

Xinming Cai

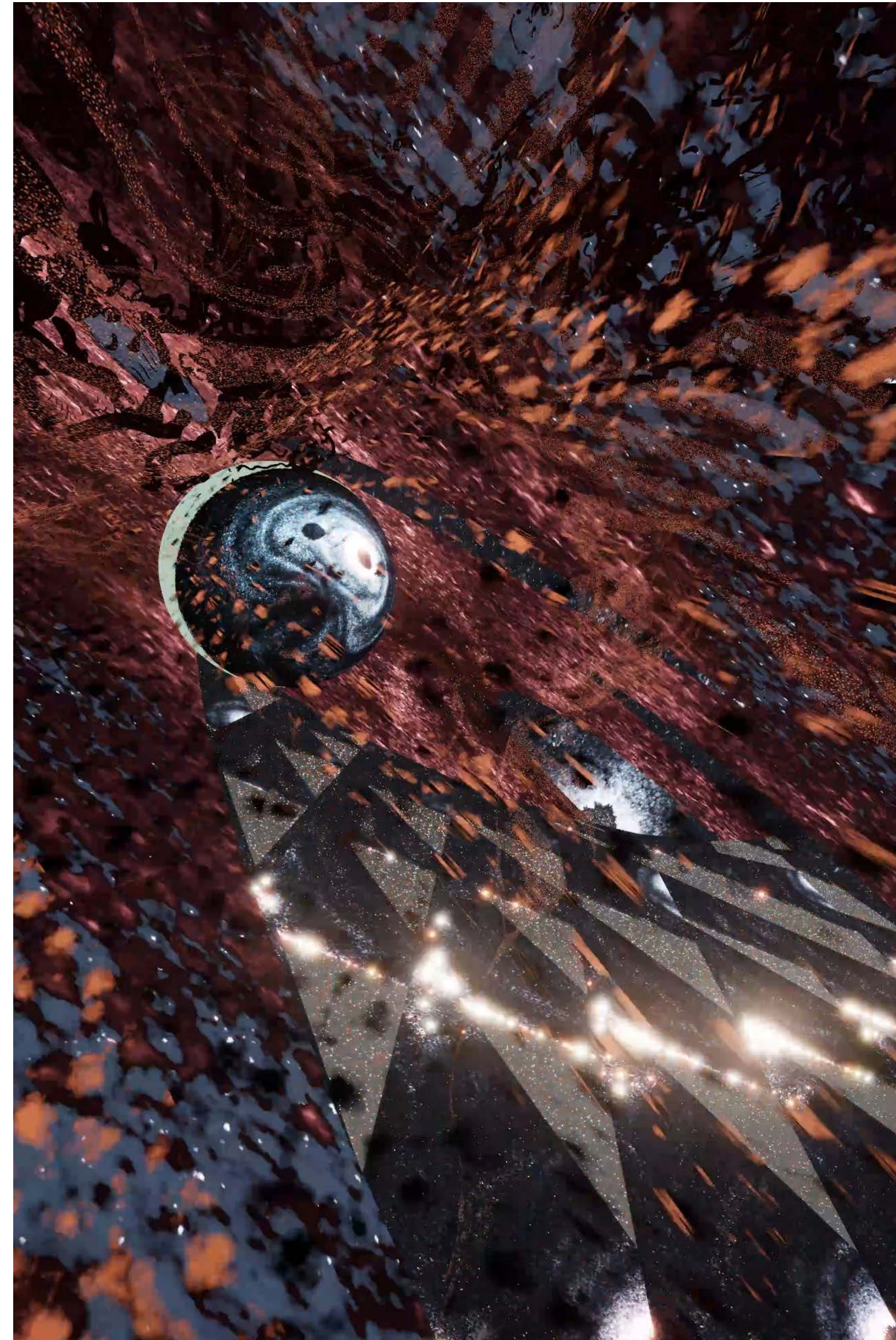
Selected Works

Email: xinminggrey@gmail.com

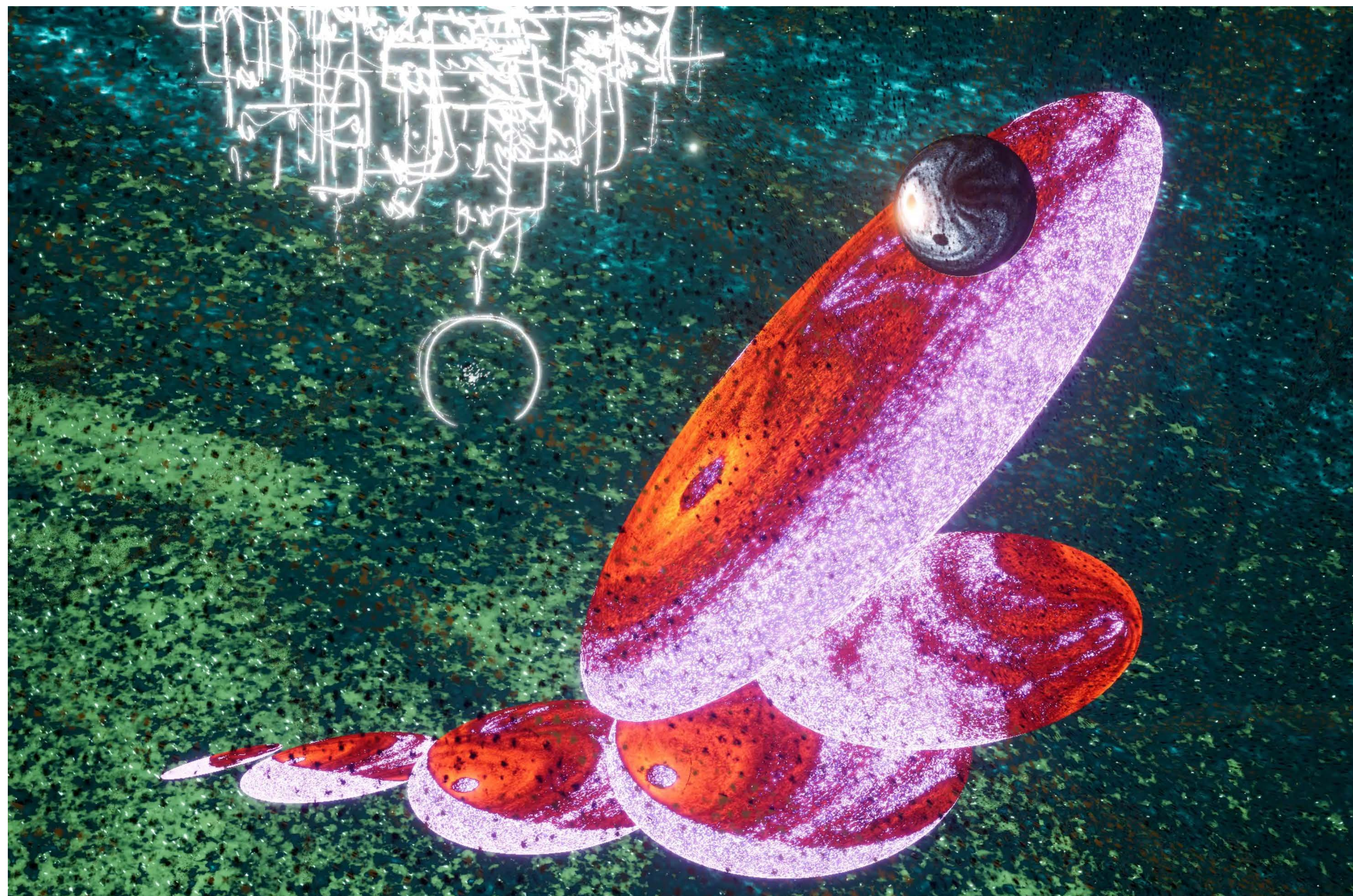
Website: <https://thisisreferableorc374.com/>

Instagram: referableorc374

Gael
Virtual Environment, color, video
2024
<https://vimeo.com/940015611?share=copy>



