

**Weak Entity  
Virtual Fashion  
Series**

弱实体系列  
虚拟时尚展

NHFZ20220250 北京服装学院  
《第一届元宇宙艺术年度展-北服教师展区》项目结题



DESIGN@BIFT

DIGITAL MEDIA ART

第一届元宇宙艺术年度展—北服教师展区  
The First Annual Metaverse Art Exhibition, BIFT Gallery

## 北服展区

北京服装学院艺术设计学院、服饰艺术与工程学院共同在多元化技术载体与专业属性相关领域探究其深度和广度，始终坚持理论与实践教学相结合，艺术设计与现代科技相结合，时尚趋势与当代生活相结合的教学理念，提倡传承与创新并重，以设计为载体，以新技术为依托，聚焦全球化和时尚文化，关注新技术与工艺传承，秉承可持续发展理念。

本展览为《弱实体系列虚拟时尚展》，“弱实体”定义为一种数据库系统术语，即一个实体对于另一个实体具有很强的依赖联系，且该实体主键的一部分或全部从其强实体中获得，则称该实体为弱实体。《弱实体系列虚拟时尚展》从艺术与技

术结合的方式探讨相辅相成的螺旋上升关系。其拓展为技术与艺术、身体与生成、数据与构成、虚拟与现实、时尚与多元化等方向。在现实世界中，存在多元化关联关系，其对象包含两者或两者以上。有时某些实体对于另一些实体有很强的依赖关系，即一个实体的存在必须以另一实体的存在为前提。前者就称为“弱实体”，后者称为“强实体”。本展览中，艺术与科技互为存在前提，数字技术的应用广泛的激发人们的创造力，设计师、艺术家在庞大的技术支持下，不断产出各类虚拟化应用。当数字世界与物理世界边界日渐模糊时，虚拟与现实的结合逐渐成为趋势，开始思考技术与艺术深度融合的未来。

## BIFT Exhibition Zone

The depth and breadth of diversified technical carriers, professional attributes and other related fields are jointly explored by the College of Art and Design, the College of Fashion Art and Engineering, Beijing Institute of Fashion Technology. They adhere to the teaching concept of combining theory and practice teaching, art design and modern technology, fashion trends and contemporary life, pay equal attention to inheritance and innovation. They also take the design as the carrier, and rely on the new technology. They lay emphasis on globalization and fashion culture, inherit new technology and craftsmanship, and adhere to the concept of sustainable development.

The exhibition is titled Weak Entity Virtual Fashion Series, and the Weak Entity is defined as a kind of database system term. In other words, the entity is called a weak entity if a strong dependency on another entity is embodied by an entity, and part or all of the entity's primary key is obtained from its strong entity. The mutually reinforcing spiral relationship is explored in Weak Entity Virtual Fashion Series through combining

art and technology, which is extended to the directions such as technology and art, body and generation, data and composition, virtual and reality, fashion and diversification, etc. The multiple association relationships exist in the real world, in which two or more objects are included. Sometimes, it is found that some entities have strong dependency relation on other entities. In other words, the existence of one entity must rely on another entity as the premise. The former is called "Weak Entity", while the latter is called "Strong Entity". The art and technology are the existence premise of each other in this exhibition. Through the wide application of digital technology, people's creativity has been stimulated. Designers and artists continue to produce various virtual applications under the huge technical support. At this time, the boundaries between the digital world and the physical world are becoming increasingly blurred, a gradual trend can be found in the combination of virtual and reality, so deep integration of technology and art will be taken into consideration by people in the future.

影片尺寸: 1920\*1080  
影片时长: 5'28"

## 01 身体植物园

本系列设计意在探讨身体与植物的互生关系，呈现显微镜视角下植物的呼吸、繁衍和认知，强调多元化佩戴与未来时尚，再造身体穿戴语境下的未来植物美学。设计师联合叙事空间设计师和动画师使用“数字巫术”，以 Welcome to my planet 为线索，把理念氛围营造成一个多媒介空间，为观众讲述人类穿越时空，探索植物星球的幻想故事。

设计项目采用三维动画制作渲染技术呈现叙事背景。借助虚拟现实技术，增强观者的体验感。体验者通过佩戴 VR 头盔，借由人类宇航员的数字化身，走入由首饰三维图稿构建的“虚拟星球”空间。首饰模型如生长在虚拟星球的植物建筑一样被放大、叠加、上升和重组，体验者甚至可以跑入模型内部，增强感官冲击力。借助数字技术延伸设计作品的多维度体验，为未来时尚的多媒介表达提供了启发。

## Plant Planet

The design of this project aims to explore the mutual relationship between the body and plants, present the breathing, reproduction, and cognition of plants from the perspective of the microscope, emphasize diversified wearable and future fashion, and recreate future plant aesthetics in the context of body wearable. By combining with narrative space, the designer and animator adopt "digital wizardry" and use Welcome to My Planet as a clue to create the conceptual atmosphere into a multi-media space, telling the audience the fantasy story that humans travel through time and space and explore the plant-planet.

The design project adopts 3D animation production and rendering technology to present the narrative background. With the help of virtual reality technology, the viewers' sense of experience can be enhanced. By wearing a VR helmet, the experimenter walks into the "virtual planet" space constructed by three-dimensional drawings of jewelry through the digital avatar of a human astronaut. The jewelry model can be enlarged, stacked, raised and reassembled like a plant building growing on a virtual planet, and the experimenter can even run inside the model to enhance sensory impact. The multi-dimensional experience of design works is extended with the help of digital technology, providing inspiration for the multi-media expression of future fashion.

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北京服装学院数字媒体艺术专业副教授，致力于数字时尚与服饰产品系统设计，从事智能可穿戴、时尚虚拟展示、数字生成设计等研究领域。设计作品多次获得国内外奖项，先后在比利时、意大利、日本、中国等地展出并被收藏。在中国国际时装周举办个人作品发布会，出版教材以及发表多篇国际期刊学术论文，获得多项专利研究成果等。

As an associate professor of Digital Media Art at Beijing Institute of Fashion Technology, I devote myself to digital fashion and fashion product system design, engages in the studies on smart wearable, fashion virtual display, digital generated design, and so on. My design works have been exhibited and collected in Belgium, Italy, Japan, China, etc. Meanwhile, I also held design work show during China International Fashion Week, published teaching materials and academic papers in international journals, and obtained patent research results.



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北京服装学院讲师，三维艺术家，动画导演。2013年本科毕业于中央美术学院数字媒体专业，2017年硕士毕业于美国南加州大学电影学院。曾入职美国电影特效公司 Halon Entertainment，先后参与多部奥斯卡获奖影片的制作。专注于三维动画，虚拟现实领域的研究。

As a lecturer at Beijing Institute of Fashion Technology, 3D artist, and animation director, I obtained my bachelor's degree in Digital Media from Central Academy of Fine Arts in 2013 and master's degree in School of Cinematic Art at University of Southern California in 2017. I once worked for Halon Entertainment, an American Special Effects Company, and participated in the production of several Oscar-winning films. I focus on the study of 3D animation and virtual reality field.

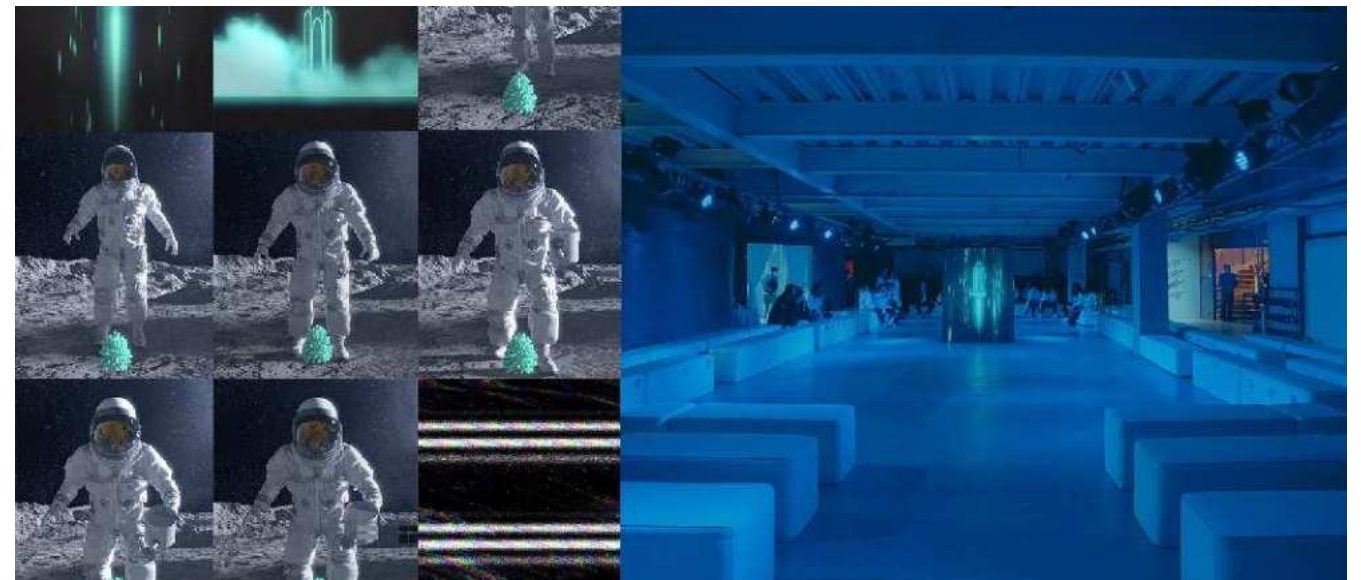


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北京服装学院讲师，跨学科设计师，毕业于中央圣马丁艺术设计学院。曾参与过项目包括英国大英博物馆三号展厅展陈设计，英国 Arup 公司的 City in Motion 计划等。设计作品关注来访者感受与沉浸式媒体与空间的结合。

Lecturer of Beijing Institute of Fashion Technology, interdisciplinary designer, graduated from Central Saint Martins College of Art and Design. I once participated in the exhibition design of Room 3 of British Museum and City in Motion project of Arup Company. The design works focus on visitors' experience as well as the integration of immersive media and space.





