

洄

Whorl

鳴

Whirr

Yen Chun Lin

林 彥 君

洄 鳴

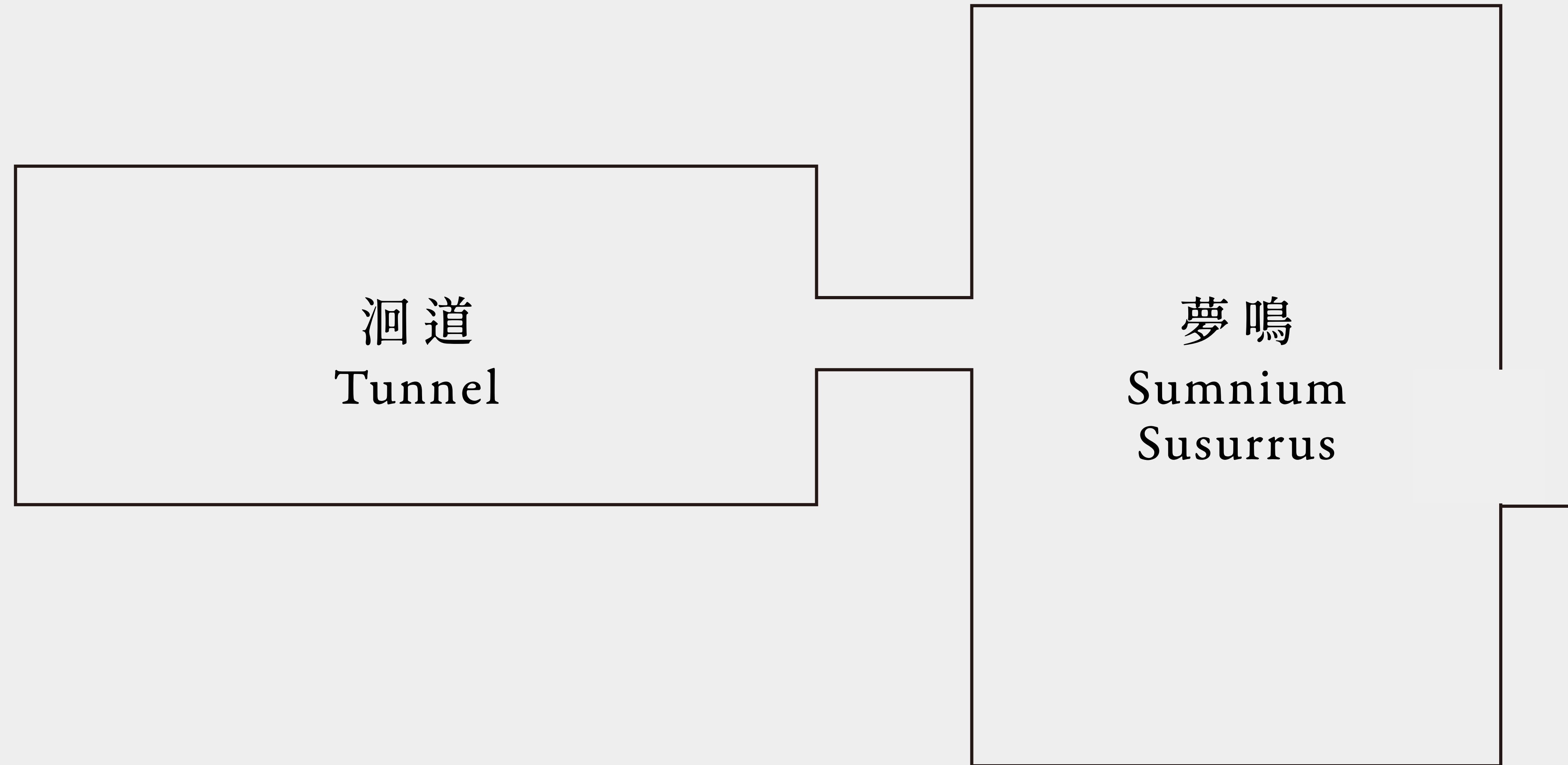
生與息之徊、夢與醒之迴、寂與聲之洄、此地與彼地之間：冥暗之中，邊際逝去，萬物融合，此地即彼地。

