

Arts NOVA

LAB X 藝術跨域實驗平台
LAB X Arts Interdisciplinary Platform

國際論壇 International Symposium

探索無邊界藝術現場

Exploring the Boundless Art Scene

2025

4.26 Sat.

4.27 Sun.

臺中國家歌劇院
角落沙龍

Corner Salon

| 總監的話

我們已經乘著科技突破了物理空間界限、穿梭在多維度的藝術空間。

當表演藝術展演的界線逐漸模糊，跨領域素材的運用、沉浸式技術與設備的更新速度越顯重要，該是重新定義藝術創作與觀演關係的時候了。從劇院現場到數位環境、從個人感知到集體互動，當舞台框架消逝、跨越多維敘事，感官與科技的藝術現場即成為一趟探索的旅程。

LAB X 國際論壇《探索無邊界藝術現場》邀請日本、美國、法國、義大利及臺灣不同領域的藝術工作者與專家學者，從沉浸式體驗議題出發，以自身經驗及觀點分析時代現狀與未來趨勢，分享對作品敘事模式及觀演關係的改變、一人到多人互動體驗的設計、多元素材如科學數據與自然有機物的視聽化轉譯、技術整合在創作過程中所扮演的關鍵角色，以及聲音如何在體驗過程之中領銜感官，與虛擬空間交互發展。

我期待兩天論壇的多元對話能刺激各領域創作者之間靈活奔放的合作，勇敢擁抱狂悖大膽的想像。科技不僅是工具，也是敘事的一部分，讓我們一起熱烈回應科技與藝術共創的化學變化，探索無垠的藝術創作，迎向未知又迷人的藝術現場。

臺中國家歌劇院
藝術總監

仰媛

| Words from the Director

We have soared beyond the physical boundaries of space, propelled by technological breakthroughs, traversing multidimensional artistic realms.

As the boundaries of performing arts presentations grow increasingly fluid, the integration of cross-disciplinary materials and the rapid evolution of immersive technologies and equipment become ever more vital. Now is the time to redefine artistic creation and the relationship between performer and audience.

From the physical stage to digital landscapes, from personal perception to collective interaction, as the framework of the stage dissolves and narratives transcend dimensions, the fusion of sensory experience and technology transforms the artistic encounter into a journey of exploration.

The LAB X International Symposium—*Exploring the Boundless Art Scene* brings together artists, scholars, and experts from Japan, the United States, France, Italy, and Taiwan, engaging in a profound discourse on immersive experiences. Through the lens of their own artistic practices and perspectives, they examine the present and future of the field, exploring evolving narrative structures, the shifting dynamics between creators and audiences, the transition from solitary to collective interactive experiences, and the audiovisual translation of diverse materials—ranging from scientific data to organic elements. Discussions will also consider the pivotal role of technological integration in the creative process and how sound, as a leading sensory force, interacts with virtual spaces, shaping the immersive experience in profound and unexpected ways.

I look forward to the dynamic exchanges over the symposium, sparking fluid and uninhibited collaborations among creators from diverse fields—embracing bold, audacious imagination with courage. Technology is not merely a tool; it is an integral part of storytelling. Let us wholeheartedly engage with the alchemical fusion of technology and art, pushing the boundaries of artistic creation and stepping into the unknown, where the art scene unfolds in all its mesmerizing unpredictability.

General and Artistic Director
National Taichung Theater



| 4.26^{Sat.} 議程

10:00-10:30 報到

10:30-10:35 **【開幕致詞】**

邱瑗 | 臺中國家歌劇院藝術總監

10:35-12:35 **【專題演講】策展人視角下的沉浸式體驗未來發展**

主講人：待場勝利 | Beyond the Frame影展主席

賈茲亞·哈穆迪 | Onassis ONX節目總監

主持人：鄭心 | 數字王國集團營運副總裁

12:35-13:45 休息時間

13:45-15:25 **【專題座談】敘事革新：一人到多人的觀眾角色**

與談人：待場勝利 | Beyond the Frame影展主席

賈茲亞·哈穆迪 | Onassis ONX節目總監

傑瑞米·普尤 | La Générale de production聯合製作人

周東彥 | 狼主流多媒體、狼劇場藝術總監

謝文毅 | WEN-E STUDIO藝術總監

主持人：鄭心 | 數字王國集團營運副總裁

15:25-15:45 休息時間

15:45-17:25 **【專題座談】沉浸式聲音體驗：虛擬實境與聲音空間的交互發展**

與談人：雨果·阿西耶 | 數位藝術家

傑瑞米·普尤 | La Générale de production聯合製作人

柯智豪 | 音樂家

鄭各均 | 電音製作人

主持人：史旻玠 | 音樂創作者、聲音設計及文字工作者

17:25-18:15 **【LAB X 青年創作工作室暨法國福爾摩沙駐館計畫】作品分享**

創作者及作品：

安東萬·瓦內爾《鏡後世界：劇場與擴增實境》

伊希絲·法米、貝努瓦·雷諾丹《超越現實與虛擬：打造新劇場空間》

洪安旭、李宇泓、許兆豐《他在他方》

陳筱彤《克萊歐》

| 4.26^{Sat.} Agenda

10:00-10:30 REGISTRATION

10:30-10:35 **[WELCOME AND OPENING REMARKS]**

Joyce Y. CHIOU | General and Artistic Director, National Taichung Theater

10:35-12:35 **[KEYNOTE SPEECH] The Future Development of Immersive Experiences from the Curatorial Perspective**

