

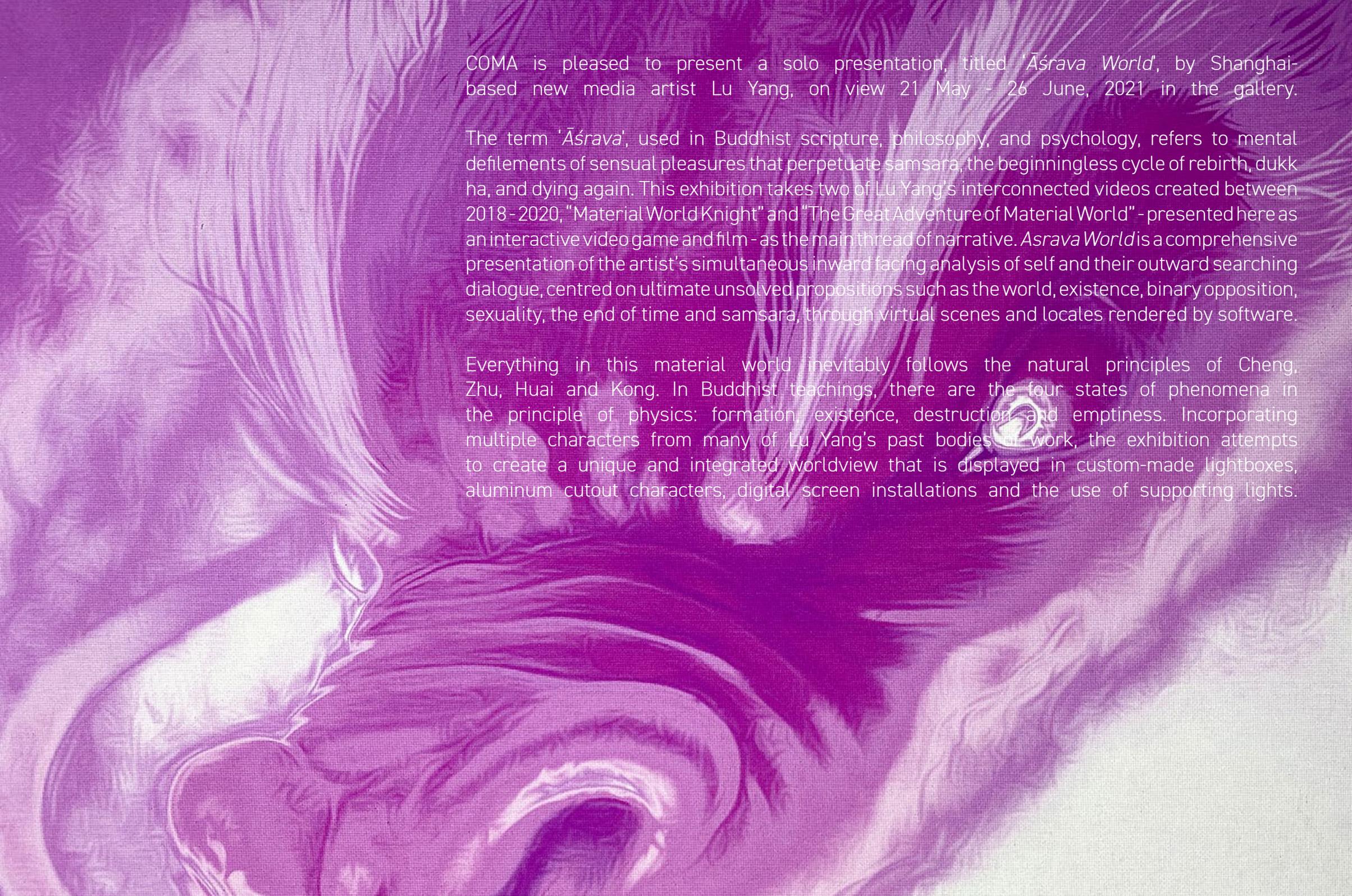
COMA

Press Release

Lu Yang
Āśrava World

Dates:
21 May - 26 June, 2021

Opening Reception:
Friday 21 May, 6-8 pm



COMA is pleased to present a solo presentation, titled '*Āsrava World*', by Shanghai-based new media artist Lu Yang, on view 21 May - 26 June, 2021 in the gallery.

