



曹 澍
CAO SHU

2021

曹澍

曹澍 1987 年出生，毕业于中国美术学院新媒体艺术专业，现生活工作于杭州。他所运用的媒介包括且不限于数字模拟影像装置、空间环绕式配乐以及互动游戏装置等，他通过对日常经验的跨媒介转化和数字空间搭建来构造出潜在的关联，称自己的工作类似于一种在迷宫中不断迷失并寻找线索的侦探行为。曾于浙江美术馆，上海科技大学展览厅，日本横滨太平庄等地举办个展和个人项目。曹澍近年分别作为瑞士巴塞尔 Atelier Mondial（2017），日本横滨黄金町艺术节（2019），德国 Muffatwerk 文化艺术中心（2020）驻地艺术家。曾获 2021PHOTOFAIRS|Shanghai 曝光奖、上海短片电影周新叙事奖、北京国际短片联展杰出艺术探索奖等。近期作品展出于 UCCA 沙丘美术馆，亚洲协会香港中心，北京民生美术馆，OCAT 深圳馆，汉堡法尔肯贝格大厅等。除此之外，曹澍的作品也在世界各地的影展主竞赛单元展出，包括莱比锡纪录片与动画电影节，米兰电影节，昂西国际动画节，渥太华国际动画节，汉诺威国际短片节等。作品收藏于澳大利亚白兔美术馆、以色列尧山当代艺术基金会、浙江美术馆等。

CAO Shu

CAO Shu mainly works in new media art in Hangzhou. More recently, Cao Shu works with personal and historical memory as a work interface, continue to carry out a variety of media interaction practice. In recent years, Cao Shu has been residency artist for atelier Mondial in Basel, Switzerland(2017), Koganecho Bazaar Art Festival, Yokohama (2019), and Muffatwerk the venue for international art and culture in Munich (2020). His works have won such awards as Exposure Award 2021 of PHOTOFAIRS Shanghai, the New Narrative Award from the Long Week of Short Films, and the Beijing International Short Film Festival Award for Outstanding Artistic Achievement. Recent exhibitions include Cao Shu Solo Exhibition-The Ocean of Solaris (Zhejiang Museum, Hangzhou, China, 2019); Cao Shu Solo Exhibition-Flux(ShanghaiTech University, Shanghai, China);Solo Programme-Monster outside the windows(Koganecho, Yokohama, Japan,2019);Solo Programme- "Before and After the Future" CAO Shu and Yournal(SalonMondial,basel,Switzerland,2017);Cao Shu Solo Exhibition-Nameless(Opencast Space, Hangzhou, China,2015); Space Oddity (UCCA Dune, Qinhuangdao, China,2021);"The Exhibition of Annual of Contemporary Art of China" (Beijing Minsheng Art Museum, Beijing, China, 2019); "Fiction Art" (OCT Contemporary Art Terminal, Shenzhen ,China, 2018); "Pity Party" (Sleep Center, NewYork, USA, 2017); Hamburg "China Time" International Art Festival (Die Sammlung Falckenberg Hall, Hamburg, Germany, 2016). Works are collected by the Australian White Rabbit Art Gellary, Israel Blue Mountain Contemporary Art Foundation, Zhejiang Art Museum, etc.

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群展

2021 年

ArtCentral 亚洲协会香港中心高清世界单元，亚洲协会香港中心，香港，中国
青策计划 -- 平面游击：起来！数字失神者，PSA 上海当代艺术博物馆，上海，中国
新驱力：艺术与科技的碰撞，沈阳 K11 艺术中心，沈阳，中国
平板向度：从纸面到虚拟的视觉艺术，浙江美术馆，杭州，中国
太空奇谈，UCCA 沙丘美术馆，秦皇岛，中国

2020 年

塞浦路斯国际动画节，萨拉米乌，塞浦路斯
“CUT 关键帧”中国动画艺术邀请展，武汉 K11 艺术中心，武汉，中国
杭州“最设计”，白马湖国际会展中心，杭州，中国
一天世界项目，PSA 上海当代艺术博物馆，线上
花鸟岛国际艺术节，花鸟岛，舟山，中国
重回现实，马丁戈雅生意，杭州，中国

2019

PPPP 和朋友们，纤维空间，北京，中国
原格破裂 - 动画的互媒综览，亚洲协会香港中心，中环，香港
BAZAAR 国际艺术节，黄金町，横浜，日本
2018 当代艺术年鉴展，北京民生现代美术馆，北京，中国
虚拟风景，PPPP 空间，北京，中国
第 21 届开罗国际动画论坛，开罗，埃及
灯塔国际公益影像节，中央美术学院美术馆，北京，中国
德国莱比锡“拆”电影节，莱比锡，德国
第 25 届意大利维罗纳德尔拉·莱西尼亚电影节，维罗纳，意大利

2018 年

第四届深圳独立动画双年展，OCAT 深圳馆，深圳，中国
交叉域 -- 中日当代艺术新锐展，金鸡湖美术馆，苏州，中国
蛻茧新生：国际动态视觉创意艺术展，红立方美术馆，深圳，中国
引力场 FLASH 闪电展，PSA 外公共艺术项目，上海，中国
“复制时代的不可复制因素”中国 - 加拿大实验动画联展，铜牛电影产业园，北京，中国
第 61 届莱比锡纪录片与动画电影节，莱比锡，德国
片面寓言？，多余美术馆，上海，中国
第 23 届米兰国际电影节，利塔宫，米兰，意大利
圣彼得堡国际电影节，圣彼得堡，俄罗斯
后南宋王朝，金杜艺术中心，北京，中国
Artecinema 当代艺术影像节，那不勒斯，意大利
小说 - 艺术，OCAT 深圳馆，深圳，中国
2018 昂西国际动画节，昂西，法国
香格纳影像室放映第一回，香格纳画廊，上海、北京，中国
Pity Party，Sleep Center，纽约，美国
虫洞计划 | 南京首届当代动画艺术文献展，中国当代动画艺术资料馆，南京，中国
蓝梦实验动画放映，要空间，上海，中国
纽伦堡蓝梦动画展，纽伦堡，德国
2018 全球 TED 论坛中场放映，温哥华会展中心，温哥华，加拿大
“不在服务区”——AMNUA 策展研究计划第一回：“策展身份”，南京艺术学院美术馆，中国
在场 -- 以新媒体艺术的名义，中国美术学院美术馆，杭州，中国

