2021-2024
Selected Works

design & art projects

mui.work

梅 卓男
Mui Cheuk Nam Victor

Creative, freelancer

+852 9234 6483
mui.creative.01@gmail.com
instagram @muii207, @mui.work
linkedin @Victor Mui

I am graduated in Communication Design, driven by a love for design, art, sound and fashion. I possess a talent for creating impactful visuals, enjoy collaborating with others, and embrace the challenge of exploring various design styles and develop interesting idea with teamate, also creating good storytelling piece with suitable art direction. With an insatiable curiosity for different cultures, I am constantly seeking inspiration and further knowledge to fuel my creative endeavors.

Recently, working on M+ event key visual motion, independent exhibition key visual, and other different visual communication.

Education

Graduate in 2020
Hong Kong Diploma of Secondary Education
Chinese, English, Math, LS, Visual Art, BAFS

Graduate in 2022
HKCC — Associate in Design
Visual Communication Design

2022–2024
HK PolyU — School of Design
Communication Design

Skill

Language
Cantonese – native and idiomatic
English – conversational
Mandarin – conversational

Software
Adobe illustrator
Adobe indesign
Adobe after effect
Adobe photoshop
Adobe premiere pro
Blender
Cavalry App
Meta Spark Studio (AR effect)
Touchdesigner
Ableton (a bit... ,learning)

Experience

2019
Student designer
Detour Nxt Programme

2019-2020
Design Assistant
Orange Terry

2021
Designer, Photographer
HOP IN

2021
Designer
MAJO summer internship

2021
Studio Assistant

2021, 2023
Booth Assistant
Hei Shing Book design – Art Book Fair

2022
Internship (work for research)
CRYPTYQUES (AD: Wing Shya) (base in Beamplus Lab)

2023
Part time Internship
Nous

2023
Fashion Shop Assistant
Ink

2023
Oversea design Internship
GG-Office

2024
Push the ENVELOPE – Sound Art Initiative Programe
CMHK

2021-present
Freelance designer

Awards

2020/21
Chosen Project
Creative Project Award

2021
Winning Team
PolyU Makerthon 2021

2021
Selected Team
PolyU Maker Fund Programme 2021

2023
Winning Team
The Redress x Delta Global Challenge: INSPIRING CUSTOMER THROUGH FASHION'S PACKAGING

2024
Honorable Mention
Graphis New Talent Awards 2024

WestK Performing Arts Present

Event Key Visual, motion

2024

WestK PAP is a job invited by a local design studio (TOMSON), under Tomson art direction. This project I am working on the motion design mainly. Trying to create a dynamic visual and motion for this project.

see more
https://studiopingpom.com/westk-performing

M+ Night proposed Key Visual motion

Event Key Visual, motion

2024

N+ Night is a job invited by a local design studio (TOMSON), under Tomson art direction. This proposed idea I am mainly focusing on motion design . Trying to create an attractive and innovation motion for M+ to provide a fresh impression to audience. And delivering night never end concept.

Scan or click here and watch it

https://studiopingpom.com/m+night-proposed-idea

The motion design adapting on I.M.PEI Poster

Motion design

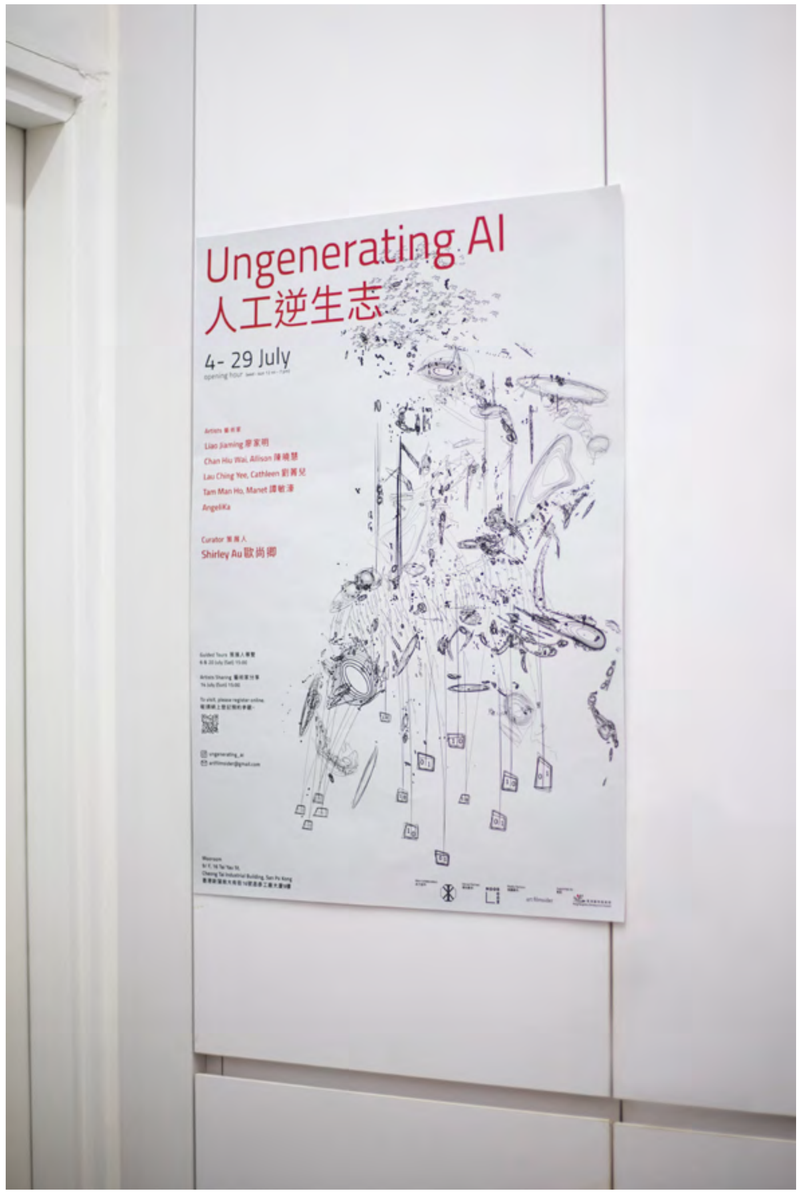
2024

I.M.PEI 貝聿銘

I.M.PEI is a job invited by a local design studio (TOMSON), under Tomson art direction. Develop a set of motion poster.