## 未来身体：身体虚拟域

本作品旨在建立起身体与空间的虚拟链接，通过身体负形空间的数据信息生成设计，探索人体和数字材质的多元交互，拓宽了观察静态身体姿势激发创作思路的方法。

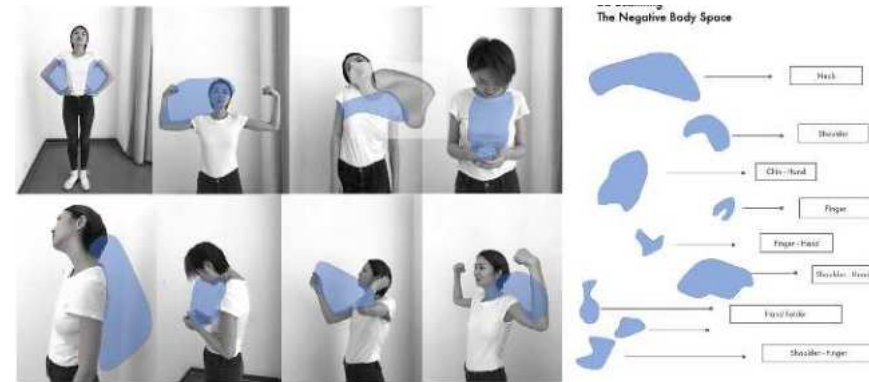
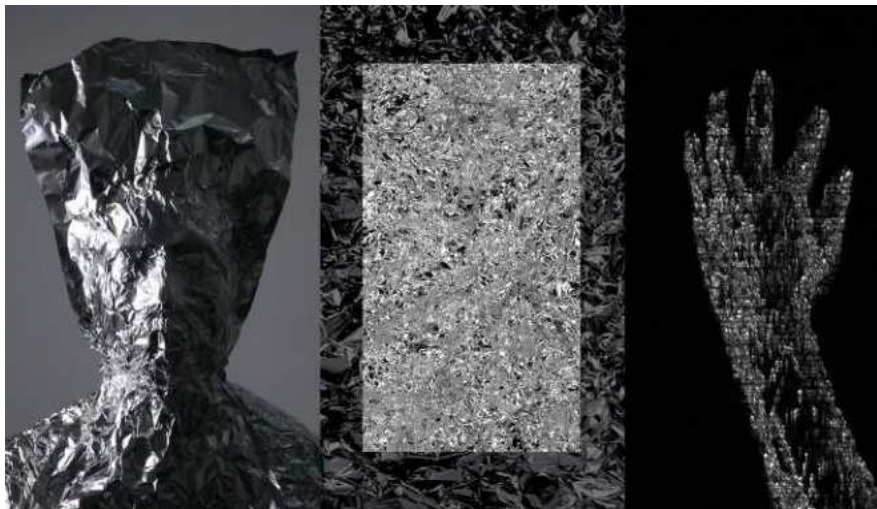
本作品是艺术家面向未来进行人体和材质在虚拟空间中的多元交互探索。艺术家基于人体的不同姿势，进行数据测量，把人体侵占空间的负形可视化，用流形可塑材料为观众塑造了一个虚拟空间。通过三维扫描，还原负空间非可视的形态在这个虚拟空间里进行可视化呈现，艺术家将“粒子”放置在身体空间中，这些“粒子”和受限的人体姿势共同构成一个自发的内生系统。这个系统在身体虚拟空间中不断扭曲、折射、分裂、延伸，材质交互形成“流动的自然”，并最终和人体结合，诞生出新的佩戴造型。

## Future body: The Virtual Field

The work intends to actively investigate the virtual linkage between the body and the space, building with the data brought about by the negative body space, and to investigate the multiple interaction between the human body and digital materials. Furthermore, the artist also expanding the methods to provoke creative thinking by observing static body postures.

The work explores the interaction between human body and material in virtual space for the future. The artist uses diverse postures of the human body and the negative space occupied by the body is also visualized to secure accurate measurement data, so that the virtual space for the audience can be built with plastic manifold materials. In this visual space, 3D scanning offers the visual expression of the negative space which cannot be visually presented before.

"Particles" are placed by designers in the body space, and these "particles" together with the restrained human postures compose of a spontaneous endogenous system. This system keeps twisting, refracting, splitting, and extending in the virtual body space, building a "flowing nature" with the integration of the materials within it. Eventually its combination with the body creates a new wearing pattern.



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现任北京服装学院助理教授，国际时装周联盟 (IFFTI) 教育分会理事，文化部文化艺术人才中心授课专家。硕士毕业于英国皇家艺术学院首饰专业，本科毕业于英国伯明翰珠宝学院首饰与银器专业。她致力于跨领域身体实验教学与未来视阈下的时尚首饰研究。作品《由外及里》作为华人代表入选德国慕尼黑 Talente 国际竞赛特展以及英国百分百眼镜设计大赛，她曾参展于包括伦

Zhilu Cheng works as an assistant professor at Beijing Institute of Fashion Technology. Besides, she is a member of the IFFTI Education Sub-committee and an expert of the Culture and Art Centre of the Ministry of Culture of China. She graduated from Royal College of Art in London with a master degree in Jewellery And Metal. Currently, she Her work is heavily influenced by innovative techniques and created with a vision that explores the deep relationship between body and jewellery. Her work has been selected by

敦设计节，伦敦商业设计中心，伯明翰国立博物馆和艺术馆以及慕尼黑首饰周等，其作品曾发表在国外杂志《Icon design》，《1 Granary》，《Current Obsession》等。2018年10月中国国际时装周举行《未来身体》个人首饰作品发布会展览与演出，先后被北京电视台、Vogue 杂志、芭莎、Cosmo 杂志等媒体报道。

TALENTE in Germany and 100% Optical Design competition in UK, in addition, her work has been exhibited in London Design Week, London Business Center, Munich Jewellery Week, National Museum and Art Gallery in Birmingham and so on, her work has been published by Icon, 1Granary. Current Obsession magazine. She had a solo exhibition and performance named 'Future Body' at 2018 China Fashion Week, her work has been reported by Beijing TV, Vogue, Bazaar, Cosmo.



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毕业于北京服装学院视觉传达专业，从事摄影十年，拥有独立的工作室以及服装品牌。

Graduated from the Beijing Institute of fashion technology, majored in visual communication design, engaged in photography ten years, with independent studios and clothing brands.



影片尺寸: 1920\*1080  
影片时长: 0'33"

## 数字模特 - 卫莱

数字模特“卫莱·Vilii”是对时尚未来的一次探究和思考：未来时尚可以从数字世界源发，在虚实混合空间共存，项目在虚拟 IP 塑造、IP 内容生产、多平台营销、游戏化产品推广、时尚产品数字化等方面进行了创作探索。

本项目主要的内容包括：1、“卫莱·Vilii”虚拟模特 IP 设定；2、“卫莱·Vilii”原画视觉设计；3、“卫莱·Vilii”3D 视觉设计；4、全数字概念宣传片；5、微信小游戏；6、“卫莱·Vilii”的多平台内容营销；本次创作项目组联合服装学院、服饰学院的青年设计师，与本土原创品牌进行联名设计合作，集中体现了“卫莱·Vilii”的北服时尚基因和新一代的青年原创精神。

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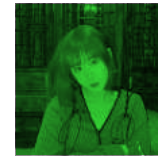
Associate Professor of Digital Media Art, Beijing Institute of Fashion, Head of Digital Lifestyle Major, mainly research areas of digital fashion, game and gamification design, computing design. He has continued to study the digital design of the fashion industry, presided over the research on the relevance of digital clothing and cultural and creative industry content, the digital research on the intelligent matching of jewelry, the research on the fashion aesthetics of digital intelligent people, and the digital evaluation

project of the visual scheme of the 2022 Beijing Winter Olympic Games; in recent years, many academic studies have been published in IEEE VR and ACMM. He also serves as an external lecturer of Changyou and Hero Interactive Entertainment Enterprise, and has presided over the design cooperation with Hero Interactive Entertainment, Alibaba, NetEase, Hero Interactive Entertainment, and Changyou for digital clothing and digital fashion.

## Digital Model -Vilii

Digital model "Wei Lai • Vilii" is an exploration and reflection on the future of fashion: the future of fashion can originate from the digital world, coexist in the virtual and real hybrid space, and the project has carried out creative exploration in virtual IP shaping, IP content production, multi-platform marketing, gamification product promotion, fashion product digitization and other aspects.

The main contents of this project include: 1, "Wei Lai • Vilii "Virtual Model IP Setting 2;" Wei Lai • Vilii "Original Visual Design; 3, "Wei Lai • Vilii"3D visual design; 4, all-digital concept promo; 5, WeChat mini game; 6, "Wei Lai • Vilii"s multi-platform content marketing; this creative project team joined hands with young designers from the Fashion Academy and the Fashion Academy to carry out joint design cooperation with local original brands, which epitomizes the "Weilai • Vilii's Beifu fashion genes and the original spirit of the new generation of youth.



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现就职于特步有限公司服装产品企划岗。北京服装学院数字媒体艺术专业 2020 届毕业生，获得过第十二届中国大学生计算机设计大赛北京市二等奖和全国二等奖。

Working in XTEP, Garment product planning position. Graduate of Beijing Institute of Fashion Digital 2020, Major in New Media Art, Won the second prize of Beijing and National Second prize of the 12th Chinese College Students Computer Design Contest.