Speakers: Katsutoshi Machiba | Festival Director, Beyond the Frame Festival

Jazia Hammoudi | Program Director, Onassis ONX

Moderator: Jimmy CHENG | Vice President, Operations at Digital Domain Group

12:35-13:45 BREAK

13:45-15:25 **[PANEL DISCUSSION] Narrative Innovation: The Evolution of Audience Roles from Individual to Collective**

Panelists: Katsutoshi Machiba | Festival Director, Beyond the Frame Festival

Jazia Hammoudi | Program Director, Onassis ONX

Jérémy Pouilloux | Associate Producer, La Générale de production

CHOU Tung-yen | Artistic Director, VM Studio and Very Theatre

HSIEH Wen-ye | Artistic Director, WEN-E STUDIO

Moderator: Jimmy CHENG | Vice President, Operations at Digital Domain Group

15:25-15:45 BREAK

15:45-17:25 **[PANEL DISCUSSION] Immersive Sound Experience: The Interplay Between Virtual Reality and Acoustic Spaces**

Panelists: Hugo Arcier | Digital artist

Jérémy Pouilloux | Associate Producer, La Générale de production

Blaire KO | Musician

CHENG Ke-chun | Electronic Music Producer

Moderator: SHIN Min-chieh | Music Creator, Sound Designer, and Writer

17:25-18:15 **[PRESENTATION OF LAB X PROJECTS & VILLA FORMOSE ARTS VIVANTS INNOVANTS]**

Creators and Works:

Antoine Vanel / *Behind the mirror: Theater and augmented reality*

Isis Fahmy & Benoit Renaudin / *Beyond reality and virtual: creating new theater spaces*

HUNG An-hsu & LI Yu-hung & HSU Chao-feng / *He Is Elsewhere*

Coco CHEN / *Cleo*

| 4.27_{Sun.} 議程 Agenda

10:00-10:30 報到

10:30-12:10 **【專題座談】多元的素材轉譯：從科學到藝術與技術的整合**

與談人：馬蒂亞·卡雷蒂 | 新媒體劇場fuse*創辦人及藝術總監

雨果·阿西耶 | 數位藝術家

蔡宏賢 | 超維度創意總監及初未來創辦人

蔡遵弘 | 國立清華大學科技藝術研究所助理教授

主持人：郭旻薇 | 新媒體展演暨國際拓展策劃

10:00-10:30 REGISTRATION

10:30-12:10 **【PANEL DISCUSSION】Translating Diverse Materials:
The Integration of Science and Art with Technology**

Panelists: Mattia Carretti | Founder and Artistic Director, New Media Art Collective fuse*

Hugo Arcier | Digital artist

Escher TSAI | Creative Director, Dimension Plus and Founder, Hello World

TSAI Tsun-hung | Assistant Professor, Graduate Institute of Art and Technology,
National Tsing Hua University

Moderator: KUO Min-wei | New Media Exhibition & International Development Specialist

| 主持人 Moderator



鄭心 Jimmy CHENG

數字王國集團營運副總裁

Vice President, Operations at Digital Domain Group

數字王國集團有限公司營運副總裁，鄭心負責數字王國與策略夥伴間，在北美洲及大中華區的貿易類業務(SSD / DRM / Module)。鄭心同時也專注於沉浸式內容的發行，並兼任Sandman Studios的國際業務合作總監及Small Creative的亞太區顧問。目前代理超過100間沉浸式/XR公司的內容(Atlas V / City Lights / Faber Courtial等)，致力於為線上平台、線下場地及各類型展映活動找尋合適的發行機會。

As the Vice President of Operations at Digital Domain Holdings Limited, Jimmy CHENG is responsible for overseeing the trading business (SSD, DRM, Module) between Digital Domain and its strategic partners across North America and Greater China.

In addition to his role at Digital Domain, he is actively involved in immersive content distribution. CHENG also serves as the Director of International Partnerships at Sandman Studios and as the Asia-Pacific Consultant for Small Creative. Currently, he represents content from over 100 immersive / XR studios, including Atlas V, City Lights, and Faber Courtial, working across online platforms, offline venues, and various screening events to secure suitable distribution opportunities.