Scan or click here and watch it

https://studiopingpom.com/impei_motion


Ungenerating AI
人工逆生志
4- 29 July

Ungenerating AI
人工逆生志
04 - 29.07.2024
12nn - 7pm (Wed - Sun)
Mooroom
網上登記 免費入場
藝術展覽
Art Exhibition
Main Collaboration:
主力協作:
Venue Partner:
場地夥伴:
MOOROOM
Media Partner:
媒體夥伴:
art filmsider
Supported by
資助

策展論述

大家通常對 AI 的定義，無非是電腦計算，演算法，或自動化，AI 模擬了我們的頭腦，亦代替了雙手去實現一種形式。原固固視覺展覽，展覽形成了具體化的形式可以被複製。策展不再是打開體驗藝術的窗口。既然有內容創作，科技便回收，抄考，取代。若任何工藝、界限和話語都輕易複製，為什麼還要創造？後現代是原始的恐懼。

以前衛派的定義，「人工逆生志」分辨了「形似藝術科技（arty tech）」和「神似科技藝術（techie art）」。形似藝術是恐怖谷效應，以科技無痕流水複製形式。尤如機械人，「既非人工，亦非智能」[1]。而神似科技的藝術，因為背後的長篇解說被挪用和吸納而回歸了機械，幾乎任何發起都成為了機械對話，可謂「人工蠢材」[2]。

但是，藝術和科技本來的關係是什麼？真的應如此一面倒的對立，甚至乎要反科技嗎？

「人工逆生志」邀請的藝術家不但沒有從事 AI 相關的背景，而且從事有傳統、非傳統和跨媒界創作。抽絲剝繭後，大家俾棄了前人對科技加諸的歷史意義，而創作過程更發展了新的 AI 概念：陳曉慧陷入無底的兔子洞，嘗試數十個 AI 錄像和影像程式後，《Missing Jaya》第三部的錄像裝置組合展現了集體對每天的消失面孔的距離又親密感；AngeliKa 混合電子音樂時，忍受了不少總部 AI 軟件音樂，《人性智能 / 人工節拍》讓大家重新發現地下電子音樂創作群體（rave）；劉胥兒在中途捨棄了科技，反而以金屬混合雕塑《腦食鳥》批評填鴨式的城市美學；廖家明投入自己身體參與酷兒私密空間，並將大量生成的同志身體融入自己的仿造身體，稱之為《創造者》；譚敬濠將作品一分為二，二分為五，展示了視覺文化不斷自我生成直至空虛凋零。

AI 不是撕裂。

藝術家沒有為之所動，同大流行的 AI 不一定重疊擦和碰撞。無論媒介是跨界，話語性的，或是形而上的，在各自的情境都有各自的對話，仿佛藝術和科技是平行的。

而顛覆的是，AI 到底如何「逆生成」，返回到作品和作品的世界，成為「那一塊」填補的碎片？

今次重新定義 AI 要超越機制、社會文化分配和展覽歷史——那些我們看不見自己經知道的東西一

[1]Kate Crawford, Atlas of AI (2021)
[2]Alan Turing, Computing Machinery and Intelligence (1950)

（未完待續……參見〈策展論述（續）〉。）

陳曉慧　Chan Hiu Wai, Allison

Missing Jaya

2024

數碼電視、樹脂、玻璃、PVC 膠、單頻數碼錄像
Televisions, resin, glass, PVC, single-channel video

尺寸可變
Size variable

《Missing Jaya》圍繞尋找失蹤 Jaya 的歷程，讓觀眾在她遺留下的半透明傢俱中尋找線索，再續藝術家在 2020-2021 年失落的追蹤。在後疫情時代，人類如軟體動物滲出自己的介殼再次建立信任和親密。人工智能亦如聰巧或蝦以人為的生物數據作為營分，以集體科技作為其溫床。透過尋找 Jaya，探索由面孔編織的新聞碎片，讓我們一同見證這個由大眾（自願 / 非自願）飼養 —— 大型又公共的他媽零池（Tamagotchi）。作品亦巧妙以元評論來回應尋獲資料片段和生成影像之間的調和。

Missing Jaya revolves around the search for disappeared Jaya among her home-found translucent furniture, continuing the artist's vain search in 2020-2021. In the post-pandemic era, people come out like mollusks emerging from their shells to rebuild trust and intimacy. AI, like the deep-sea pram bug, nourished itself by absorbing biometric inputs as its lair and nesting in the breeding ground of collective technology. Through finding Jaya, we will discover the contexts in fragmented news interwoven with faces, and witness a gigantic, public Tamagotchi - a mass-bred database of (in/voluntary) intelligence. The work also offers a metacommentary on the compatibility of found-footage technique and generative images.

