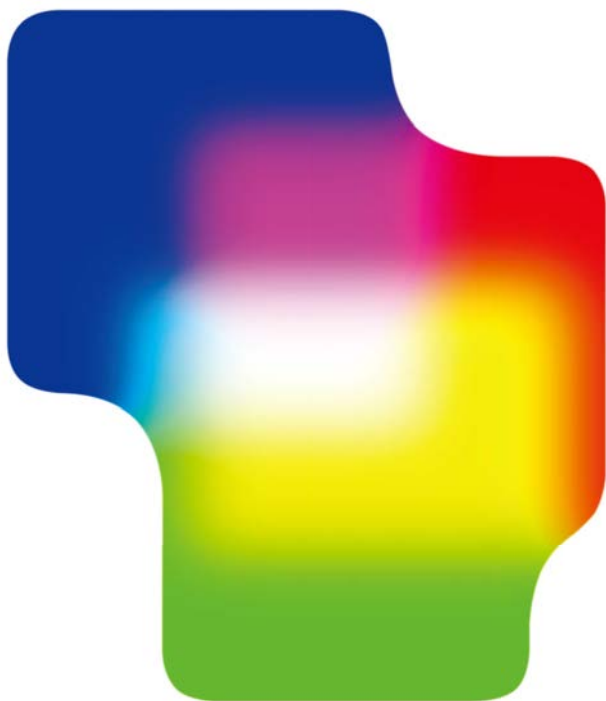


数字之维

MIND ING THE DIGITAL



2017.12.02– 2018.06.03

主赞助方
Major Sponsor:



周日至周四 SUN-THU 10:00 – 20:30
周五, 周六 FRI, SAT 10:00 – 21:30

深圳市南山区望海路1187号
海上世界文化艺术中心主展厅
Main Gallery, Sea World Culture and Arts Centre
1187 Wanghai Road, Shekou, Shenzhen, China