史旻玠 SHIN Min-chieh

音樂創作者、聲音設計及文字工作者

Music Creator, Sound Designer, and Writer

畢業於清華大學社會所。音樂創作者、聲音設計師及聲音後期製作人。作品橫跨電影、影集、廣告、舞台劇及舞蹈等多個領域，近年則致力於電子音樂創作，期望透過多元的創作方式，豐富音樂的創作環境。作為文字工作者，除了書寫創作，藝術評論專注於音樂、聲音場景的研究與分析，著重從感知體驗出發，以及因社會和科技的進展而伴隨的當代議題。

SHIN Min-chieh graduated from the Institute of Sociology at National Tsing Hua University. He is a music creator, sound designer, and post-production sound engineer, with works spanning across film, television series, commercials, theater, and dance.

In recent years, SHIN has been dedicated to electronic music production, aiming to enrich the creative landscape of music through his diverse approaches to composition.

Beyond music, he is also an active writer. His artistic critiques focus on the study and analysis of music and soundscapes, emphasizing perceptual experiences and contemporary issues that arise alongside societal and technological advancements.



郭旻薇 KUO Min-wei

新媒體展演暨國際拓展策劃

New Media Exhibition & International Development Specialist

畢業於臺北藝術大學電影系，專精於跨領域國際溝通、專案管理及沉浸式內容策展，並具備豐富的VR/XR內容授權與展演策劃經驗。

曾任職於文化內容策進院（文策院），擔任文化科技處國際拓展專案經理，負責策劃並執行加拿大、荷蘭、美國等地的臺灣沉浸式內容特展，以及各大國際展會「臺灣館」與商務拓展活動。此外，亦深度參與臺灣文化內容大會（TCCF）及TTXC「INNOVATIONS」單元的展演策劃、國際產業論壇、外賓邀請與接待工作。曾擔任高雄電影節「XR無限幻境」單元及「VR體感劇院」節目經理，主導影展單元與場館創始。

KUO Min-Wei specializes in cross-disciplinary international communication, project management, and immersive content curation. She has extensive experience in VR/XR content licensing and exhibition planning.

Previously, she served as an International Partnership Project Manager at the Taiwan Creative Content Agency (TAICCA), where she was responsible for planning and executing Taiwan's immersive content showcases in Canada, the Netherlands, and the United States. She also led the planning and management of Taiwan Pavilions and business networking events at major international festivals. Additionally, she played a key role in the "INNOVATIONS" program at Taiwan Creative Content Fest (TCCF) and TTXC, contributing to exhibition and international industry event curation, and VIP hospitality. She was the Program Manager for the "VR FILM LAB" theater and "XR Dreamland" section and was responsible for the international distribution of the "Kaohsiung VR FILM LAB Originals" initiative at the Kaohsiung Film Festival.

| 主講暨與談人 Keynote Speaker and Panelist



待場勝利 Katsutoshi Machi

Beyond the Frame影展總監

Festival Director, Beyond the Frame Festival

待場勝利為XR作品製作人及導演，現為東京藝術大學電影與新媒體研究所兼職講師。他所創辦的Beyond the Frame沉浸式影展，為日本首個聚焦於XR影像的國際電影節。

待場勝利曾赴美攻讀電影製作，擔任過電視導演、20世紀福斯家庭娛樂日本分公司製片人，以及負責三星電子日本分部之虛擬實境眼鏡GearVR。他以製作人身份參與眾多VR項目，在日本和國際電影節上獲得高度評價，並連續五年(2020－2024年)入圍威尼斯影展的VR競賽單元。

Katsutoshi Machiba is a producer and director specializing in XR works. He is the founder of Beyond the Frame Festival, Japan's first international film festival dedicated to XR cinema.

After studying filmmaking in the United States, Machiba worked as a television director, a producer at 20th Century Fox Home Entertainment Japan, and was involved in the launch of GearVR at Samsung Electronics Japan. As a producer, he has been deeply engaged in numerous VR projects, many of which have received critical acclaim both in Japan and internationally. From 2020 to 2024, he was nominated five years in a row for the Venice Immersive section of the Venice International Film Festival.



賈茲亞·哈穆迪 Jazia Hammoudi

Onassis ONX 節目總監

Program Director, Onassis ONX

賈茲亞·哈穆迪是一位活躍於當代藝術與沉浸式科技領域的策展人及XR製作人。畢業於倫敦科陶德藝術學院，主修藝術史與博物館研究，並曾任職於多間重要國際藝術機構，包括豪瑟沃斯畫廊、巴比肯藝術中心、紐華克博物館及Artnet。

從擔任藝術家Jakob Kudsk Steensen的工作室經理及研究員開始邁入XR領域，期間親手推動多件作品登上SXSW、威尼斯雙年展以及倫敦蛇形藝廊等國際指標性藝術展。

此外，賈茲亞·哈穆迪也致力於舉辦家鄉摩洛哥之藝術及建築導覽，提升北非藝術家之國際能見度。

Jazia Hammoudi is a curator and XR producer specializing in contemporary art and immersive technologies. She holds degrees in art history and museum studies from the Courtauld Institute of Art (London), and has held positions at Hauser & Wirth Gallery, the Barbican Centre, the Newark Museum, and Artnet. She got her start in XR as studio manager and researcher for Jakob Kudsk Steensen, and has brought projects to SXSW, the Venice Biennale, and the Serpentine Galleries. On the side, Jazia leads art & architecture tours in her native Morocco, as part of a larger effort to bring exposure to North African artists.