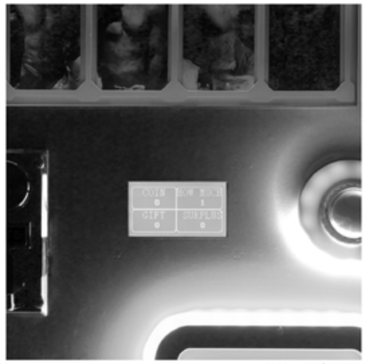
廖家明　Liao Jiaming

創世者
The Creator

2024

特殊貼圖數碼印刷、自動咕片機，
鋁合金、不鏽鋼、矽膠
Digital print on paper with special lamination, card vending machine, aluminium alloy, stainless steel, silicone

尺寸可變
Size variable



在舊作《YesYesYes》（2021）中，藝術家從同志交友 App 中收集大量圖片，繼而進行機器學習並製作出一系列的 YES!Card。《創世者》基於自動咕片機（YES!Card 機），將人工智能生成圖像與藝術家的身體倒模相整合。觀眾可支付 $20 以使用卡片機及獲取心儀咕片。

經人工智能扭曲的同志身體圖像與同志網上交友文化中對完美身體的病態迷戀相呼應。在這一新作中，人工智能的精神力量則進一步把身體和行為商品化。在人造精神轉變成現實的過程中，觀眾不自覺地把慾望投射讓步於人工智能。

The Creator, yes card machine installation, is subsequent to the series of *YesYesYes* (2021). In *YesYesYes*, Liao collected massive images from gay dating apps and generated a series of yes cards through machine learning. *The Creator* embodies these generative images of gay bodies inside the artist's bodily lifecast. Audiences can pay $20 per attempt to interact with the card machine and collect favoured cards.

The distortion of gay bodies materialises a fetish for bodily perfection in gay online dating culture. In *The Creator*, the psychic power of AI further commodifies bodies and behaviours. Audiences give in their unconscious projection to AI during the conversion of artificiality into reality.

Does AI evoke an existential crisis?

The current AI-related happenings have to be an interactive blockbuster, placing in the gallery a gigantic prosthetic, coincidentally sharing a similar look from the ones in the factories that produce automatic vehicles. Impregnant the fantasies, *Titane* (2021)! These psychic projections with loud music are then constructed with overwhelming references and personification.

A straightforward answer to the rise of AI would be that due to financial schemes, Hong Kong is sensitive to the offshore rise of technologies, ranging from clouds, to NFT, to cryptocurrencies, to Web 3.0, which have been dated within a year's emergence. It's easy to blame the rich. Some of the wealthiest representatives buy into the concepts prematurely to stimulate our nerves again once people have fallen from the previous hype. The technology has to sound destructive enough to catch our attention. FOMO arises as a result of the speculative privilege to take profit from other parts of the world. Outside Hong Kong, social commentary on artificial stupidity and political ethics has caught the most attention from people with more social agency to express. The super intelligence breaks down once somebody points out its fault.

If we conclude in this way, the exhibition and curatorial statement should wrap up here. Is the relationship between technology and art what we have assumed? Is art only an instrument to express the relationship between humans and technology?

One would say every upheaval of new technology is a way to reflect human existence, as if the world were always in total peace and order. If AI is really something brand new, the theorists should have extended it beyond machine learning, big data and automation. But AI, in its vague and abstract definition, ends up reviving nothing but a superficial form because it has changed the external order of environment. It makes us believe we can never get out of this new, entrapped reality. AI can be primarily understood as a mechanism that hijacks our focus on existing ongoing issues and perhaps exaggerates a sense of despair. In this case, it wouldn't be a wise choice to trust this involuntary anxiety of an existential crisis.

Overall, one might consider AI as a continuation of the conservative system without renewal.

Ungenerating AI: Different aspects of AI

Perhaps this is more an existential crisis for artists than the public. Creative work has been hugely challenged. *Ungenerating AI* criticises *arty tech* and *techie art* with avant-garde methods. Both are sugar-coated poison to our understanding of AI. There's no in-between: AI has to be either privatised or institutionalised. But in fact, we should to look beyond. To clarify, for a more formal study of the disciplines of the artworks and curatorial texts, I will refer to Till Bödeker and Peter Tepe's classification as follows:[3]

tech-related art in the broader and narrower sense, comprising artistically used technology in visual arts and thematised but indirect use in visual arts;

technology-related art with a scientific reference;

collaboration between science, technology and art;