DESIGN
设计互联
SOCIETY

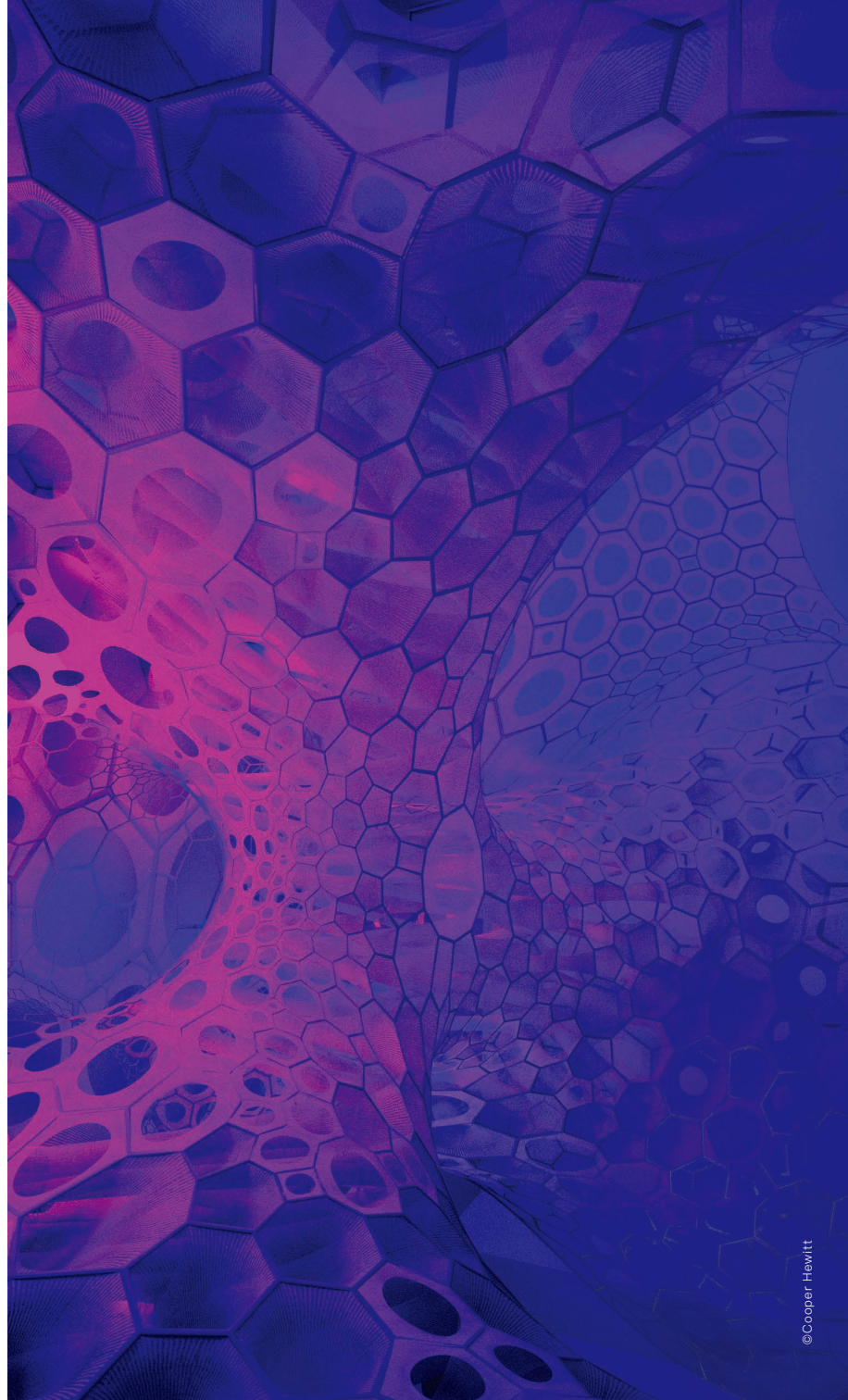


展览概述 EXHIBITION OVERVIEW

“数字之维”是一场跨学科设计的体验之旅，带领观众反思和想象正在全球范围内持续蔓延的前所未有的数字化变革。

这场展览引导我们在数字化这座无限可能性的迷宫里，体验日常生活中的设计力量，探索未来设计将如何融合科技革新与核心人文价值。

With the all-powerful digital shift in design, what will technologies mean to you and me in the future? Through a cross-disciplinary array of design, ‘Minding the Digital’ is an experiential journey of reflection and imagination on the unprecedented power of digitalisation in china and beyond. In a maze of digital possibilities, the show leads us to experience the power of design in our lives, and how it can mediate between technology and core human values in the future.



数字相遇 DIGITAL ENCOUNTER

越来越多的设计是由人与机器的紧密合作而完成的，这种合作不仅带来了新的材料、形态与细节，更挑战了传统的设计理念。面对日益增强的计算机技术，设计师应该如何自处？

“数字相遇”将探讨设计师如何使用数字化工具，创造出不同的作品形态。有的设计师从自然中获取灵感，以数字化工具解读我们身处的环境；有的设计师从传统中汲取能量，以数字化工具活化传统的庭院设计和家具工艺。虽然机器看似无所不能，但人类的决策依然是执行设计的关键条件。这一部分通过25件作品印证人与机器的和谐共创。

More and more, people and machines are working together to create designed objects. This co-creation is enabling the creation of new details, forms, and materials which were previously unachievable. Considering the calculative power of computers however, where does the role of the designer's intelligence lie?

In this section, we explore how the complexity of machine-generated shapes is guided and steered by a design team's ambitions. Some teams take cues from nature, using digital tools to interpret our environment. Other designers are mastering digital fabrication tools to re-invigorate traditional courtyard and furniture craftsmanship. While robots can seemingly fabricate anything, human judgement and workmanship are still required for effective design and execution. This section brings together over 25 design pieces that reflect on the co-creation between machine power and human intelligence.

