

黛爾芬·波伊 Delphine Pouille

法國 | 2012/07/08 - 08/20 | 台北國際藝術村 | 複合媒材

French | 2012/07/08 - 08/20 | Taipei Artist Village | Mixed Media

個展

2011 「絨毛口味」, Nextlevel 畫廊, 法國巴黎

群展

2010 「滲入者」, La Graineterie 市立文化藝術中心, 法國烏耶

「La Graineterie 市立文化藝術中心駐村」, 法國烏耶

2009 博物館之夜, 「盧森堡賭場」當代藝術平台及盧森堡現代美術館, 盧森堡

「有聲有色」, 鑄鐵廠畫廊, 法國巴黎

Solo Exhibition

2011 "Fluffy Flavours", Nextlevel Gallery, Paris, France

Group Exhibition

2010 "Les infiltrés", La Graineterie, Houilles, France

"Residency La Graineterie", Houilles, France

2009 Museum Night, Casino-Luxembourg and MUDAM, Luxembourg

"Haut en couleur", La Ferronnerie gallery, Paris, France

黛爾芬·波伊的作品多是關於生活和人體，透過有機生物雕塑、環境或物體只在它們進佔的空間或外型中顯出意義，而經驗與情境能傳達更多的訊息。在駐村期間，她將作品當作對新都會脈絡的一種干擾形式：她在這座城市、街道裡，甚至是台北國際藝術村等特定的地方設置了暫時性侵入裝置、雕塑或表演，藉由干預這些空間與創造獨特且饒富趣味的情境與交換，將某些地方的建築特色融入作品設計，改變大眾對於都會裡的公共空間的感知。例如設計臨時性或偶發事件，邀請大眾加入這些實驗，配戴單品或系列配件，引導八位民眾穿越市中心，想像在台北這座城市裡的特定路線，讓「成衣」物件在街道裡漫遊，引發不可思議的情境與反應；在這種方式下，藝術將會滲透到日常生活並與人們互動。

Delphine Pouille's works are mostly about everyday life and the human body. The organic sculptures, environments or objects are only meaningful in the space they occupy or in their appearance, while experience and context can convey additional messages. During the residency, she uses her works as a form of intervention in the new urban context. Placing temporary installations, sculptures or performances in the city streets or specific locations of the Taipei Artist Village, she intervenes in the spaces and creates unique and fascinating contexts. By incorporating the architectural features of certain places into the design of her works, she alters the public's perception of public spaces in the city. For instance, she creates temporary events or happenings and invites the public to join the experiments, wearing single outfits or a series of accessories. She also guides eight residents through the city centre, imagining special routes in Taipei and letting the "wearable" objects wander in the streets, triggering inconceivable situations and reactions. This way, art enters into our daily lives and interact with the people.