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# 4T 社区

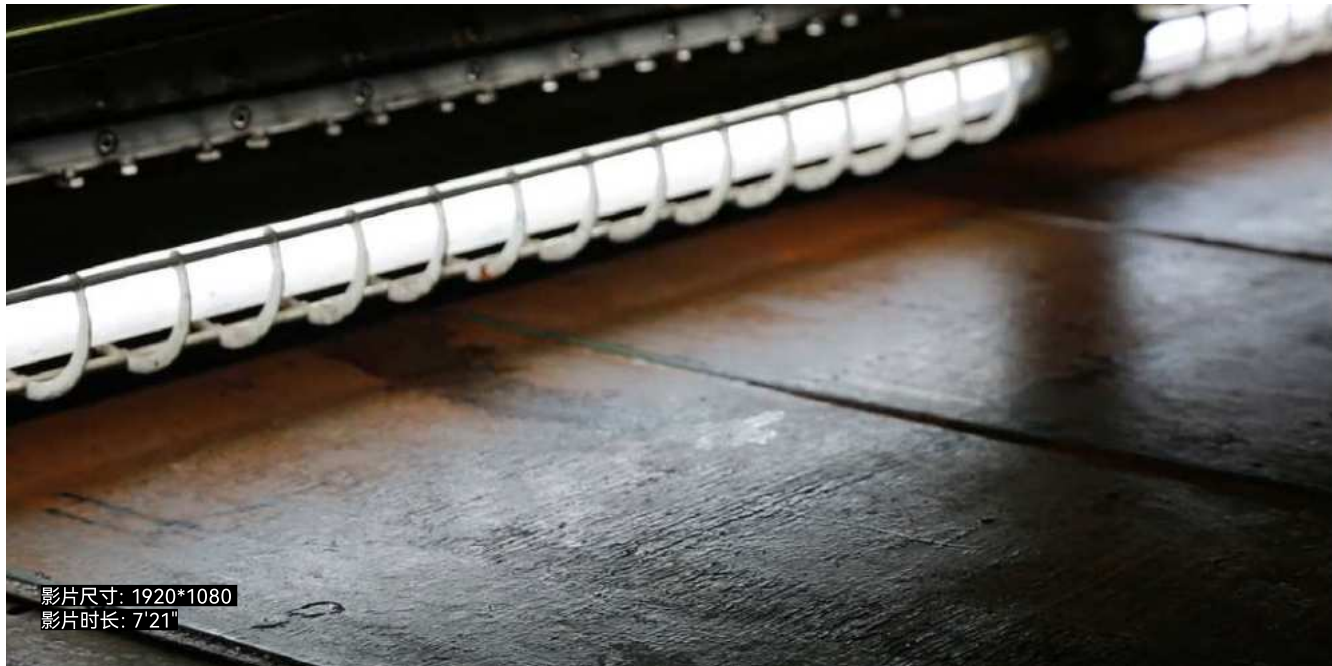
三屏视频包含 01 空间-流动, 02 真实-虚实, 03 智能-人工, 从三方面探究 4T 社区的期待与探究。01 抛出探究空间流动的问题, 以挖掘 4T 社区潜力空间; 02 构建与现实同步的虚拟信息街道。在实际步行中添加街道社交功能, 通过虚拟现实鼓励人们走上街道, 一方面城市历史展现于虚拟世界; 另一方面适合于任意场景虚拟化并加强互动信息。03 试图创造一个“光学疗养空间”, 利用光对于人身体和情绪的影响, 转换作用于人, 引起人们对身体和情绪以及对自我的关注。

4T 社区构成探究 (Till Touch the Telepathy) 为服务于人的交互体系提供有效的价值依据, 探究社区构成要素及可能性。01 随着用户体验研究广泛应用于各个行业的领域, 从社会现象到生活趋势, 跨越艺术装置到生活产品都需要做到清晰审视其交互是否带来有效沟通。02 在实际步行中添加街道社交功能, 通过虚拟现实鼓励人们走上街道, 一方面城市历史展现于虚拟世界; 另一方面适合于任意场景虚拟化并加强互动信息。03 基于光的非视觉效应的影响及人体数据产出交互应用装置。归纳总结出快速调节情绪状态的设计方案, 并且结合交互设计、互动装置的设计理念, 调节人体状态, 一定程度上使人能够通过自身数据影响到灯光后反馈于受众。

## 4T Community

The three-screen video includes 01 space- movement, 02 real- virtual, and 03 intelligent-artificial, which explores the expectations and exploration of the 4T community from three aspects. 01 explore the problem of exploring the space and movement to tap the potential space of the 4T community; 02 builds a virtual information street synchronized with reality. Add street social function to the actual walking, and encourage people to walk on the street through virtual reality. On the one hand, the urban history is displayed in the virtual world; On the other hand, it is suitable for the virtualization of any scene and strengthening interactive information. 03 The purpose of this thesis is to make the creation of an "optical therapy space". By taking advantage of the influence of light on people's body and emotion to transform the effect on people, people's attention to body, emotion and self can be aroused.

In recent years, the improvement of new technology in language, image, and information has brought the great potential for interaction experience. 4T community composition research (Till touch the telepathy) provides an effective value basis for the interactive system serving the user and explores the constituent elements and possibilities of the community. 01 As user experience research is widely used in various industries, from social phenomena to life trends, across art installations to life products. 02 The Program adds street social features to the actual walk, encouraging people to walk on the streets through virtual reality. On the one hand, the history of the city is displayed in the virtual world, and on the other hand, it is suitable for virtualizing any scene and enhancing interactive information. 03 The investigation on the influence of non-visual effect of light and interactive design application device based on human data is carried out. Finally, the summary on the design scheme of quickly adjusting emotional state is made. By combing with the design concept of interactive design and interactive device, the human body state is adjusted.



影片尺寸: 1920\*1080  
影片时长: 7'21"



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北京服装学院讲师, 皇家艺术学院中国学者学生联合会 (RCACSSA) 联合创始人, 毕业于英国皇家艺术学院。其作品曾在多地展出, 其中包括北京、伦敦、曼彻斯特等。曾工作于英国皇家格林威治博物馆, 埃森哲公司等。其作品专注于感觉, 可参与性和装置与空间的关系。

BIFT lecturer. Jie Hao is a co-founder of the RCACSSA. She comes from a background in installation. The project have been exhibited in many places, including Beijing, London, Manchester and so on. Worked in the Royal Greenwich Museum, Accenture Company, etc. Her work focuses on design for the senses, accessibility and installation spaces.



邬雨婷  
Wu yuting

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邬雨婷, 留学日本, 毕业于北京服装学院数字媒体专业。作品《4T 社区构成探究 - 马路计划》参加北京城市地铁展和北京城市公共交通展。

Wu Yuting basing in Japan. She graduated from Beijing Institute of Fashion Technology, major in Digital Media. The work 4T Community Composition Exploration - The Road Program has participated in the Beijing Metro Exhibition and the Beijing Urban Public Transport Exhibition.

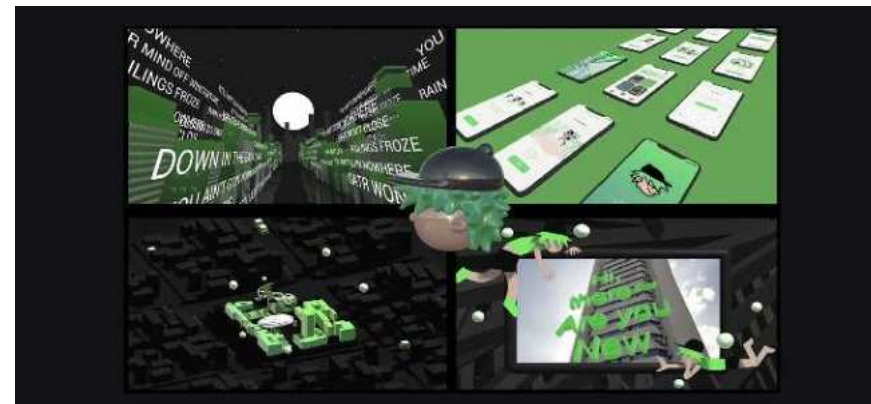


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视觉交互设计师, 2021 年毕业于北京服装学院数字媒体艺术系作品获 2021NCCA Awards 全国高校数字艺术大赛全国一等奖, 北京市一等奖。北京服装学院 2017 级毕业生优秀毕业作品奖。作品展出于 2021 年西班牙巴塞罗那第四届国际艺术设计展览, 2021 年 ABC 北京艺术书展, 2021 年上海不熟艺术书展, 2021 年杭州艺术书展。

Visual interaction designer, graduated from the Department of digital media art of Beijing Institute of fashion in 2021 Her works won the national first prize of 2021ncda awards National College Digital Art Competition and the first prize of Beijing. Excellent graduation work Award for 2017 graduates of Beijing Institute of fashion. The works exhibition is based on the Fourth International Art and design exhibition in Barcelona, Spain in 2021, ABC Beijing Art Book Exhibition in 2021, Shanghai unfamiliar art book exhibition in 2021 and Hangzhou art book exhibition in 2021.



## The Encoffiner of Data

This work explores the issue of digital heritage that has arrived. I imagined a career as a data encoffiner, using her perspective to examine the data that people have left in the world. Digital heritage carries the memories of the dead, the sorrows and joys... For the clues, we follow the path of the data grave to explore the secrets of a person's memory.

The whole film shows how digital virtual technology constructs the space of people's memory, and the visualized data memory is stored in a curious cabinet of private memory. We saw a personal virtual mausoleum built with virtual memory modeling, and with the in-depth exploration of the film, we seem to be able to discover the secrets deep in the memory of the dead. The appearance of lovers in the form of digital doubles is a secret deep inside the deceased's heart that he wanted to delete but couldn't.

### 艺术家信息:



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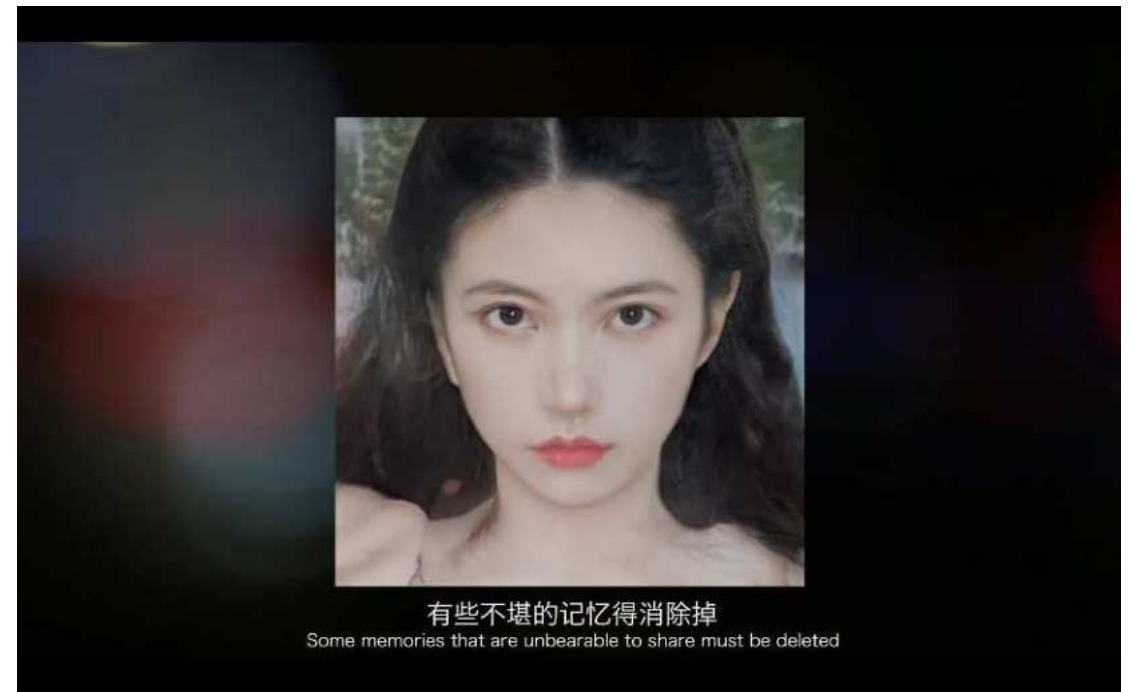
喜欢以技术考古的方法打通新旧媒介之间的通道,在不同媒介的链接中触发问题。作品常以时间为切入点,研究当今技术带给人们日趋复杂的时间节律。通过各种手段产生界于真实与虚拟边界的影像,探讨虚拟与现实之间复杂的交互。近期关注虚拟世界里的剥削。

He likes to use the method of technical archaeology to open up the passage between old and new media, and trigger problems in the link between different media. The works often take time as the starting point, exploring the increasingly complex time rhythm that today's technology brings to people. Through various means, images are generated at the boundary between the real and the virtual, and the complex interaction between the virtual and the real is explored. He has recently focused on exploitation in the virtual world.