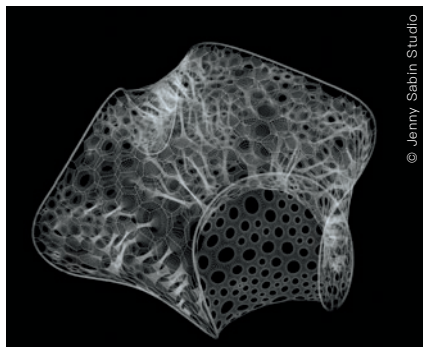


数字相遇 DIGITAL ENCOUNTER

多重穿梭 POLYTHREAD

珍妮·萨宾, 珍妮·萨宾工作室

Jenny E. Sabin, Jenny Sabin Studio, 2016



#算法Algorithm

“多重穿梭”是受到细胞结构启发的未来人居设计。作品由玻璃纤维管和感光针织材料构成, 既轻便, 又能自动响应光线的强弱程度。这是面向未来的建筑设计, 探索了建筑是否能在不断改变的环境中够自动适应。

POLYTHREAD is a freestanding inhabitable form inspired by networks of cellular structures. It is made from fiberglass tubing and a knitted light-weight material which changes colour in response to light. This portable and responsive surface explores the future of adaptive architecture.

女式上衣 DAMESTOP

艾里斯·范·荷本, 以赛亚·布洛赫

Iris Van Herpen, Isaïe Bloch, 2011

“Damestop”由3D打印而成的服装, 其创作灵感来自骨架结构。作品使用SLS(选择性激光烧结)快速成型技术, 实现了丰富的三维打印造型。

This 3D printed conceptual garment was inspired by a skeleton structure. The technique, known as SLS (Selective Laser Sintering), allows the designer to create free form shapes.



#仿生设计BiomimeticDesign #SLS
#选择性激光烧结SelectiveLaserSintering

微型结构椅(长细胞)

MICROSTRUCTURES ADAPTATION CHAIR (LONG CELL)

约里斯·拉尔曼 Joris Laarman, 2014

该作品属于拉尔曼“微型结构”系列作品, 强调三维打印技术和手工艺的结合。椅子由多个竖长的单元结构构成, 这些结构从椅子的底部一直延伸到椅背。通过运用这种设计手法, 设计师可灵活调整其作品的尺度、硬度和颜色。

ADAPTATION CHAIR is from Laarman's Micro-structures series which experiments with the refined combination of 3D printing and craftsmanship. The chair is composed of long, vertical units that start from its base and extend up to the back, mimicking the natural growth of cells.



#算法Algorithm #仿生设计BiomimeticDesign
#生成式设计GenerativeDesign

ICD/ITKE研究馆 ICD/ITKE RESEARCH PAVILION

斯图加特大学计算设计研究所: 阿希姆·门格斯

斯图加特大学建筑结构与结构设计学院: 扬·尼佩斯

ICD University of Stuttgart: Achim Menges

ITKE University of Stuttgart: Jan Knippers, 2013-2014

“ICD/ITKE研究亭”是由机械臂制造而成的亭子, 灵感来自于甲虫的外壳。它使用了最少且最简单的模块单元, 达到极大自由度的几何形态。此作品体现了设计师如何通过计算机技术将自然原理融入到建筑当中。

This modular pavilion was inspired by the formation of a beetle shell, which reduces form to a minimum while maintaining geometric freedom. The form was made possible through robotic fabrication. The development of computational design has enabled nature-inspired principles to be integrated into the design process.



#仿生设计BiomimeticDesign
#机械臂制造RoboticArmFabrication

此作品在户外展出(文化艺术中心主入口左侧草坪)。
This exhibit will be displayed outside the exhibition hall.

