

# Mental Imagery

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May, 9th 2010

Yang Qiong, born in 1983, does not want himself to be classified into the generation of animation art. Maybe it is attributed to his experience in the Academy of Fine Arts High school. The painting method and technical high-density training make him disdain to be a pure illustrator who creates visual story on a plane surface by decorative lines and colors. And maybe the same reason urges him to choose sculpture major in college---he needs new challenge.

He, being sensitive in new media, becomes a computer expert of 3D production in his college time. In one of my public art class, the homework he handed in is: in the busy traffic flowing of Wang Jing Street, he held a camera, focusing on the student across the road, which is holding a camera and too. Both of them were walking and talking loudly to each other in the two side of the street with the traffic flowing between them. The way to display his work is to play the video and sound of two cameras on two screens which face to each other. It shows Yang Qiong's skillful management of new media. The postures of two people making dialogue in busy street show the statue of individual human being in such urban environment and space.

During his graduation creation period last year, he found he was interested in material and the methods of dealing with them. First, he made a complete fictitious 3D document in computer. Then he went to professional factory to make the material of Bakelite sharpen or formed by the three-dimensional milling machine. And then shape them into a flat or rilievo with black and white colors. In this process, Yang Qiong has a strong sense of insistence. The texture and grain in his work, comparing with the whole flat, are in a state of tension or compression. Sometimes, the black surface is covered by white furs, or even black furs.