2017 年

默视映场：首届苏州国际艺术短片周，寒山美术馆，苏州，中国
未来开始和结束之后 - 曹澍、约拿开放工作室，国际沙龙展览厅，巴塞尔，瑞士
瑞士巴塞尔 Atelier Mondial 国际驻地联展，国际沙龙展览厅，巴塞尔，瑞士
EXIM 澳门艺术博物馆 - 两岸四地实验动画活动，澳门艺术博物馆，澳门，中国
丽水国际摄影节，丽水摄影博物馆，丽水，中国
北京国际短片联展，尤伦斯当代艺术中心，北京，中国
第十五届亚太地区国家国际电影节，符拉迪沃斯托克，俄罗斯
日本新千岁空港动画电影节，新千岁机场剧院，北海道，日本
韩国独立动画节 2017，韩国首尔 COEX 会展中心，首尔，韩国
“非常西湖”首届影像西湖艺术现场，中国美术学院美术馆，杭州，中国
第 39 届克拉蒙费朗国际短片电影节，克拉蒙费朗，法国

2016 年

集美阿尔勒国际摄影节，C 艺术平台，厦门，中国
汉堡 China Time 国际艺术节，法尔肯贝格大厅，汉堡，德国
动漫美学双年展，上海当代艺术馆，上海，中国
“诗影重重”当代艺术邀请展，狮城风景街区，千岛湖，杭州
“像素公园”当代影像展，静安雕塑公园，上海
“常青藤计划”当代艺术展 2016，天津美术馆，天津
惠斯勒电影节 2016，加拿大
曼彻斯特动画节，曼彻斯特，英国
渥太华国际动画节 2016，渥太华，加拿大
33 届卡塞尔纪录片电影节，Weinkirche 地下酒窖，卡塞尔，德国
布鲁塞尔国际动画影展，布鲁塞尔，比利时
台中国国际动画影展 2016，台中，台湾
法国序列影像节，图卢兹，法国
法国昂西国际动画节，昂西，法国
第 13 届维也纳独立影像节，维也纳，奥地利
第 33 届釜山国际短片节，釜山，韩国
荷兰国际动画节 2016，Louis Hartlooper Complex，乌德勒支，荷兰
Mo&Frieze 儿童国际短片节，汉堡，德国
“留下论剑”当代艺术展，清影当代艺术空间，杭州

2015 年

汉诺威国际短片节，汉诺威剧院，汉诺威，德国
加纳利国际短片节，加纳利剧院，加纳利群岛，西班牙
“神话”当代艺术展，白盒子艺术馆，北京，中国
柏林国际短片节，柏林巴比伦剧院，柏林，德国
日内瓦国际动画节，日内瓦剧院，日内瓦，瑞士
第十二届中国独立影像展，南京，中国
第十二届北京独立影像展，北京，中国
阿尼巴国际动画节，普里什蒂纳，科索沃
康克托国际短片节，皮亚琴察，意大利
国际实验短片电影节，圣彼得堡，俄罗斯
首届国际短片电影周，上海民生美术馆，上海，中国
二十分钟国际短片电影节，英戈施塔特，慕尼黑，德国
新娘甚至被光棍们剥光了衣裳，北平画廊，北京，中国
素描三·再造的艺术，南京艺术学院美术馆，南京，中国
解构审美形式及它们的对立面，应空间，北京，中国
2015 荷兰国际动画电影节，Louis Hartlooper Complex，乌德勒支，荷兰

Group Exhibitions and Film Festivals:

2021

Artcentral Asia Association Hong Kong Center HD world unit, Asia Association Hong Kong Center, Hong Kong, China
Guerrillas in Flatland: Unite! Digital Voyagers, PSA Shanghai Museum of contemporary art, Shanghai, China
New drive: the collision between art and technology, Shenyang K11 Art Center, Shenyang, China
Pad Dimension: Visual Art Form Graph to Virtual, Zhejiang Art Museum, Hangzhou, China
Space Oddity, UCCA Dune, Qinhuangdao, China
Space Oddity, UCCA Dune, Qinhuangdao, China

2020

Cyprus International Animation Festival, salamiu, Cyprus
"Cut keyframe" Chinese Animation Art Invitational Exhibition, Wuhan K11 Art Center, Wuhan, China
Hangzhou "best design", Baimahu International Convention and Exhibition Center, Hangzhou, China
"One day world" vlog, PSA Shanghai Museum of contemporary art, online
Hua Niao Island International Animation Festival, Hua Niao Island, Zhoushan, China
Back to reality, martingoya business, Hangzhou, China

2019

PPPP and Friends, Fiber Space, Beijing, China
Koganecho BAZAAR 2019, Koganecho, Yokohama, Japan
The Exhibition of Annual of Contemporary Art of China, Beijing Minsheng Art Museum, Beijing, China
Virtual Landscape, PPPP, Beijing, China
21st Cairo International Animation Forum, Cairo, Egypt
Lighthouse International Charity Film Festival, Museum of CAFA, Beijing, China
CHAI film festival, Leipzig, Germany
25. Film Festival della Lessinia, Verona, Italy

2018

The 4th Shenzhen Independent Animation Biennale, OCT Contemporary Art Terminal, Shenzhen, Shenzhen, China
"Cross Domain" Sino-Japanese Youth Art Exhibition, Jin Ji Lake Art Museum, Suzhou, China
Metamorphosis-International Dynamic Visual Creative Art Exhibition, Red Cube Museum, Shenzhen, China
Shanghai Flash Exhibition, PSA Public Art Projects, Shanghai, China
China-Canada Experimental Animation Exhibition, Tongniu Movie Industry Park, Beijing, China
Leipzig International Documentary and Animation Festival, Leipzig, Germany
One-sided fable? , Superfluous Art Gallery, Shanghai, China
Post Southern Song Dynasty, KWM Art Center, Beijing, China
23rd Milano Film Festival, Milano, Italy
XXVIII Message to Man International Film Festival, Saint-Petersburg, Russia
Artecinema international festival of contemporary art film, Naples, Italy
Fiction Art, OCT Contemporary Art Terminal, Shenzhen, China
2018 Annecy Animation Film Festival, Annecy, France
Invitation Screen of Shanghartgallery first time, Shanghartgallery, Shanghai and Beijing, China
Pity Party, Sleep Center, New York, America
New millennium airport Animation Festival, New millennium airport Theater, Hokkaido, Japan
39th Clermont-Ferrant International Film Festival, Clermont-Ferrant, France