数字交互 DIGITAL INTERACTION

当今先进的科技日益影响着我们与世界的互动。从智能手机到机器人设备，设计都是为了与人建立更为密切的关系。在大数据和人工智能等技术所构建的“超连通”的环境中，电子设备能够追踪、分析、感应人类活动，与人共情。

在信息的洪流中，数字化与现实生活之间的界限越来越模糊，人与世界之间的关系将被重新定义。这一部分集结了13件数字化设计作品，探索在未来，我们与自身传统、他人与机器的关系将如何演化。

We live in a world where interactions are increasingly mediated by powerful, interconnected technologies. Devices ranging from smart phones to robots are being designed to interact and develop relationships with us. Powered by smart technologies such as big data and artificial intelligence, these devices operate within hyper-connected networks. They track, analyse and respond to our activities. Machines are increasingly able to learn about, and even to empathise with how we feel.

In the wave of fast-moving data, our relationships with the world are being challenged and redefined. This section brings together 13 different digital works to explore how our future relationships with machines, people and our traditions will evolve and counteract.



数字交互 DIGITAL INTERACTION

互动裙装系列 INTERACTIVE DRESS SERIES

高盈 Ying Gao, 2006–2013

每件“互动裙装”均配有不同的传感器，让服装的形态能够根据我们的声音、呼吸、肢体甚至眼球的动作发生改变。对传感技术的应用让这款裙装成为了一种沟通媒介。

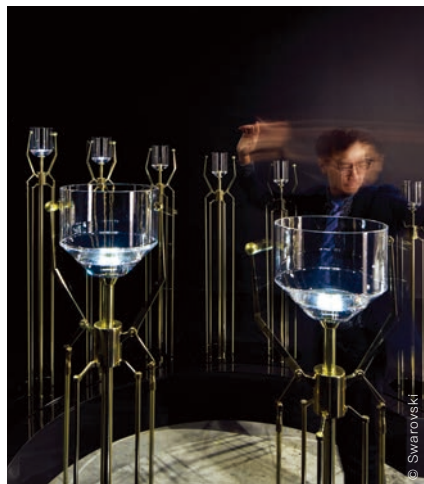
These sensor-filled dresses respond to voice, breath, physical presence and even the movement of our eyes. Gao redefines clothing as a responsive interface allowing it to be performative and unpredictable. The clothes express the designer's thoughts concerning fast-reacting interfaces.



#传感器Sensor

SHAREVARI

铃木尤里 Yuri Suzuki, 2013



#传感器Sensor

“Sharevari”是一件由一系列黄铜柱组成的互动乐器，探索了水晶作为声学材料的可能性。它可感应观者肢体的动作并创造出即兴乐曲。作品名源自法国一项群体创作音乐的民俗。

SHAREVARI is a musical interface of mechanical bells that translates the collective untrained body movements of the audience into a musical improvisation. The name of the piece refers to a French folk tradition of making improvised music as a community.

ANIMA II

尼克·弗斯坦德工作室 Studio Nick Verstand, 2017

“ANIMA II”是一件互动装置作品，探讨人类情绪与物理世界之间的互动。ANIMA在拉丁语中的意思是“灵魂”。作品以中国“五行”哲学为灵感，通过感应与观者的距离，生成不同的视听效果。

ANIMA II, meaning soul in Latin, is an interactive installation that investigates communication between human inner emotion and the external physical world. This sphere represents an intelligent and emotional entity. It communicates by interpreting audience reactions and responding with an array of audiovisual expressions inspired by Chinese 'Wu Xing' philosophy.



