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TING-TONG CHANG

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2023

03/11—2023—06/04

GALLERIES E, F

ROOM

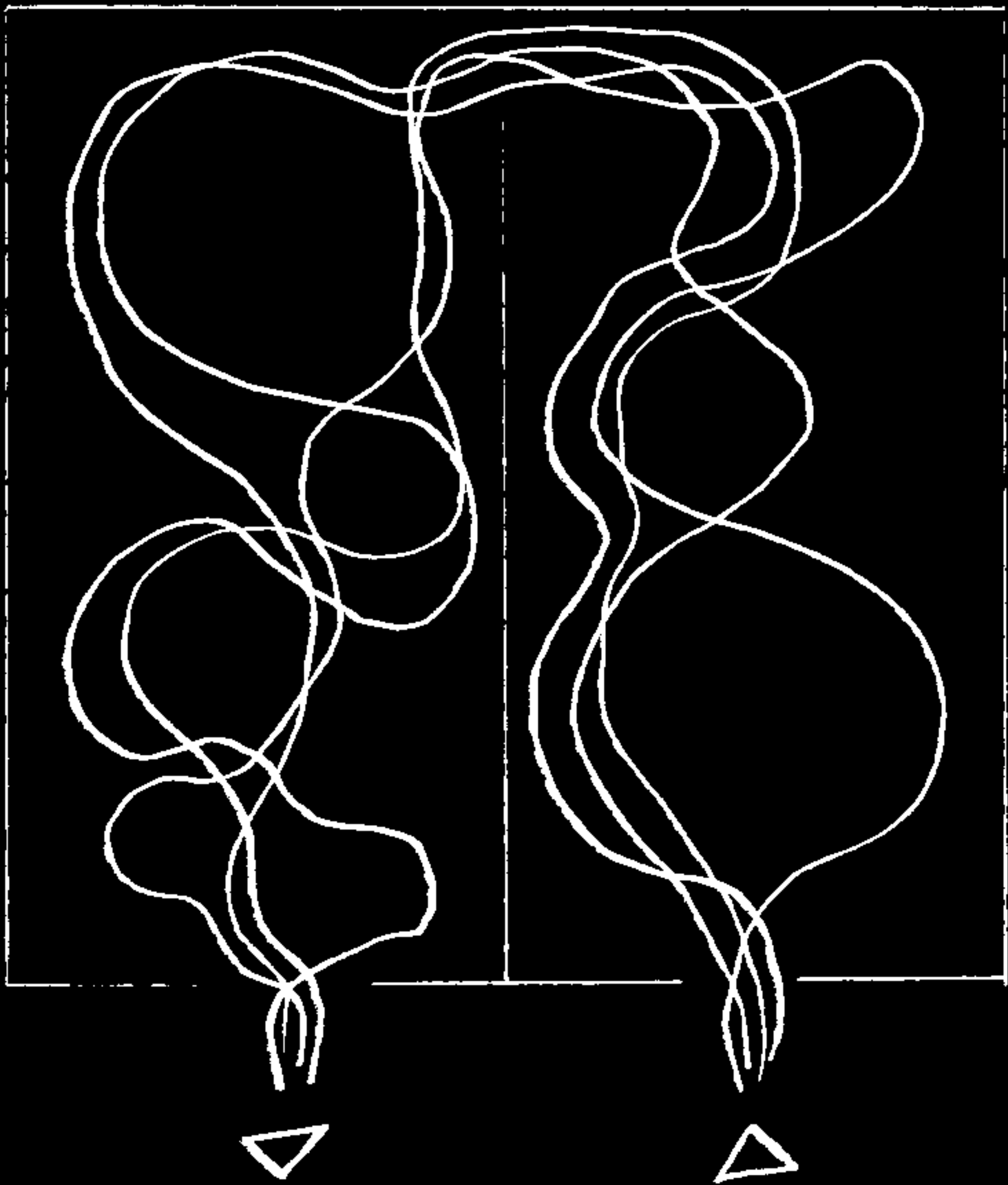
中文 | EN

本計劃以中文配音呈現，內容涉及情色與暴力，
建議 18 歲以上觀眾入場。

This project is dubbed in Chinese, and the content involves
pornography and violence. It is recommended that audiences over
the age of 18 enter the venue.