Wormhole project | Documenta of Contemporary animation art Nanjing, China Contemporary Animation Art Archive, Nanjing, China
Blue Dream, Yell Space, Shanghai, China
Blue Dream Animation Festival, Nuremberg, Germany
TED 2018 Conference Video Screen, Vancouver Convention Centre, Vancouver, Canada
OUT OF SERVICE, Art Museum of Nanjing University of the Arts, China
Presence -Young Artist Exhibition, China Academy of Art Museum, Hangzhou, China

2017

The 1st Suzhou International Short Art Film Week, Han Shan Museum, Suzhou, China
"Before and After the Future" open studio of Cao Shu and Younel, Solon Mondial, Basel, Switzerland
Atelier Mondial Exhibition 2017, Solon Mondial, Basel, Switzerland
EXiM2017 Cross-Straits Experimental Animation Festival, EXiM, Macao, China
Li Shui International Photography Festival, Li Shui Photography Museum, Li Shui, China
Beijing International Short Film Festival, Ullens Center for Contemporary Art (UCCA), Beijing, China
15th International Film Festival of Asian Pacific Countries, Vladivostok, Russia
13th Korea Independent Animation Film Festival, Seoul COEX Convention and Exhibition

2016

33. Kasseler Dokfest, Weinkirche Wine Cellar, Kasseler, Germany
The Poetic Traces in Qiandao Lake Contemporary Art Exhibition, The Lion City Scenery District, Hangzhou, China
Jimei Arles International Photography Festival, C-Art Plat, Xiamen, China
International animation Biennale, Shanghai, China
Hamburg "China Time" International Art Festival, Die Sammlung Falckenberg Hall, Hamburg, Germany
2016 Whistler Film Festival, Whistler, Canada
Competition for Manchester Animation Festival 2016, Manchester, England
Ottawa International Animation Festival 2016, Ottawa, Canada
International Competition of 36th edition of the Brussels Animation Films Festival, Brussels, Belgium
2016 Taichung International Animation Festival, Taiwan
2016 Annecy Animation Festival, Annecy, France
VIS Vienna Independent Shorts Festival, Vienna, Austria
33rd Busan International Short Film Festival (BISFF), Busan, Korea
2016 Holland Animation Film Festival competition shorts HAFF 2016, Louis Hartlooper Complex, Utrecht, Holland
Mo&Frieze KinderKurz Film Festival, Hamburg, Germany
No.1 Duel at Liu Xia Art Exhibition, Hangzhou, China

2015

Tenerife Shorts 2015, Tenerife Theater, Canary Islands, Spain
Hannover film festival, Hannoner Theater, Hannover, Germany
"Mythology" contemporary art exhibition, white box art museum, Beijing, China
31st International Short Film Festival Berlin, Berlin Babylon Theater, Berlin, Germany
"Animatou" International Animation Film Festival, Geneva Theater, Geneva, Switzerland
Anibar Animation Festival, Pristina, Kosovo
Concerto short film festival, Panorama Piacenza, Italy
International experimental short film competition, St. Petersburg, Russia
Long Week of Short Films, Minsheng Art Museum, Shanghai, China
International Short Film Festival 20min|max, Ingolstadt, Munich, Germany
The Bride Stripped Bare by Her Bachelors, Beijing, China
Drawing • Art of Re-Zuo, Nanjing Art Academy Museum, Nanjing, China
Deconstruction Aesthetic Forms and Their Opposites, Beijing, China
2015 Holland Animation Film Festival, Utrecht, Holland

