

XINER LAN

Multi-media Artist | xinerlan.com

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INTRODUCTION

Xiner Lan (b. 2000) is a multi-media artist who constructs worlds where different modes of realities converge - the magic with the mundane, the imagined with the experienced. Using video, game, performance, installation, and their combination, the artist tells stories based on the self-defined "script" - a drafted, executable sequence with theatrical potential. Rehearsing and enacting the script in a split of voices, Xiner explores meaning-making amid the contradiction and fragmentation of fiction, translation, autotheory, and poetry.

EXHIBITIONS AND PERFORMANCES

2024

Film/Animation/Video Triennial, Woods-Gerry Gallery, Providence, RI

2023

Beatific Trajectory, Woods-Gerry Gallery, Providence, RI (Group Exhibition)
Ivy Film Festival, Perry and Marty Granoff Center, Providence, RI (Group Exhibition)
Skyhorse Project Launch Event, RISD Auditorium, Providence, RI (Performance)
Loading..., Every Art, Metaverse(Virtual) Exhibition (Group Exhibition)

2022

No Longer Transparent, Gelman Gallery, Providence, RI (Group Exhibition)
Supercritical State, M P Birla Millenium Gallery, London, UK (Group Exhibition)
Copi(y)e(a)r Series, McCormack Family Theatre, Providence, RI (Performance)
Techno Aesthetic Prophecies, Red Eye Gallery, Providence, RI, US (Group Exhibition)

PRODUCTION EXPERIENCES

2021 - 2023 - *DisplaceMen*, Indie Game

Producer, Developer, Narrative and UI Designer

2022 - 2023 - *Skyhorse Project*, Multi-Media Work Series

Producer, Director, Writer, and Animator

2022 - *Museum Hall A*, Live-Action Video Game

Producer, Director, and Developer

EDUCATION

2023 - Present

University of California, Los Angeles

M.F.A. in Media Arts

2018 - 2023

Rhode Island School of Design

B.F.A. with Honors in Film / Animation / Video - Open Media Concentration in Computation, Technology, & Culture

SKILLS

Unity
Premiere
Photoshop
Illustrator
InDesign
C# / Java / Python
HTML / CSS / JavaScript

PROFESSIONAL EXPERIENCES

2020 - *Aranya Cultural Corporation*

Content Management Internship

2019 - *Beijing Commune*

Gallery Internship

2019 - *AnD Space*

Gallery Internship

兰馨儿

多媒体艺术家 | xinerlan.com

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个人介绍

兰馨儿是一名生于2000年的多媒体艺术家，作品形式包含影像、游戏、表演、装置及其组合，构建一种多重现实矛盾交汇的世界。她讲述的故事源于自定义的“脚本”——一种草拟的、可执行的、具有戏剧潜能的编码序列。艺术家借角色之口排练和演绎脚本，在虚构、翻译、自我理论和诗歌的矛盾和分裂中，探索意义、追溯故乡。

展览和表演

2024

电影/动画/影像三年展, Woods-Gerry Gallery, 普罗维登斯, 罗德岛, 美国 (群展)

2023

Beatific Trajectory, Woods-Gerry Gallery, 普罗维登斯, 罗德岛, 美国 (群展)

Ivy Film Festival, 格兰诺夫创意艺术中心, 普罗维登斯, 罗德岛, 美国 (群展)

“天马项目发射会”, RISD Auditorium, 普罗维登斯, 罗德岛, 美国 (表演)

“正在加载”, Every Art, 元宇宙展厅 (虚拟群展)

2022

No Longer Transparent, Gelman Gallery, 普罗维登斯, 罗德岛, 美国 (群展)

“超临界态”, M P Birla Millenium Gallery, 伦敦, 英国 (群展)

Copi(y)e(a)r Series, McCormack Family Theatre, 普罗维登斯, 罗德岛, 美国 (表演)

Techno Aesthetic Prophecies, Red Eye Gallery, 普罗维登斯, 罗德岛, 美国 (群展)

制作经历

2021 - 2023 - 置换 *DisplaceMen*, 独立游戏

制作人、程序开发、编剧、UI设计师

2022 - 2023 - 天马项目 *Skyhorse Project*, 多媒体系列作品

制作人、导演、编剧、动画

2022 - 博物馆展厅A *Museum Hall A*, 真人实拍电子游戏

制作人、导演、程序开发

教育背景

2023 - 在读

加州大学洛杉矶分校 (UCLA)

媒体艺术 (硕士)

2018 - 2023

罗德岛设计学院 (RISD)

电影/动画/视频 (F/A/V) (学士)

计算机、科技与文化 (辅修)

技能

Unity

Premiere

Photoshop

Illustrator

InDesign

C# / Java / Python

HTML / CSS / JavaScript

职业经历

2020 - 阿那亚文化公司

内容管理 实习生

2019 - 北京公社

画廊 实习生

2019 - AnD艺术空间

画廊 实习生