

JING ZHAO | **PORTFOLIO**
2014 - 2019 Multimedia Art Projects



Jing Zhao

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Introduction

Jing Zhao (b.1994, Shanghai) is an artist and scholar currently base in New York City. Her work is exploring the ideological transformation of us in this age with accelerated information circulation and culture diaspora. Trained as a photographer, her research-based practice is rooted in the tradition of conceptual art - as a result, she works across a broad range of mediums. By collecting and using photography, text, personal data, video and sound, her work eschews the novelty of contemporary media to critically explore the ways these forces impact our lives.

Education

2017 MFA Photographic & Electronic Media, Maryland Institute College of Art
2012 BA Photography, China Academy of Art

Selected Exhibitions

2019 The Story of Finding Differences, OCAT Beijing
Imageless Photo-Zine Awards 2018 Exhibition, Wuxi
2018 Looking-Glass Self, The Gateway, Baltimore
Mirror, Cardinal Space, Baltimore
2017 ILLUMINATION, Yong Photographer's Group Exhibition, Jiangxi
The Scene of Privacy, Xixihuajian Hall, Hangzhou
2016 Xyyuweishi, Pioneering Plan's Exhibition of Photography, Hangzhou
Art Book in China, Shanghai 21st Century Minsheng Art Museum, Shanghai
Speaking into the Air, Artlaxy Gallery, Shanghai
Spring Is Coming, San Shang Art, Hangzhou
2015 The City of Leisure, LBX Gallery, Hangzhou
3268.7, CAA, Hangzhou
2014 3rd Wanxiang Series of CAA, Practical Education Exhibition of Photography Dept., Hangzhou
Overlaid Reality, San Shang Art, Hangzhou
Babel: Reunite After Bewilderment, CAA Art Museum, Hangzhou

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MIDNIGHT VORTEX

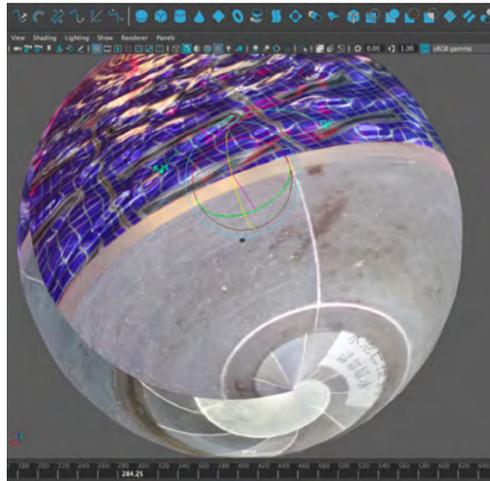
2019

Multimedia installation

*Exhibition video: <https://vimeo.com/332995805>



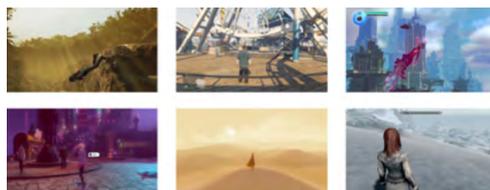
Process



In *Midnight Vortex*, I sorted out a lot of travel photographs I shot and rendered them in Maya to give the viewers a three-dimensional visual experience. During the exhibition, the rendered photographs were randomly projected on the wall.

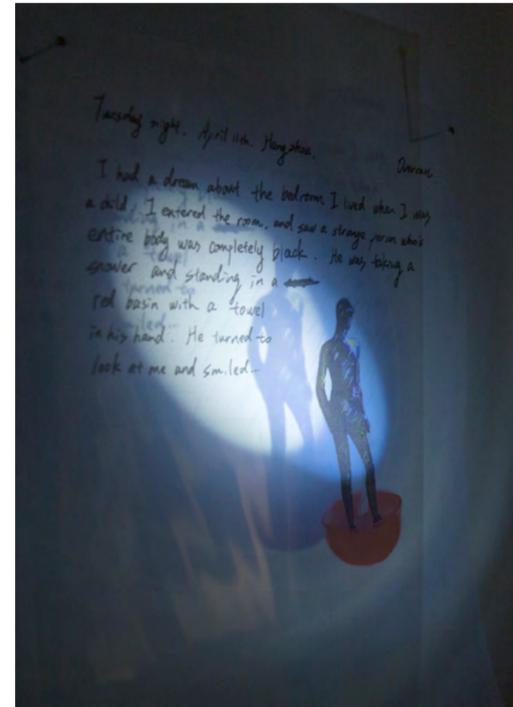
When I was escaping. To get to the up level, I have to go through the pipe.
 I was holding my pants tight, trying not to make a sound. Because
 opposite to me, there were a row of the lethal robot dogs,
 they were much more brutal than zombies.
 Finally, on the up floor, there was a
 scene like Chinatown shops. But it is isolated
 from the outside world. People can shout and not
 be disturbed by zombie in there. The builder of this floor was a
 former survivor, a bald man. He told us about his past. At late night,

I treated my dream that I kept recorded as a medium to build narrative between those images. The final installation was arranged by me as an immersive dark space where the audience could take a flashlight and explore the texts freely.