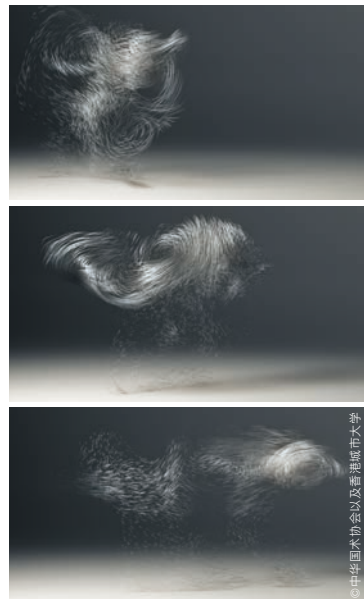
#传感器Sensor

功夫动态可视化 KUNG FU MOTION VISUALISATION

托比亚斯·格雷姆勒 Tobias Gremmler, 2016

“功夫动态可视化”将客家功夫大师的动作可视化，便于人们欣赏和研究。通过数字化工具，将动作的轨迹和节奏等元素可视化，为传统文化提供传承与创新的途径。

KUNG FU MOTION VISUALISATION translates the bodily expertise of Hakka Kung Fu masters for appreciation and study. The computer programme reconstructs Kung Fu motions using data collected by the International Guoshu Association. The beauty of traditions previously unseen or illegible to the public is thus made available through poetic data visualisation.



#数据可视化DataVisualisation

数字参与 DIGITAL PARTICIPATION

对设计行业来说数字化技术的日益普及意味着什么？在中国，云计算、大数据分析和移动网络等技术的革新不断推动着设计的发展，营造开放、合作、灵活的创作氛围。这种转变为设计的各个环节带来了新的挑战。信息和硬件的开放共享推动了骇客文化和创客运动，提升了个人影响力，引发设计行业的剧变。

这一部分从针对当前设计生态的概述出发，阐述设计与你我息息相关。展馆一楼最后一个空间的开源墙展示了中国近年来在开源实践方面的举措。二楼的开放试验场展示了以开源驱动的设计案例，并设有提供观众参与的试验空间。

这一部分希望探讨在这个数字时代，我们将扮演什么样的角色？

Digital technologies are becoming ubiquitous. What does this mean for the design industry? In China, new advances in technology such as cloud computing, big data analysis and mobile networks are encouraging openness, collaboration and agility in design. Different aspects of design practice are being challenged by this shift. Innovations such as the open sharing of information and hardware, hacking culture and the maker movement are encouraging individuals and communities to design.

This section kicks off with an overview of the digital ecology that design is operating within and asks how this ecology is relevant to you. The Open Wall gives a contextual overview of China's recent open-source practices. On the upper floor, the Open Playground presents case studies of design that have been made possible through the open-source movement. It includes an action space staging workshops and activities for the audience to create. In this era of open source information and tools, what role can you play in design?



数字参与 DIGITAL PARTICIPATION

开源家具 OPEN SOURCE FURNITURE



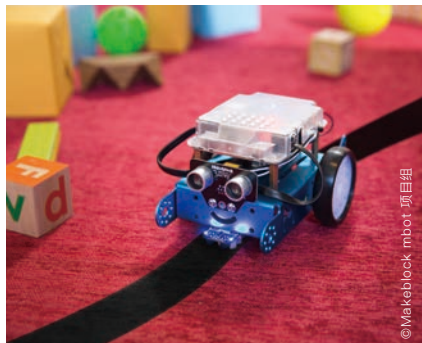
“Opendesk”是一个开源平台，提供来自全球设计师的开源设计给用户本地制作。为了体现开源精神，二层主要的家具都使用了Opendesk平台上的设计。同时观众也可以使用微缩版本家具体验组装过程。“Opendesk”于上海开设分部“放制”

Opendesk is an open source platform which provides free design files from designers all over the world for local production. To realise the open-source spirit, design from the Opendesk platform has been used to create key furniture items on the second floor. Miniature versions are also available for the audience to assemble. Opendesk recently expanded to Shanghai, as Openmake.

MBOT Makeblock 创客工场 Makeblock, 2015

“mBot”是一台小型机器人汽车。只需简易的应用程序即可控制，具备教学意义。2012年，该项目在HAX加速器中孵化，并在众筹平台上取得商业成功。

MBOT is a robotic car programmed through an easy to use graphic programming app. It was one of the first projects incubated at the HAX accelerator in 2012 and reached commercial success on crowdfunding platforms.



