

活生，2017

短片，高清1080P，12分50秒，2017；鸣谢：亚洲新西兰基金会，Blue Oyster艺术项目空间

《活生》虚构了一对亡魂情侣。在一个恬静的墓园中，他们谈起什么是活着的感觉。同时在平行空间中，一个在世的活人正在被采访，被问及什么是记忆。影片探讨了我们的存在是否建立在对记忆的确证上——“我们就好比一个库存记忆的管理员，搜集记忆，几乎像在保护记忆”。同时那对过去的亡魂试图回忆活着的感觉，但记忆却被时间的河流冲蚀——“我有点分不清现在是活着还是死了”。最终影片结束在一个奇妙的游戏——两人反复往地上投掷一根细绳，对随机出现的形状进行活着还是死了的判断。

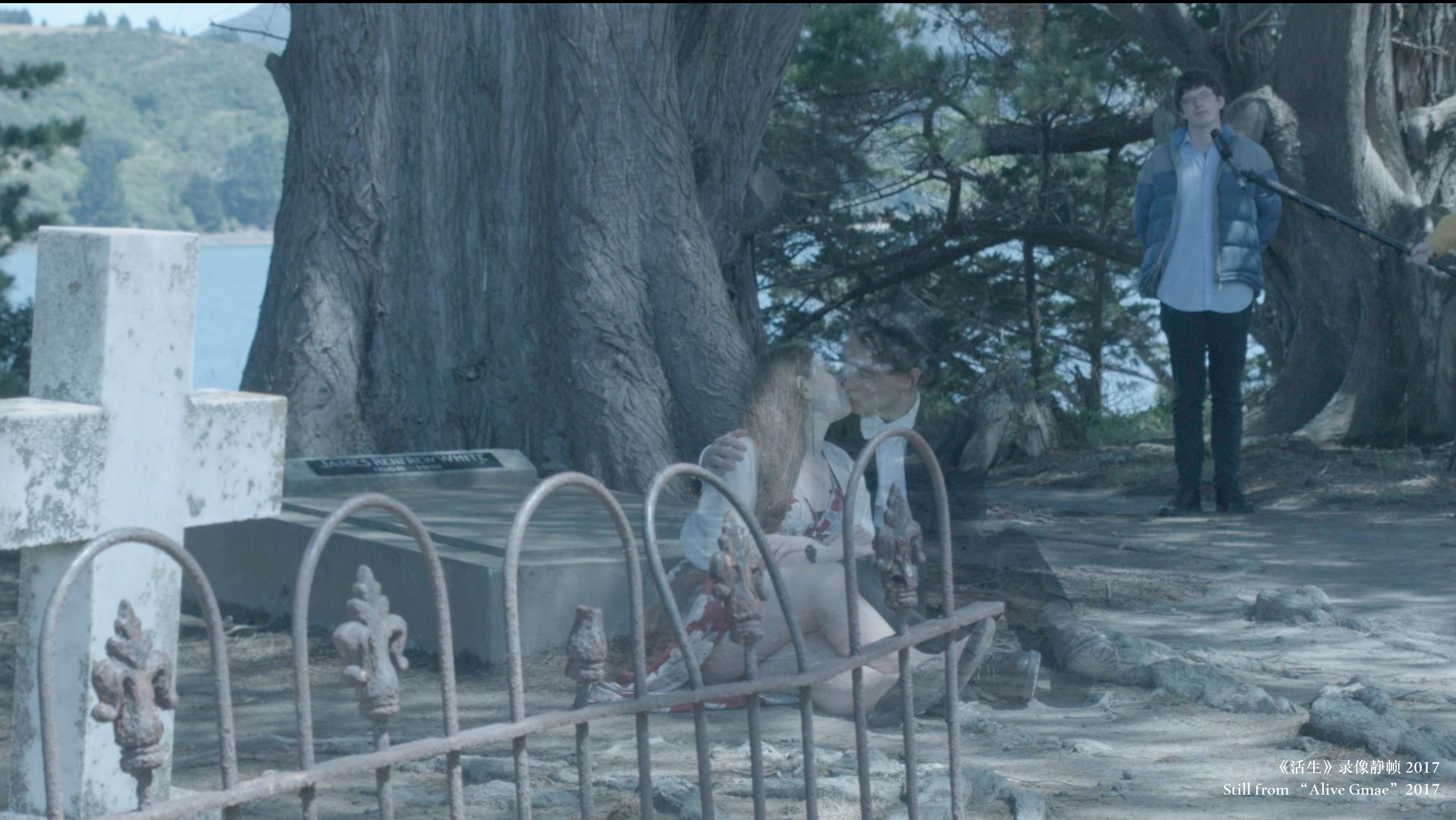
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Alive Game, 2017

short film, HD 1080P, 12min50sec, 2017, Special thanks: Asia New Zealand Foundation, Blue Oyster Art Project Space

The film portrays a fictional couple of lost souls. In a tranquil cemetery, they engage in a conversation about what it feels like to be alive. Simultaneously, in a parallel dimension, a living person is being interviewed and asked about the nature of memory. The film delves into the question of whether our existence is built upon the confirmation of our memories - "We are like custodians of a stockpile of memories, collecting them, almost protecting them." Meanwhile, the couple of departed souls attempt to recall the sensation of being alive but the memory is washed away by the river of time - "I can't quite tell if I'm alive or dead right now." The film concludes with a peculiar game - they repeatedly throw a thin rope onto the ground, judging whether the shapes that randomly appear signify life or death.

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《活生》录像静帧 2017
Still from "Alive Gmae" 2017



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