| 與談人 Panelists



傑瑞米·普尤 Jérémy Pouilloux

La Générale de production 聯合製作人

Associate Producer, La Générale de production

傑瑞米·普尤是法國巴黎影視製作公司 La Générale de Production 的聯合製作人。該公司至今已製作約 50 部橫跨電視、電影及新媒體領域的作品，並專為各大平台打造虛擬劇情片、紀錄片及專題節目。近年來，公司積極投入多項創新開發，涵蓋線性敘事、互動媒體、電子遊戲、虛擬實境 (VR) 等。

作品包括互動式電影《TANTALUM》、VR紀錄片《ACCUSED#2》、Irène Drésel與DeLaurentis的360度音樂會體驗，以及多部應用雙耳音效的劇場作品，如《LEON'S LIFES》與《EMMANUEL'S THERAPY》。

2010年，傑瑞米·普尤創辦TIU協會，匯聚法國新媒體領域之頂尖人才。該協會也是每年在巴黎登場的國際盛會「I LOVE TRANSMEDIA」之重要推手。此外，他也經常受邀擔任以劇情類及沉浸式作品為核心之影展與補助委員會的評審委員。

Jérémy Pouilloux is an associate producer at La Générale de Production, a French company that is currently developing a wide range of projects in linear storytelling, interactive media, video games, and VR.

His notable productions include the interactive film TANTALUM, the VR documentary ACCUSED#2, 360° concert experiences with Irène Drésel and DeLaurentis, and several plays featuring binaural sound, such as LEON'S LIFES and EMMANUEL'S THERAPY.

In 2010, Pouilloux founded the TIU association, which unites leading French professionals in new media.

He is also frequently invited to serve on professional juries for festivals and grant commissions dedicated to fiction and immersive works.



周東彥 CHOU Tung-yen

狠主流多媒體、狠劇場藝術總監

Artistic Director, VM Studio and Very Theatre

現為狠劇場、狠主流多媒體藝術總監，創作以影像與劇場為核心，亦跨足錄像藝術、紀錄片與VR等。曾以劇場作品《空的記憶》獲2013年世界劇場設計大展「最佳互動與新媒體」大獎；

2021年以VR作品《霧中》入選威尼斯影展；2024年以XR作品《穿越霧中》入圍坎城影展，並獲得新影像藝術節評審大獎，同年以半戶外大型XR演出《放開你的頭腦》入圍威尼斯影展。

CHOU Tung-yen is an award-winning theater, film, and XR creator from Taiwan. He explores new ways of experiencing narratives through the use of new media.

CHOU's work was honored with the World Stage Design Award for Interactive and New Media in 2013 (for *Emptied Memories*) and the Knight of Illumination Projection Design Award in 2018 (for his set design in *Formosa* by LIN Hwai-min and Cloud Gate Dance Theatre of Taiwan).

His first VR film, *In the Mist* (2020), was selected for the 78th Venice Film Festival and won the Panorama VR Prize at the Festival du Nouveau Cinéma de Montréal in 2021. His 6DoF multi-user experience, *Traversing the Mist* (2023), which pushed the boundaries of real-time technology and narrative storytelling, was selected for the 78th Festival de Cannes and won the Grand Prize at the NewImages Festival in 2024.

His XR public choreography project, *Free UR Head*, was selected for the 81st Venice Film Festival.



謝文毅 HSIEH Wen-yee

WEN-E STUDIO 藝術總監

Artistic Director, WEN-E STUDIO

WEN-E STUDIO 藝術總監，專注打造高質量XR藝術作品，結合建築設計背景，以抽象心理驚悚美學在XR產業獨樹一幟，作品獲邀臺灣、紐約、巴黎、澳洲及歐洲多地。VR作品《彼岸》入圍2022年翠貝卡影展，並獲得捷克ANIFILM最佳VR大獎。2024年《THE GREAT FILTER》與《INVISIBLE THEM》再登翠貝卡，冬季VR新作《暗面》亦入圍布拉格ART*VR（最佳VR體驗獎）、日內瓦GIFF、阿姆斯特丹IDFA DocLab。

HSIEH Wen-yee explores the intersection of visual art and architecture, weaving supernatural themes with reflections on social phenomena and existential mystery. His works challenge the individual's relationship with their environment.

His VR debut, *LIMBOTOPIA* in VR (2021), was nominated for Tribeca Festival's Immersive New Voices in 2022 and won the Best VR Prize at ANIFILM, Czech Republic. In 2024, he returned to Tribeca's immersive section with *THE GREAT FILTER* and *INVISIBLE THEM*.

His latest VR film, *LIMBOPHOBIA* (2024), has been selected for GIFF 2024, IDFA 2024, and won Best Experience Award at ART*VR 2024.