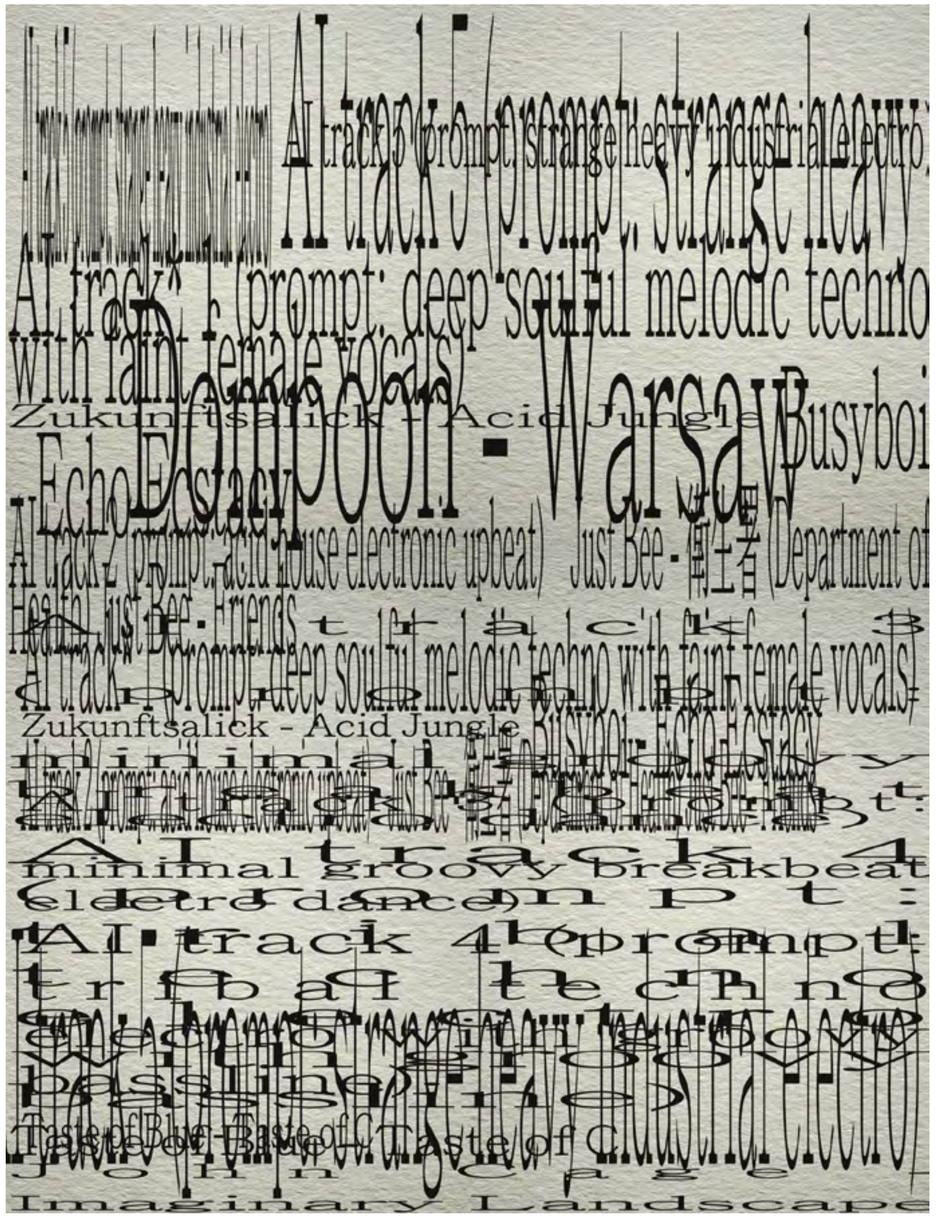
artistic research that is reflexive and theoretical.

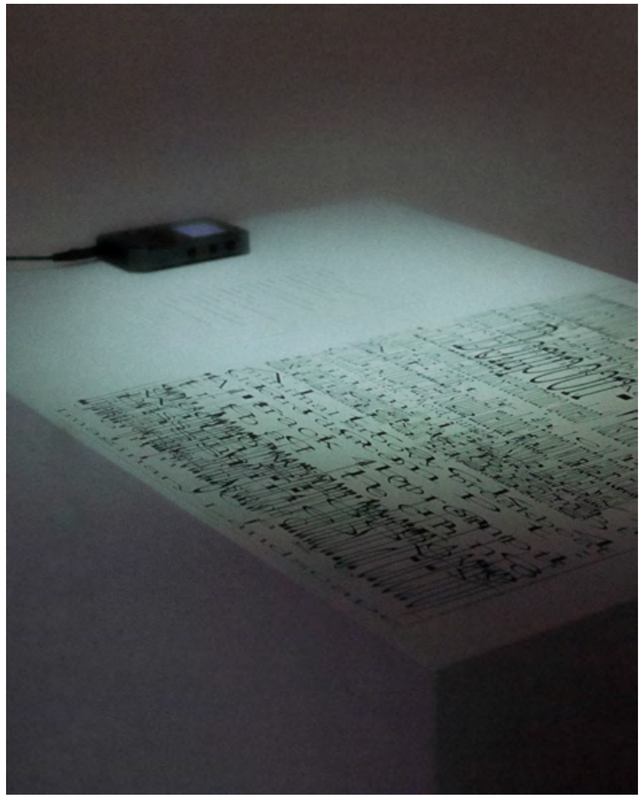
The curatorial problem would be that some aspects clumping together and representing the whole, outweighing one another. Yet, from my observation, the happenings do not usually cross these separate aspects. Theorising certain perspectives might only represent the tip of the iceberg. To deconstruct, I am going to address each aspect relevant to the scope of AI. Let's say Hong Kong artists with non-AI background only have a tiny budget, how would this critique exhibition look?