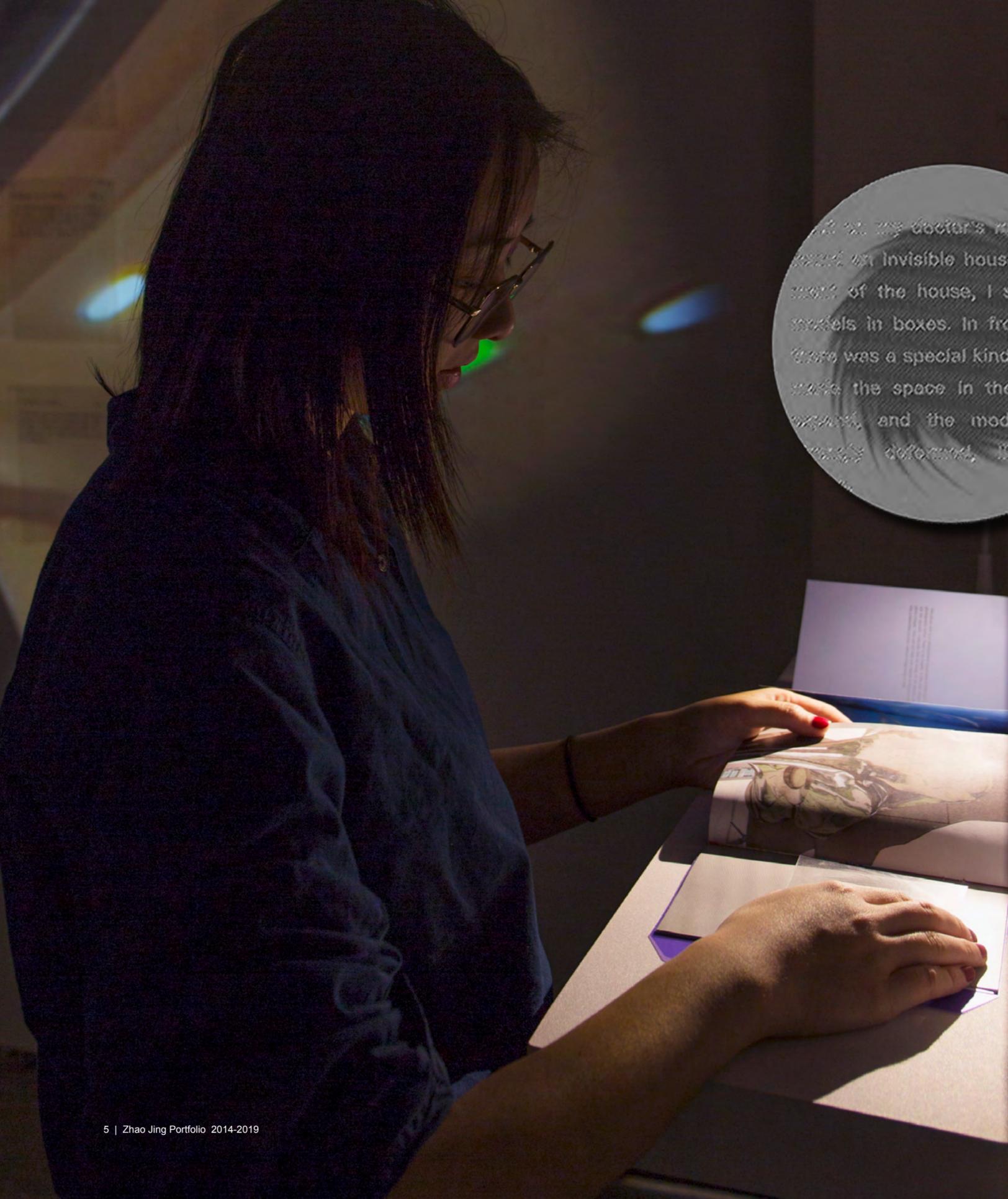
I sampled soundtracks in video games and re-edited them. In the exhibition space, the ambient sounds were presented from different direction unpredictably.

Final Results

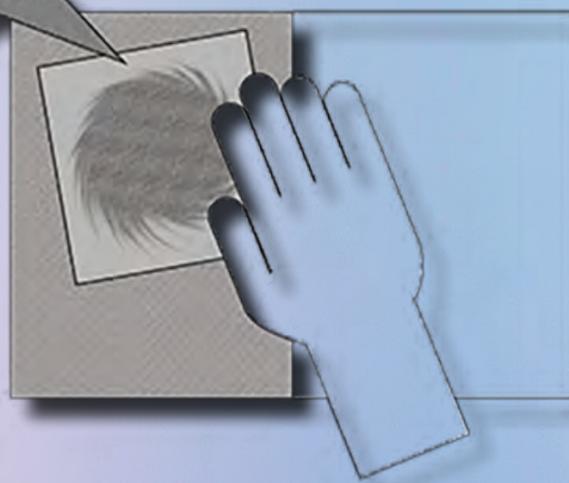


Exhibition Photos
 Close-up of text, flashlight
 and video projection
 2019





At the doctor's office, I
found an invisible house. In the
middle of the house, I saw many
models in boxes. In front of the
house was a special kind of glass
which made the space in the box seem
expanded, and the models were
slightly deformed, like a...



Photography Zine

Photographic paper, plastic, decryption card
2018

This photo zine is a substantiated experiment of Midnight Vortex project. Readers can experience the joy of this project by interacting with the book.

Its' purple cover sets the tone for the night. The addition of the decryption card will bring a mystical color to the texts in this zine. The double-designed inner page allows the content to be freely intertwined and matched, leading to some unexpected intertextual narration. There is no chapter in this zine. What it has are the sporadic materials that be made of 24 dreams and 30 photo images. They will use their own rhythm to envelop readers into a dream-like journey without a beginning or end.

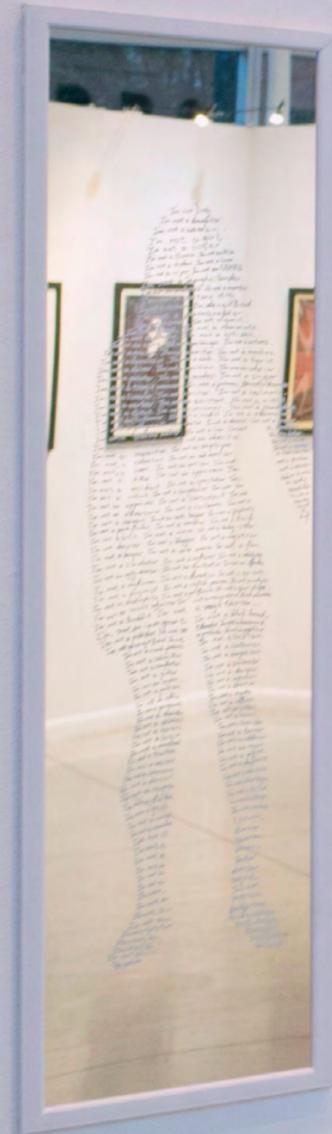
This book was also shown during exhibitions. Since it presents the original photos I picked, it can bring more references to the viewers.

LOOKING-GLASS SELF

2018

Multimedia art series, solo exhibition

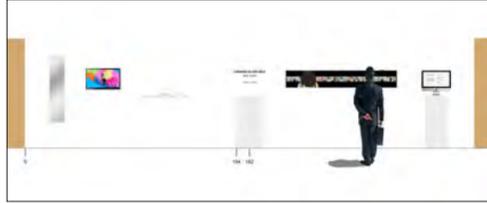
*Exhibition video: <https://vimeo.com/344243032>



LOOKING-GLASS SELF
JING ZHAO
18.11 - 18.20.2018



Process



When I was developing the *Looking-Glass Self* series, I kept thinking about the impact of the omnipresence of screens and software's domination of the imagination.