雨果·阿西耶 Hugo Arcier

數位藝術家
Digital artist

雨果·阿西耶是位活躍於數位時代的藝術家，其創作生涯始於電影視覺特效。

2004年起，他開始創作兼具塑形特質與深度反思性之藝術作品，細膩剖析3D電腦圖像與虛擬世界的獨特性，並在此新興藝術形式中占據核心地位。其作品多以探討「消逝」與「現實的抹除」等概念為主題。

其藝術創作曾於巴黎數位藝術雙年展、蒙特婁MUTEK電子音樂節等國際盛會展出，亦曾參與紐約新當代藝術博物館、巴黎104藝術中心、東京宮、四川美術學院新媒體藝術中心等藝術機構之聯展。他的作品曾為2013年法國方塊藝廊《對真實的懷舊》特展以及2016年瓦朗斯LUX國立劇院《數位幽靈》特展之重點。

2016年，他獲頒法國「藝術與文學騎士勳章」，2017年底，他創立N°130 Studio，專攻影像與沉浸式體驗。

Hugo Arcier is an artist of the digital age, originally working in visual effects for feature films. Since 2004, he has developed a body of work that dissects the specificities of 3D computer graphics and virtual worlds, exploring themes of disappearance and the erasure of reality.

His works have been featured in major festivals, as well as group exhibitions at institutions such as the New Museum, Le Centquatre-Paris, Palais de Tokyo. His work has been the subject of two monographic exhibitions in France: Nostalgia of the Real (2013, Le Cube) and Digital Ghosts (2016, Lux Valence).

In 2016, he was named Chevalier de l'Ordre des Arts et des Lettres. He founded N°130 Studio in 2017, dedicated to audio-visual and immersive experiences.



柯智豪 Blaire KO

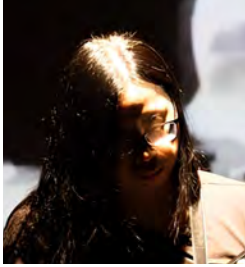
音樂家
Musician

臺灣音樂家，近年製作得獎如巴奈《夜婆》獲2024第35屆金曲獎最佳台語專輯、同根生《邊緣轉生術》獲2023第34屆金曲獎最佳專輯製作人，也曾獲金曲獎最佳客語專輯；入圍金馬獎最佳電影音樂、最佳原創歌曲以及臺北電影節最佳配樂等多項獎項。音樂作品涵蓋古今東西古典、演唱會、電視、電影、舞台劇、京崑、歌仔布袋戲等戲曲。配樂作品如《茶金》、《孤味》、《血觀音》等。致力於臺灣傳統音樂，臺灣多項語文、東方儀式與戲曲的採集與再現。

Blaire KO is a Taiwanese musician and producer whose recent accolades include *Iā-Pô* by Panai, winner of Best Taiwanese Album at the 35th Golden Melody Awards (2024), and *Holy Gazai* by A_Root, which earned him Best Album Producer at the 34th Golden Melody Awards (2023). He has also received the award for Best Hakka Album.

His diverse body of work spans television, film, and stage, with notable credits including *Gold Leaf*, *Little Big Women*, and *The Bold, the Corrupt, and the Beautiful*. KO has been nominated multiple times for the Golden Horse Awards, including Best Original Film Score and Best Original Song, and was also nominated for Best Film Score at the Taipei Film Awards.

He is dedicated to the preservation and revitalization of Taiwan's traditional music, multilingual heritage, as well as Eastern rituals and operatic traditions.



鄭各均 CHENG Ke-chun (音速死馬 Sonic Deadhorse)

電音製作人

Electronic Music Producer

鄭各均為國際知名電音製作人，活躍於各大Live House，以電子音樂結合器樂與實驗裝置，擅長非典型控制器設定、互動裝置設計，以及各類型編曲與和聲理論教學，具備深厚的器樂造詣與爵士樂演奏經驗，開創出臺灣獨樹一幟的高門檻一人演奏電音風格。

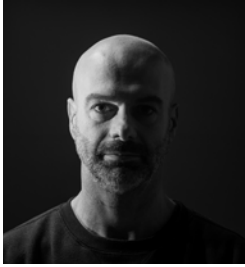
他曾榮獲多座金音創作獎，其中專輯《When I Witness Your Fucking Sorrow》於2013年摘下最佳電音單曲與最佳電音專輯雙料殊榮。2015年再度獲得最佳樂手，以及最佳電音單曲（作品《世外桃源》）。

2019年，他以製作人身份助力百合花奪得最佳搖滾專輯，並於2020年榮獲金曲獎演奏類最佳製作人（作品《非 / 密閉空間》）。2022年，他憑藉百合花的專輯再次獲得金曲獎最佳台語專輯，2023年則再度奪得金音獎最佳樂手。2024年，作品《壁》榮獲桃園科技表演藝術獎首獎，進一步彰顯其在音樂與科技交融領域的創新實力。

CHENG Ke-chun released *When I Witness Your Fucking Sorrow*, winning both the Golden Indie Music Award for Best Electronic Song and Best Electronic Album in 2015.