## 05 数据入殓师

此作品探讨已经到来的数字遗产问题。我想象了一个数据入殓师的职业,用她的视角审视人们留存于世的数据。数字遗产承载了亡者生前的回忆,喜怒哀乐...顺着数据留下的线索,我们沿着数据坟墓的小径,探索一个人记忆的深处的秘密。

伴随着一个虚构的未来职业——数据入殓师的旁白画面寻着一个人的数据碎片逐渐拼凑起一个人的记忆。影片先带观众游览谷歌地球生成的法国的一个著名的名人公墓,数据入殓师的体验被逐渐展开。我将家庭照片里的空间重新变成一个三维的影棚,就像我童年时照相馆里的布景。这些布景构建出一记忆的空间,像是一个我们私人记忆的电影制片厂。整个影片在显露数字虚拟技术如何构架人们记忆的空间,被可视化后的数据记忆被收纳进一个私人记忆的好奇柜。我们看到一个用虚拟记忆建模搭建的个人专属的虚拟陵墓,随着影片的深入探索,我们似乎能发现关于亡者的记忆深处深藏的秘密。恋人以数字替身的形象出现,是死者想删却不能删除的内心深处的秘密。



影片尺寸: 1920\*1080  
影片时长: 10'07"





影片尺寸: 1920\*1080  
影片时长: 1'41"

## 淡影梅竹

数字和虚拟技术对传统设计的实现手段、呈现方式、消费服务等范畴均产生了不同程度的影响和改变。本作品以参数化图案生成方法的研究为主线，结合虚拟时装、虚拟走秀、NFT 虚拟藏品对虚拟时尚产业链从设计、实现到消费端进行探索式整合。

图案是纺织品设计、服装和服饰等设计领域内一个重要的组成部分。传统图案的产出方式多以手绘为主，虽然能够切实体现绘图者丰富的情感和精湛的技术，但其流程根据图案的复杂程度所耗费的时间也相对较多。该作品借助计算机辅助技术、Processing 语言、参数化设计重新定义图案绘制的工具和方法，通过对各图层内单体元素参数进行调整（元素数量、最大最小面积、坐标、XY 轴分割、旋转角度等）而实现不同效果图案的生成。“随机性指令”的嵌入可实现图案的迅速输出，每次刷新界面都将形成独一无二的画面布局效果。设计师和消费者用户可凭借自身的审美认知对较为满意的输出图案进行命名保存，图案输出包含 jpg 和 png 等较为常用的图片格式，方便设计产品的后期转化及印花实现。

## Light Shadows of Bamboo

Digital and virtual technologies have had varying degrees of impact and change on traditional design in the areas of means of realisation, presentation and consumer services. This work focuses on the study of parametric pattern generation methods, combined with virtual fashion, virtual show and NFT collections to explore the integration of the virtual fashion industry chain from design, realisation to the consumer side.

Patterns are an important part of textile and fashion design. Traditional patterns are mainly hand-drawn, and although they can reflect the rich emotion and skill of the draughtsman, the process is relatively time-consuming depending on the complexity of the pattern. This work uses computer-aided technology, processing code, and parametric design to redefine the tools and methods of pattern making, by adjusting the parameters of the individual elements within each layer (number of elements, maximum and minimum area, coordinates, XY axis division, rotation angle, etc.) to produce different effects. The embedding of the "randomness command" allows for the rapid output of the pattern, creating a unique screen layout each time the interface is refreshed. Designers and consumers can name and save the output patterns they are satisfied with based on their own aesthetic perceptions. The pattern output includes the more common image formats such as jpg and png, making it easy to transform and print the design products later.

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北京服装学院服饰艺术与工程学院虚拟时尚方向行政主任，北京师范大学人工智能学院访问学者，毕业于英国皇家艺术学院纺织品设计专业，获文学硕士学位。设计作品曾获 2016 RCA 可持续设计奖项、英国染匠色彩设计大赛银奖和美国 AOF 时尚设计大赛金奖，主要研究方向为传统服饰元素创新整合设计研究、数字服饰和可持续设计，曾作为中国区研究员参与了英国伦敦时装学院可持续时尚研究中心 (CSF) 的 "The Sustainable Fashion Glossary" 编撰项目。

Executive Director of Virtual Fashion Direction, School of Fashion Accessory, Beijing Institute of Fashion Technology (BIFT); Visiting Scholar of Artificial Intelligence School, Beijing Normal University; Graduated from Royal College of Art with a master's degree in Textiles. She has won the 2016 RCA Sustainable Design Award, the Silver Award of Dyer's Worshipful Company Colour Competition in UK, and the Gold Award of AOF Fashion Design Competition in the US. Her research area includes Chinese elements integration, virtual fashion and sustainability. As a researcher in China, she participated in "The Sustainable Fashion Glossary" project, which organized by the Centre for Sustainable Fashion (CSF), London College of Fashion (LCF).



# 07 虚构的首饰集会

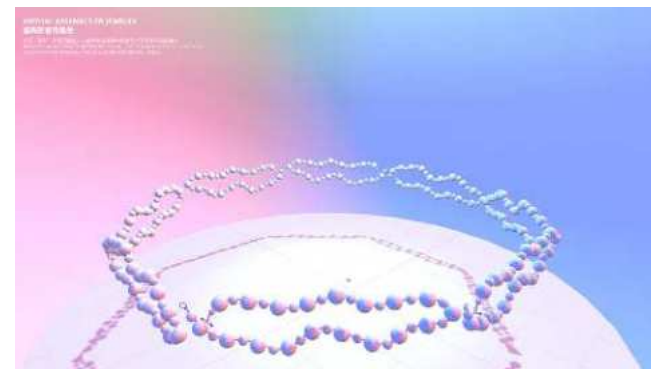
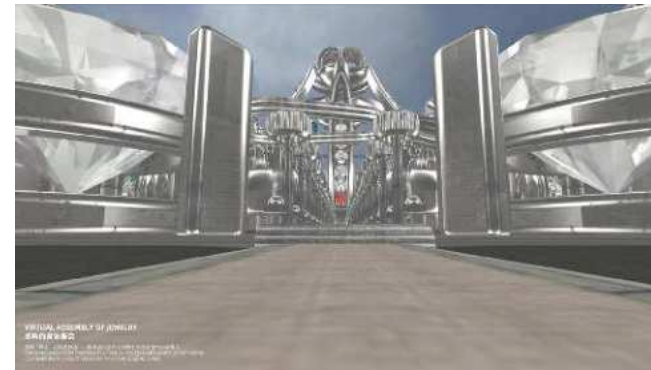
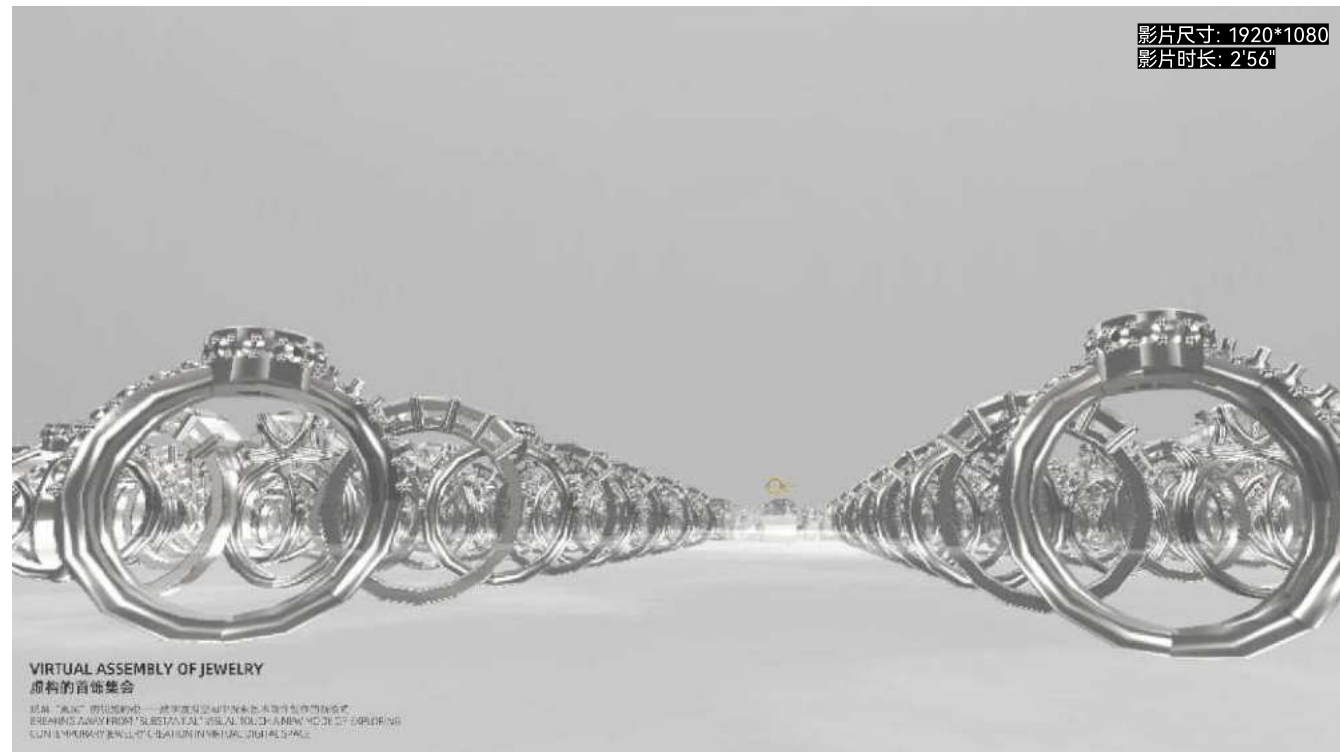
《虚构的首饰集会》为了探讨首饰如何在虚拟数字空间中进行艺术创作与表达。利用数字设计三维软件进行物象构建，将模型放置于虚拟引擎进行空间场景搭建以及路径规划。通过编程语言进行交互模式的设定，更好地服务于艺术首饰概念的立体表达。引入相应的音效及音乐，实现视觉、听觉的多维度空间意境表现。实现了数字虚拟艺术首饰创作新模式。拓展了艺术首饰的创作媒介及应用语境，增加了沉浸式艺术特点及作品的交互属性。