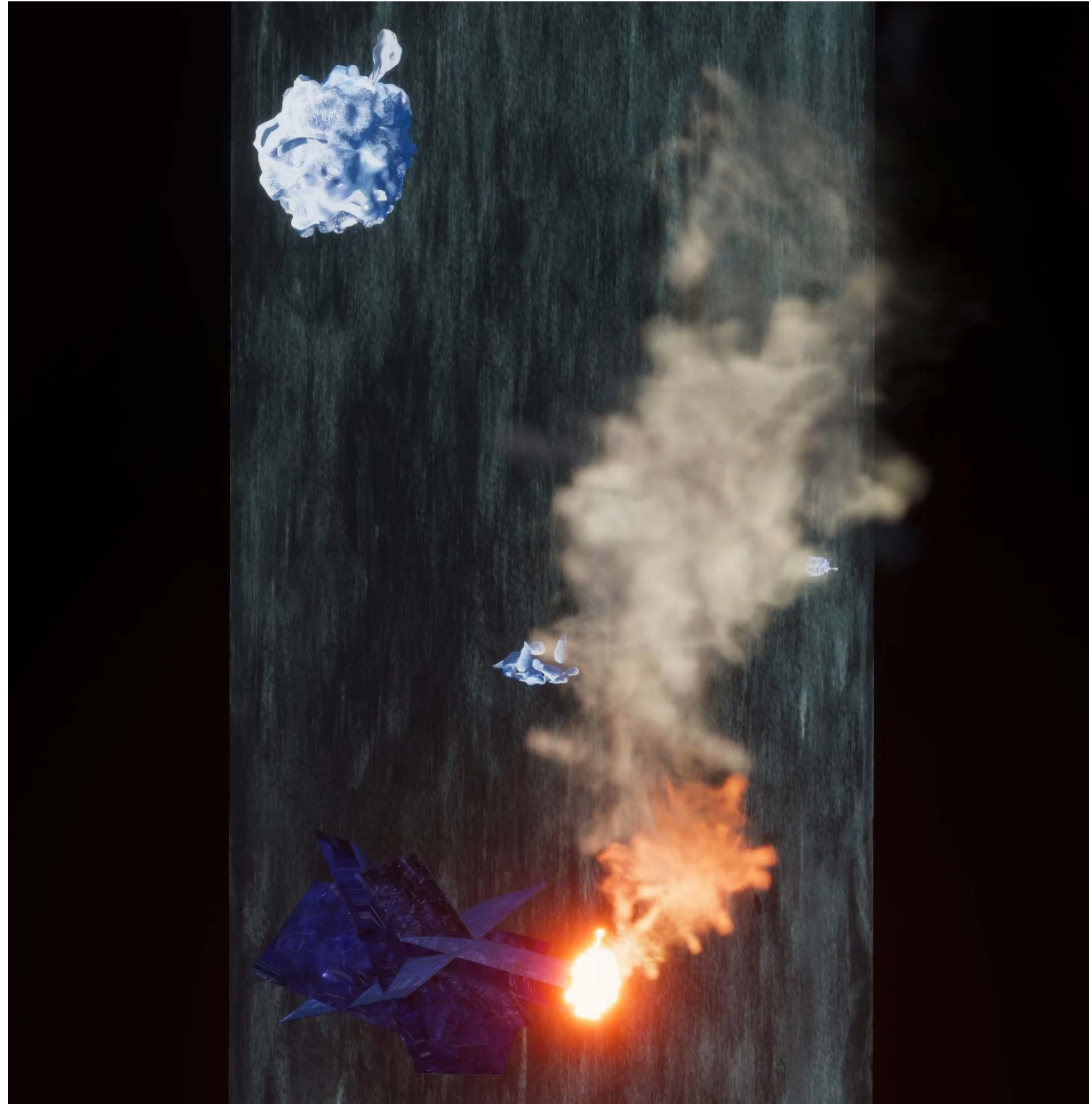
Tom
Virtual Environment, color, video
2024
<https://vimeo.com/937013378?share=copy>



Immersive Install Ideation
<https://vimeo.com/946748682?share=copy>



John
Virtual Environment, color, video
2023-2024
<https://vimeo.com/936791820?share=copy>