如此之境，感知範圍的邊界淡去，如同夢醒時般溟濛的記憶堆疊著不同時空與超越此時此地的現實。在自然消長的循環裡，日照的彼岸易為人所忽略：冥暗、眠息、夢醒、寂靜... 它們如同塵埃般存在，且其存在不因是否被人類看見而改變。循此而行，場域「洄鳴」由作品「夢鳴」與「洄道」一小時的生息循環構成，以空間、聲音與雕塑編織著林彥君與一隻蜻蜓、藝術家 Gediminas Žygus 和夢境的合作，探索振翅的瞬息之聲，與穿梭至螺旋隧道中心後，通往海洋般的存在狀態與集體未知。

Whorl Whirr

Whorling in the cycles of breathing and resting, dreams and wakefulness, silence and sound, here and elsewhere: boundaries fade in the darkness, myriad happenings converge, and “here” becomes the “elsewhere.”

In this realm, the shapes of perception blur, like the hazy memories of waking from a dream, layering different times and transcending the present reality. Within the natural cycles of growth and decay, the far shore of daylight seems to be easily overlooked: the edge of darkness, the breath of sleep, the wakefulness of dreams, different shades of silence... these entities, like dust, exist ominously whether seen by human eyes or not. Following this path, *Whorl Whirr* emerges from the one-hour cyclical alternation of *Sumnium Susurrrus* and *Tunnel*, weaved by space, sound, and sculptures as the collaboration between Yen Chun Lin, a dragonfly, artist Gediminas Žygus, and dreams. Together they explore the transient pulse of the wings at the verge of motion, the infinite approach to the heart of a spiral tunnel, moving towards an oceanic state of existence — the collective unknown.



總長一小時，於每整點循環播放

The duration is one hour, looping from the start of each hour.

夢 鳴

2024

聲音雕塑裝置 |

16聲道音響驅動機械、電子零件、音響、塑膠、玻璃、鋁合金、鐵

15分鐘、尺寸依場地而定

在一場舉辦的共眠聆聽實驗時，林彥君因與共眠者尋找夢到的溫室是否在附近森林裡，與一隻蜻蜓在回程路上相遇。自相遇後，蜻蜓棲息於她左手，不願離開，並一起度過了牠此生的最後半天。寂與振之間，瞬與息之間，生命漸漸逝去之時，憶起了前世糾纏。牠在回彼夢的路上墜落一翅於枕邊，滯於此物質世界的此時此地。他們以夢耳聆聽細微的聲音以及不同維度的發生，探索宇宙的包容性，替代排他性。

洞 道

與 Gediminas Žygus 共同製作

2024

空間聲響裝置 |

12聲道音響系統、影片

45分鐘、尺寸依場地而定

以詩意帶來的曖昧空間，研究隧道的存在形式，並尋找現有知識體系中介於之間的
地帶。隧道為一敘事方法、建築現象、多靈系統與感官經驗。它如夢般連接著迥然
相異的環境、地域、維度、現實，在一明一闇之間洄擾了時空，徘徊於未知。在此
過渡地帶，穿插著平行的故事：兩續前緣之陌生人開往螺旋隧道的中心，與一穿梭
於夢海之靈魂游往螺旋海螺之中心。他們不停地穿梭於隧道之間，穿梭於不同的存
在，變成不同的身體、物種，編織著山與海洋的傳說。藉由聆聽在隧道裡流動的記
憶，尋找著海洋般的存在狀態與集體未知。

Sumnium Susurrus 2024	Sculptural sound installation audio-driven mechanism, electronic components, speakers, PET, aluminium, iron 15min, dimension variable
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During her Syn-sleep Listening Experiment, Yen Chun Lin, along with her co-sleepers, was searching for a greenhouse they had dreamt of in the nearby forest. On their way back, they encountered a dragonfly in its last gasps. The dragonfly perched on Lin’s left hand and refused to leave, spending the last half-day of its life with her. Whorling between silence and vibration, between instants and breaths, as the dragonfly’s life in the current realm gradually faded away, memories of their past entanglements surfaced. On its way back to the dream, the dragonfly fell with one wing beside Lin’s pillow, lingering in the “here” of this material world. Through dream ears, Lin and the dragonfly tuned into subtle frequencies and occurrences from different dimensions, together exploring the inclusiveness of the universe as an alternative to exclusivity.