该作品通过虚拟现实技术，对人内心世界的探寻，在首饰本体物质性消解的过程中，其与人之间的联系变得愈发微妙，重建的联结以一种新的空间形态出现在观者视野之中。首饰以其另一面更加纯粹的精神本体，与观者发生触碰。创作从首饰本身的物质性，到其承载的誓言信仰等精神层面的探寻，希望给予观者更多的思考。作品主要选取首饰元素进行空间构建，其中主要集中在戒指、项链、钻石、珍珠等。戒指、项链作为最典型的佩戴方式，是极具代表性的首饰符号。虽然一枚戒指很小，但却是与身体的结构产生完美平衡的关系。再就是钻石、珍珠，它作为消费社会中最具象征的物质载体，也同样会引起观者的共鸣。作品构建了水晶原石空间、首饰城市空间、红海戒指空间、婚礼仪式空间、珍珠幻视空间、钻石坠落空间。通过虚拟现实的技术支持，打破传统的首饰尺度，以不同的视角进入所构建的虚拟空间中。空间布局体现仪式感、象征性。延续超现实主义风格进行虚拟空间的制作。

## VIRTUAL ASSEMBLY OF JEWELRY

The purpose of virtual jewelry assembly is to explore how jewelry can be created and expressed in virtual digital space. The digital design 3D software is used for object image construction, and the model is placed in the virtual engine for space scene construction and path planning. The interactive mode is set through the programming language to better serve the three-dimensional expression of the concept of art jewelry. The corresponding sound effects and music are introduced to realize the expression of multi-dimensional spatial artistic conception of vision and hearing. It realizes a new mode of digital virtual art jewelry creation. It expands the creative media and application context of art jewelry, and increases the characteristics of immersive art and the interactive attribute of works.

The work explores the inner world of people through virtual reality technology. In the process of the material dissolution of jewelry noumenon, the connection between jewelry and people becomes more and more subtle, and the reconstructed connection appears in the viewer's field of vision in a new spatial form. Jewelry touches the viewer with its more pure spiritual noumenon on the other side. From the materiality of the jewelry itself to the spiritual exploration of the oath and belief it carries, I hope to give the viewer more thinking. The work mainly selects jewelry elements for spatial construction, mainly focusing on rings, necklaces, diamonds, pearls and so on. As the most typical way of wearing, rings and necklaces are very representative jewelry symbols. Although a ring is very small, it has a perfect balance with the structure of the body. Then there are diamonds and pearls. As the most symbolic material carrier in the consumer society, they will also resonate with the audience. The work constructs crystal original stone space, jewelry city space, Red Sea ring space, wedding ceremony space, pearl illusion space and diamond falling space. Through the technical support of virtual reality, break the traditional jewelry scale and enter the constructed virtual space from different perspectives. The spatial layout reflects the sense of ceremony and symbolism. Continue the surrealism style to make virtual space.



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毕业于中央美术学院首饰设计专业，获学士、硕士学位。曾参加法国AMBLARD JEWELRY VOCATIONAL SCHOOL访问学习项目。现任北京服装学院产品设计虚拟时尚方向助理教授，虚拟仿真体验设计实验室、人类工效学基础实验室科研团队成员。主要致力于数字科技媒介介入未来服饰设计与时尚文化创新领域。先后研发了未来AI智能形态首饰生成项目、充气形变交互可穿戴设计项目、虚拟多维数字艺术首饰艺术项目等。

graduated from the jewelry design major of the Central Academy of fine arts with a bachelor's degree and a master's degree. And once participated in the study project of French Amblard jewelry vocational school. He is now an assistant professor of virtual fashion in product design of Beijing Institute of fashion and a member of the scientific research team of virtual simulation experience design laboratory and basic Ergonomics Laboratory. It is mainly committed to the involvement of digital technology media in the field of fashion design and fashion culture innovation in the future. It has successively developed the future AI intelligent form jewelry generation project, inflatable deformation interactive wearable design project, virtual multi-dimensional digital art jewelry art project, etc.

# “中华老字号+未来元宇宙”设计专题

“中华老字号+未来元宇宙”设计系列专题，面对老字号品牌积淀的中国传统文化与科技发展的最前沿话题碰撞，通过具有创新研究性的设计实践建立时尚数字思维，将真实与虚拟融合。形成四个主题，分别为东方瑞兽、日月光华、四时撷缘、“元”起西厢记。

## 一、东方瑞兽

四象者，青龙、白虎、朱雀、玄武也。五行者，金、木、水、火、土也。系列虚拟配饰以东方瑞兽为概念，在元宇宙环境下，取中国图腾崇拜及星宿文化中四象、四色、五行为设计元素，与瑞兽产生关联。在这个数字化平台发展迅速的今天，以虚拟配饰为途径，对话数字化技术与未来。丝巾四角空间取于四方，中央土地公通过执掌四方来与玩家互动。我们沉醉于古老东方星宿神话，通过配饰再设计以及互动游戏的方式，重新唤醒古老的灵魂。

流程解说：由玩家进入元宇宙游戏世界，土地庙在夜间模式的游戏任意地点随机停留，玩家靠近触发土地庙，引发土地公出现，通过供奉土地公，即可获得赠礼——丝巾，丝巾四角对应四个空间，玩家进入并完成任务就可获得虚拟配饰（四条任务线对应四件配饰）。

## 二、日月光华

在元宇宙中引入“虚拟光效配饰设计的概念”，通过光效的变换来表达我们的配饰作品。光效的环绕形成了一种在现实生活中不可触碰到的特殊配饰。而这件作品将穿梭与虚拟与现实之间，通过对实物的扫描来将我们的虚拟配饰作品定位出现在人们身上，完成一次元宇宙与现实的交互。

## 三、四时撷缘

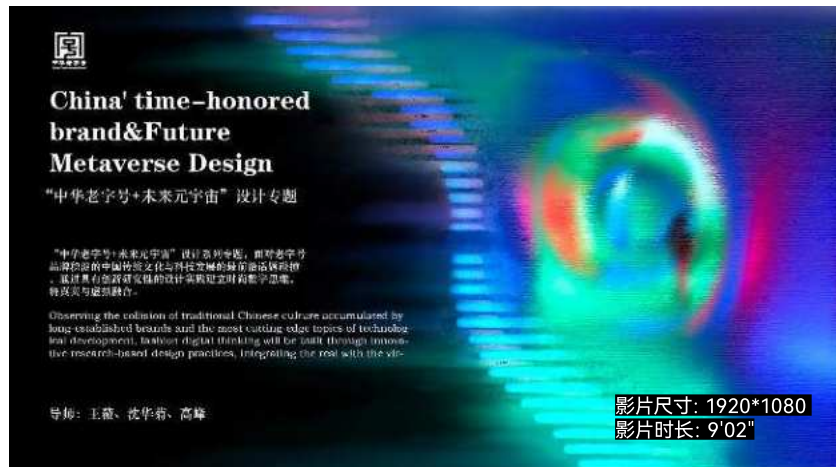
相亲在当今社会中给人的印象一般都是充满贬义的，是因为传统相亲往往强迫挂钩，我们认为这种传统的相亲方式过于偏激，所以我们想做一款隐藏面貌与声音的新式相亲角。隐藏面貌只为找到更走心的灵魂伴侣，以交友为最终目的，让每个人在这里的交友更加自由自在、无拘无束。

以中国传统相亲节日：元宵节、龙头节、上巳节、同年大会这四个时令的更迭将相亲大会的场景串联起来，在此环节两人交换了信物之后才会产生更进一步的互动，我们将中式这种两人之间“山有木兮木有枝，心悦君兮君不知”的情意绵绵通过一件信物这种实物化表现出来。

## 四、“元”起西厢记

在元曲作家王实甫的《西厢记》中，主角张生，变幻成一颗山石，当他以为自己在寻找崔莺莺时，却不知道自己已误入了平行时空，在这里他完成了《西厢记》的第一次“元”剧本叙事。

在这个元宇宙中的剧本，多种时空的元素和角色都随机出现在了一张画卷中，人物也不再是遵守了中国戏曲中既定程序的生旦净丑角色，而是随机剧本的任何角色；画面所描绘的那般随机生成的美感，也正如真实世界中的人们永远都无法预测自己未来剧本的不确定感。



## China' time-honored brand&Future Metaverse Design

“中华老字号+未来元宇宙”设计专题

“中华老字号+未来元宇宙”设计系列专题，面对老字号品牌积淀的中国传统文化与科技发展的最前沿话题碰撞，通过具有创新研究性的设计实践建立时尚数字思维，将真实与虚拟融合。

Observing the collision of traditional Chinese culture accumulated by long-established brands and the most cutting-edge topics of technological development, fashion digital thinking will be built through innovative research-based design practices, integrating the real with the virtual.

导师：王薇、沈华菊、高峰

影片尺寸：1920\*1080  
影片时长：9'02"

# China' time-honored brand&Future Metaverse Design Project

China' time-honored brand&Future Metaverse Design Project, By thinking about the dialogue between Chinese traditional cultural value accumulated by time-honored brands and the most cutting-edge topic of scientific and Technological Development.