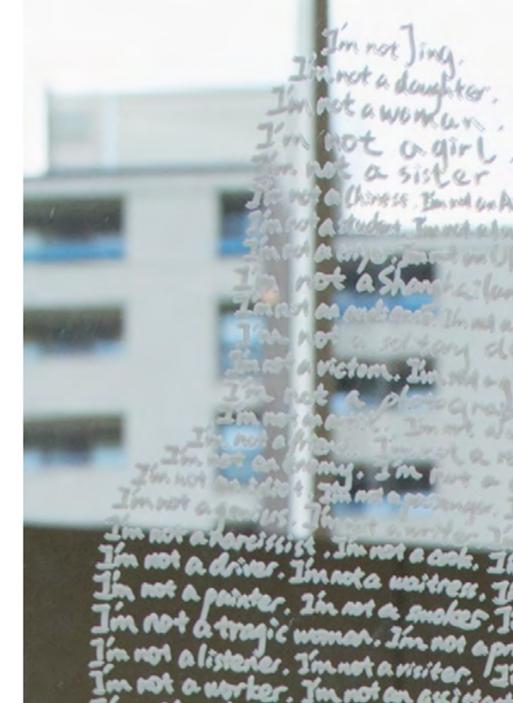
I was sitting in front of the computer and looking at my cellphone all the time, slowly moving away from the natural world, glancing over the recommended products during online shopping, getting filtered information through search engines, reading the news by narrowcasting. How I deal with the experience that was not physical and how I treat the "self" mirrored by the screen mediums? With these two questions, what I ran to do was a series of works that was titled *Looking-Glass Self* as a group but has a different title as an individual. I began to use my personal data to reproduce the self-consciousness that modern people have been changed in the narcissistic era and to explore the influence of contemporary media on personal spiritual feelings and body.



Look! I'm walking!

Video with sound, 1 minute
2018

From last year, I started to record my walking during different time and in different locations. This project is trying to present a phenomenon that points to narcissism and show its' influence to our ideology.



I'm not

Text on mirror
2018

Sometimes, I look at the mirror in my bed room and I can't recognize who I am. I think this might because I consist of too many parts. Then I kept looking at myself in the mirror and continuously wrote "I'm not XX" on my mirror, trying to strip the parts that I thought I was.

Final Results





Jing Zhao's Story

iMac, E-book
2018

During the time I feel depressed, I will use key words to search person who shared the same experience on a China online Q&A community names "Zhi Hu". I always can find the similar experience and feeling from thl tried to present the mental journey that ran in my head when I was singing the song names Journey Round.e other people. When I was doing this, I felt I'm not alone. Then I began to use their words to write my own story.



7:25
iPhone 6, video, 3 minutes
2018

When I saw the clock on the screen, it often shown " 07:25" . This is also the number of my birthday. It remained me life and death. I would turn on my phone, just focus on the screen and trying to feel the elapse of that one minute.



Journey Round
Video with sound, 4 minutes
2018

I tried to present the mental journey that ran in my head when I was singing the song names *Journey Round*.

La LaLaLa LaLaLa

啦啦啦啦 啦啦啦啦

啦啦 啦啦啦啦 啦啦

我记得你 记得很多

JAYNE CHAO RAISING PROGRAM

2017

Text adventure game

* Game record: <https://vimeo.com/344271432>



Process



Jayne Chao Raising Program was inspired by *Neon Genesis Evangelion: Ayanami Raising Project* - an open ending simulation game that allows players to cultivate Ayanami (main character of this game) according to their own intentions.

In *Jayne Chao Raising Program*, I use myself to be the protagonist and changed *Ayanami Raising Program's* fantastic world view into a realistic world view. Through restoring my real life experiences and adding multi choices in the game, I was trying to explore the possibilities could exist in each event and communication that already existed in my normal life. Of course, every new possibility will also bring a new consequence.....

In addition, to narrow the game's content, the biggest goal I set for the protagonist is to become a big name artist. So, the whole content and discussion in the game are around the world of art. While playing this game, the players will also be stimulated to think about art.

Final Results



Screen shot of video game
Start interface

True Love			Love & Hate			
Type A.	Ending 1	Ending 2	Ending 3	Ending 4	Ending 5	Ending 6
	Action A ≥ 20			Action A ≥ 20		
	Love ≥ 30	29 ≥ Love ≥ 15	14 ≥ Love ≥ 0	-1 ≥ Love ≥ -14	-15 ≥ Love ≥ -29	-30 ≥ Love
Type B.	Ending 7	Ending 8	Ending 9	Ending 10	Ending 11	Ending 12
	Action B ≥ 20			Action B ≥ 20		
	Love ≥ 30	29 ≥ Love ≥ 15	14 ≥ Love ≥ 0	-1 ≥ Love ≥ -14	-15 ≥ Love ≥ -29	-30 ≥ Love
Type C.	Ending 13	Ending 14	Ending 15	Ending 16	Ending 17	Ending 18
	Action C ≥ 20			Action C ≥ 20		
	Love ≥ 30	29 ≥ Love ≥ 15	14 ≥ Love ≥ 0	-1 ≥ Love ≥ -14	-15 ≥ Love ≥ -29	-30 ≥ Love
Type D.	Ending 19		Ending 20			
	Action A ≤ 19, Action B ≤ 19, Action C ≤ 19		if choice * = True			

- * Ending: 1 - Big name artist. 7 - Gallery staff. 13 - Art teacher. 19 - Sofalise.
 2 - New talent artist. 8 - Museum staff. 14 - Scholar. 20 - Dead.
 3 - Still trying. 9 - Artist's gunner. 15 - Portfolio instructor.
 4 - Curator. 10 - Fashion photographer. 16 - Common staffer in small company.
 5 - Critic. 11 - Freelance photographer. 17 - Common staffer in big company.
 6 - Guest writer. 11 - Photographic studio staff. 18 - Housewife.

