

失落的棲所 / 再造之域 Unhoming / Reworlding

林書楷與 FuturePerfect Studio 聯合發表
A Joint Exhibition by Lin Shu-Kai and FuturePerfect

展期 Duration | 2025.9.20 (Sat.) - 2025.11.1(Sat)

開幕 Opening | 2025.9.20 (Sat.) 15:00 PM

體驗發表會 Experience Presentation | 2025.9.20 (Sat.) 15:00 PM

與談人 Panelist | 林書楷 Lin Shu-Kai & Wayne Ashley (FuturePerfect Studio

創辦人暨製作人 / Founder and Executive Producer, FuturePerfect Studio)

地點 Venue | 德鴻畫廊 Der-Horng Art Gallery

德鴻畫廊即將在2025年9月20日(六)至11月1日(六)期間舉辦「失落的棲所/再造之域」，林書楷與 FuturePerfect Studio 聯合展出，開幕時間訂為9月20日(六)下午3點，誠摯地邀請大家共襄盛舉。

Der-Horng Art Gallery is pleased to present the joint exhibition "Unhoming / Reworlding" by Lin Shu-Kai and FuturePerfect Studio, on view from September 20 (Saturday) to November 1 (Saturday), 2025. The opening reception will be held on September 20 (Saturday) at 3:00 PM. We sincerely invite you to join us for this special occasion.

展覽介紹

失落的棲所 / 再造之域

「當我的家被拆除的時候，我的震驚程度無法言喻。我從小就一直深信『家』是一種安全、穩定的場所，結果它面對變化時竟然如此脆弱。有一天我站在陽台上，突然理解到整座城市是一個虛幻、多變的有機體，並且不斷處於流動狀態！」

Exhibition Introduction

Unhoming / Reworlding

“When my home was demolished, I was in profound shock. I had always believed that ‘home’ was a place of safety and stability—but it turned out to be fragile in the face of change. One day I stood on my balcony and suddenly understood that the entire city was an illusion—shifting, organic, and constantly in motion.”

這一段話是出自藝術家林書楷自身的經歷感觸，也成了他十多年來持續探索「家」、記憶、以及城市空間不穩定性的創作根源。這也同時他與FuturePerfect Studio 創辦人暨製作人 Wayne Ashley 合作的基礎，而 FuturePerfect Studio 是一家位於紐約布魯克林、跨領域的沉浸式媒體工作室。

來自不同文化的兩方皆有感於這多變、脆弱的城市與世界局勢的動盪。在充滿未知、失落、離散的當下，他們透過創作提供了一種不同的相遇方式——藝術與科技交織，去恢復情感、促成連結，並打開想像未來的空間。



幻影之城XR場景
An XR experience from the City of Apparition project.

These words come from artist Shu-Kai Lin, whose deeply personal experience has fueled a decade-long exploration of home, memory, and the instability of urban space. They also provide the foundation for his collaboration with Wayne Ashley, Founder and Executive Producer at FuturePerfect Studio, an interdisciplinary immersive media studio based in Brooklyn, New York.

Though they come from different cultural contexts, both Lin and Ashley are responding to the fragility of cities and the volatile conditions shaping the world today. In the midst of uncertainty, grief, and dislocation, their project offers a different kind of encounter—where art and technology combine to restore feeling, foster connection, and open space for imagining new futures.



與FuturePerfect Studio合作場景
A scene created in collaboration with FuturePerfect Studio.

當熟悉的一切逐漸消失，當安全的堡壘被摧毀，我們將剩下什麼？

當新的世界逐漸重塑，你的期待與想像是什麼呢？

面對變化快速的當下，生存於社會中的我們應該如何應對與思考呢？

在經歷破壞、失去之後，我們是否也同時擁有了再造、重塑的機會呢？

When all that is familiar fades, when the fortress of safety is destroyed—what remains?

As a new world begins to take shape, what do you hope for?