Immersive Install Ideation
<https://vimeo.com/947024776?share=copy>



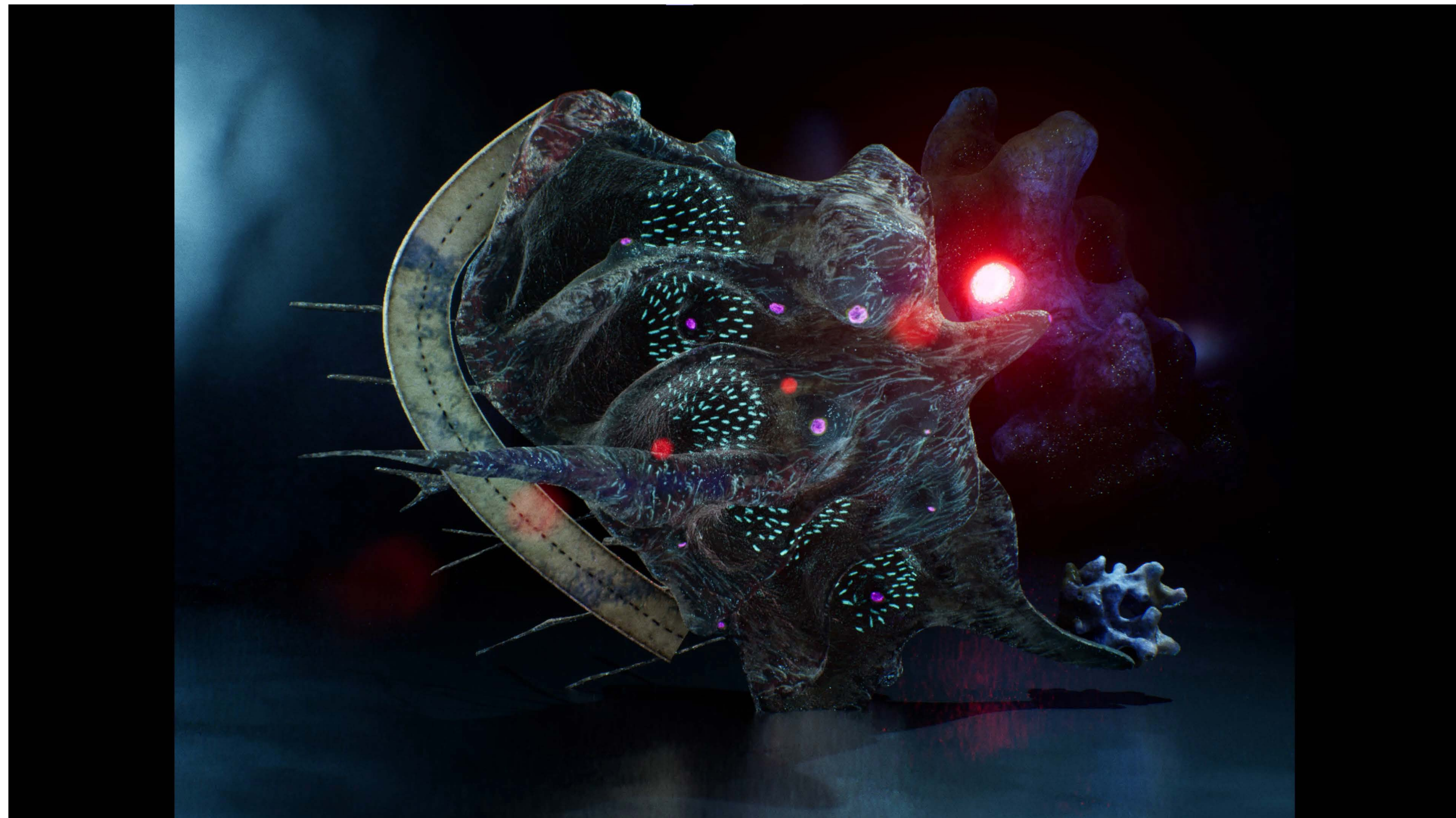
**Der Gelbe Klang(nach Kandinsky) - The
Yellow Sound(after Kandinsky)**
Quest 2 standalone VR, color, sound
2023-2024
<https://vimeo.com/908304222?share=copy>



“Der Gelbe Klang (nach Kandinsky)The Yellow Sound (after Kandinsky)” is a virtual reality experience. Developed by me alone with everything made from scratch. It is my VR interpretation of Kandinsky’s experimental piece “The Yellow Sound” in 1909. I play with the language of game engine (via “bad geometries”, vertex color, timing, etc.) to resonate with Kandinsky’s abstraction. The VR work is now exhibiting in the “Wassily Kandinsky and Hilma af Klint. Dreams of the Future” curated by Julia Voss and Daniel Birnbaum at K20, Düsseldorf
Exhibition runs from March 16 to August 11, 2024



Ivan
4K Video, looped, color
43s
2023
<https://vimeo.com/846045013?share=copy>



Installation view



Anxiety

A triptych of three virtual environments, color,
sound

2021-2022

<https://vimeo.com/945550336?share=copy>



Anxiety consists of three virtual environments with sound generated by the behavior of skulls in the game. The main idea is to create a digital existence suffering pervasive social anxiety, via poetic utilization of game engine. Different behaviors and situations of the skulls are “freak-out” of this digital existence.



Press “L” “O” “V” “E”

Video Environment, HD Video, color, seamless looped
2021

<https://vimeo.com/650363893?share=copy>



Installation view