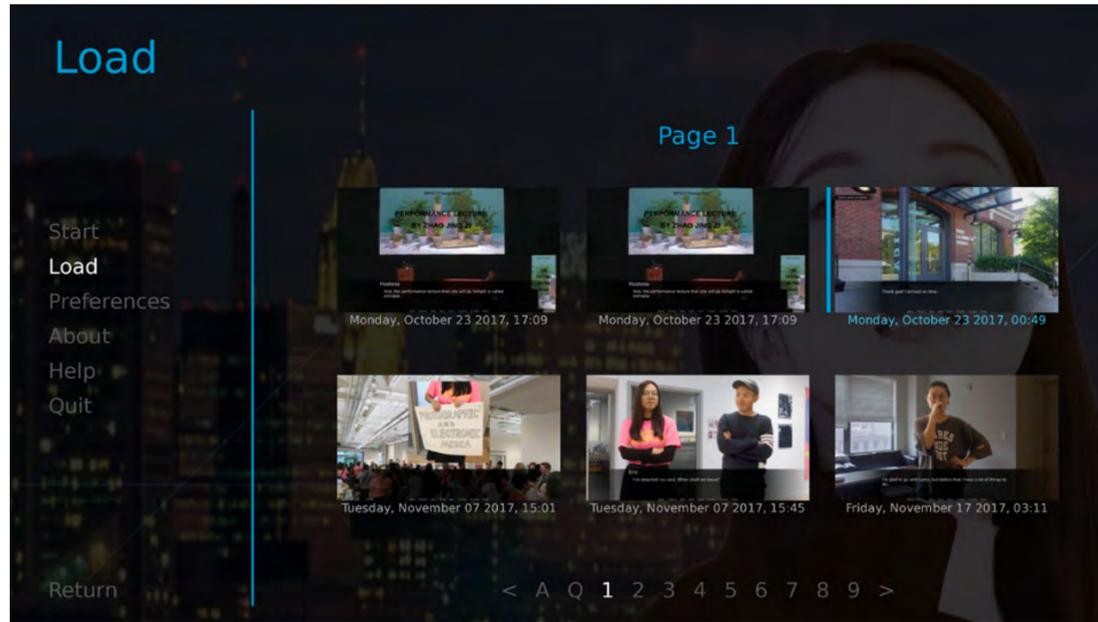
```

7
8 \f0\fs24 \cf0 # The script of the game goes in this file.\
9
10 # Declare characters used by this game. The color argument colorizes th
11 \
12 #Background\
13 image bg black = "black.jpg"\
14 image bg daydream1 = "day dream1.jpg"\
15 image bg daydream2 = "day dream2.jpg"\
16 image bg wake up = "wake up.jpg"\
17 image bg room desk = "1bg room desk.jpg"\
18 image bg living room = "2bg living room.jpg"\
19 image bg lazuras daytime = "lazuras daytime.jpg"\
20 image bg orientation = "orientation.jpg"\
21 #Incident\
22 image ic alarm = "alarm.png"\
23 image ic orientation email = "orientation email.png"\
24 #People\
25 image zun normal = "ch zun_normal.png"\
26 image zun shy = "ch zun_shy.png"\
27 #Flag\
28 \
29 \
30 # The game starts here.\
31 \
32 label start:\
33 scene bg black\
34 with Dissolve(0.5)\
35 play music "ambition.mp3"\
36 "Hostess" "Welcome, ladies and gentleman!"\
37 "Hostess" "Thank you for attending this lecture by artist Zhao Jing"
38 scene bg daydream1\
39 with Dissolve(0.5)\
40 "Hostess" "We are extramly happy to have Jing here in this festival"
41 "Hostess" "And, the performance lecture that she will do tonight is
42 play sound "big lecture clapping1.mp3"\
43 scene bg daydream2\
44 with Dissolve(0.5)\
45 "Zhao Jing Zi" "Hello and thank you for having me."\
46 play sound "alarm(dream).mp3"\
47 scene bg daydream2 with vpunch\
48 "Zhao Jing Zi" "We will begin..."\
49 stop music fadeout 1\
50 \
51 scene bg wake up\
52 with Dissolve(0.5)\
53 play sound "alarm.mp3"\
