

Lu Yang DOKU: The Binary World

A real-time co-presence
motion capture
performance

EX-
HIBIT-
IONIST



MetaObjects 元物

May 2022



About the artist

Lu Yang

Lu Yang is a Shanghai-based artist who works across video, installation, animation, performance, motion-capture and games. Through their work, the artist explores existential issues about the nature of life through references to Chinese medicine, Buddhism and Japanese manga. Through navigating diverse fields from science, religion, psychology, neuroscience, medicine, games, popular culture and dance music, Lu Yang questions the belief that human control is privileged within the universe. Instead, she highlights the biological and material determinants of our condition, reminding us of our fragile existence.

Lu Yang graduated with a BA and MA from the New Media Art department of the China Academy of Art in Hangzhou. Lu Yang's works have been exhibited internationally in group shows, including the Kulturforum (Berlin), UCCA (Beijing), Centre Pompidou (Paris), 56th Venice Biennale 2015 China Pavilion, 3rd Istanbul Design Biennial, Liverpool Biennial 2016, Shanghai Biennale 2012, Montreal International Digital Art Biennial 2016, Musée d'art contemporain de Lyon, Momentum (Berlin), Tampa Museum of Art, The 5th Fukuoka Asian Art Triennale and others. Lu Yang's work has been featured in solo exhibitions, including at Tokyo Spiral, M Woods Museum (Beijing), MOCA Cleveland, UCCA (Beijing) and others. In 2019, she was selected the BMW Art Journey winner to create a new ambitious motion-capture work. Lu Yang is represented by the gallery Société in Berlin.

Artist's website:

→ <http://luyang.asia>



Live Motion Capture Performance

Since 2018, the artist has been developing a series of live motion-capture performances together with Hong Kong based studio, MetaObjects. These involve a contemporary dancer wearing a motion-capture suit whose movements are mapped in real-time to 3D avatars in a maximalist game environment.

As an extension of this previous work, we are working with Lu Yang to explore new ways to create hybrid new media works. These will exist both online and IRL. The premise behind these is to create multilateral digital experiences, performances that can engage physical and virtual audiences simultaneously.

We successfully presented the first live streamed performance from Chronus Art Centre supported by the Australian Centre for Moving Image (ACMI), Arts Centre Melbourne (ACM) and Exhibitionist in 2020; and a performance at Garage Museum of Contemporary Art, Moscow in 2021. A new performance has been presented at ACMI in Melbourne in March 2022. We are looking to take the project further by creating a digital co-presence performance with dancers in two different cities interacting in the same virtual scene.

Selected Press

Sarah Foreman, ArtReview, 23 Mar 2021

→ <https://artreview.com/keep-dancing-lu-yang-delusional-world/>

Sam Gaskin, Ocula, 13 Nov 2020

→ <https://ocula.com/magazine/art-news/lu-yang-destroys-self-through-motion-capture/>

Alex Greenberger, Art News, 3 Nov 2020

→ <https://www.artnews.com/art-news/artists/lu-yang-artist-studio-visit-1234575634>

Gary Zhexi Zhang, Frieze, 25 Feb 2019

→ <https://www.frieze.com/article/lu-yangs-final-fantasy>

Previous Iterations

Hybrid Performance

DOKU: Live Alone, Die Alone. The Karma Cycle

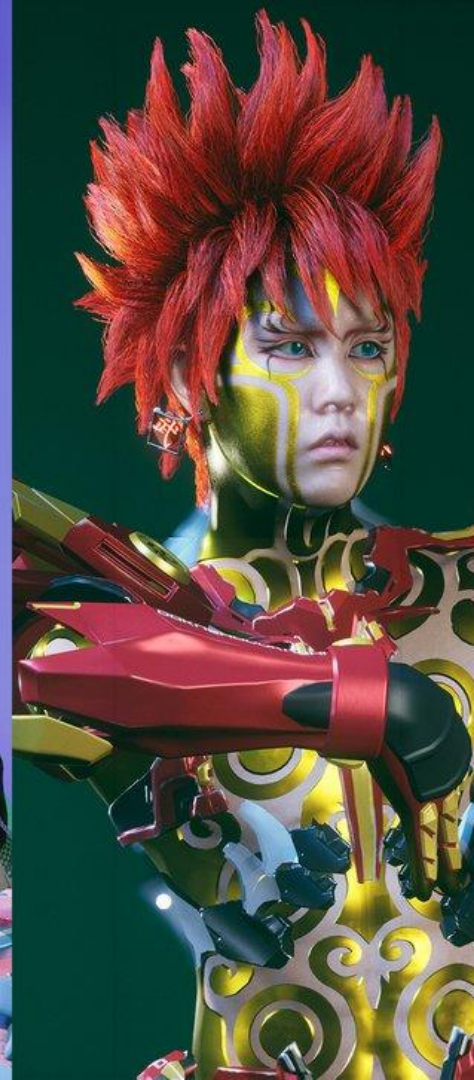
Investigating themes of cybernetics and the digitisation of human identities, Lu Yang questions the relationship between our IRL and URL selves. In an online era where our minds are allowed to flow freely through networks, do our physical bodies still matter?