He frequently performs at live houses, blending electronic music with instrumental performance and experimental installations. CHENG is highly skilled in non-traditional controller setups, interactive device configurations, diverse music arrangements, and harmony theory instruction. With a strong foundation in instrumental performance and jazz music, he is a one-of-a-kind solo electronic music act in Taiwan.

He has won multiple Golden Indie Music Awards, including Best Electronic Song, Best Electronic Album, and Best Instrumentalist, and has also received Golden Melody Awards for Best Instrumental Album Producer and Best Taiwanese Album. In 2024, his work *Piah* was awarded the Grand Prize at the Taoyuan Art×Technology Festival.



馬蒂亞·卡雷蒂 Mattia Carretti

新媒體劇場 fuse* 創辦人及藝術總監

Founder and Artistic Director, New Media Art Collective fuse*

擁有化學背景並取得米蘭理工大學 (Politecnico di Milano) MBA 學位，發展出將科學探究與藝術視野融合的獨特方法，營造創意、研究與實驗交匯的環境。

長期受到藝術、科學與哲學交互影響，創作風格始終保持開放與流動，積極探索跨領域交會的可能性，不拘泥於單一藝術形式，擅長編織多種語彙，創造出顛覆認知、激發嶄新感知體驗的作品。

藝術擁有打破界限、激發集體想像，並推動有意義的社會創新力量也成為他的核心信念，這樣的理念塑造了 fuse* 的創作模式，使其成為一個跨領域的合作平台，來自不同專業背景的創意者在此交流知識與想法，共同打造發人深省的作品。

Mattia Carretti with a background in chemistry and an MBA from Politecnico di Milano, he has developed a distinctive approach that merges scientific inquiry with artistic vision, fostering an environment where creativity, research, and experimentation converge.

Deeply influenced by the intersection of art, science, and philosophy, Mattia embraces fluidity in his work, continually exploring the convergence of disciplines. Rather than adhering to a single artistic form, he seamlessly weaves together diverse modes of expression, crafting works that challenge perceptions and inspire new ways of experiencing reality.

At the core of his vision is the belief that art has the power to transcend boundaries, spark collective imagination, and drive meaningful social innovation. This philosophy has shaped fuse* into a dynamic collaborative platform, where professionals from diverse backgrounds come together to exchange knowledge and ideas, fostering the creation of thought-provoking works that challenge perspectives and inspire new ways of thinking.



蔡宏賢 Escher TSAI

超維度創意總監及初未來創辦人

Creative Director, Dimension Plus and Founder, Hello World

初未來創辦人、新媒體藝術工作者、製作人與策展人，致力於新媒體藝術創作、媒合、國際交流、教育及推廣。曾任文化部「科技藝術實驗創新及輔導推動計畫」、「5G雲端運算美學平台」及國立臺灣美術館「5G沉浸式科技應用實驗場域軟體技術開發與建置」計畫主持人，2024臺北當代藝術館年度大展《你好，人類！Hello, Human!》、2022《文化部×桃園科技藝術節》及2017《桃園科技藝術節》、忠泰美術館《生生LIVES》、臺中國家歌劇院《光之序幕》沉浸式展及《C-LAB未來媒體藝術節》、2016—2017《白晝之夜》策展人、2016《伊東豐雄的劇場夢》觀念建築展策展人。

Escher TSAI is a new media artist, producer, and curator dedicated to digital art creation, curation, international collaboration, education, and promotion. As the founder of Hello World and creative director of Dimension Plus, he actively explores and advances new media art.

He has served as the project director for several national initiatives, including the Ministry of Culture's Arts and Technology: Creative Innovation and Counseling Project, the 5G Computing Art Project, and the National Taiwan Museum of Fine Arts' 5G Immersive Technology Application Experimental Space.

As a curator, he has led numerous large-scale exhibitions, including *Hello, Human!* (2024, MoCA Taipei), *The Era of Human-Made* and *RE: CAVE* as part of the T.A.P. Project at the National Taichung Theater, and the C-LAB Future Media Arts Festival. He also curated the Taoyuan Art and Technology Festival in 2017 and 2022, as well as *Nuit Blanche Taipei* (2016-2017). Additionally, he served as the curator for *Encounter Once in a Lifetime – Toyo Ito Architecture Exhibition* at the National Taichung Theater (2016).



蔡遵弘 TSAI Tsun-hung

國立清華大學科技藝術研究所助理教授

Assistant Professor, Graduate Institute of Art and Technology,
National Tsing Hua University

國立臺北科技大學設計學院設計博士。現任國立清華大學技藝術研究所助理教授。經歷包含實踐大學媒體傳達設計學系助理教授、財團法人數位藝術基金會技術總監、在地實驗技術總監、台北當代藝術館等。專業領域為電腦動畫、互動設計、延展實境、遊戲設計與應用。

TSAI Tsun-hung holds a Ph.D. in Design from the College of Design at National Taipei University of Technology. He is currently an assistant professor at the Graduate Institute of Art and Technology, National Tsing Hua University.