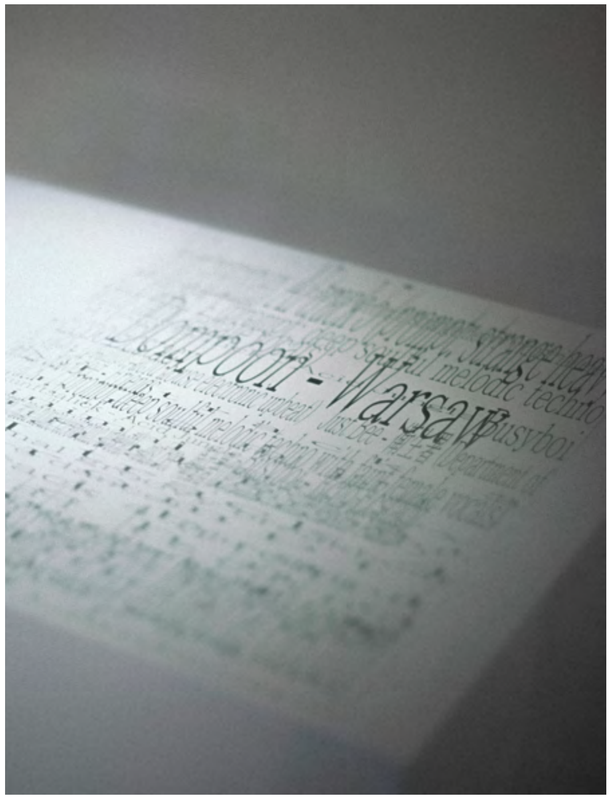
AngeliKa's Ambient tracks playlist

Art Print

2024





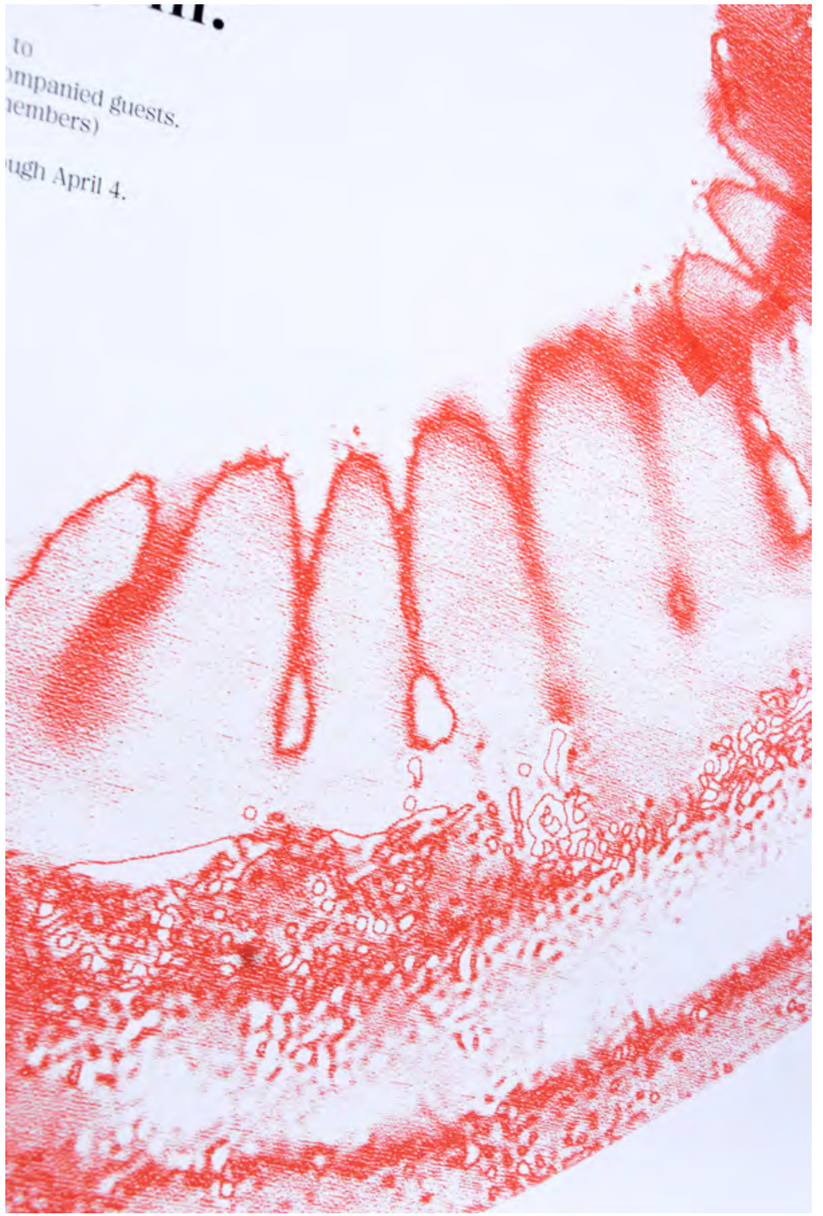


Backstory Exhibition – FishyTomato

Exhibition Proposal

2023

FishyTomato