 臺北市立美術館
TAIPEI FINE ARTS MUSEUM

 國 | 藝 | 會
NCAF



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在燈光下的你，現在站在基隆港邊，又鹹又臭的海風吹拂著你的臉頰，

現在的你，來到了我記憶的深處，那是好幾年前，我被調到離島駐守的那個夏天。

這時的我、和幾十個臉色慘白的新兵戰士們蹲在港邊，

站在板凳上的里長伯拿著麥克風祝我們一路順風。

劣質音響的聲音無法吹散頭上的愁雲慘霧，讓人頭痛欲裂。

同一天下午在咖啡廳裡，我跟交往多年的女友說，我們分手吧，說完便把兵單丟在桌上。

我女友什麼話也沒說，只是站起來狠狠地甩了我一巴掌，之後就頭也不回的走了。

這突如其來的一巴掌，打得我陷入了沈默，並且開始思考起了人生。

我思考自己該不該說出這樣的話，而在往後的日子裡，又是否會為如此的話語感到後悔，如果時間可以倒流，人生可以重來，我又該怎麼跟女友開口？

現在在燈光下的你，是這個故事的參與者，

在這場冒險當中，你將做出大大小小的選擇，這些選擇都將影響我小小、卑微的人生。

現在，在燈光下的你將做出你的第一個選擇，你希望我重頭來過嗎？

如果一切可以重來，人生真的會因此而一帆風順嗎？

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關於

《BODO》展名受黃明川導演的《寶島大夢》的啟發，故事由藝術家在海軍陸戰隊服役的個人經驗出發，描寫主角抵達一個遙遠外島，其身處在熱帶叢林中男性世界裡的奇想、慾望、與殘暴，藉由多線的劇本探討所謂「男人」之抽象概念，如何在迷彩服與殺人工具中一步步操演而成為一社會真實。

《BODO》為一結合現地製作、互動科技、與多頻道聲音的自動劇場。在展間中，觀眾走過雕塑團隊所製作的大型現地裝置，在不同角落聆聽現地設計的聲音地景，同時，在互動環境當中，觀眾可以透過偵測器而進行選擇，其所行走之路線都將影響故事之進行，在此複雜的多線故事當中，觀眾如同一場「角色扮演遊戲」的參與者，每個人之觀看經驗都因其在冒險路徑上的選擇，而成為獨特的、彼此不同的存在。

藝術家簡介

藝術家張碩尹 1982 年出生於臺北，現工作與居住於臺灣臺北與西班牙聖地亞哥德孔波斯特拉。張碩尹 2011 年自倫敦大學金匠學院藝術碩士畢業後，其詼諧反諷的創作語彙擴及社會政治議題、自然生態與當代生活的各種層面，其合作計畫統合科技、科學與歷史等不同知識領域，媒材跨及大型裝置、錄像、與劇場。

他的近期個展於北師美術館、臺北市立美術館舉行；並參與台北雙年展、廣州三年展、薩奇藝廊、Compton Verney 美術館、惠康基金會之群展與委託案。近期獲獎包括第十九屆台新藝術獎視覺藝術大獎、臺北美術獎首獎、香港 Art Central 藝術博覽會新晉菁英大獎、伊比利美術獎、英國皇家雕塑學會獎。作品受臺北市立美術館、藝術銀行、洪建全基金會、巴西駐英大使館典藏，與亞洲歐洲私人收藏。