What do you imagine? In a time of accelerated change, how do we respond, and how do we endure?

After destruction and loss, are we also given a chance to rebuild? To begin again?



『幻影之城』VR穿戴式裝置混合實境, FuturePerfect Studio and 林書楷,
2025, 德鴻畫廊實景
City of Apparition, mixed reality experience with VR headsets,
FuturePerfect Studio and Lin Shu-Kai at Der-Horng Art Gallery, 2025



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「幻影之城」是一個混合實境的 VR 體驗，透過頭戴式裝置探索因失去家園所帶來的情感與空間錯位。此作品由布魯克林的FuturePerfect Studio 與台灣藝術家林書楷 共同創作，融合了真實與數位世界——讓觀者能與逐漸消逝的城市片段、童年家園，以及由此幻化出的想像建築進行互動。



『幻影之城』VR穿戴式裝置混合實境, FuturePerfect Studio and 林書楷, 2025, 德鴻畫廊實景
City of Apparition, mixed reality experience with VR headsets, FuturePerfect Studio and Lin Shu-Kai at Der-Horng Art Gallery, 2025

這個計劃源於林書楷在臺南的親身經歷。他的家園被強制拆除，這種情感與物質上的斷裂，觸發了他對城市不穩定性以及當今世界變動條件的深刻探問。基於林的繪畫、雕塑與裝置作品，FuturePerfect創辦人 Wayne Ashley 導演透過 3D 掃描、遊戲引擎與 VR 技術，將這段敘事轉化為一場沉浸式、多感官的旅程。在德鴻畫廊，觀眾將能搶先體驗一個 7 分鐘的原型版本——這是作品進行中的初步呈現，並將在未來一年持續發展。觀者戴上 VR 頭盔後，能在實體空間中與數位物件互動——一個雕塑、建築、聲音、環境音與空間互動交織的世界。這段展示不僅介紹了作品的核心概念，也邀請大眾支持，並為接下來的完整體驗營造期待感。



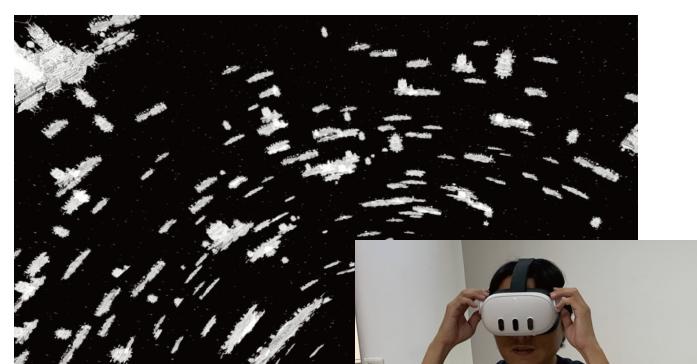
『幻影之城』VR穿戴式裝置混合實境, FuturePerfect Studio and 林書楷, 2025, 德鴻畫廊實景
City of Apparition, mixed reality experience with VR headsets, FuturePerfect Studio and Lin Shu-Kai at Der-Horng Art Gallery, 2025

City of Apparition is a mixed reality experience with VR headsets exploring the emotional and spatial dislocations caused by loss of home. Created by Brooklyn-based FuturePerfect Studio and Taiwanese artist Lin Shu-Kai, the work blends physical and digital worlds—allowing viewers to interact with fragments of a disappearing city, a childhood home, and the imagined structures that emerge in their place.



『幻影之城』VR穿戴式裝置混合實境, FuturePerfect Studio and 林書楷, 2025, 德鴻畫廊實景
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The project draws on Lin's personal experience of urban demolition in Tainan. When his family's home was forcefully torn down, the rupture—both emotional and material—sparked a deep inquiry into the instability of cities and the volatile conditions shaping the world today. Based on Lin's drawings, sculptures, and installations—Director Wayne Ashley, Founder of FuturePerfect, has interpreted this narrative through an immersive, multi-sensory journey using 3D scanning, game engines, and VR technology. At Der-Horng Gallery, audiences can preview a 7-minute prototype—an early glimpse of a work-in-progress that will continue evolving over the next year. Wearing a VR headset, viewers will interact with digital objects in physical space—a world where sculpture, architecture, voice, environmental sound, and spatial interactivity will converge. The demo introduces the concepts, invites public support, and builds anticipation for the full experience to come.