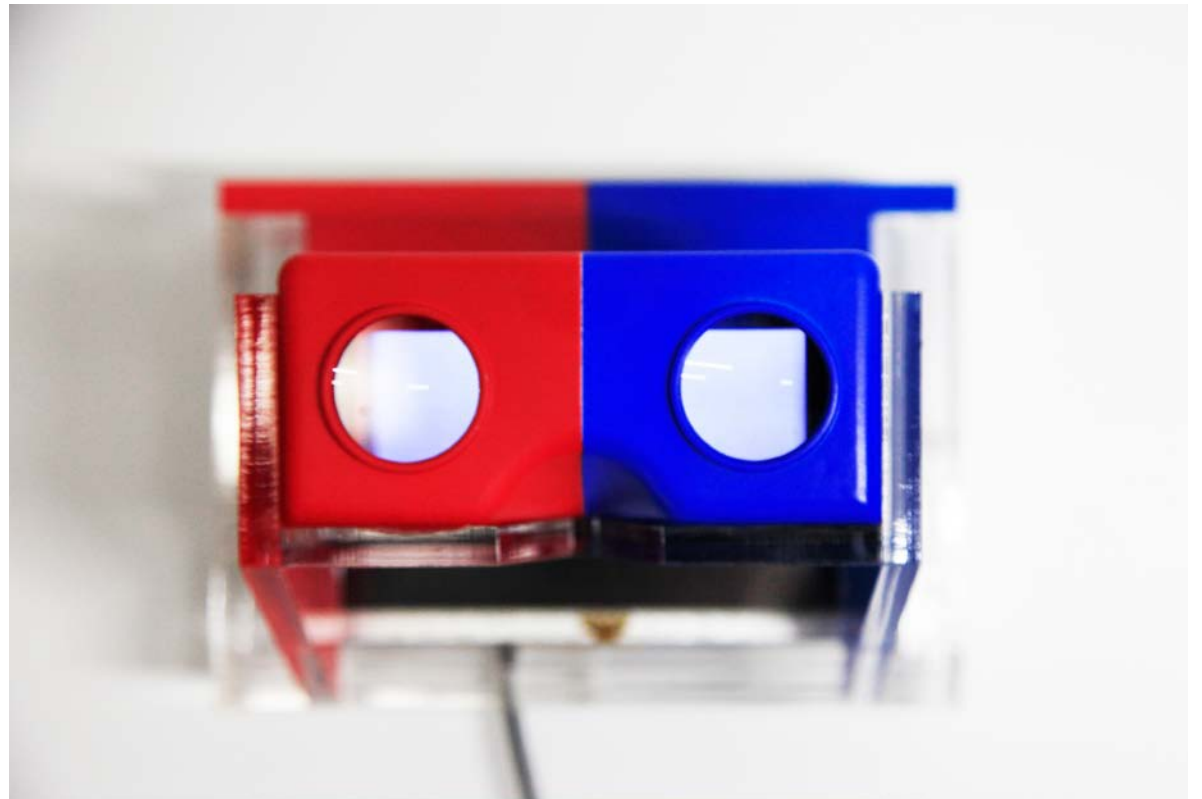
Past and future observer | 过去未来观测器系列

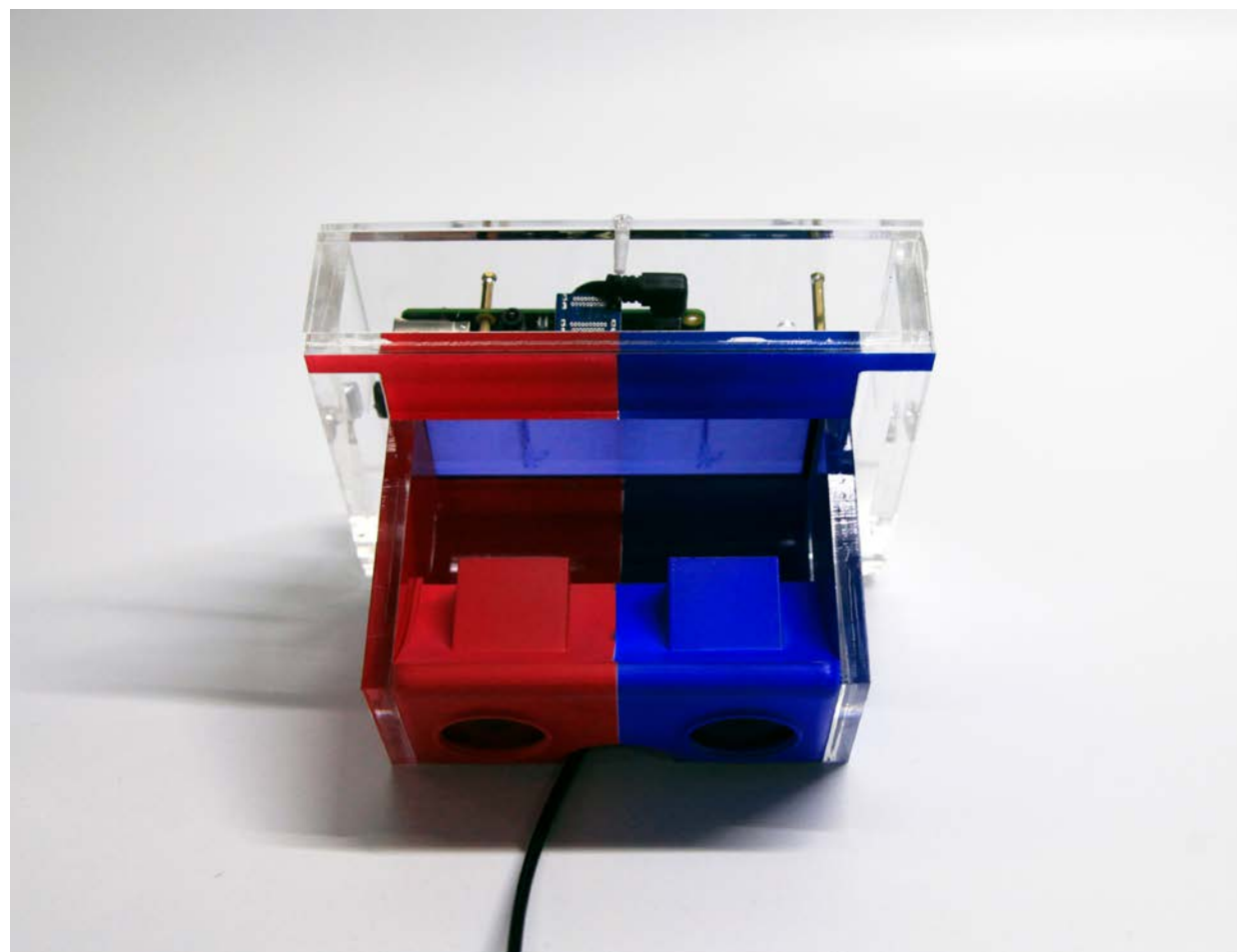
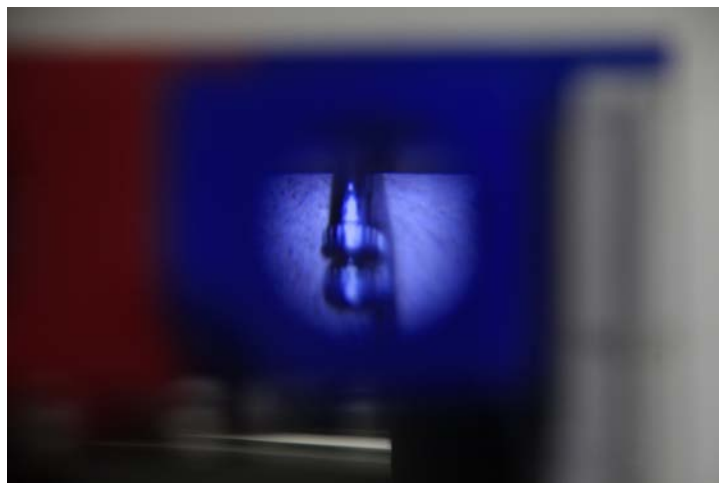
2021

天地杆，模型漆，亚克力，电线，树莓派 3b，电阻屏，特种夹，1+1AP | Metal pole, model paint, acrylic, wire, raspberry pi 3b, screen, special clip, 1+1AP

一个基于通过特制双目摄像机模仿人眼间距进行拍摄的装置，可以同时看到过去和未来，当观众闭上右眼将会看到过去，当观众闭上左眼将会看到未来，同时睁开双眼，将会看到在视觉上呈现出立体的现在。作品基于作者独立研发的立体视觉观测装置和虚构小说来呈现。

A device that can see the past and the future at the same time. When the audience close the right eye, the past will be seen. When the audience close the left eye, the future will be seen. When open both two eyes, they will see the three-dimensional present.