His past experience includes serving as an Assistant Professor at the Department of Communications Design at Shih Chien University, Technical Director at the Digital Art Foundation, Technical Director at ET@T, and the Management Information System Engineer at the Museum of Contemporary Art, Taipei.

His areas of expertise include computer animation, interactive design, extended reality (XR), and game design and applications.

|【LAB X 青年創作工作室暨法國福爾摩沙駐館計畫】 【LAB X Projects & Villa Formose Arts Vivants Innovants】



安東萬·瓦內爾 Antoine Vanel

數位藝術家 / 《鏡後世界：劇場與擴增實境》

Digital artist / *Behind the mirror: Theater and augmented reality*

安東萬·瓦內爾是數位影音、沉浸式與互動式體驗內容創作者與開發者，精通XR技術及人工智慧，並特別關注生成式內容的發展。他的創作結合駭客技術與設計技巧，以集體體驗為核心，促使人們重新審視並思考現實的本質。他亦擅長解構個人娛樂設備等科技裝置。

2019年，他為穹頂劇場與天文館打造的即時影音作品《FIELDS》，受MUTEK電子音樂節選作之一，於蒙特婁SAT科技藝術中心及Symposium IX論壇展出。2021年，他參與製作改編自莫里斯·梅特林克文本的沉浸式VR體驗作品《群盲》，讓12名觀眾共同體驗。隨後與Haut et Court公司合作，製作當代烏托邦三部曲的第一部《La Germination, d'autres mondes possibles》，此作則挑戰為100位觀眾配戴Magic Leap擴增實境（AR）眼鏡，以擴增台上三位表演者的演出內容。2023年，他與愛爾蘭公司The Dead Center合製《To Be a Machine 2.0》，透過結合虛擬實境及深偽技術，將觀眾融入作品。

Antoine Vanel is a creator and developer of digital audiovisual, immersive, and interactive experiences, with a focus on XR formats, artificial intelligence, and generative content. His work sits at the intersection of hacking and design, using artistic projects to spark collective reflection on our perception of reality.

In 2019, he created *FIELDS*, a live audiovisual performance for domes and planetariums. In 2021, he participated in the production of *Les Aveugles*, an immersive VR installation for 12 viewers. He later collaborated with Haut et Court on *La Germination, d'autres mondes possibles*, where he outfitted 100 audience members with Magic Leap AR glasses to enhance a live performance by three on-stage performers.

In 2023, he joined Irish company Dead Centre for *To Be a Machine 2.0*, a production combining VR and deepfake technologies in which audience members were integrated directly into the narrative.



伊希絲·法米 Isis Fahmy
貝努瓦·雷諾丹 Benoît Renaudin

藝術總監 / 《超越現實與虛擬：打造新劇場空間》

Artistic Director /

Beyond reality and virtual: creating new theater spaces

伊希絲·法米與貝努瓦·雷諾丹是一對來自法國的藝術家組合，活躍於奧弗涅-羅納-阿爾卑斯大區與瑞士法語區，主攻數位藝術創作。

他們長年致力於發展結合現場表演與裝置藝術的跨界作品，其創作曾於國際各大藝術節及藝術機構展出。伊希絲·法米與貝努瓦·雷諾丹的創作核心在於運用擴增實境（AR）等新興科技，探索現實與虛擬之間的關係。

They are a duo of French artists specializing in digital arts, working between the Rhône-Alpes-Auvergne region and French-speaking Switzerland. For several years, they have been creating hybrid works that combine performances and installations, showcased at international festivals and institutions. Their work explores the relationship between the real and the virtual, particularly through the use of emerging technologies like augmented reality (AR).



洪安旭 HUNG An-hsu

編導 / 《他在他方》

Director & Playwright / *He Is Elsewhere*

目前就讀政治大學民族學系，雙主修數位內容學程，及輔系哲學系。作品嘗試以實驗影像、沉浸式劇場及視覺設計，擺盪於藝術與社會科學之間，企圖在不同媒材的作品中，融入自我和社會的觀察。

Currently studying in the Department of Ethnology at National Chengchi University, HUNG is pursuing a double major in Digital Content and a minor in Philosophy as well. His works span experimental video, immersive theater, and visual design, oscillating between art and social sciences, and attempting to infuse observations of self and society into works utilizing different mediums.



李宇泓 LI Yu-hung

視覺設計暨技術總監 / 《他在他方》

Visual Designer and Technical Director / *He Is Elsewhere*

2023年畢業於臺灣藝術大學多媒體動畫系。目前為場景3D設計師及概念設計師，擅長以3D的技能，探索並設計引人入勝的場景。合作對象包括網易遊戲、Volta Keywords Studio、Wave、WLab等遊戲、影視以及虛擬演唱會的專案。

A 3D scene designer and concept artist who graduated from the Department of Multimedia and Animation Arts at the National Taiwan University of Arts in 2023. LI has collaborated with companies such as NetEase Games, Volta Keywords Studio, Wave, WLab, and others on projects involving games, films, and virtual concerts. He excels at using his 3D skills to explore and design captivating scenes.