DOKU is the digital reincarnation of the artist Lu Yang. Based on the cycle of Karma in Buddhism, DOKU has six costumes which represent the six divisions of the wheel of Karma: Tenjin Road, Shura Road, Animal Road, Hungry Ghost Road, Hell Road, and Human World. The performance will take the audience through these Karmic cycles, as DOKU lives and dies in each virtual Buddhist environment.

The live performance features contemporary dancer Harrison Hall fitted with motion capture technology. Hall will control the 3D incarnations of DOKU via a motion capture suit, while the audience's perspective of these worlds will be directed by a Xbox controller. The artist will not be IRL present for these performances. However if Lu Yang embodies these digital reincarnations of himself through DOKU, does this physicality even matter?

Upcoming performance details here

➔ <https://www.acmi.net.au/whats-on/doku-live-alone-die-alone-the-karma-cycle-lu-yang/>



Hybrid Performance

Gigant DOKU

The latest event was presented as a hybrid in-person and online performance at Garage Museum of Contemporary Art in Moscow in May 2021. This performance incorporated Lu Yang's hyper-real androgynous digital avatar, DOKU and a new city environment in which the dancer could destroy buildings in the virtual scene. Facial tracking was also used with Rokoko's motion tracking system controlled by an actor. New camera views from inside buildings, cars, helicopters, street and mobile phones were developed and inspired from Japanese manga. Camera and character changes, eye lasers, sky and lighting effects are triggered live to the music.

Due to travel restrictions, this performance was conducted remotely with support of the on-site Garage team. Russian dancers Nikita Belykh and Banzay BNZ and DJs Mao Pillar and HMOT performed live for the event to over 200 live audiences. The event was live streamed from GarageMCA's YouTube and Facebook channels to international audiences.

As the world emerges from COVID19, we are looking to take the project further to push the possibilities of the technology and to create new forms of artistic experiences for online and offline audiences.

Watch the full performance:

→ <https://youtu.be/h51I4OaB0Ho>

Watch a panel discussion on the performance:

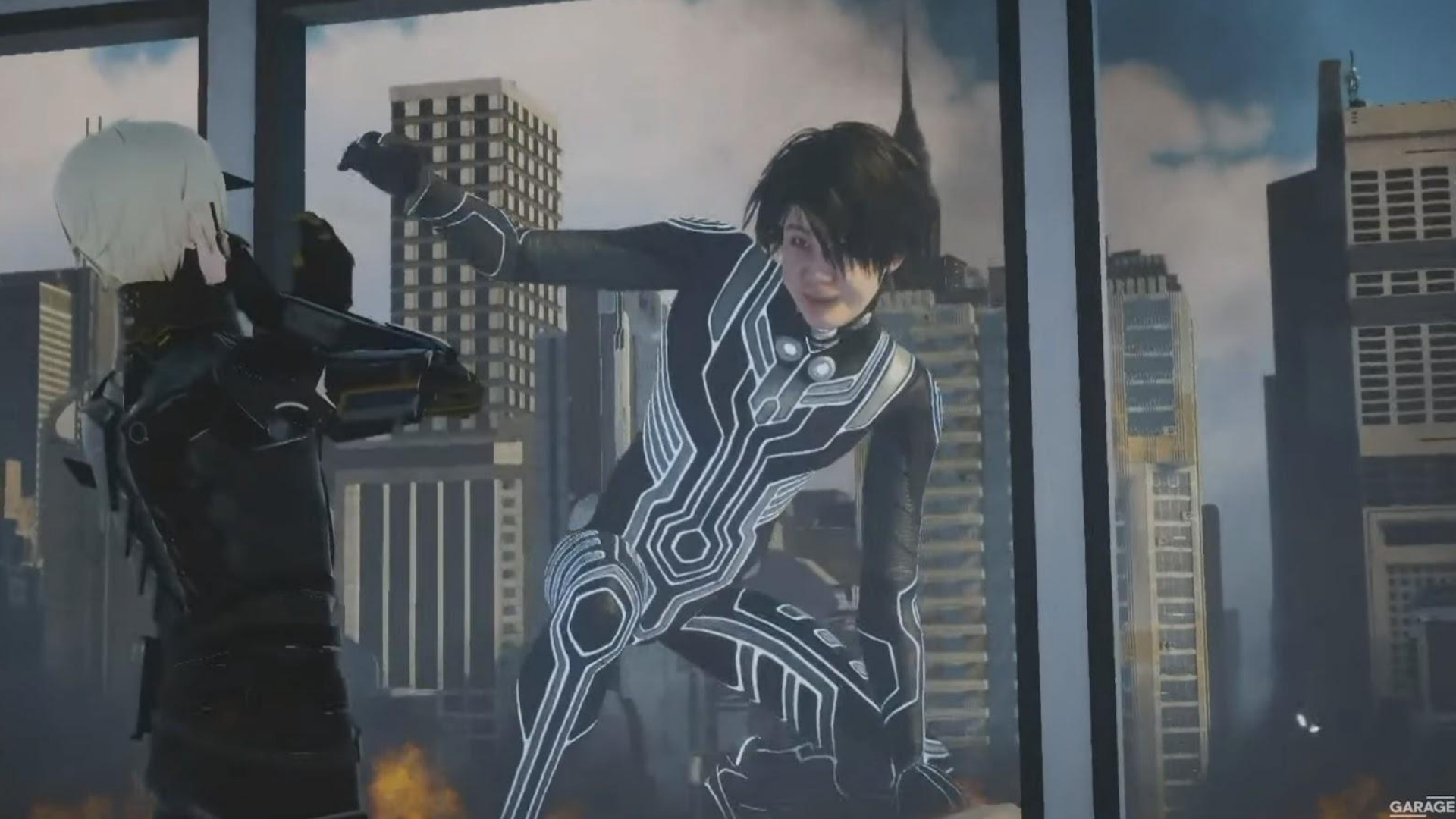
→ <https://youtu.be/cE3RbNrK7eE>











Online Performance

Delusional World

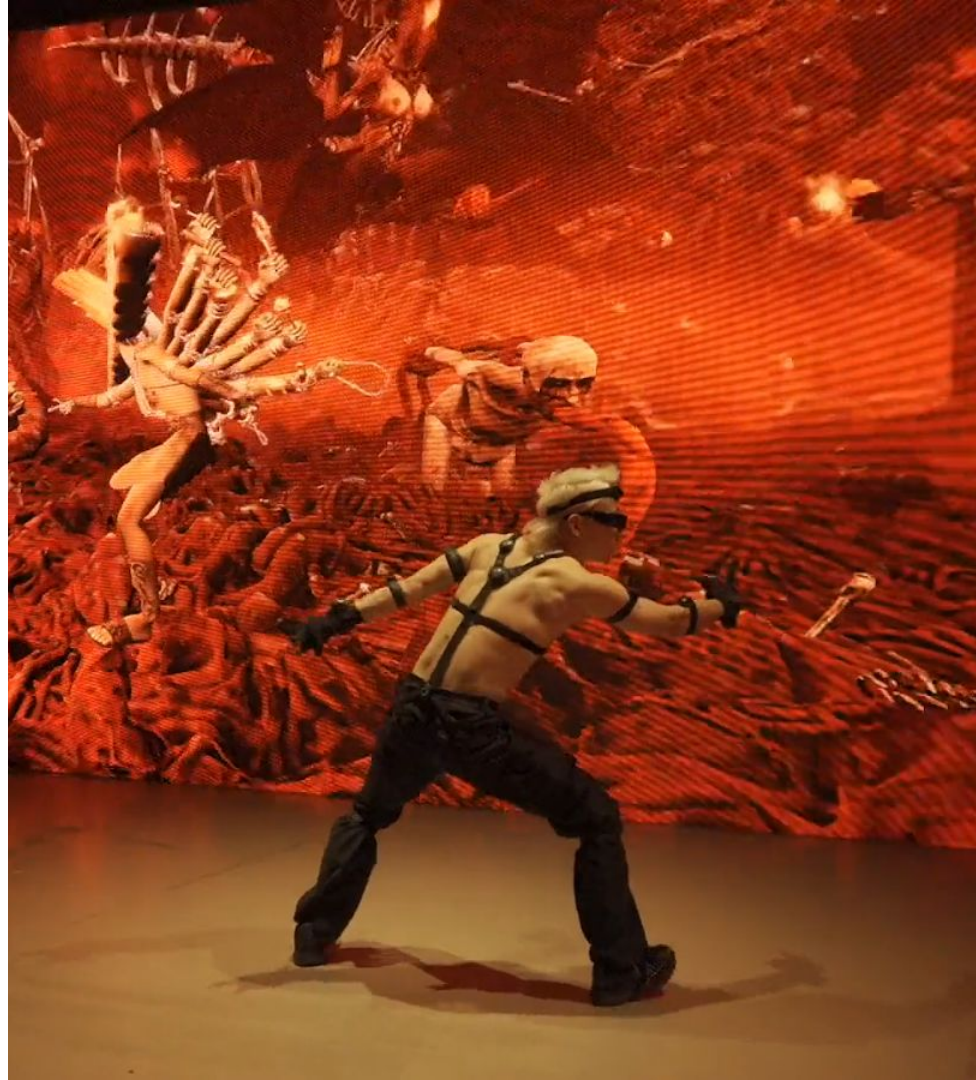
For the first live streamed performance in November 2020, we partnered with Chronus Art Centre in Shanghai to live stream the event from their venue in M50 Art District. They hosted a second live in-person for event during the Shanghai Art Week.