BACK STORY EXHIBITIO
16.02
04.04
10:30 a.m.
09:00 p.m.
MoMA
FishyTomato
16.02
04.04
10:30 a.m.
09:00 p.m.


to
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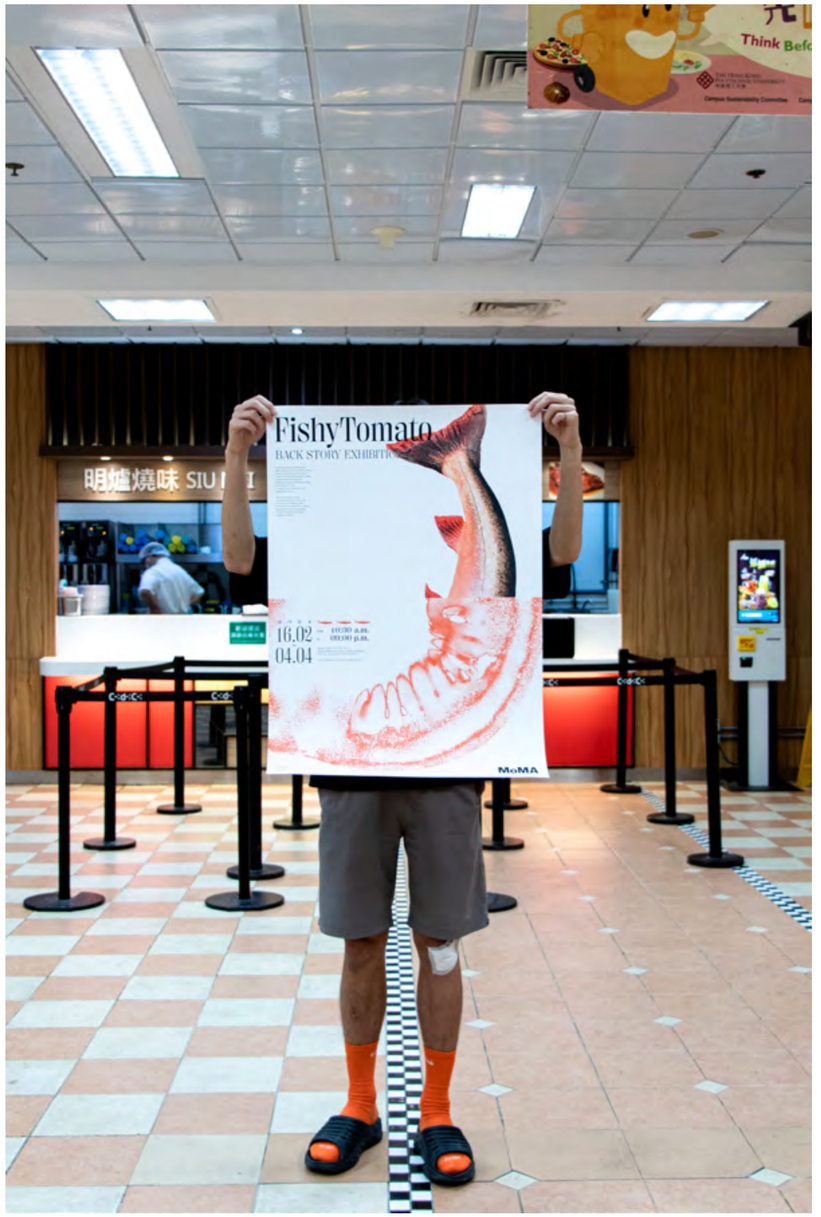
ugh April 4.