1.The four elephants are the Azure Loong, the White Tiger, the Vermilion Bird and the Xuanwu. The five elements are gold, wood, water, fire and earth. The series of virtual accessories is based on the concept of the Eastern Auspicious Animals, taking the Four emblematic Symbols, four colors and five elements of Chinese totem worship and astrological culture as design elements in a meta-cosmic environment to create a connection with the Auspicious Animals. In this day of rapidly developing digital platforms, the virtual accessories are used as a way to dialogue about digital technology and the future. The space in the four corners of the silk scarf are derive from the four directions, and the God of earth interacts with the player by ruling the four directions. We revel in the mythology of the ancient Eastern stars and reawaken the ancient soul through accessory redesign and interactive games.

2.introduce the "concept of virtual light effect accessory design" in the metaverse, and express our accessory works through the transformation of light effects. The surrounding light effect forms a special accessory that is untouchable in real life. This work will shuttle between virtual and reality, through the scanning of physical objects to locate our virtual accessories works on people, completing the interaction between the metaverse and reality.

3.Blind date in today's society is generally full of derogatory impression, because the traditional blind date is often associated with marriage, forced, we think this traditional blind date way is too extreme, so we want to make a new blind date corner to hide the face and voice. Hide face only to find more soul mate, to make friends as the ultimate goal, let everyone here to make friends more free and unfettered.

Traditional Chinese dating festival: Lantern Festival, Dragon Heads- rising Day, Shangsi festival,General assembly of the same year of the four seasonal change will matchmaking event scene together, in this link after two people swap tokens to generate further interaction, we show this Chinese style love of "The mountain has trees and branches, and the heart pleases you. You don't know" between the two through a token of the physical change.

4.In YuanQu writer Wang Shifu's Romance of the West Chamber, the protagonist Zhang Sheng changed into a mountain stone. When he thought he was looking for Cui Yingying, he did not know that he had strayed into parallel spacetimes. Here he completed the first "Metaverse" script narrative of Romance of the West Chamber.

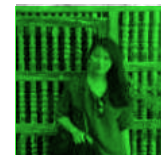
In this script of the Metauniverse,a variety of space-time elements and characters randomly appear in a picture scroll, and the characters are no longer maleroles, femaleroles, painted-face and comic roles who follow the established procedures in Chinese opera, but any characters in the random script.The randomly generated beauty depicted in the picture is just as people in the real world can never predict the uncertainty of their future script.

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高峰  
Gao Feng

北京服装学院副教授。中央美术学院艺术学硕士、博士学位。清华大学美术学院博士后。王薇的艺术与设计作品涉及绘画、装置、数字影像、时尚设计等范畴，致力于传统文化研究、传统手工艺研究，以及传统文化的现代化转换和艺术表达等范畴。参加国内外展览数十次，作品多次获奖并被各大收藏机构收藏。发表学术论文及著作于核心期刊、学术期刊、CSSCI刊物及国外刊物。

Dr. Wei Wang received his Ph.D. degree in Central Academy of Fine Arts in 2015. She was a post-doctoral research fellow at Tsinghua University, from 2015 to 2018. She joins BIFT as Assistant Professor since 2018,leader of Design theory research center of BIFT, Deputy director of Design Innovation Committee of China Arts and Crafts Association. Hers research interesting is traditional culture, traditional crafts and art,modern artistic expression of traditional. Participated in dozens of exhibitions at home and abroad, won awards and be collections. She published her thesis and academic works at home and abroad.

北京服装学院副教授，硕士生导师，策展人。中国传统工艺振兴计划协同创新中心负责人。长期致力于非物质文化遗产、中华老字号及设计创新方面的研究，参与策划及组织国家级非遗相关展览及大型活动几十场、出版学术著作多部。

Associate professor, master tutor at BIFT, curator, leader of Collaborative Innovation Center of Chinese Traditional Craft Revitalization Plan. She has been devoted to the research of intangible cultural heritage, China Time-honored Brand and design innovation for a long time. She has participated in planning and organizing dozens of exhibitions and large-scale activities related to national intangible cultural heritage and published many academic works.

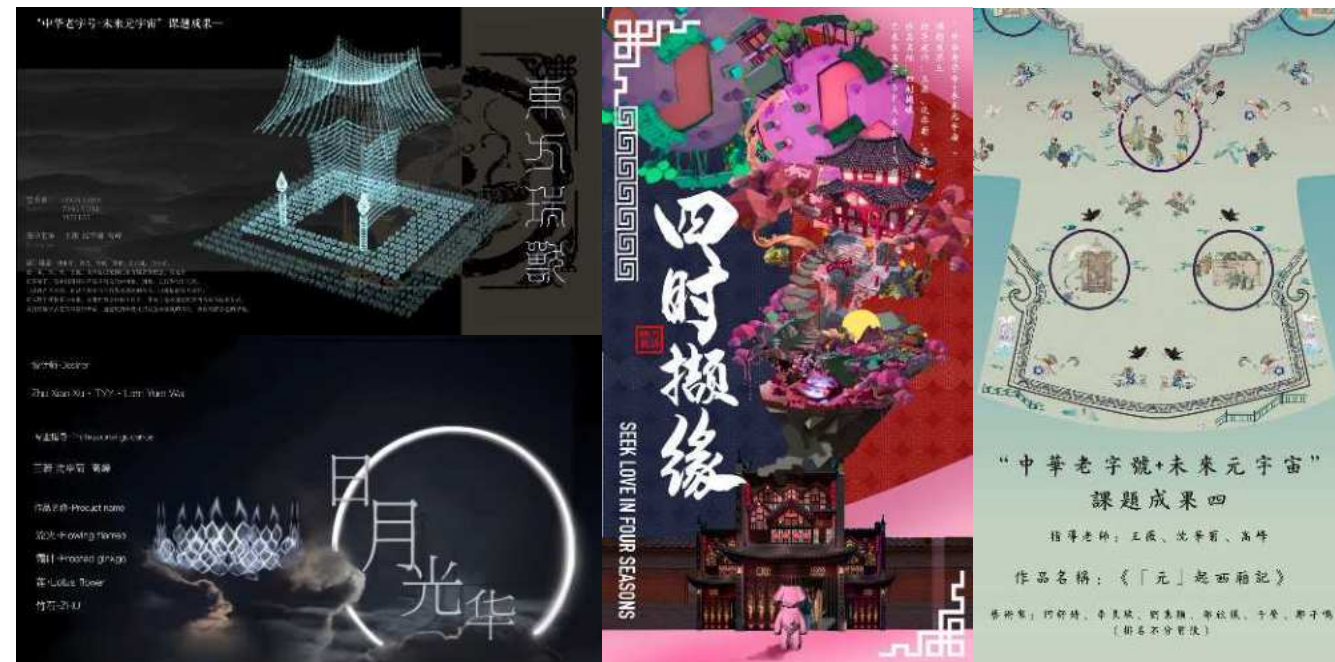
2007年获得英国伦敦大学学院 (University College London) 计算机科学学士学位，本科毕业设计工作是人工智能领域计算机人脸识别识别技术。2018年获得北京大学计算机科学博士学位，主要以人工智能前沿技术研究探索计算机科学与绘画艺术交叉领域。清华大学未来实验室博士后。现为北京大学艺术学院助理教授、研究员。主要研究领域为科技与艺术交叉学科，探索人类未来生活中人工智能技术在元宇宙、教育、艺术、健康等领域的应用。多篇论文发表于国际顶级多媒体会议 ACM Multimedia、IEEE 会刊、国内核心期刊《计算机学报》等，相关研究成果已成功应用于中国美术家协会、雅昌集团等单位。

Dr. Feng Gao received his B.S. degree in Computer Science from University College London in 2007, and Ph.D. degree in Computer Science from Peking University in 2018. He was a post-doctoral research fellow at the Future Laboratory,Tsinghua University, from 2018 to 2020. He joins Peking University as Assistant Professor since 2020. His research interesting is working on the intersection of computer science and Art, including but not limit on artificial intelligence and painting art, deep learning and painting robot, etc.

## 参与学生如下：

沈伊琳、李婷钰、胡玥、朱晓旭、唐玥扬、蓝月华、何芊怡、于超、何舒婧、李良斌、刘惠颖、邵欣仪、于莹、郑子鸣

Shen Yilin, Li Tingyu, Hu Yue、Zhu Xiaoxu、Tang Yueyang、Lan Yuehwa、He Qianyi, Yu Chao、He Shujing、Li Liangbin、Liu Huiying、Shao Xinyi、Yu Ying、Zheng Ziming





影片尺寸: 1920\*1080  
影片时长: 2'05"

## 虚拟时尚秀

虚拟时尚秀项目是基于拓展现实技术，通过感光追踪系统及图形引擎的实时渲染，影片中模特表演者通过追踪系统实时融入虚拟的场景中进行渲染，实现时尚动态秀中虚拟与现实的融合，展现了多场景的实时切换，服饰及光影色彩的实时变化。这种虚拟时尚秀的尝试带来线上线下双融合的沉浸式创新体验。

本项目通过 XR 虚拟技术的系统化研发及应用，采用软件平台进行线上视效预演、线下秀场实时同步渲染与沉浸感搭建，带来数字互动的沉浸观感。在未来，本项目将持续真实模特与数字虚拟模特的秀场同步互动、真实模特与数字服饰模块的变化更换、同步转化动态秀中服饰产品的数字资产副本，营造数字时尚的多元化可持续发展。

## Fashion Show In Extended Reality

The Fashion Show In Extended Reality project is based on the Extended Reality technology, through the real-time rendering of the photosensitive tracking system and the graphics engine. Real-time switching of multiple scenes, real-time changes of clothing and light and shadow colors. This virtual fashion show attempts to bring an immersive and innovative experience of online and offline integration.

Through the systematic research and development and application of XR virtual technology, this project uses a software platform for online visual effects preview, offline show real-time synchronous rendering and immersive construction, bringing an immersive scene and feel of digital interaction. In the future, this project will continue the synchronous interaction between real models and digital virtual models, the change and replacement of real models and digital clothing modules, and the simultaneous transformation of digital assets of clothing products in dynamic shows, so as to create a diversified and sustainable development of digital fashion.