Infinity and Infinity Plus One| 无限和无限加一

2020

Installation, 8 Channel 3D Rendered image combined with 4K real image|13 minutes
12 seconds| 8 editions+1AP | 装置, 8 通道 3D 渲染影像与 4K 实拍影像结合 |13 分 12 秒

公海上，一个无限房间的招待所住满了客人，这时又来了一个住客，他应该怎样住下呢？这是一个仿照海边寓言结构的故事，由一个思考哲学和数学问题的官员来讲述。真实时间和超现实的时间叠加在一起。它建成 30 年后的今天，这个招待所在一片废墟中静候拆迁，而原地将建起一座新的会所，等待着中国经济内循环的旅游大潮。3D 影片的旁白也是由当地方言口述。

The author imitates the structure of the local seaside fable, aiming at the space of a hostel built in the 1990s on the island, and makes a modern fable by combining 3D rendering image and real shooting. An official thinking about philosophy and mathematics tells this absurd story in a monologue. Today, 30 years later, the hotel is in ruins waiting to be demolished, and a new club will be built in place, waiting for the tourism tide of China's economic cycle. The narration of the 3D film is also spoken in dialect by residents of the local fishing village.

视频在线观看链接 | Video Links

<https://vimeo.com/496189517>





The Cycle of Sheep| 羊的循环

2020

Metal sculpture |reflective material, lighthouse light| 5 版本 +1AP

金属雕塑，反光材料，灯塔的光 |60cm×40cm×23.5m×8| 5editions +1AP

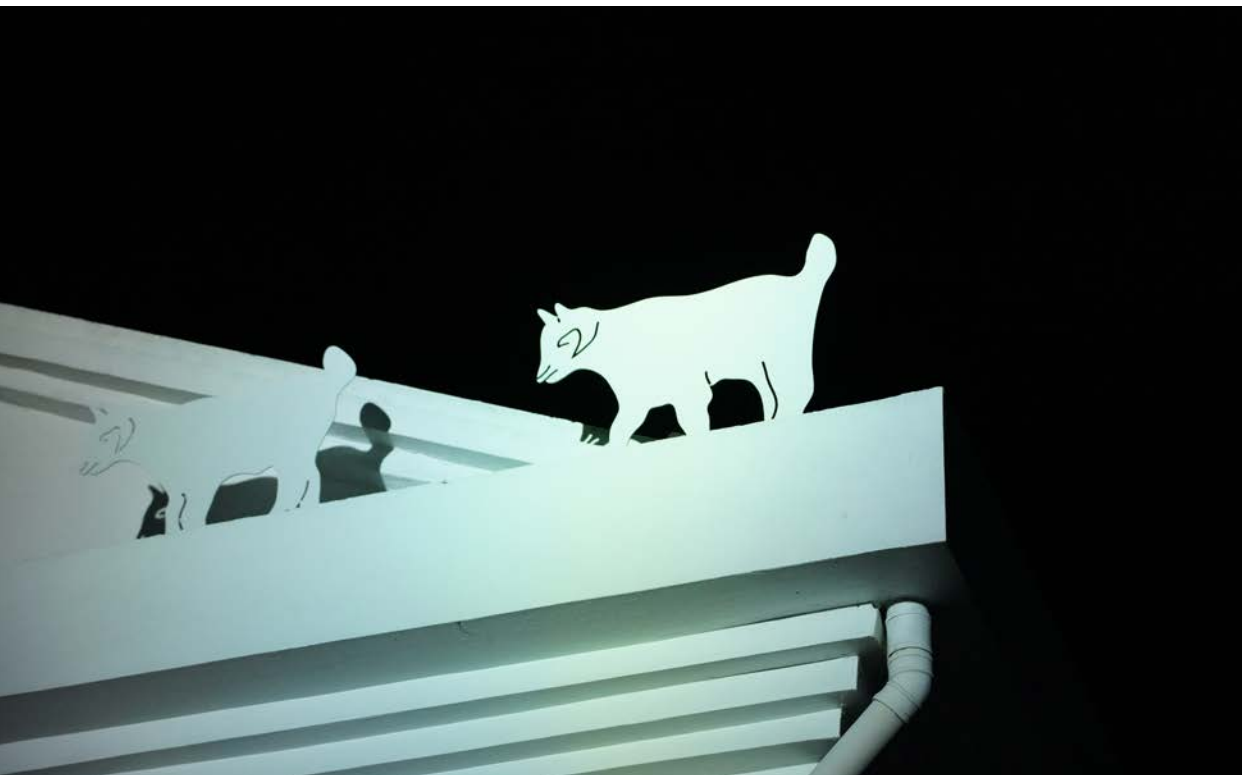
作者利用夜幕里灯塔的光形成一段视觉残留的影像，随着一束光扫过，会看到房顶上的羊的装置有一种正在行走的错觉。这座灯塔的光柱已经在海上连续旋转了 150 年，夜幕里酷似一个独眼巨人——海王波塞冬的儿子，他的目光所及之处会被照亮，其余部分的世界都隐藏在黑暗里。岛上有很多野生的羊，它们自我繁殖，在悬崖边的岩石上跳跃。荷马史诗中，奥德修斯正是扒在羊的肚子上，得以从独眼巨人的洞窟逃走。由于灯塔光柱的循环往复，这只房顶的羊永远困在一段几秒钟的循环动作里。

The light column of this lighthouse has been rotating in the ocean for 150 years. It is like the son of Poseidon, a one eyed giant. His eye will be illuminated wherever he can, and the rest of the world is hidden in the dark. I use the light of the lighthouse in the night to form visual residual images. With a beam of light scanning, I can see that the sheep's installation on the roof has an illusion of walking. There are a lot of wild sheep on the island. They breed by themselves. Travelers can often see them jumping on rocks on the edge of the heavy cliff when climbing mountains. In Homer's epic, Odysseus was caught on the belly of a sheep and was able to escape from the cave of the one eyed giant. The sheep on the roof is forever trapped in a cycle of a few seconds due to the cycling of the lighthouse columns.