FishyTomato
BACK STORY EXHIBITIO
16.02
04.04
MoMA

RE/DONE 10 Anniversary

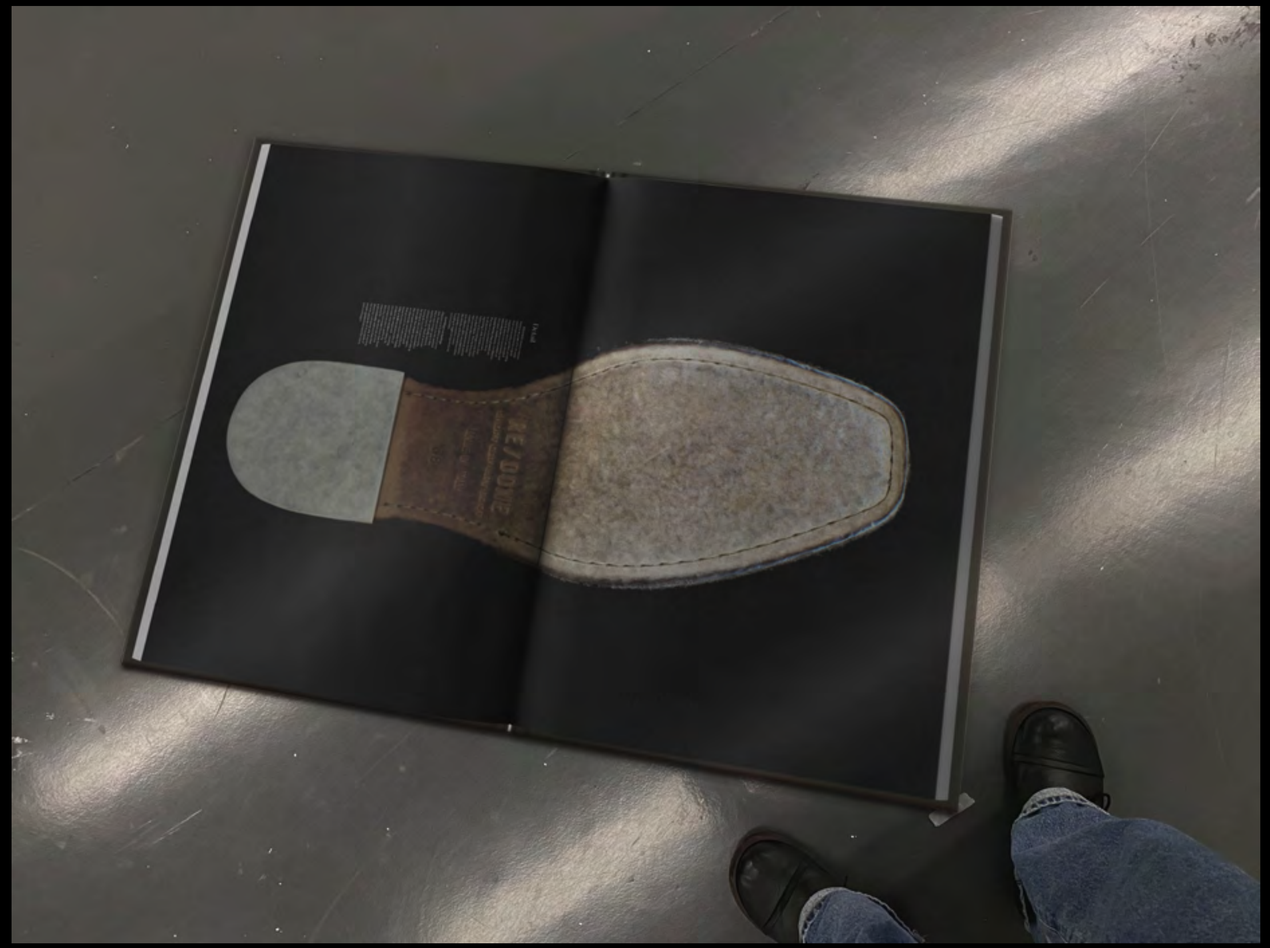
Large Size Art Book

2023

RE/DONE 10 Anniversary

Large Size Art Book

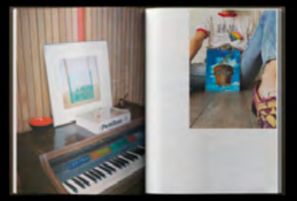
2023

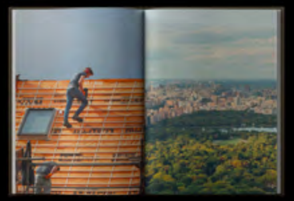


RE/DONE 10 Anniversary

Large Size Art Book

2023

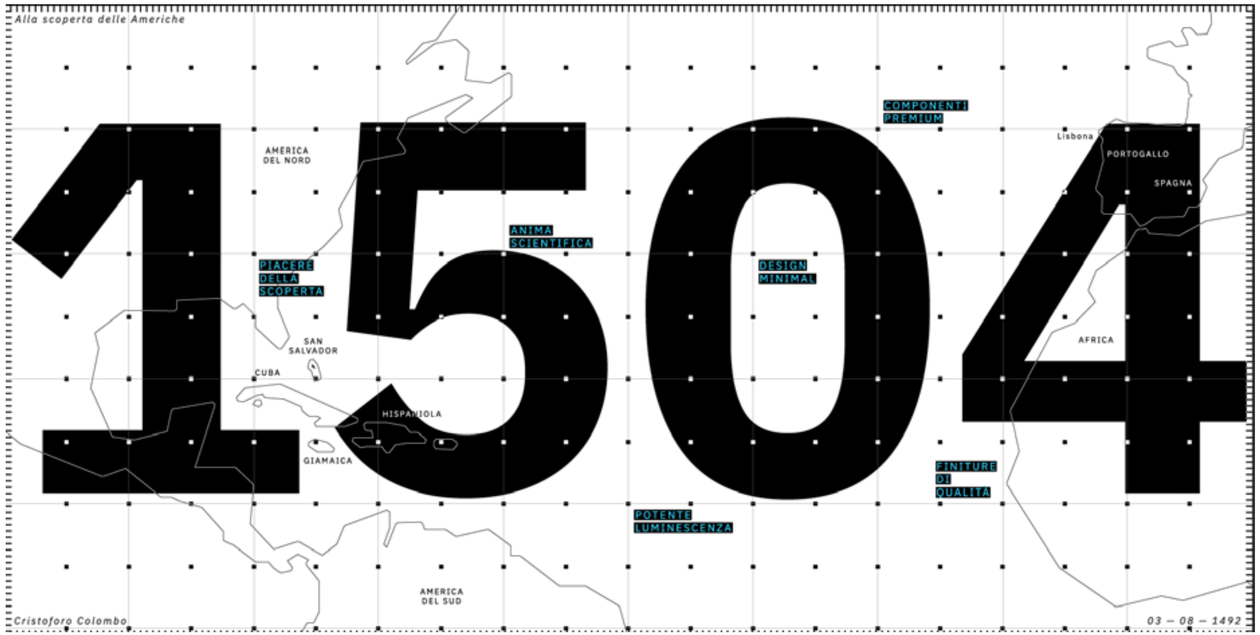


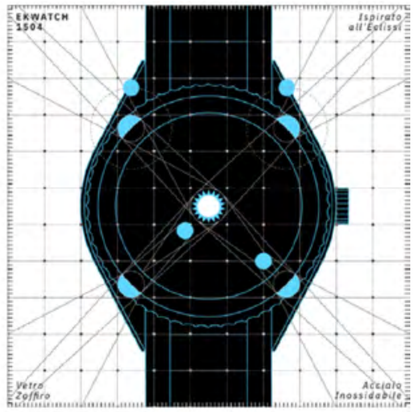


EKWATCH

ADV Motion Graphic

2023





Scan or click here and watch it

https://studiopingpom.com/ekwatch

Walking's
Powerful.

Pull up
Walking's Powerful.
Every steps are powerful.
What is your walking power?

Walking's

Barwo Cantonese Opera Young Talent Showcase (Season 2-5)

Event Campaign

2022

Barwo Cantonese Opera Young Talent Showcase (Season 2-5)