54 "Oh my...It was a dream!"\
55 "Yeah, I\'91m on my bad now. Why it's so bright?"\
56 "Wait...What time is it??"\
57 show ic alarm at center with Dissolve(0.5)\
58
59 "...Seriously?"\
60 "Already 12:44!"\
61 hide ic alarm with Dissolve(0.5)\
62 "I might late for the orientation."
63 menu:\
64 "Get up immediately":\
65     jump choice1_getup\
66     "Don't rush":\
67         jump choice1_sleep\
68 label choice1_getup:\
69 $ get_up = True\
70 "I have to conform the schedule first."
71 scene bg room desk\
72 with Dissolve(0.5)\
73 play music "daily home.mp3"\
74 "Let's check the MICA e-mail...Just incase."
75 show ic orientation email at center with Dissolve(0.5)\
76 "Opps, it says start from 2:00pm."
77 "I still have enough time to prepare myself~"
78 play sound "knockknock.mp3"\
79 "???" "Jing..."
80 "???" "Jing! Are you there?"
81 "Who?"
82 "Oh...It must be my roommate. Zun..."
83 "Coming!"
84 play sound "open the door.wav"
85 scene bg living room\
86 show zun shy\
87 with Dissolve(0.5)\
88 "Zun Wang" "Hi Jing!"
89 "Zun Wang" "Are you going to the orientation?"
90 "Zun Wang" "...Can I go with you?"
91 "Yeah...Sure!"
92 jump choice1_done\
93 label choice1_sleep:\
94 $ get_up = False\
95 "Have enough sleep is necessary for the first day."
96 jump choice1_done\
97 label choice1_done:\
98 scene bg lazuras daytime\
99 with Dissolve(0.5)\
100 if get_up:\
101     "Thank god! We arrived on time~"
102 else:\
103     "Thank god! I arrived on time."
104 \
105 "Let's get inside!"
106 scene bg orientation\
107 with Dissolve(0.5)\
