

无限的游戏，2020

短片，4K，4分56秒，2020；感谢 M Art Foundation，控制俱乐部

在M Art Foundation委任创作的《无限的游戏》中，艺术家以一种剧场和游戏的方式创作。首先他邀请和招募了一群演员，通过前期讨论，根据演员自身的特征分别设定游戏角色。同时他邀请了三组造型师，分别为每个演员打造充满矛盾性的形象。例如，不同造型师会分区域的为同一个角色做造型，以使其出现不和谐的错误感。然后，艺术家在影棚中搭建出一个巨型的蓝色阶梯，通过错置的道具布景使其呈现出游戏感，最终通过三段游戏征途的设定：启程、遇险、宗教，以行为剧场的方式半即兴地完成拍摄。“错置”是这次创作的核心。“在玩游戏时，遇见游戏bug，会令我们意识到这是一场游戏”。

[观看片段](#)

Infinite Game, 2020

short film, 4K, 4min56sec, 2020; Special Thanks: M Art Foundation, Control Club

In the film "Infinite Game" commissioned by M Art Foundation, the artist explores the concept through a combination of theater and games. Initially, the artist invites and recruits a group of actors and engages in preliminary discussions to define game characters based on their individual characteristics. Additionally, three groups of stylists are invited to create contradictory appearances for each actor. For example, different stylists are assigned to style different areas of the same character, creating a sense of disharmony and errors.

The artist then constructs a giant blue staircase in a studio, using misplaced props and scenery to enhance the game-like atmosphere. The filming process is completed through three improvised segments that represent the journey of the game: departure, adversity, and religion, all presented in the form of performance theater.

The core concept of this artwork is "misplacement". Encountering game bugs while playing makes us realize that it is indeed a game". By emphasizing the element of "misplacement," the artist prompts viewers to question the boundaries between reality and illusion, exploring the nature of games and their impact on our perception.

[Watch Video Clip](#)



《无限的游戏》录像静帧 2020
Still from "Unlimited Game" 2020



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