Leaflet

2022

Sound Form 2021

Exhibition Identity

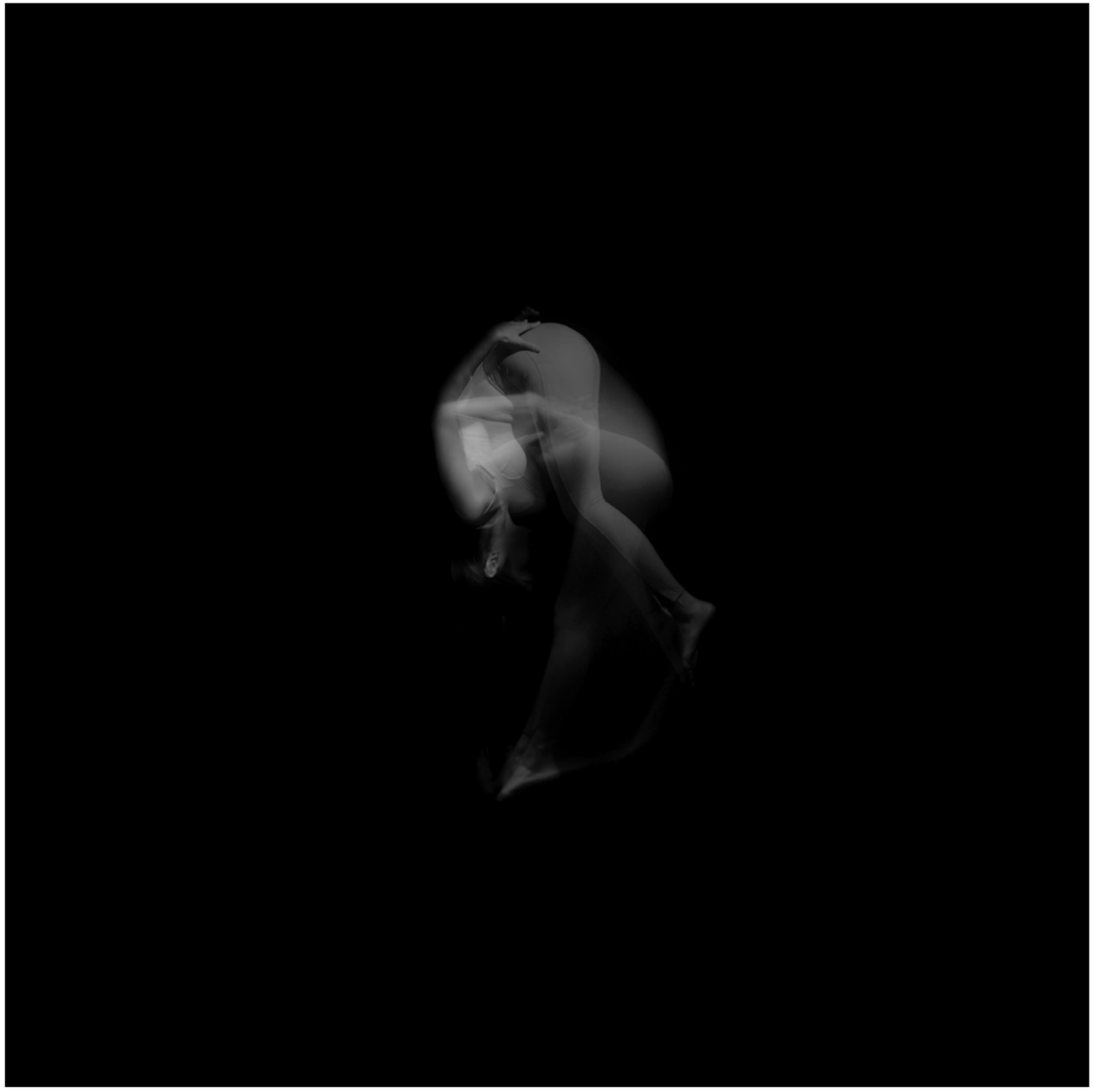
2021

As a designer base in MAJO Studio, I design the idenity of this launched project. The project is an art festival of sound art, which is about moving out of Hong Kong.

SEXSTUFF

Self Photography Creative Project

2023



SEXSTUFF

Self Photography Creative Project

2023

SEXSTUFF

Self Photography Creative Project

2023

SEXSTUFF(MO)

Self Photography Creative Project

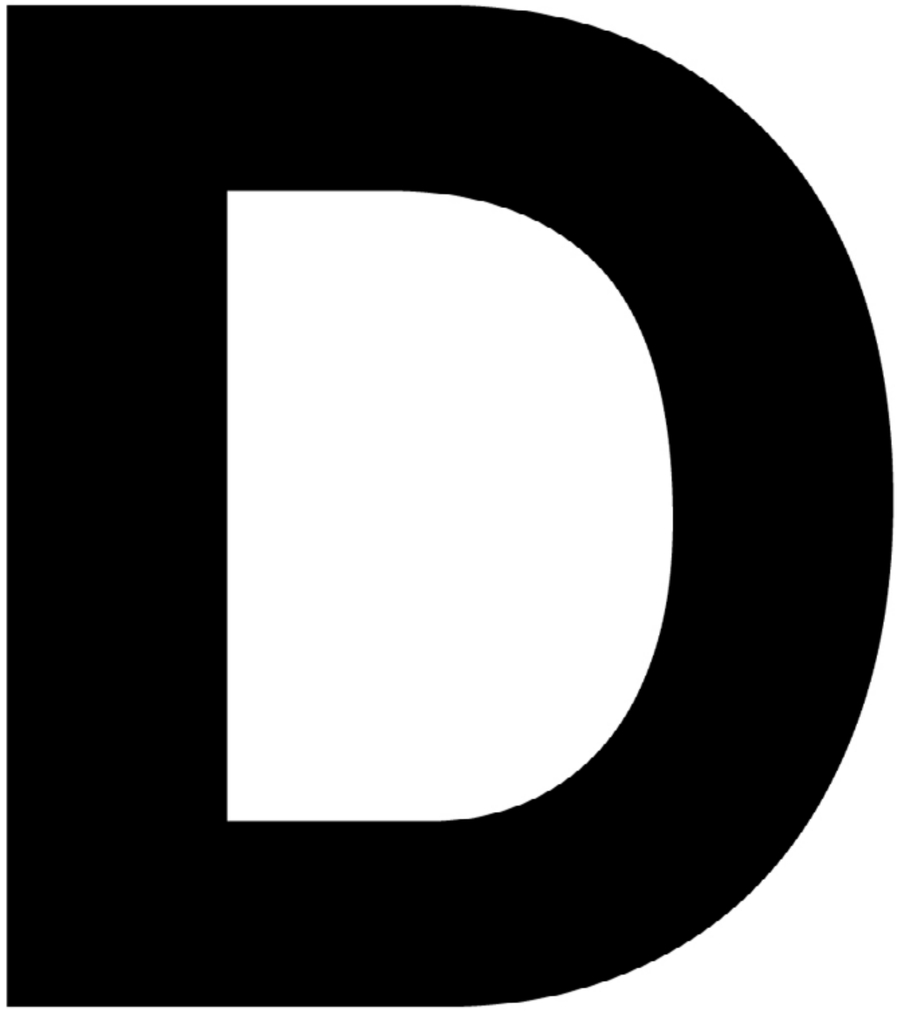
2023

Scan or click here and watch it
https://studiopingpom.com/sex-stuff-mo

“Discovering” – Push the Envelope

Sound Art Creation

2024



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Scan or click here and listen it
https://studiopingpom.com/discovering

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design & art projects

big thanks