视频在线观看链接 | Video Links

<https://vimeo.com/574435097>



Roam Simulator | 散步模拟

2020

形式：电子游戏和影像装置现场 | 材料：4K 屏，树莓派，电容屏，金属支架，手柄，计算机 | Form: interactive game and video installation | Materials: 4K screen, raspberry pie, capacitive screen, metal bracket, handle, computer

作品是一个结合了拍照功能的电子游戏个人项目。游戏中的时间已停止，玩家可以利用“拍照”这个除行走之外唯一的按键，在实时渲染的荒漠世界里，对家庭相册中的时间进行召唤。

现实空间无论如何被拆迁改造，关于故乡最初的地理结构和印象永远定格缓存在大脑深处，并通梦进行一些还原重组。作者沿着家庭相册的线索把其中出现的地点用 3D 数字模拟的方式还原到了一个游戏中，而空间组合方式延续了关于梦地图的长期记录。展厅里，散落的相片亦是游戏的线索。游戏关于在一个覆盖着心理地图的潜意识星球表面，孤独散步的过程。几十年前、几年前、还有昨天的某个瞬间，同时到来。这个作品延续了一个多年前的自我提问，人是不是可以借助变动的技术，用地理去理解历史，用空间去理解时间？

作品起源于自己对戴森球这种科幻文学中的人造物的一种反思，如果在戴森球的思路之下，一切都可以被当作纯粹量化的资源和能量的话，那么记忆中的存在物们对个人意味着什么？

视频在线观看链接 | Video Links

Exhibition Recording

<https://vimeo.com/574436229>





This is a project of video game combined with photo taking function. The time in the game has stopped, and players can use the "Recall" button as "photo taking" action.

Audience as player can recall the time in different family album, which were scattered in a real-time rendering desert world.

It has been 15 years since I left the north, and my existing life has been divided into two almost equal parts. No matter how the city space is demolished and reconstructed, the original geographical structure and impression of hometown will always be stored in the depth of the brain. Some reduction and reorganization in deep dream. I follow the clues of the family album and return the location of it by 3D digital simulation.

It was originally in a game, and the spatial combination continued the long-term recording of dream map. In the exhibition hall, scattered photos are also available. They are clues to the game. The game is about walking alone on the surface of a subconscious planet covered with a mental map. Dozens a moment of years ago, a few years ago and yesterday came at the same time. This work is a continuation of the self questioning of many years ago, Can people understand history with geography and time with space by means of changing technology?

The work originated from my own thinking about Dyson Sphere. Under the Dyson Sphere's train of thought, If everything can be regarded as pure quantitative resources and energy, what does the existence in memory mean to individuals?

Solo Exhibition-The Ocean of Solaris | 个展 - 索拉里斯星的海

2019

Solo Exhibition | Zhejiang Art Museum | 个展 | 浙江美术馆

个展是以个人记忆作为工作界面持续进行了4年的计划，这段工作中出现的无限分支被理解为迷宫中的侦探行动。整个展览由彼得伯鲁盖尔的一幅《冬狩》引出并展开，以虚构小说和个人日记作为DNA双螺旋型结构的隐藏线索，触及了关于全景画视角、历史中的多重时间等问题。大大小小的3D数字模拟影像装置在通道形态的展厅中镶嵌，并行其间，互为背景。

CAO Shu represents the Solarian Ocean in the blue space where various 3D animation installations are displayed to resemble the pieces of mirages dancing between the waves and to reconstruct the artist's phantasmagoria of dreams and memories. For a captor of dreams, the scenarios, conversations and emotional experiences all play a key role in his artistic practice. The artist weaves fiction novels and personal diaries into the DNA double helix and uses the structure as covert narrative strands with which he paves a magical and spiraling path to revisit his creations since 2016.

视频在线观看链接 | Video Links

<https://vimeo.com/574511689>

线上虚拟展厅地址 Virtual exhibition address:

<https://vr.7mphoto.com/165>





Corner of the Park Prologue | 窗外的鬼怪

2019

3 Channel Computer Graphic Moving Image Installation |
6m×5m×3.2m | 文本, 装置, 3D 数字模拟动画 | 尺寸: 6m×5m×3.2m

该项目是横滨 KOGANECHO BAZZAR 艺术节的委托创作。

计算机内存英文被称作 memory。计算机蓝屏出现的时候，是其记忆的短暂断片儿。不断出现 bug 的动画角色口中一直重复的日语念白，是蓝屏的这一段提示，读音很像俳句。

我把以前进行动画工作期间出现 bug 的 3D 角色们打印出来，放在蓝屏的表面，我看着这条抽搐扭曲的鳄鱼，心想它应该是解脱了吧，从被我奴役作为一个动画角色的命运中解脱了，成佛了。这团扭曲的东西更像一个墓碑，见证着一个不可知的神秘生命的消逝。

This project is a thinking and comprehensive scene about digital existence. The author pieced together pieces of his thoughts in the streets of Yokohama at night to create a number of 3D rendered visual impression, just like a sleepwalker. In English, memory and "memory module" are the same word, and the computer is a black box structure. We can't judge between the input and output of the command, and how the transient memory belonging to the computer works. In this sense, computer bugs belong to the supernatural phenomenon. When the memory of the computer is wrong, it may be the time when the bug producing character in the window wakes up. The author and the digital being are incomprehensible monsters in their own eyes, staring at each other through "windows".