设计新生态 NEW DESIGN ECOLOGY

设计互联, LxU工作室

Design Society, LxU Studio, 2017



© LxU 设计互联



“设计新生态”是基于设计互联研与LxU究成果的交互式设计作品，项目亦得到中央美术学院设计学院与同济大学设计创意学院的支持。“设计新生态”展示了新兴数字技术和国家“互联网+”战略对中国设计实践、制造方式、组织架构和教育理念的影响。

NEW DESIGN ECOLOGY is an interactive installation based on research conducted by Design Society and LxU, with support from the Central Academy of Fine Arts' School of Design and Tongji University's College of Design and Innovation. It showcases how China's design industry is being shaped by the latest digital technologies and the national Internet Plus strategy.

The influence of digitalisation on design practice, manufacturing, organisational frameworks and education principles is explored.

词汇表 GLOSSARY LIST



#算法

ALGORITHM

算法即计算过程，是从输入到输出之间的计算步骤。如同把食材变成佳肴所需的烹饪步骤。算法是软件的核心，数字化工具的基础。算法的运用为设计师提供了更多的创作可能性，我们也因此得以看到更精巧的结构，更简洁的设计。

Algorithms are a set of steps from input to produce output. They can be understood as the recipe to turn ingredients into a dish. Algorithms are the core of software and the foundation of digital tools. The application of algorithms provide more possibilities for designers to create works with intricate details and simple forms.

关联作品Related work:

漫花丛，城市密码：漫游者雕塑，
SQN系列，超级幸运草
Kaledome, City Code: Urban Flaneur,
SQN series, Superclover



#数据可视化

DATA VISUALISATION

数据可视化即借助图形化手段，更加直观地展示数据，揭示隐藏在数据背后的信息。设计师把数据可视化作为一种工具，帮助我们感受信息变化，发现事物间的关系，洞察世界的究竟，甚至揭示不易发掘的事物。

Data visualisation refers to the techniques used to communicate data by encoding it as visual objects contained in graphics. It is a representation of design on data. By visualising specific issues, data visualisation can serve as a tool to help designers solve problems. Mind mapping is a kind of data visualisation.

关联作品Related work:

功夫动态可视化，设计新生态
Kung Fu Motion Visualisation,
New Design Ecology



#仿生设计

BIOMIMETIC DESIGN

仿生设计即“模仿自然生物的设计”。将自然界物质存在的功能原理运用在现有技术，为设计提供新的思想、原理、方法和途径。仿生设计学作为人类社会创新与自然界的契合点，从自然界获取大量的信息并以此为人类带来启发与灵感。

Biomimetic design is a kind of design that emulates nature. It is neither a parody nor a copy, but inspired by it, embodying the respect and understanding of designers towards the natural world. It utilises the wealth of information present in nature to inspire and enrich humans.

关联作品Related work:

微型结构椅（长细胞），Damestop,
ICD/ITKE研究亭
Microstructures Adaptation Chair
(Long Cell), Damestop,
ICD/ITKE Research Pavilion



#生成式设计

GENERATIVE DESIGN

生成式设计是一种全新的设计方法。借助计算机的力量，设计师将创意转化为代码，从而可以生成无数的设计方案。设计师由此可以减少花费在细节处理方面的精力，只需在众多方案中选出最优结果。生成式设计被应用于多个设计领域，为设计思维提供新的发展空间。

Generative design is a new design method. Designers can input goals along different parameters, such as materials, manufacturing methods, and cost constraints. Software then explores innumerable possible permutations of a solution to find the best option. Designers act as a “curator”, rather than making all the decisions. Employed in disciplines including art, architecture, and product design, the generative process provides a new angle with which design thinking can be approached.