許兆豐 HSU Chao-feng

配樂暨聲音設計 / 《他在他方》

Composer and Sound Designer / *He Is Elsewhere*

目前就讀政大傳播學院。專長為影像配樂、聲音設計師，曾參與多部短片的製作，亦涉足實驗性電子音樂與互動科技，創作以人文角度出發，嘗試探索聲響與空間、社會場域之間的關係。

A video scoring and sound designer, currently studying at the College of Communication, National Chengchi University. HSU has participated in the production of various short films and is also involved in experimental electronic music and interactive technology. He exploring the relationship between sound, space, and social environments from a humanities and cultural perspective.



陳筱彤 Coco CHEN

新媒體藝術家 / 《克萊歐》

New Media Artist / *Cleo*

擅長以AR/VR作為創作媒材，探索虛擬空間與日常物件的投射以及遊戲應用。近期以女性性別議題出發，分別創作了《克萊歐》與VR互動動畫《關於你的死亡》。2021年畢業於逢甲大學室內設計學系後，專注在3D數位藝術和虛擬空間的創作，2022年就讀成功大學科技藝術碩士，深入遊戲、動畫和虛擬實境媒材的探索與應用。2023年發表《Minecraft於馬祖戰地文化遺產數位典藏加值之研究》，探討線上遊戲形式對戰地遺產的途徑；同年也參與聯展《馬祖：島嶼藝術—外在印象 / 內在感知》，延伸馬祖戰地文化遺產主題，與音樂藝術家Peter Harrison和視覺藝術家Amurzaya Batdavaa共同創作VR沉浸式體驗作品《M.A.S.T.U-Memories and the Stories Underneath》。

CHEN specializes in using AR and VR as creative mediums, exploring the projection of virtual spaces onto everyday objects and the possibilities of applying gaming in artistic creation. Her recent work focuses on gender issues, including the creation of *Cleo* and the VR interactive animation *About Your Death*.

In 2022, she entered the Techno Art master's program at National Cheng Kung University, where she delved into the artistic applications of gaming, animation, and virtual reality. In 2023, she published a study titled "Research on Digital Archives and Value-Added Applications of Matsu Battlefield Cultural Heritage through Minecraft," investigating the preservation of battlefield heritage through online gaming. That same year, she participated in the group exhibition *Matsu: Island Art—External Impressions / Internal Perceptions*, expanding on the Matsu battlefield theme and co-creating the VR immersive experience *M.A.T.S.U—Memories and the Stories Underneath* with musician Peter Harrison and visual artist Amurzaya Batdavaa.

| 策劃執行團隊 Curatorial and Production Team

臺中國家歌劇院

藝術總監 | 邱瑗

副總監 | 汪虹

副總監 | 鄢繼濱

藝術教育部

經理 | 黃本婷

創意發展組組長 | 謝祥雯

藝術學習組組長 | 周昀萱

創意發展組專員 | 郭怡伶、張育瑄
蔡宛樺、鄭宇軒

藝術學習組專員 | 侯慶璞、簡姍名

行銷公關部

美術設計專員 | 黃少廷

演出技術部

舞台監督 | 蔡采晴

視聽組技術專員 | 孫珉皓、陳思皓

專案協力

技術統籌 | 劉冠伶

同步口譯 | 譯藝有限公司

逐步口譯 | 倪安宇

接待翻譯 | 王嘉怡、邱芳吟、羅尹如

文字翻譯 | 謝宜庭

論壇側記 | 齊義維

平面攝影 | 林峻永

National Taichung Theater

General and Artistic Director | Joyce Y. CHIOU

Deputy Director | Grace WANG

Deputy Director | YEN Chi-ping

Arts Education Department

Manager | HUANG Pen-ting

Associate Manager, Creative Engagement | Shelby HSIEH

Associate Manager, Learning Development | CHOU Yung-hsuan

Associate, Creative Engagement | Lulu KUO, CHANG Yu-hsuan

TSAI Wan-hua, CHENG Yu-hsuan

Associate, Learning Development | Charlotte HOU, Millie CHIEN

Marketing & Public Relations Department

Graphic Designer | HUANG Shao-ting

Technical & Production Department

Stage Manager | TSAI Tsai-ching

Audio-Visual Technician | SUN Min-hao, CHEN Si-hao

Project Assistant

Technical Coordination | Xiao-ba LIU

Simultaneous Interpreting | ARTIE Translation

Consecutive Interpreting | NI Ann-yue

Speaker Reception | Vicky WANG, Nolwenn CHIOU, LO Yin-ru

Translation | Ari I-Ting HSIEH

Notes | Eviy CHI

Photography | LIN Chun-yung



National
Taichung
Theater
臺中國家歌劇院