『幻影之城』VR穿戴式裝置混合實境, FuturePerfect Studio and 林書楷, 2025, 德鴻畫廊實景

City of Apparition, mixed reality experience with VR headsets, FuturePerfect Studio and Lin Shu-Kai at Der-Horng Art Gallery, 2025



關於FuturePerfect Studio

FuturePerfect 是一家位於布魯克林的研究型跨領域製作工作室，專注於創造涵蓋XR、現場表演、裝置藝術與遊戲平台的沉浸式體驗。在創辦人暨製作總監 Wayne Ashley 的帶領下，工作室將新興科技與敘事及設計相結合，支持原創作品並促進跨界合作。從3D掃描到即時遊戲引擎，FuturePerfect將創意與技術專業帶入各種計畫，並在全球的藝術節、畫廊、博物館及新媒體場館中呈現。FuturePerfect 不僅開發自有原創作品，亦與藝術家、機構與公司合作，作為創意與技術夥伴，提供製作支援、策略顧問與沉浸式媒體專業。



AquaSonic, a music-theater work by Between Music, with underwater instruments, Creative Producer & Touring Producer: FuturePerfect Studio (2016–2019)

過去 16 年來，Ashley 與其合作夥伴創作了大量數位與實體空間中的作品。他們曾讓數百位觀眾產生強烈幻覺、為水下音樂會發明新樂器、在公共圖書館進行戲劇性介入、運用資料庫與演算法生成新的戲劇文本，並為莎士比亞作品開發即時動畫系統。他們亦與國際知名藝術家 William Kentridge 與 Will Ryman 合作製作 VR 作品。近期，他們推出了首款自製遊戲《Void Climber》，可於 Steam 平台上體驗。此外，Ashley 也曾受挪威與丹麥政府邀請，協助制定長期文化交流策略，並推動藝術、表演與科技領域的新計劃。

畫廊資訊 | Gallery Info

展覽開放時間：星期二～星期六 | 11:00 - 19:00 / 休息日：星期日 & 星期一 & 國定假日

OPEN : TUE - SAT | 11:00 - 19:00 / CLOSED : SUN & MON & HOLIDAYS

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About FuturePerfect Studio

FuturePerfect is a Brooklyn-based research and interdisciplinary production studio that creates immersive experiences across XR, live performance, installation, and game platforms. Led by Founder & Executive Producer Wayne Ashley, the studio merges emerging technologies with narrative and design to support original works and collaborative partnerships. From 3D scanning to real-time game engines, FuturePerfect brings creative and technical expertise to projects presented at festivals, galleries, museums, and new media venues worldwide. FuturePerfect both develops its own original works and partners with artists, institutions, and companies as a creative and technical collaborator—offering production support, strategic consulting, and immersive media expertise.

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Starve the Algorithm installation view at Taiwan Creative Content Fest, William Kentridge and FuturePerfect Studio

Over the past 16 years Ashley and his collaborators have created numerous works in both digital and physical spaces. They have induced intense hallucinations in hundreds of audience members, invented new instruments for an underwater music concert, made theatrical interventions in public libraries, deployed databases and algorithms to generate new dramatic texts, developed a live animation system for a Shakespeare production, and produced VR works with acclaimed artists including William Kentridge and Will Ryman. Recently they published their first video game Void Climber available on Steam platform. Additionally, he has consulted with the Norwegian and Danish governments to develop long-term strategies for cultural exchange and new programs in art, performance, and technology.

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