视频在线观看链接 | Video Links

Exhibition Recording

<https://vimeo.com/574458722>



Video No.1 Loop
<https://vimeo.com/500398090>

Password:caoshuart

Video No.2 Loop
<https://vimeo.com/500402145>

Password:caoshuart

Video No.3 Loop
<https://vimeo.com/500405706>

Password:caoshuart

Accidental | 偶然

2019

Hand drawn animation projection installation | 3 minutes

22 seconds loop | 手绘动画投影装置 | 3 分 22 秒循环

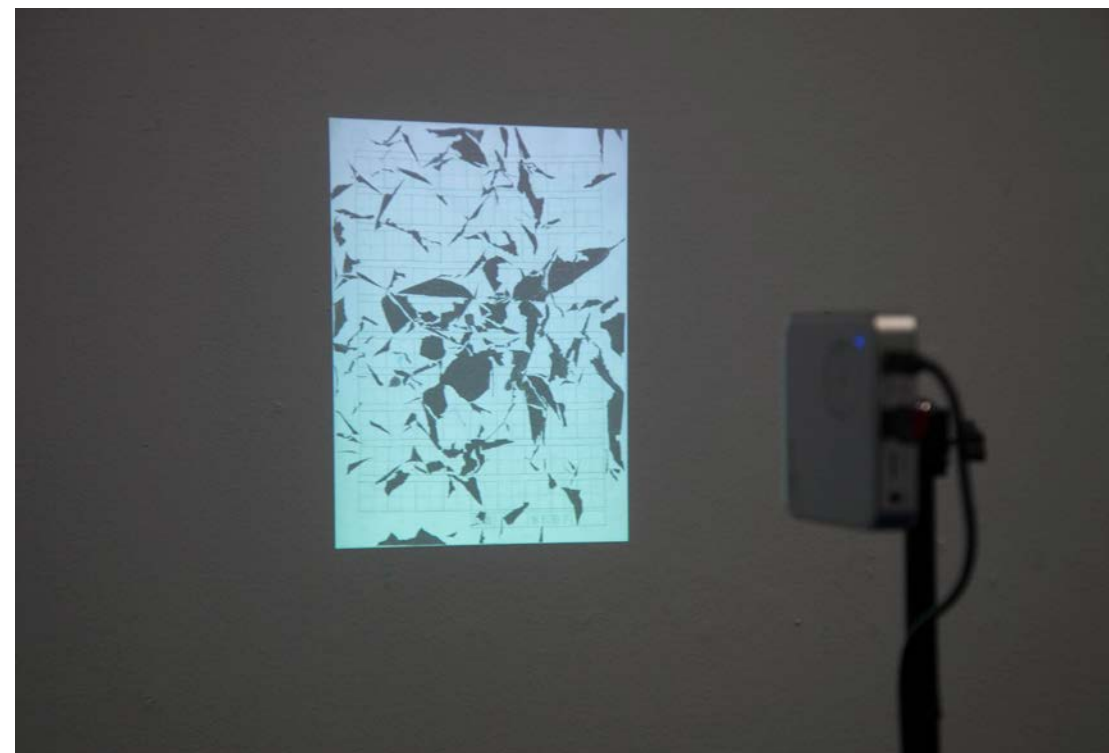
我搬家的时候在抽屉里捡到了一个纸团，展开之后发现是一张小学时候的作业纸，算一下时间它应该已经维持纸团的形态躺了至少 20 年。它逃避了无数次被丢弃的命运，直到这次被我展开，我花了几个月的时间，沿着上面清晰的褶皱边缘把它涂成一张黑色的纸，体验这种在偶然中慢慢形成的必然。

I found a paper ball in the drawer. After unfolding it, I found that it was a piece of homework paper from primary school. It should have been lying in the shape of a paper ball for at least 20 years. It evaded the fate of being abandoned countless times, until it was unfolded by me this time. I spent several months painting it into a black paper along the clear fold edge above, experiencing the inevitability gradually formed by chance.

视频在线观看链接 | Video Links

Exhibition Recording

<https://vimeo.com/574527468>



Sisyphus| 西西弗斯

2017
3D Render Moving Image Installation |3 editions+1AP| 3D 数字模拟渲染 GIF 动画装置

“西西弗斯”，由大小不等的数十个 GIF 装置组成，作者利用 3D 软件建造出一个个梦和记忆的情景并置，试图建立起一种视觉图像之间并置呈现的关系。正如同侦探片中毫不相干的片段并置，可以令人不可思议地通过标记关系网来解决案件一样。只有不断闪回的连续 25 帧，并没有线性的叙事。记忆如同西西弗斯神话，石头到了山顶，事件就结束，并不存在这个情景的起因和结局。

Cao Shu's installation "Sisyphus" is built with a computer graphics program and highlights the artist's fascination with the relationship between the visions of memory and virtual technology. Stories, rumours, scenarios, and technology-like visuals blend realism and falsehood. The technology opens up perceptions that were previously inaccessible to any medium. Memories of flashbacks to the artists childhood in China exist in a row of 25 frames and with no linear narrative. Thorough its title, Cao Shu describes memory as being like the myth of Sisyphus, who was condemned to repeat forever the same meaningless task of pushing a boulder up a mountain, only to see it roll down again.

视频在线观看链接 | Video Links
Exhibition Recording

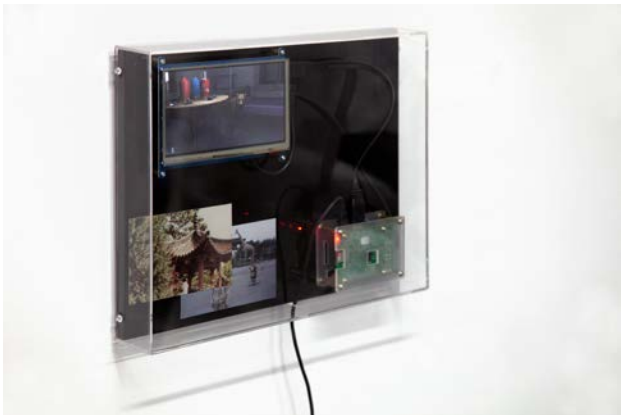
<https://vimeo.com/574551957>



Sisyphus 2| 西西弗斯之二



Sisyphus 5| 西西弗斯之五



Sisyphus 3| 西西弗斯之三



Sisyphus 6| 西西弗斯之六



The One Who Lived Yesterday | 活在昨天的人

2019

5 minutes, 26 seconds | 3D Rendered Moving Image|8 editions+1AP |

5 分 26 秒 | 高清 3D 动画装置 |8 版本 +1AP

一镜到底的 3D 数字模拟影像中，一个声音贯穿始终。声音把 5 年来作者在早晨醒来记录下的散碎梦话，编织成了一段寓言故事……作者的脸被扫描成 3D 数字图像，出现在房间里的桌子上、草丛中、石头上、高楼上。

A voice runs through the film, the anonymous, dream-like speaker, is telling a story about yesterday. The voice of the speaker seems come from a different place, from a different "incarnation", while the speaker himself is hiding. Each of its incarnations is the shaper of "This yesterday," and yesterday just made up the future. "People who live Yesterday" is computer pre-rendered image, continuing the author's exploration of digital existence, multi-angle of view, and spatial narration.