### 艺术家信息:



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清华大学美术学院在读博士生，清华大学与米兰理工大学联合培养双硕士。北京服装学院服饰艺术与工程学院助理教授。设计作品曾获红点设计奖、中意青年未来时尚设计大赛奖、未来契约青年社会设计大赛金奖等。致力于可持续时尚设计、智能可穿戴服饰设计等方向的研究。

A doctoral student at the Academy of Fine Arts of Tsinghua University, a double master's degree of Tsinghua University and Politecnico di Milano. Assistant Professor of Fashion Accessory Art and Engineering College, Beijing Institute of Fashion Technology. The design works have won the Red Dot Design Award, the China-Italy Youth Future Fashion Design Competition Award, and the Gold Award of the COUNTRY GARDEN Young SDGs Social Design Award. Her research focuses on sustainable fashion design, smart wearable fashion design, etc.



# 10 以《牡丹亭》中女性生命意识表达为背景的虚拟可穿戴时尚拟态研究

数字和虚拟技术对传统文化的孪生再现方式产生了不同程度的影响和改变。本作品以《牡丹亭》故事内容研究为文化背景，结合虚拟饰品、虚拟场景、网页UI设计对虚拟时尚产业链从设计、实现到消费端进行探索式整合。

作品以明代昆曲《牡丹亭》为文化基础，将《牡丹亭》划分为“现实、梦境、冥界”三个维度场域，以其中植物的意象为线索，通过虚拟可穿戴产品展现心境在梦与现实交融的生命存在状态，构建出其中虚拟的景象及女性生命意识。《牡丹亭》中的女性人物“杜丽娘”勇敢的对残酷现实反抗，追求自由与个性的解放，这种精神于当代女性群体中同样存在。作品将明代戏剧中的虚构故事作为拟态研究对象，借由形式想象和物质想象相互配合，达到传统文化和数字虚拟的孪生关系的转化，并营造出从传统文化到当代社会的时空跨越。

## Research on virtual wearable fashion mimicry in the context of female life consciousness expression in Peony Pavilion

Digital and virtual technologies have had different impacts and changes on the twin representation of traditional culture. This work takes the research on the story content of Peony Pavilion as the cultural background, and combines virtual jewelry, virtual scenes, and web UI design to explore the integration of virtual fashion industry chain from design, implementation to consumer.

Based on the Kunqu opera "Peony Pavilion" of the Ming Dynasty, the work divides the "Peony Pavilion" into three dimensional fields of "reality, dream, and the nether world". With the plant image as the clue, the virtual wearable products are used to show the state of life in which the state of mind blends in dream and reality, and build the virtual scene and female life consciousness. The female character "Du Liniang" in the Peony Pavilion bravely resists the cruel reality and pursues the liberation of freedom and individuality. This spirit also exists in contemporary female groups. The work takes the fictional story in the Ming Dynasty drama as the object of mimicry research, and through the mutual coordination of formal imagination and material imagination, it achieves the transformation of Luansheng relationship between traditional culture and digital virtualization, and creates a time-space leap from traditional culture to contemporary society.

影片尺寸: 1920\*1080  
影片时长: 2'00"



### 艺术家信息:



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北京服装学院服装设计与工程学院虚拟时尚设计方向。设计作品曾获 2022 年设计马拉松金奖、2022 年第一届 Artverse Designathon 获奖、2022 年 GALAXY NEXT 可持续时尚元宇宙创作大赛 奖项、2022 年“Kaleidoverse 万千灵境”元宇宙作品设计大赛获奖。专注于符合时代特质的当代服饰及虚拟服饰艺术的研究与创作，数字服饰和可持续设计。

The virtual fashion design direction of Beijing Institute of Fashion Design and Engineering. The design works won the gold medal of 2022 Design Marathon, the first Artverse Designathon in 2022, the Galaxy NEXT Sustainable Fashion Metacosmic Creation Competition in 2022, and the Metacosmic Design Competition of "Kaleidover Wonderland" in 2022. Focusing on the research and creation of contemporary clothing and virtual clothing art, digital clothing and sustainable design that conform to the characteristics of the times.

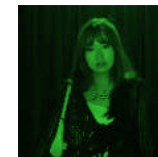
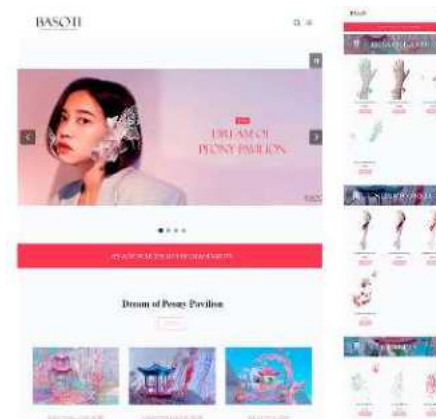


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Wang Han

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中央美术学院设计学院首饰艺术研究方向研究生，本科毕业于中央美术学院设计学院。作品曾参加荷兰 GALERIE MARZEE、北京国际设计周等国内外展览，以及入围第十三届全国美术作品展。专注于符合时代特质的当代首饰及虚拟首饰艺术的研究与创作，中国传统首饰的创新设计研究。

She is a postgraduate student in the jewelry art research direction of the School of Design, Central Academy of Fine Arts. Graduated from the School of Design, Central Academy of Fine Arts. Her works have participated in domestic and foreign exhibitions such as GALERIE MARZEE in the Netherlands and Beijing International Design Week, and were shortlisted for the 13th National Art Exhibition. Focus on the research and creation of contemporary jewelry and virtual jewelry art in line with the characteristics of the times, and the innovative design of Chinese traditional jewelry.



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Chen Shuyan

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北京服装学院视觉传达设计研一学生，本科毕业于西安美术学院数字媒体艺术专业。2021 中国好创意暨全国数字艺术设计大赛交互内容组 IP 形象组入选奖、2021 腾讯互娱王者荣耀高校共创风物志“项目优秀作者，2022 设计马拉松竞赛金奖团队成员。

She received her master's degree in visual communication design from Beijing Fashion Institute of Technology and her bachelor's degree in digital media art from Xi'an Academy of Fine Arts. 2021 China Good Ideas and National Digital Art Design Competition Interactive Content Group and IP Image Group Selection Award, 2021 Tencent Hootsuite King of Glory Collegiate Co-creation "Style and Creativity" Project Outstanding Author, 2022 Design Marathon Competition Gold Award team member.



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現就讀台灣中原大學商設系碩士班，大學主修產品設計，擁有產品設計、網頁設計、展覽策畫、微電影製作及開設香氣蠟燭體驗課程等經驗。

Currently studying a Master of Commercial Design program at Chung Yuan University, Taiwan. University majoring in product design. Experience in product design, web design, exhibition planning, micro-film production and setting up scented candle experience courses.



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毕业于天津理工大学，现研究生就读于北京服装学院艺术设计学院设计学专业视觉传达方向，主要以字体设计研究为主，基本可以掌握平面类各项软件应用技能。基于大学专业所学知识，对于生态环境保护及生物多样性、环境可持续发展等相关环境资源学科理论知识有较高的掌握能力，曾对于乡村可持续发展和森林湿地碳汇两方面进行过深入的调查研究。

Graduated from Tianjin University of Science and Technology, and now is a postgraduate studying in Beijing Institute of Fashion Design, majoring in visual communication, it mainly focuses on font design research, and can basically master various software application skills of plane type. Based on the professional knowledge of the university, he has a high grasp of the theoretical knowledge of environmental resources related to ecological environment protection and biodiversity, environmental sustainable development, and has conducted in-depth research on rural sustainable development and forest wetland carbon sink.



吴黎微  
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天津工业大学视觉传达设计专业大二在读。

Sophomore student majoring in Visual Communication Design at Tiangong University.

