations including Hong Kong and London, and acquired for private and public collections worldwide. His artworks have been presented in exhibitions held at the Saatchi Gallery (London), CAFA Art Museum (Beijing), MoCA Shanghai (Shanghai), The Hong Kong Museum of Art, etc.

李天倫

李天倫於藝術創作上致力探討數位本體中，虛擬與現實之間的連繫，並透過不同手法演繹當中所窺探到的潛藏法則。憑藉從事電腦動畫概念設計師的多年經驗，李氏透過實體雕塑、虛擬模型、數位繪畫和互動裝置等各種創作媒介，建構影像與資訊的各種可能，以至跟我們自身關係的多重解讀，試圖在不斷重複記錄、拆解與重塑的過程中，引起觀者對空間、時間、身體感觀與媒體本質的反思。2016年李氏獲亞洲文化協會頒發獎助金，得以持續進行「聲景」系列雕塑創作，透過記錄和轉化聲音去探索世界各地的城市社區和自然環境。而該系列作品亦獲多個國際企業委託進行公共藝術項目創作，於倫敦及香港等地作永久展示。過往作品曾於倫敦薩奇美術館、北京中央美術學院美術館、上海當代藝術館及香港藝術館等展出。