The performance included a landing page with a live chat to enable audience interaction. An LED wall and two webcams were set up in the space with live camera switching between the virtual scene and the camera views to create a dynamic live experience. The artist controls the camera movements, visual effects, music, character and background changes live using an Xbox controller and keyboard. The performance is developed in Unity 2020, utilising the High Definition Rendering Pipeline, Noitom streaming plugin and bespoke 3D models and control scripts. An artist Q&A was conducted to demonstrate the live technology.

Overall, there were over 540 viewers from 22 different countries connected via ACMI websites, social media and peer to peer sharing. 94% of viewers watched for the full duration of the performance. These numbers show that there is a demand for live streamed artistic experiences.

Watch the full performance:

→ <https://luyang.acmi.net.au>
(Note: Artist Q&A at the end)



Music by GameFace, Dancer: Qin Ran



Messages Users

metaobjects 2m



guest15091667 2m



guest15091488 2m



guest15091636 2m

hatsune miku, horror version

guest15091508 2m

i wonder which one of them is real

guest15091735 1m

nothing is happening!

guest15091437 1m

Not seeing anything but Your Stream will begin soon

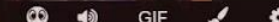
guest15091698 1m

Mimetic Madness

metaobjects 0m

try reloading the page

guest15075893 0m

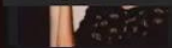


Type a message here

INFO



Messages Users



guest15091698 1m



guest15091536 0m



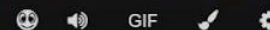
guest15091698 0m



guest15089876 0m



guest15091636 0m



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INFO



Messages Users



guest15091885 2m
what does "female" mean ??

guest15091885 2m
its 2020

guest15091945 2m
the artist is not performing live -
they choreographed directed it all

guest15091885 2m
is the mocap responding live?

guest15091945 1m
animated it all

guest15091945 1m
yes it is - mocap live

guest15091885 1m
so sick

guest15091945 1m
we're all live

guest15089876 0m
dont wanna turn it into a gender
issue lol

guest15091885 0m
gender issues imo are central to
work like this though

guest15091885 0m
at least from my perspective

guest15089876 0m
👍

guest15091885 0m
feel like most ppl who grew up
playing avatar-based video
games in online worlds explored
some gender issues there lol



GIF



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INFO

Upcoming Performance

DOKU The Binary World

Having successfully presented multiple iterations of this project, we are now looking to create a digital co-presence performance with dancers in two cities: Sydney and Hong Kong. The performance will be presented at Hong Kong's Freespace, West Kowloon Cultural District and the Sydney Opera House in October 2022, operating across physical and digital space on a point-to-point gaming server.

Dancers in each city will control movements of Lu Yang's avatars in real-time using motion capture with in a shared virtual scene. By utilising this technology, audiences in Hong Kong and Sydney will be able to watch the dancer in their location, the other dancer via livestream, plus the virtual environment of dancer controlled avatars all at the same time. The performance would also be recorded and streamed to online audiences, allowing the work to reach international audiences.

The concept will explore binaries such as Heaven and Hell, where each dancers in each city will take turns dancing. At the end of the performance the two dancers dance together and combine into a single character.