视频在线观看链接 | Video Links

<https://vimeo.com/319302250>





Tristes North Temperate Zone | 忧郁的北温带

2018

3 Channel 3D Rendered Moving Image Installation | size variable | 6 editions + 1AP

3 屏幕 3D 渲染动画装置 | 尺寸可变 | 6 版本 + 1AP

这个作品系列开始于一块瓷砖，我有记忆以来的第一个画面。后来通过许多年记梦的训练，我慢慢记起来了，这块瓷砖的形状是我一岁多的时候的那个厕所的地砖。地砖的贴图后来我无意间在 3D 软件的贴图库中找到了，它也是工业流水线上某一个时代的产品。巧合的是阿拉斯泰尔的小说 ZIMA BLUE，恰好也是关于一块工业流水线上生产出的瓷砖。

我从家里的那块地砖开始，通过梦境记录以及家人的描述，慢慢将有关那个家的所有，用 3D 软件拼装了出来。那个空间也是后来不同时期梦里片段反复发生的地方，一个把不同年龄阶段的人生折叠进去的高维度房间。那里尚存在着很多上个世纪的典型物的模型，中国经济迅速发展的 30 年里迅速失去的地方性图像。

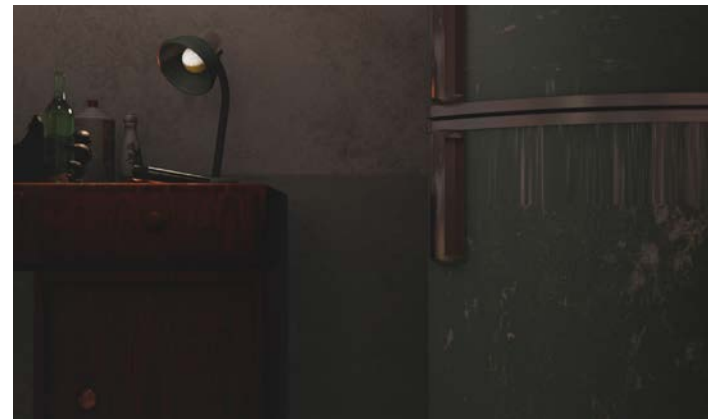
Dream, as the ultimate form of film, makes the time of memory to be juxtaposed in the same dimension. The work has three perspectives, three perspectives examine the same space, which is all modeling and rendered by 3D software. The objects and situations in the space originate from the author's dream of August 20, 2015. The author examines a visual self-subconscious through the process of manually restoring all the details of memory. The three-view digital imaging installation, is about a relatives who had never met and stayed in the hearsay of several memory fragments, participated in the atomic bomb project in Northwest Nuclear City. His life was a secret. Although the dream is ambiguous, the symbols in the dream buries a hidden clue to the author's own family history. Dream's foresight and inspiration lead to reality awaits exploration and excavation.

视频在线观看链接 | Video Links

<https://vimeo.com/287429193>







Corner of the Park Prologue | 公园一角 序

2018

4 Channel 3D Rendered Moving Image Installation | size variable | 6 editions + 2AP

4 屏幕 3D 渲染动画装置 | 尺寸可变 | 6 版本 + 2AP

《公园一角 | 序》的启发来自博鲁盖尔的风俗画《雪中猎人》，画中背景里有很多不起眼的一个个小人，在劳动、在交谈。他们的人生一定有无数的喜怒哀乐和细节，但是终究都掩埋在画面主体的阴影中了。我在回忆自己生命里那些擦肩而过的一个个人，就像画中背景里那些极易被忽略的角落，但是作者在描画他们的时候花了那么多心思，他一定是在提示他们的重要性。

在这个 4 屏幕的 3D 数字影像装置里，5 年来梦境中的所有记忆物全部建模放入一个世界，多个视角时而成为一个整体，时而成为分离的角落。念白的内容关于一个真实发生的巧合，关于对一个人的回忆和寻找。

多屏装置由计算机软件渲染生成，从头至尾一镜到底，如同一个梦境中的漫游者，在记忆中的废墟中穿梭，梦境和回忆在偏离和虚构中交织。在若即若离的镜头中，物与物之间互为背景。记忆的幕间，藏着幕后那些卸妆的“演员”们，那些潜意识中被压抑的现场。

In the process of reading through his childhood diaries, a long-forgotten image reemerges in the author's mind. This project is about returning to the scene of memory in search of evidence of an individual's existence. It forms a fragmented mosaic through 81 interrelated threads. This is a visual novel that continuously unfolds within the space of the museum. This prologue to Corner of the Park being exhibited here is based on the painting Hunters in the Snow by Pieter Bruegel the Elder. This is a five channel computer-generated video in which five corners of the world sometimes align as a unified whole, and sometimes divide into separate corners, but all of this is merely a portion of the world. The five channel installation is generated by a computer. The continuous camera shot appears to wander through the ruins of memory in a dream realm, with dreams and memories weaving together in fabrication. As the channels converge and diverge, objects serve as backdrops for each other. Concealed behind the curtains of memory are the "actors" out of their makeup, and scenes repressed by the subconscious.



视频在线观看链接 | Video Links

<https://vimeo.com/574440336>



Publication | 出版物



2019, “窗外的鬼怪” 艺术家书, A4 美术馆, 成都, 中国
2019, Monster Outside the Windows, A4 Art Museum, Chengdu, China



2018, “公园一角” 艺术家书, OCAT 深圳馆, 深圳, 中国
2018, Corner of the Park, OCT Contemporary Art Terminal, Shenzhen, China



2020 出版物, 曹澍个展画册 - 索拉里斯星的海, 浙江美术馆, 杭州, 中国
2020 Publication, Cao Shu Solo Exhibition, The Ocean of Solaris, Zhejiang Museum, Hangzhou, China