108 play music "cheerful time.mp3"\
109 "Wow! I'm still late though..."
110

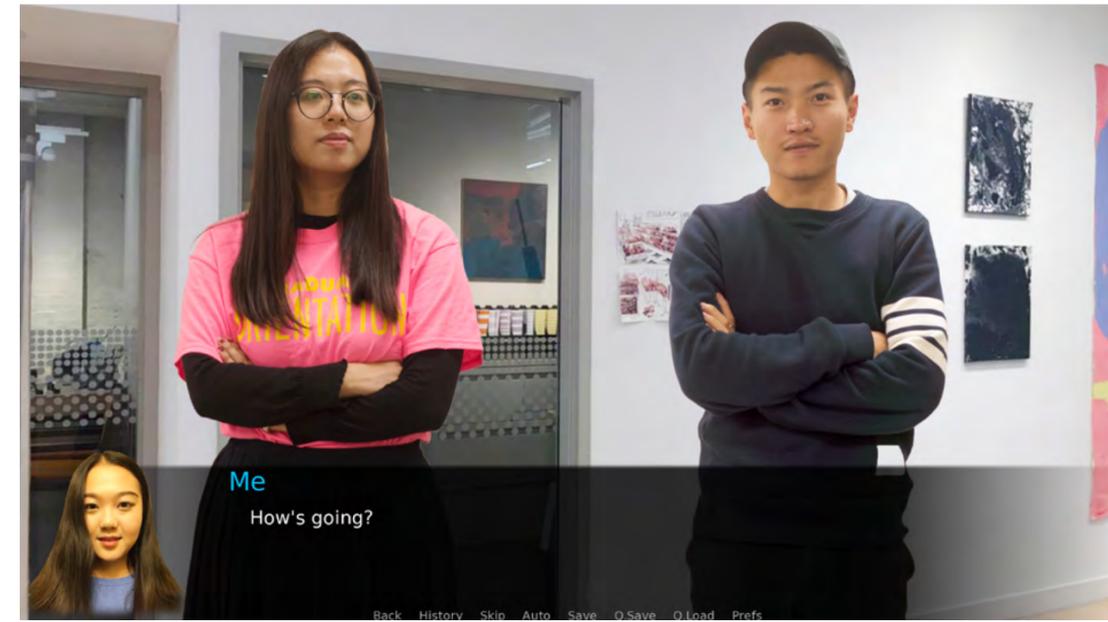
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Structure and Point System of the Game
 Jayne Chao Raising Program provided a lot of choices to the players, each choice will affect the game's point system. Thus, certain points will trigger certain events and endings.

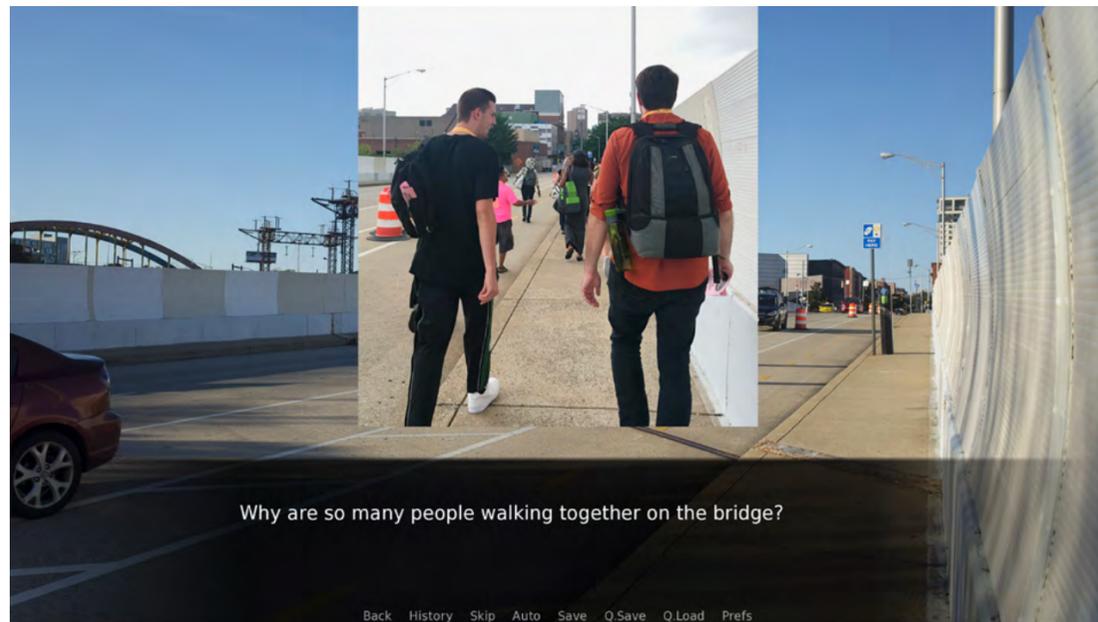
Code of the Game
 The game's code I wrote is specially for Ren'Py - a visual novel engine that helps creator to use words, images, and sounds to tell interactive stories that run on computers and mobile



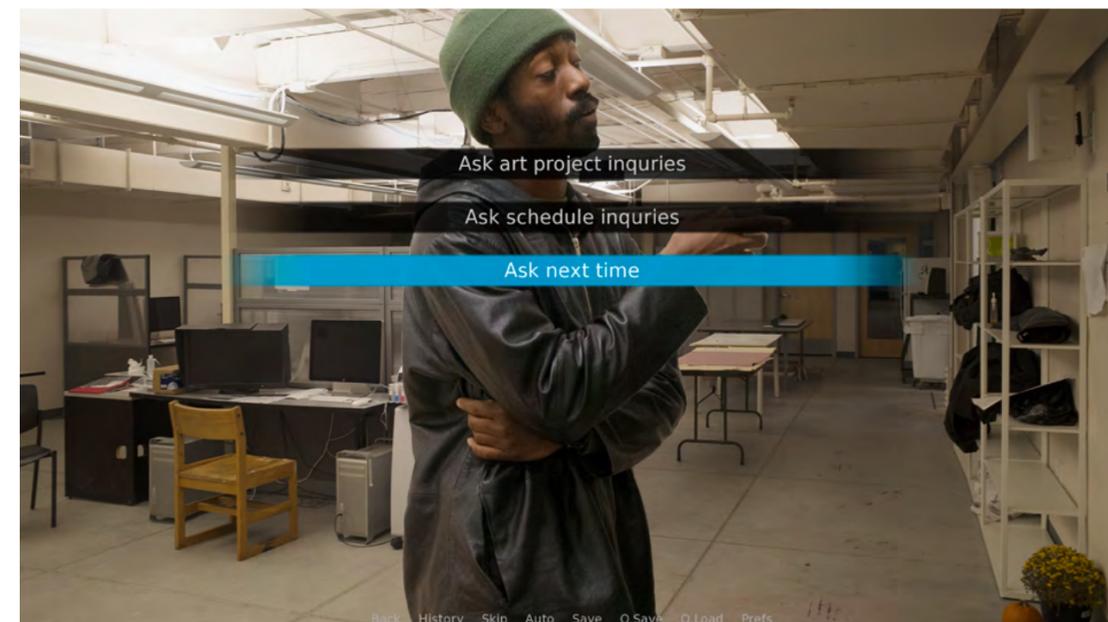
Screenshot of Video Game Loading interface



Screenshot of Video Game Dialogue interface



Screenshot of Video Game Event interface



Screenshot of Video Game Choice interface

A PHOTO OF 14

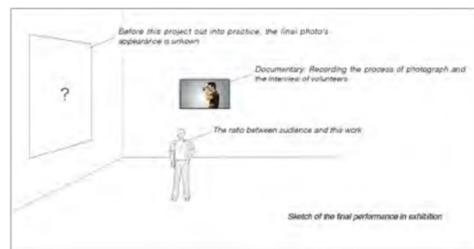
2016

Documentary, Printed Photography

*Documentary video: <https://vimeo.com/240408139>



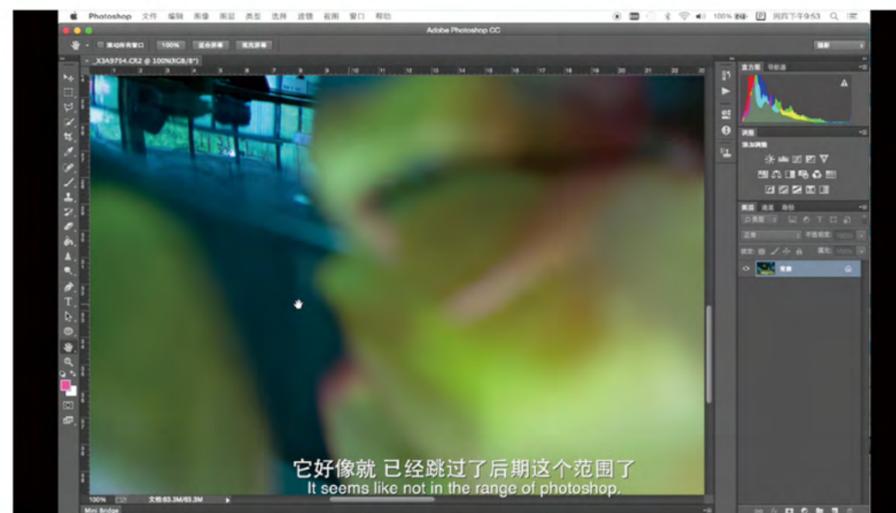
Process



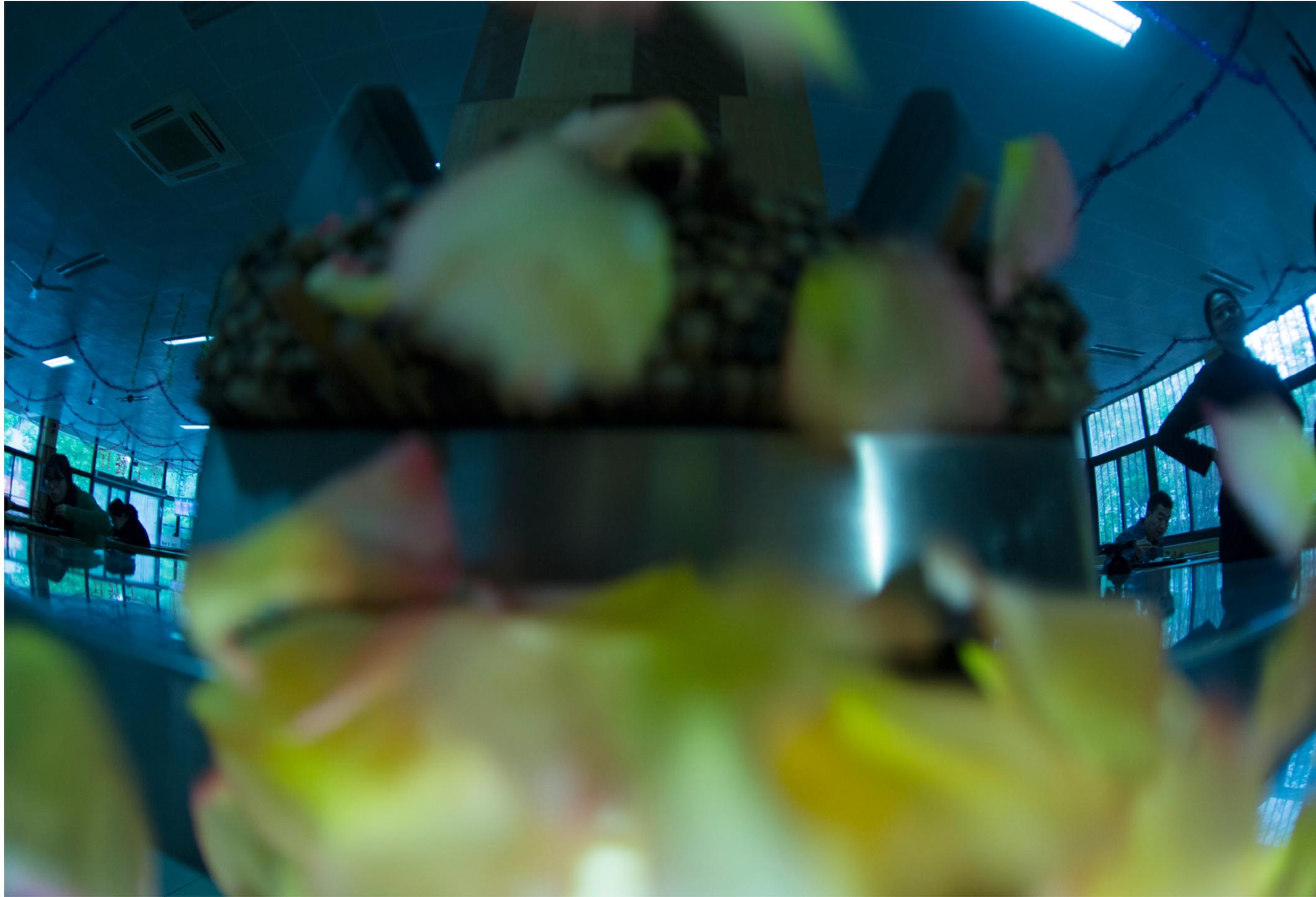
The work A Photo of 14 was from a research essay I wrote - "Analysis on the non-Control Tendency of Camera". Through the collection of data and the reading of Photography theories, I had learned that it is almost impossible to do completely non-control the camera when people taking photographs. Main while, the thing which secretly determines the direction of photography is not the personal interest, but culture. The cultural exploration of photography itself was a great kind of photography.

