

# 黄汉明

## Ming Wong

1971年生于新加坡

工作、生活于德国柏林和新加坡

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Born 1971, Singapore

Lives and works in Berlin, Germany and Singapore

身份及其在表演和流行文化中的复杂层次是黄汉明作品的核心。通过影像和基于研究的装置，他的作品以国际皆知的电影作为参考，并融入具体的东南亚表演史。艺术家经常出现在他自己的作品中，以此关注图像的流通，以及编写的实践和人物——从戏剧到音乐剧再到电影——如何通过移民、文化融合和殖民接触而转变。

为“全球都市#1.5”制作的《竹制飞船》源于黄汉明对中国戏曲和科幻小说的长期兴趣。该项目将个人故事与当地风味结合制作了一部MV，其中包括川剧的变脸技巧和嘻哈表演，成都正是这些表演形式的重要中心。故事引导观众穿越时空，也参考了过去三十年来在四川发展起来的蓬勃发展的科幻场景。在前电子管厂“全球都市#1.5”的主展区东郊记忆中拍摄，该项目还突出了成都对比强烈的内在特点，媒体城市的变迁与后工业城市的城市遗址重叠在一起。该视频在一个竹结构中呈现，与粤剧的巡回表演时的竹棚相呼应，运用传统工艺创造出了环保的假想的宇宙飞船。

(文/伊拉莉亚·康迪)

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竹制飞船

The Bamboo Spaceship

2018

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Identity and its complex layering across performative and pop cultures are at the heart of Ming Wong's practice. Through moving-image and research-based installations, his work plays with international cinematic references while incorporating specific South East Asian histories of performativity. Often appearing in his own work, the artist focuses on image circulations and how codified practices and characters – from opera to musical theatre to cinema – transform through migration, cultural hybridization and colonial contact.

'The Bamboo Spaceship', produced for 'Cosmopolis #1.5', stems from Wong's longstanding interest in Chinese opera and science fiction. The project intertwines individual stories with local flavors, articulating a music video incorporating the 'face-changing' technique of Sichuanese opera with hip-hop performance, of which Chengdu is a key hub in China. The narration takes viewers on a trip through time, also referencing the thriving science fiction scene which has developed in Sichuan over the last thirty years. Shot at Dong Jiao JiYi, the former electronics factory in which 'Cosmopolis #1.5' is presented, the project also highlights the contrasting nature of the city of Chengdu, where the transformations of the media society have been overlaid on the urban archeological sites of the post-industrial city. The video is presented in a bamboo structure which, while echoing the itinerant bamboo stages of Cantonese opera, applies traditional craftsmanship to the creation of an environmentally-friendly speculative spaceship. (Text by Ilaria Conti)