Australian Partners

- [Sydney Opera House](#)
- [Exhibitionist](#)

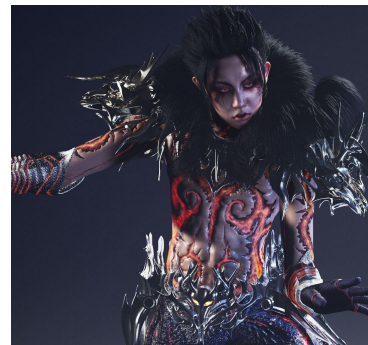


Heaven



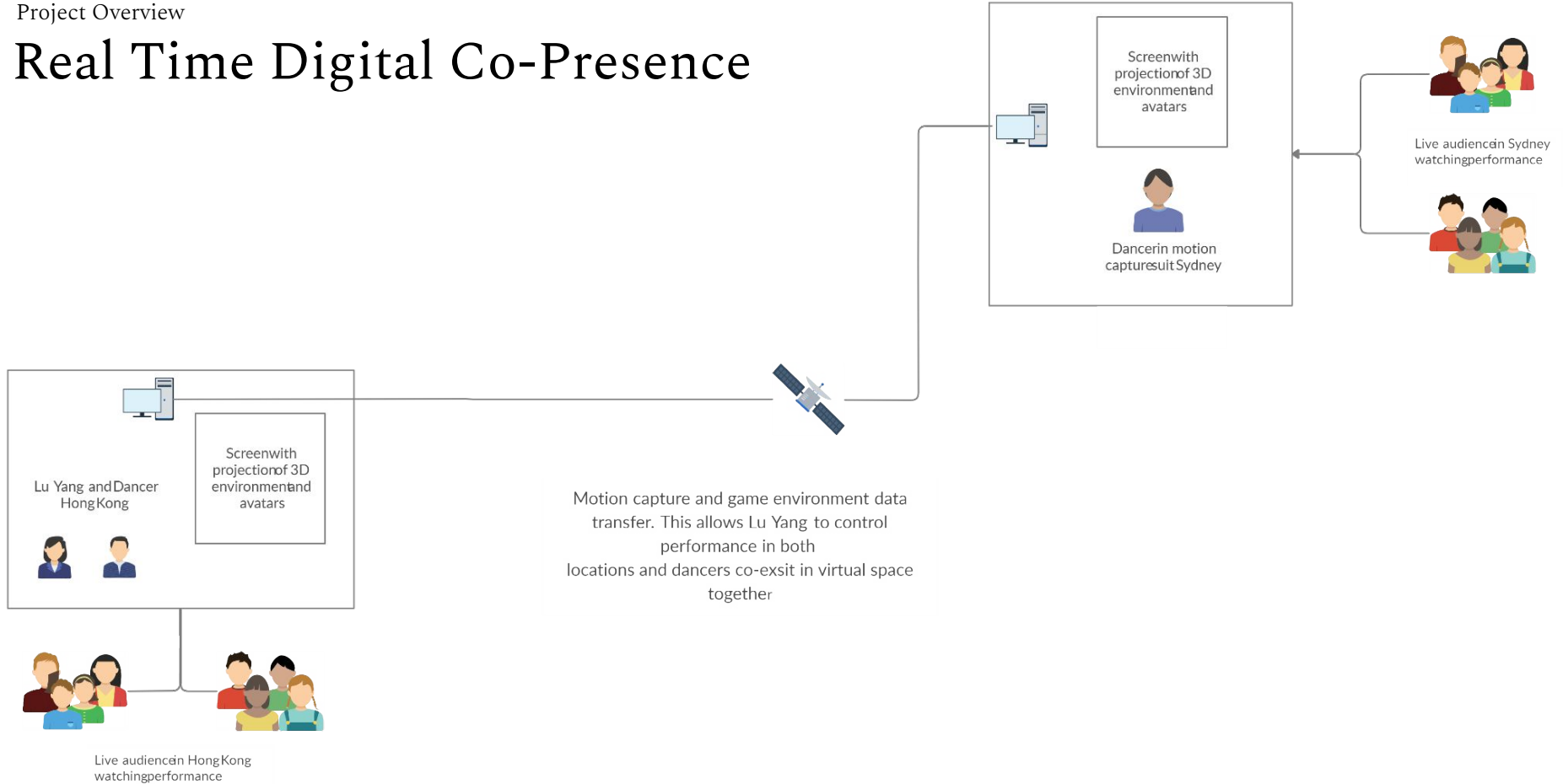
Hong Kong Partners

- [Freespace, West Kowloon Cultural District](#)
- [Meta Objects](#)



Hell

Real Time Digital Co-Presence



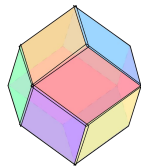
Thank you

Prepared by

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