Thereupon, I thought of a method to split an ordinary shooting behavior and let different people control each step, so a to amplify the impact of cultural intervention on one shot.

Final Results



Documentary Screenshots
The interview and process
15min, 14sec



The Final Photo
Ink jet printing
210×140cm



Exhibition photo, "Tiandiyunjian" Graduate exhibition in CAA, Hangzhou, 2016



Exhibition photo, Excellent Graduate Exhibition in CCA, Wubei Gallery, 2016
** Photo and video be separated shown in 90° angle wall during exhibition.*

2202

2014 - 2016

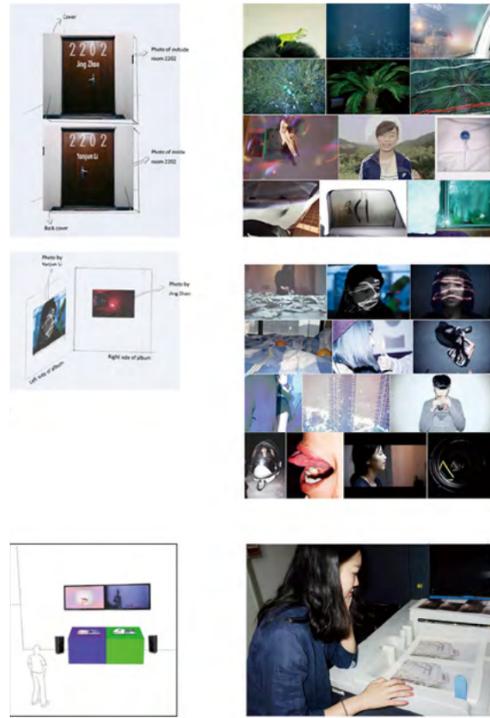
Photography book, video projection

Jing Zhao & Yanjun Li

* Full video: <https://vimeo.com/240409703>



Process



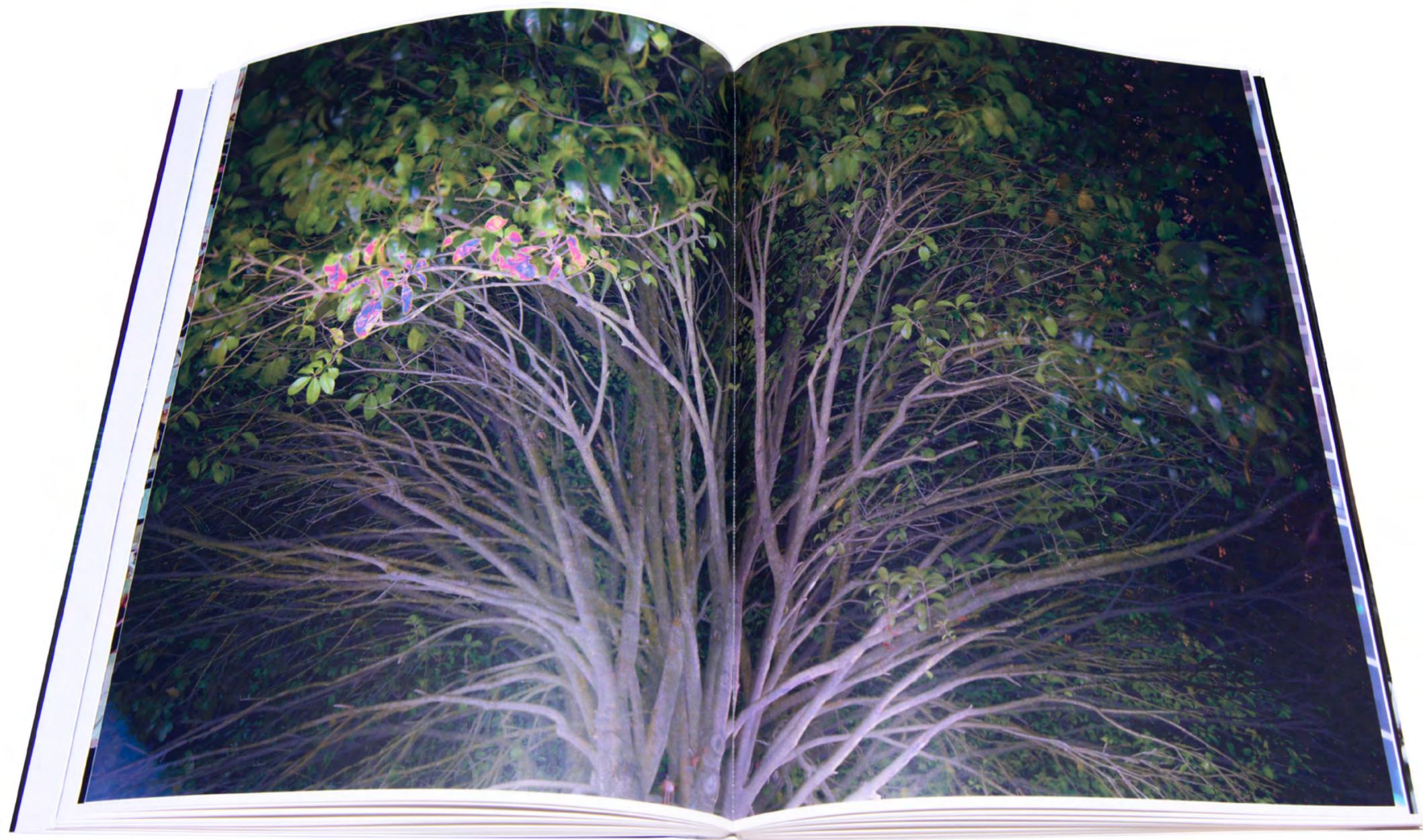
2202 is carried out simultaneously with Li Yanjun, which is from 2014 till now. It is to explore the same presentation of daily urban life we were faced and to be presented through the way of the photography series, photo book, and video.

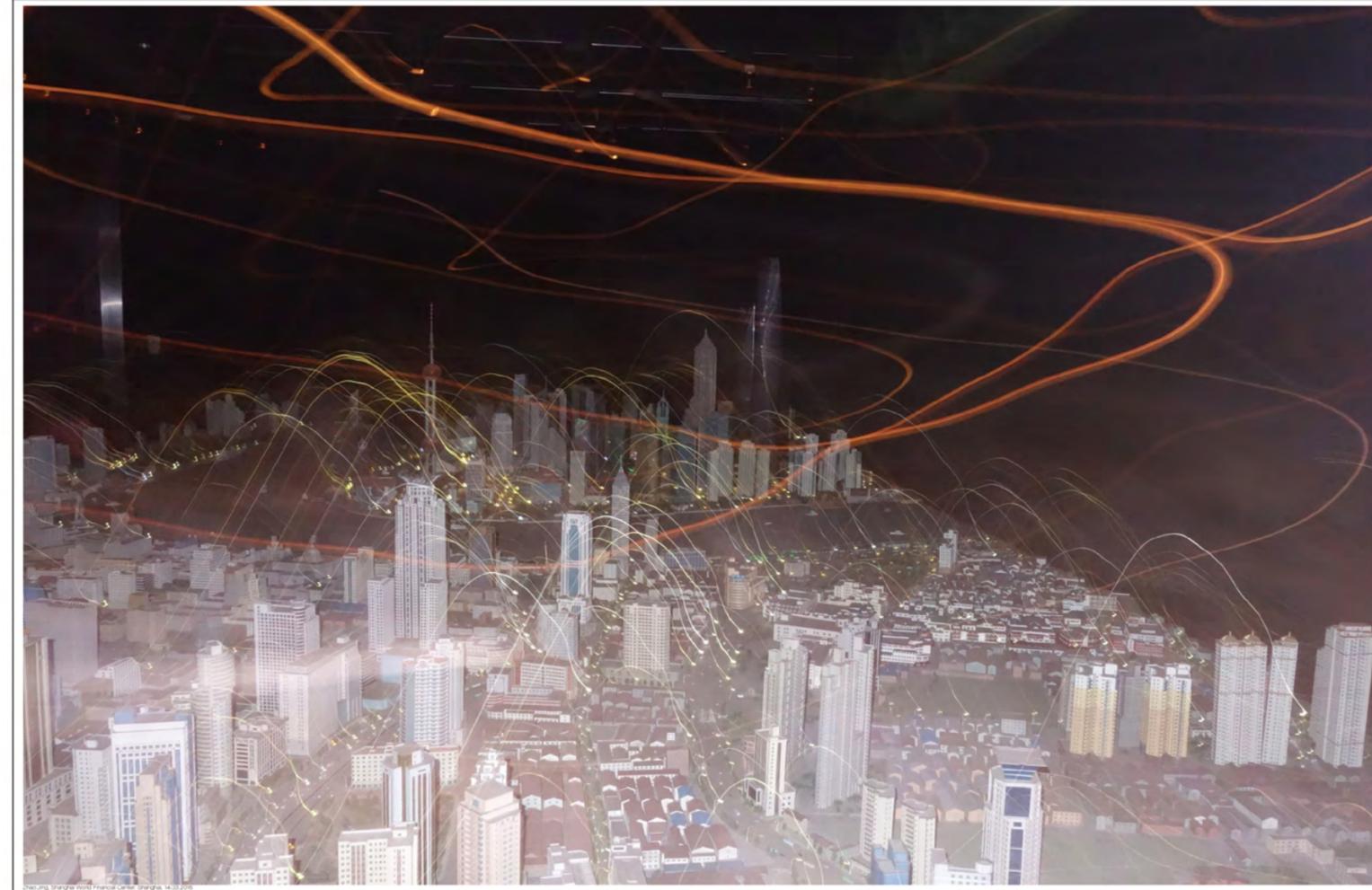
The name of this work is the apartment number once we lived. And, there were two opportunities that have linked us together - one is the interests in photography, and another one is living in apartment 2202. These two coincidences have pulled me and Yanjun Li together so that our emotions, peaks, and perspectives are closely intertwined with each other. All these have affected our indirect experience of things while such experience has been integrated into this work. In addition, the cooperation of the two people may also transfer the personal experience to the universal group perception.