关联作品Related work:

微型结构椅（长细胞），Microstructures
Adaptation Chair (Long Cell)

数字相遇
DIGITAL ENCOUNTER

数字交互
DIGITAL INTERACTION

数字参与
DIGITAL PARTICIPATION



#选择性激光烧结（简称SLS）

SELECTIVE LASER SINTERING (SLS)

选择性激光烧结（简称SLS）是一种快速成型技术，其利用粉末材料在激光照射下高温烧结的原理，通过计算机控制实现精准定位，然后逐层烧结堆积成型。SLS的应用简化了制造流程，便于生产结构复杂的零件，是3D打印最重要的工艺之一。

Selective laser sintering (SLS) is a rapid-prototyping technology that uses a computer-controlled laser to selectively heat powder, binding the material together to create a solid structure. Considered one of the most important 3D printing technologies, the application of SLS improves the efficiency of the design process and is often used for producing complex components.

关联作品Related work:

Damestop



#数控机床（简称CNC）

COMPUTER NUMERICAL CONTROL (CNC)

数控机床是一种由程序控制的自动化零件加工机床。普通机床需要人来操作，而我们只要改变数控机床的程序就可以达到加工不同零件的目的。数控机床可以快速进行小批量、形状复杂且精度要求高的零件加工。

Computer numerical control (CNC) is the automation of machine tools through the use of a pre-set program embedded in a computer attached to the tool. Unlike machines that are controlled manually, CNC machines allow us to fabricate different industrial components by simply modifying the computer program. They are especially applied to fabricate small quantities of complex industrial components with high accuracy.

关联作品Related work:

旋转凳
Rotational stool



#机械臂制造

ROBOTIC ARM FABRICATION

机械臂是模仿人类手臂功能的机械装置，可以快速完成各种工业生产的作业要求，例如焊接、切割等。机械臂制造被广泛用于汽车制造，3D打印等多个领域。随着机械臂精度和灵敏度的提高，制造业也不断朝着自动化与智能化的方向发展。

A robotic arm is a programmable manipulator with similar functions to a human arm. The most commonly used robot configurations in our days, robotic arms are applied in various fields from the automotive industry to the latest 3D printing machine. With increasing accuracy and sensitivity, the development of robotic arm technology is essential to digitalisation and automation of fabrication process.

关联作品Related work:

ICD/ITKE 研究亭
ICD/ITKE Research Pavilion



#传感器

SENSOR

传感器是一种可以检测如温度、灯光、压力或声音等信息的电子装置，它的出现让物体有了触觉、味觉和嗅觉，变得“活”了起来。传感器早已渗透在多个领域，促进了传统产业的更新换代。设计师们将传感器灵活地运用于各类创作，不断地为我们带来充满诗意的作品，我们的感官由此延伸。

A sensor is a device used to measure physical quantities such as temperature, light, pressure, and sound. They send signals that are converted to a display for reading or further processing. Sensors are widely used in cutting-edge technology as well as in everyday objects of which most people are not aware. For example: A security alarm system may have an infrared sensor which sends a signal when the beam is broken.

关联作品Related work:

互动裙装系列 Interactive dress series,
Sharevari, ANIMA II

ARE YOU MINDING THE DIGITAL?

寻找我们的数字替身

参与小测试 TAKE THE QUIZ



到底你是数字原生者、数字游客还是数字异客？

你在数字世界感觉自在，还是抱有怀疑？

参与我们的互动小测试，找到你的数字替身！

Are you a digital native, digital tourist or digital alien?

How comfortable or skeptical are you in the digital world? Let's take the interactive mobile quiz and find out!

1. 扫描二维码 Scan The QR code.

2. 参加小测试 Take the quiz.

3. 在入口的投影中寻找你的数字替身。

See your digital avatar at the entrance projection.

4. 分享到社交媒体 Share on social media!

#数字原生者

DIGITAL NATIVE

你随互联网而生，在数字世界中感觉自如自在，犹如在家一样。数字技术是你所栖居的自然的一部分。

You are born with internet genes and feel completely at home in the digital world. Digital technology is a natural part of your habitat.