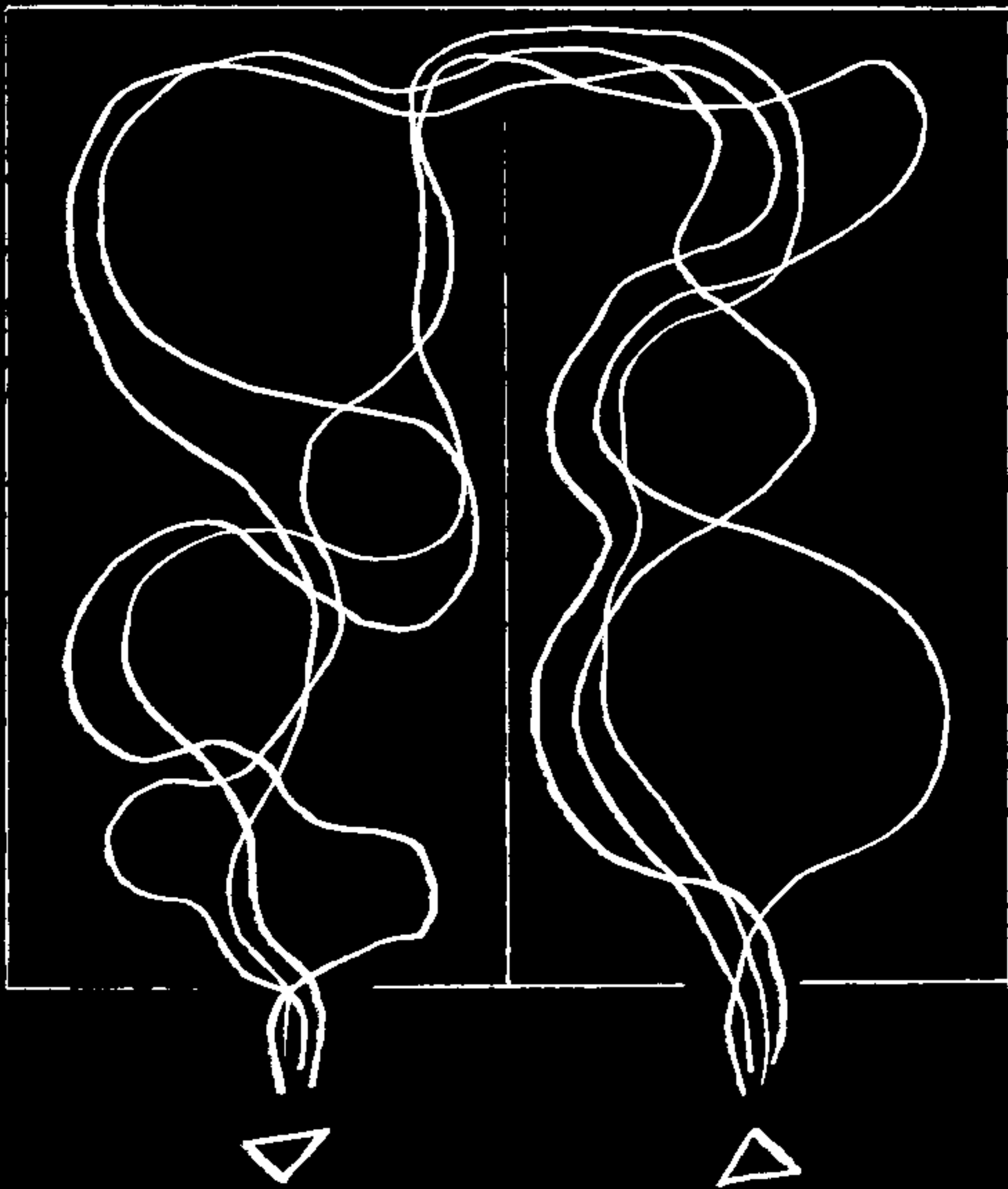


10461 臺北市中山區中山北路三段 181 號

開放時間：週二至週日 09:30-17:30 | 週六 09:30-20:30 | 週一休館

Tel: +886-2-2595-7656 | Fax: +886-2-2594-4104

Email: info-tfam@gov.taipei



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Under the light, you are standing by the Keelung Harbor, the salty and smelly sea breeze is blowing your cheeks,

Now you have come to the depths of my memory. It was the summer when I was transferred to an outlying island several years ago.

At this time, I was squatting by the harbor with dozens of pale-faced recruits and soldiers,

Standing on the bench, Uncle Li held a microphone and wished us a good journey.

The sound of poor-quality stereos can't blow away the gloom in the head, which makes people have a splitting headache.

In the same afternoon in the coffee shop, I told my girlfriend who had been with me for many years, let's break up, and then threw the bill on the table.

My girlfriend didn't say anything, just stood up and slapped me hard, and then left without looking back.

This sudden slap made me fall into silence, and I began to think about life.

I thought about whether I should say such words, and whether I would regret such words in the days to come. If time can be turned back and life can be restarted, how should I talk to my girlfriend?

You, now under the lights, are part of this story, In this adventure, you will make choices big and small that will affect my small, humble life.

Now you in the light will make your first choice, do you want me to start over?

If everything can be repeated, will life really be smooth sailing because of this?

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ABOUT

The name *BODO* comes from director Huang Ming-Chuan's 1993 film of the same name. Echoing the bizarre dreams and somewhat unreal sexual desires depicted in the film, artist **Ting Tong Chang** bases his work on his personal experience, and portrays the experience of serving in the marine corps, along with the fantasies, desires, and violent behaviors of a masculine world in a tropical forest. Through the work, the artist further discusses the abstract construct of "man," and how it gradually becomes a social reality aided by camouflage uniforms and instruments of killing.

At the same time, *BODO* brings together site-specific works, multilayered narratives, interactive technology, and multichannel sounds, transforming the museum into an automatic theater mixing reality and virtuality. In the exhibition, the audience's viewing routes and choices will have an effect on how the story unfolds. In the complex multithreaded story, the audience become participants in a role-playing game, and everyone's viewing experience becomes a unique existence unlike any other because of how they choose to experience the adventure.

ARTIST

Ting Tong Chang (b.1982, Taipei) is an artist who lives and works in Taipei, Taiwan and Santiago de Compostela, Spain.

Chang's satirical gaze leaves no aspect of society untouched. Revelling in the absurd and illogical, he makes a mockery of socio-political subjects ranging from the social and ecological effects of consumerism to the functioning of the art world itself. Working across the distinct practices of immersive installation, video and theatre, his transgressive practice co-opts science, technology and history to dissect the world around him.

After receiving his MFA at Goldsmiths, University of London in 2011, Chang has exhibited internationally. He held solo exhibitions at the Museum of NTUE and Taipei Fine Arts Museum and has participated in group shows and commissioned projects in Guangzhou Triennial, Taipei Biennial, Saatchi Gallery, Compton Verney Art Gallery and Wellcome Trust. Chang's major awards include the 19th Taishin Arts Award, Taipei Art Award 2020, Hong Kong Art Central RISE Award 2016, VIA Arts Prize 2016, and Royal Society of Sculptors Bursary Award 2015. His works can be found in the Taipei Fine Arts Museum, Art Bank, Hong Foundation, Embassy of Brazil London, and private collections in Europe and Asia.