Final Results



Photography book and postcard
 Extra smooth art paper
 Ink jet printing
 Demantion of book: 21×28cm





One page of the book

42×28cm

* Left: Photographed by Jing Zhao, Apt.2202, Hangzhou, 07.21.2015
Right: Photographed by Yangjun Li, Apt.2202, Hangzhou, 07.29.2015

One page of the book

42×28cm

* Photographed by Jing Zhao, World Financial Center, Shanghai, 03.14.2016



Exhibition photo, "Tiandiyunjian"
Graduate exhibition in CAA, Hangzhou,
2016

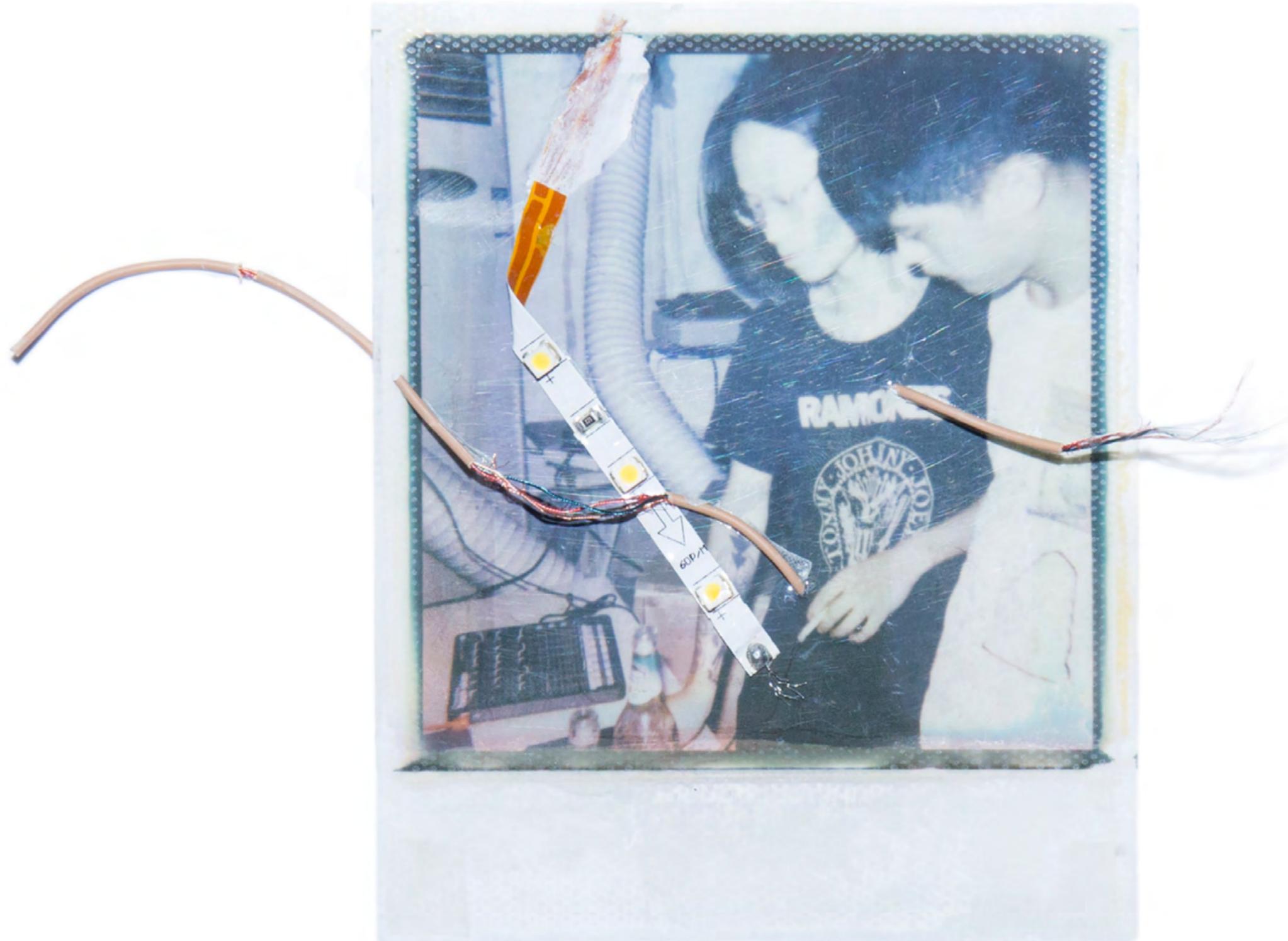


Exhibition photo, "Speaking into the Air",
Shanghai, 2016
* Video link: <https://vimeo.com/240409703>



Exhibition photo, "Art Book in China",
Shanghai 21st Century Minshang Art
Museum, Shanghai, 2016

One photo of the book
* Photographed by Jing Zhao, Apt.2202, 06.01.2016



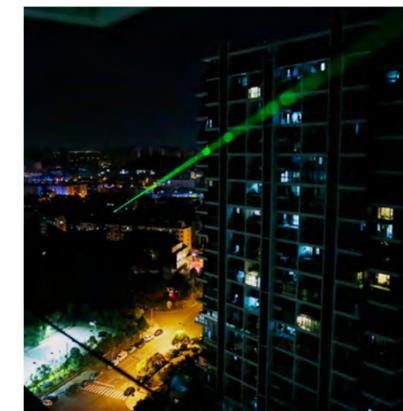
Other Works



"Mind Notes", comprehensive material painting, 2015
 * Exhibition: "The City of Leidure", LBX Gallery, Hangzhou, 2015



" \ ", video installation, 2015
 * Exhibition: "Spring Is Coming _10cm³", Sanshang Art, Hangzhou, 2015



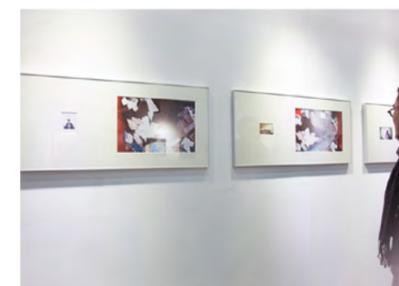
"From Langjun to Fangjiafan", Performance video, 2015



"Kwik Spill", Artist package, 2016
 * Exhibition: "Spring Is Coming_ Fukubukuro", Sanshang Art, Hangzhou, 2016



"Oops, Screens Lodging in the flesh", photography series, 2016



"Farewell", Performance photography, 2015



"Vendors' Stands", photography book, 2014