# 10101010

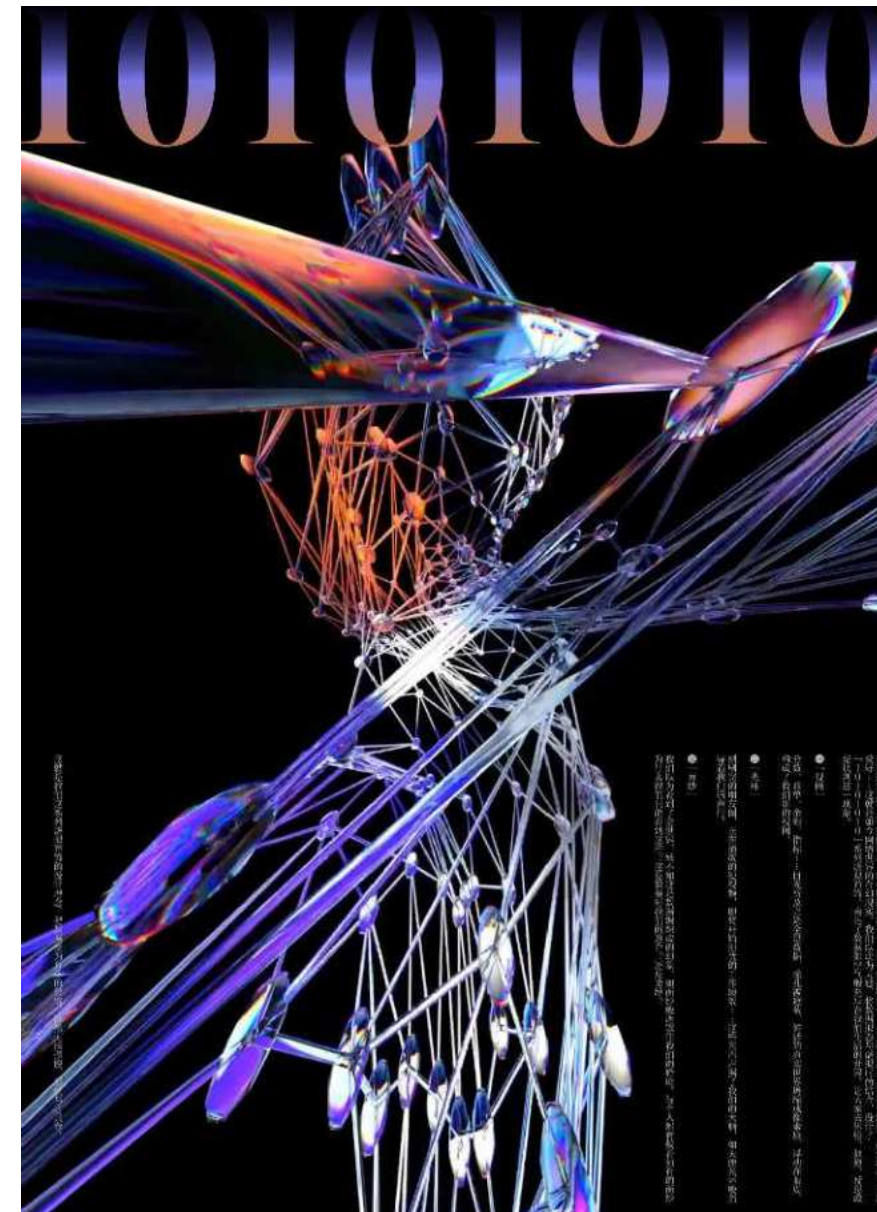
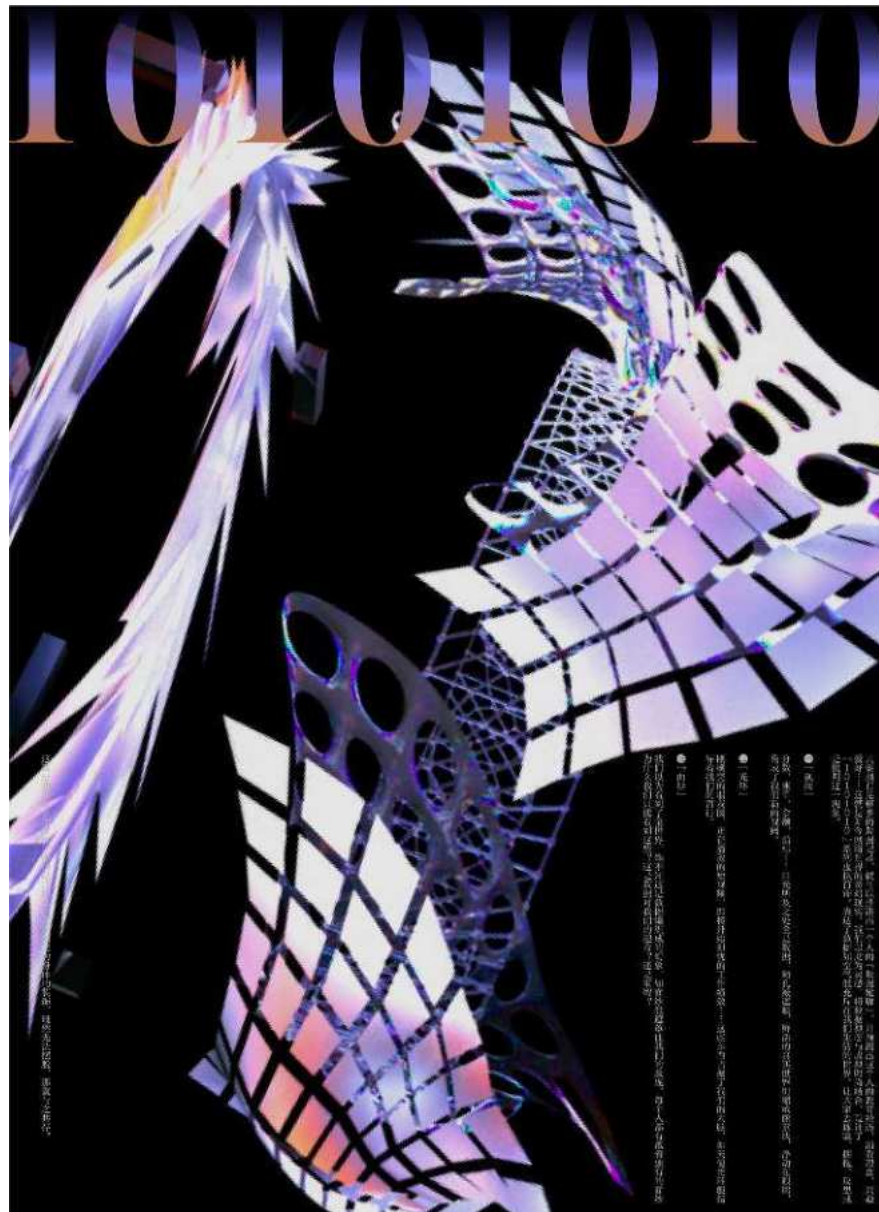
只要拥有足够多的数据记录，就可以拼凑出一个人的“数据轮廓”，并预测出这个人的教育经历，消费理念，兴趣爱好.....这就是如今网络世界的奇幻现实。我们以此为灵感，将数据拟态与虚拟时尚结合，设计了“10101010”系列虚拟首饰。表达了数据如空气般充斥在我们生活的世界。让大家去体验、拥抱、反思或是批判这一现象。

后疫情时代下，只要拥有足够多的数据记录，就可以拼接出一个人的“数据轮廓”。“数据轮廓”虚拟首饰系列表达我们每个人对于网络数据的不可分割性，探索大众与虚拟世界相互侵入的可能。设计理念孵化于后疫情时代下对虚拟时尚网络的思考，以虚拟时尚为主基调，根植于人类自我拟态和精神哲学，浩瀚宇宙 无界无形。希望用数字虚拟技术表达虚拟网络下的人类数据拟态形态，以奇幻的虚拟首饰设计，探索大众与虚拟世界交互 侵入的可能、虚拟世界与人类之间关系的思考。

# 10101010

With enough data records, it is possible to piece together a 'data profile' of a person and predict their educational history, consumer philosophy and interests. .... This is the fantasy reality of today's online world. This is the fantasy reality of today's online world. With this in mind, we have combined data mimicry with virtual fashion to create the "10101010" series of virtual jewellery. It expresses the world where data is like air in our lives. It allows everyone to experience, embrace, reflect on or critique this phenomenon.

In the post-epidemic era, it is possible to piece together a "data profile" of a person with a sufficient number of data records. The "Data Profile" virtual jewellery collection expresses the inseparability of each of us in relation to online data and explores the possibilities of the public and the virtual world to invade each other. The design concept is incubated in the post-epidemic era of thinking about virtual fashion networks, with virtual fashion as the main tone, rooted in human self-mimetic and spiritual philosophy, the vast universe, boundless and invisible. It is hoped that the digital virtual technology will be used to express the mimetic form of human data under the virtual network, and that the fantasy of virtual jewellery design will explore the possibility of interaction and intrusion between the public and the virtual world, and the relationship between the virtual world and human beings.



影片尺寸: 1920\*1080  
影片时长: 1'30"

## 艺术家信息:



**陈缘圆**  
Chen Yuanyuan



**宋德奥**  
Song Deao



**陈煊轩**  
Chen Xuanxuan



**谢嘉颖**  
Xie Jiaying



**崔颖**  
Cui Ying



**王宁**  
Wang Ning

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这六位艺术家分别来自于北京服装学院、鲁迅美术学院、中国美术学院、四川大学、安徽农业大学、喀什大学。六位艺术家齐心协力共同创作了基于虚拟时尚设计下的自我拟态设计研究的课题设计。

The six artists are from Beijing Institute of Fashion, Lu Xun Academy of Fine Arts, China Academy of Art, Sichuan University, Anhui Agricultural University and Kashgar University. The six artists have worked together to create a project based on the study of self-mimetic design under virtual fashion design.

## 参展人员

### 联合策展人:

常炜、车飞、丁肇辰、郝杰

### 参展人:

宋懿、杜尽知、刘畅、程之璐、李权、宁兵、陈怡冰、王子豪、喻彪云、陈琪、苏敬桐、周颖、谢超青、郝杰、邬雨婷、寇薇佳、高文乾、魏勤文、王涛、王薇、沈华菊、高峰、沈伊琳、李婷钰、胡玥、朱晓旭、唐玥扬、蓝月华、何芊怡、于超、何舒婧、李良斌、刘惠颖、邵欣仪、于莹、郑子鸣、贺爽、杨甜、陈姝言、刘晓辰、胡玉諲、王涵、吴黎微、陈缘圆、宋德奥、陈煊轩、谢嘉颖、崔颖、王宁

## Exhibitors of BIFT Exhibition Zone

### Curators:

Chang Wei, Che Fei, Ting Chawchen, Hao Jie

### Exhibitors:

Song Yi, Du Dizhi, Liu Chang, Cheng Zhilu, Bothli, Ning Bing, Chen Yibing, Wang Zihao, Yu Biaoyun, Chen Qi, Su Jingtong, Zhou Ying, Xie Chaoqing, Hao Jie, Wu Yuting, Kou Weijia, Gao Wenqian, Wei Qinwen, Wang Tao, Wang Wei, Shen Huaju, Gao Feng, Shen Yilin, Li Tingyu, Hu Yue, Zhu Xiaoxu, Tang Yueyang, Lan Yuehua, He Qianyi, Yu Chao, He Shujing, Li Liangbin, Liu Huiying, Shao Xinyi, Yu Ying, Zheng Ziming, He Shuang, Yang Tian, Chen Shuyin, Liu Xiaochen, Hu Yuwang, Wang Han, Wu Liwei, Chen Yuanyuan, Song Deao, Chen Xuanxuan, Xie Jiaying, Cui Ying, Wang Ning

## 第一届元宇宙艺术年度展组织方

### 发起人:

陆蓉之、虚拟歌手聆秋、艺术家刘嘉颖

### 组委会:

Angelo Maggi, 费俊、薛雷、糖果猫猫、陈序

### 总策展人:

Angelo Maggi, 傅森

### 技术整策师:

莊正琪

### 展览主持:

Angelo Maggi, 陆蓉之

## The Organizers of First Annual Metaverse Art Exhibition

### Founder:

Victoria LU, Autumn, CryptoZR

### Organizing Committee:

Angelo Maggi, FeiJun, Xue Lei, Popil, Chen Xu

### Chief Curator:

Angelo Maggi, Fu Sen

### Technical Curator:

Rick Juang

### Exhibition Host:

Angelo Maggi, Victoria LU

## 媒体

新视线 Wonderland  
MadameFigaro 中文版  
Cosmopolitan 时尚  
Wallpaper 卷宗  
雅昌艺术网  
凤凰艺术  
芭莎艺术  
新闻晨报  
网易  
新浪财经  
中国新闻头条  
金色财经  
链得得  
巴比特

## Media

Wonderland  
MadameFigaro  
Cosmopolitan  
Wallpaper  
雅昌艺术网  
凤凰艺术  
芭莎艺术  
新闻晨报  
网易  
新浪财经  
中国新闻头条  
金色财经  
链得得  
巴比特

## 第一届元宇宙艺术年度展 @ 威尼斯 The 1st Annual METAVERSE Art@VENICE