Tunnel

Collaboration with Gediminas Žygus

2024

Spatial sound installation | 12-channel sound system, video
45min, dimension variable

Immersing in the in-between space brought by poetics, the “Tunnel” delves into the forms of existence of tunnels, seeking the intermediary zones within existing knowledge systems. Tunnels serve as a narrative method, architectural phenomenon, multi-spiritual system, and sensory experience. They connect dream-like environments, regions, dimensions, and realities, alternating the time and space as they wander in the unknown, between light and dark. In this misty zone, parallel stories interweave: two strangers, continuing their past connections, head towards the center of a spiral tunnel, while a spirit, traversing the ocean of dreams, travels toward the center of a spiral shell. They incessantly shuttle between tunnels, between different existences, transforming into other bodies and species, weaving legends of mountains and oceans. By listening to the memories flowing within the tunnels, they seek a state of existence akin to the ocean, moving towards the collective unknown.

藝術家簡介

林彥君，生於1990年新竹，現居柏林，目前生活與研究於墜落的狀態之中，墜落於沈睡、墜落於夢醒、墜落於未知。在她的共眠聆聽實驗之中遇見了一隻蜻蜓，在這隻蜻蜓生與息的陪伴之下，他們一起探索身處環境裡的寂靜、冥暗、微聲、塵埃、柔軟與共鳴。藉由創作，她慢慢地調頻至細微的存在與感知邊界的地帶，與萬物靈相遇學習。她的創作以空間裝置的形式呈現，空間內乘載著雕塑、聲景、夢、表演、合作與虛實故事，並著重於物質作品空間之外聲音與意識構造的虛空場，即此時此地與彼岸之間的溟濛地帶。她於2019年畢業於倫敦金匠大學藝術碩士，近期展演於：英國倫敦ICA當代藝術學會、臺灣臺北市立美術館、德國柏林MONOM、德國柏林Creamcake藝術祭、立陶宛維爾紐斯當代藝術中心、德國柏林SAVVY Contemporary、瑞典馬爾默Skanes Konstforening、德國慕尼黑Britta Rettberg藝廊等。

Artist biography

Yen Chun Lin, born in 1990 in Hsinchu, now resides in Berlin. She currently researches and lives in a state of falling—falling into sleep, into wakefulness, into the unknown. In her Syn-sleep Listening Experiment, she encountered a dragonfly. Accompanied and guided by the dragonfly, Lin explores various nuanced states of being and becoming within their shared environments. Learning from such encounters, Lin gradually tunes into the subtle vibrations of existence and the edges of perception through the means of artistic creations.

Lin's work materializes in the form of spatial installations, encompassing sculptures, soundscapes, dreams, performances, collaborations, and speculative narratives. She focuses on the tenuous and sensuous space of sound and consciousness, and the misty zone between the “here” and “elsewhere”—a realm that emerges beyond the physical and material frame of her work.

Lin received a Master of Fine Arts from Goldsmiths, University of London, in 2019. Her works have been exhibited at the ICA (Institute of Contemporary Arts) in London, U.K.; Taipei Fine Arts Museum in Taipei, Taiwan; MONOM in Berlin, Germany; Creamcake Art Festival in Berlin, Germany; SAVVY Contemporary in Berlin, Germany; Britta Rettberg Gallery in Munich, Germany; Skanes Konstforening in Malmö, Sweden; and the Contemporary Art Centre in Vilnius, Lithuania, among others.

展覽製作團隊

EXHIBITION TEAM

聲音製作	Sound production	林彥君 Yen Chun Lin、Gediminas Žygydas
空間聲響技術	Sound spatialisation engineer	MONOM (4DSOUND)、Shehryar Ahmad
動力裝置	Sculpture mechanism design	穀米 Okome Studio
雕塑金屬翻製	Sculpture metal casting	Viviane Stroede
雕塑玻璃翻製	Sculpture glass fabrication	Berlin Glassworks
展場設計	Exhibition design	林彥君 Yen Chun Lin
佈展協力	Exhibition installation support	穀米 Okome Studio
燈光設計	Lighting design	牧暉 L’atelier Muxuan
視覺設計	Graphic design	黃彧雒 Yuro Huang
展場文字翻譯	Exhibition text translation	彭憶歐 Oxi Peng
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