#数字游客

DIGITAL TOURIST

你敢于探索数字化世界，也喜欢传统手工艺的年代。数字技术对你来说像行李一样，可增可减。

You very much like to explore the digital world, but you value our old analogue world as well. Digital technology is your luggage of which you could do with more or less.

#数字异客

DIGITAL ALIEN

你对数字技术的发展略感忧虑。你更喜欢线下的世界。偶尔你会担心数字科技会占领我们的世界。

Technology scares you quite a bit, you prefer the offline world.

You constantly worry about digital technology taking over the world.

数字之维公教活动计划 EVENT CALENDAR

十二月 DEC 2017

9TH 周六 SAT

工作坊 WORKSHOP

STICKYLINE:

立体纸艺工作坊

——纸模台灯制作

Origami Table Lamps
with STICKYLINE

14:30–16:00

主展馆活动空间

Maker Space, Main
Gallery

讲座 LECTURE

STICKYLINE:

“彻夜难”与数位构筑

Digital Fabrication and
the Creative Process

14:30–16:00

二楼公共教育空间

Learning Space, L2

24TH 周日 SUN

讲座 LECTURE

算法之下

——数字时代的创造力

张周捷、戴梓毅、何启如

Beneath Algorithms—
Creativity in the

Digital Era

ZHANG ZHOUJIE,

DAI ZIYI, HE QIRU

14:30–16:00

二楼公共教育空间

Learning Space, L2

一月 JAN 2018

6TH 周六 SAT

工作坊 WORKSHOP

开桌：自制开源家具—

Homemade Furniture

with OPENMAKE

14:30–16:00

柴火创客空间

Chaihuo Maker Space

7TH 周日 SUN

讲座 LECTURE

LxU工作室：设计在当下

LXU STUDIO:

How about now

14:30–16:00

境山剧场

Learning Space, L2

13TH 周六 SAT

工作坊 WORKSHOP

开桌：自制开源家具二

Homemade Furniture

with OPENMAKE

14:30–16:00

二楼公共教育空间

Learning Space, L2

21ST 周日 SUN

讲座 LECTURE

邵志飞：数字化遗产的艺术

JEFFREY SHAW: The Art

of Digital Heritage

14:30–16:30

二楼公共教育空间

Learning Space, L2

二月 FEB 2018

10TH 周六 SAT

讲座 LECTURE

为用设计：

制作CNC切割的设计家具

CNC Cut Furniture with

WEYONG

14:30–16:00

二楼公共教育空间

Learning Space, L2

11TH 周日 SUN

讲座 LECTURE

为用&远近（王薇）：

中国古典设计的民主化

WEYONG & YUANJIN:

Democratisation of

Chinese Classic Design

11:00–12:00

二楼公共教育空间

Learning Space, L2

主展馆工作坊
MAIN GALLERY
WORKSHOP

三月 MAR 2018

10TH 周六 SAT

工作坊+演出

WORKSHOP

+ PERFORMANCE

用有理想的设备做音乐

——孟奇的自制合成器

音乐工作坊&分享会

Make music— MENG

QI's Self-made Syn-

thesiser

14:30–16:00

二楼公共教育空间

Learning Space, L2

11TH 周日 SUN

讲座 LECTURE

林妙玲&林欣杰：

未来交互

Future Interface with

LAM MIU LING and

KEITH LAM

14:30–16:00

二楼公共教育空间

Learning Space, L2

主展馆讲座
MAIN GALLERY
LECTURE

四月 APR 2018

8TH 周日 SUN

讲座 LECTURE

LAAB:

数码制作与游戏建筑

Digital Fabrication &

Playful Architecture with

LAAB

14:30–16:00

二楼公共教育空间

Learning Space, L2

主展馆工作坊+演出
MAIN GALLERY WORKSHOP
+PERFORMANCE

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设计互联衷心感谢以下单位及个人对展览的支持。

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