The term '*Āsrava*', used in Buddhist scripture, philosophy, and psychology, refers to mental defilements of sensual pleasures that perpetuate samsara, the beginningless cycle of rebirth, dukkha, and dying again. This exhibition takes two of Lu Yang's interconnected videos created between 2018-2020, "*Material World Knight*" and "*The Great Adventure of Material World*" - presented here as an interactive videogame and film - as the main thread of narrative. *Asrava World* is a comprehensive presentation of the artist's simultaneous inward facing analysis of self and their outward searching dialogue, centred on ultimate unsolved propositions such as the world, existence, binary opposition, sexuality, the end of time and samsara, through virtual scenes and locales rendered by software.

Everything in this material world inevitably follows the natural principles of Cheng, Zhu, Huai and Kong. In Buddhist teachings, there are the four states of phenomena in the principle of physics: formation, existence, destruction and emptiness. Incorporating multiple characters from many of Lu Yang's past bodies of work, the exhibition attempts to create a unique and integrated worldview that is displayed in custom-made lightboxes, aluminum cutout characters, digital screen installations and the use of supporting lights.



Lu Yang (b. 1984) is a Shanghai-based multi-media artist, who graduated from the New Media Art Department of the China Academy of Art. Deeply immersed in the subcultures of anime, video games, and Science-Fiction, the output of his artistic practice spans 3D-animated films, video game installations, holograms, neon, VR and software manipulation, often with overt Japanese manga and anime references. His work was displayed in exhibitions at Kulturforum, Berlin; Centre Pompidou, Paris; M Woods, Beijing; Shanghai Biennale; and Athens Biennale. Lu Yang was announced as BMW Art Journey awardee during Art Basel in Basel in 2019.

Selected Press

artnet, 'How Artist Lu Yang Teamed Up with BMW and Acute Art to Create a Futuristic Project About Robots and Technology', In Partnership with BWMGroupCulture, 2021

Read it online [here](#)

"Why do humans want to make humanoid robots? Robots don't necessarily need to have a human appearance. The emergence of robots adopting a humanoid appearance is more indicative of the human desire to surpass the flesh and pursue a perfect and immortal body, than any kind of technical imperative. As there are many things that the biological body can't realize, on the contrary, some missions can be easily done with a body that combines brand new material."

- Lu Yang

Selected Press

ARTnews, 'Best Practices: Lu Yang's Otherworldly Avatars Imagine New Possibilities for the Body', by Alex Greenberger, 2020

Read it online [here](#)

"Lu's work is as maximalist as art gets—it's filled with pulsing electronic music, fast-paced edits, and colorful CGI. His studio, on the other hand, tends toward minimalism. Much of his work is done on a bank of computer monitors, where he uses digital technology to envision new bodies free from traditional Western conceptions of life and death."



Selected Press

Art Basel, Mortality In the digital age: the many deaths of Lu Yang, by Penny Rafferty, 2019

Read it online [here](#)



Lu Yang, *Cyber Altar*, Art Basel Hong Kong, Hong Kong, 2019. Courtesy the artist and SOCIÉTÉ, Berlin.

Other Selected Recent News and Information:

ArtReview, 'When Everything Is Burning, Just Keep Dancing: Enter Lu Yang's 'Delusional World'', by Sarah Forman, 2021
More information [here](#).

Frieze, 'Lu Yang's Final Fantasy', by Gary Zhexi Zhang, 2019
More information [here](#).

Creative Boom, 'Lu Yang's brilliant multimedia work explores sexuality and mortality through kitsch and Manga references', by Emily Gosling, 2019
More information [here](#).

CNN, 'Pleasure principle: Meet the Chinese artist breaking taboos for fun, not politics', by Marianna Cerini, 2018
More information [here](#).

MOUSSE Magazine, 'Neurocore: Lu Yang', Lu Yang and Alvin Li in conversation, 2018
More information [here](#).

The New York Times, 'Q. and A.: Lu Yang on Art, 'Uterus Man' and Living Life on the Web', by Amy Qin, 2015
More information [here](#).

Artforum, 'Lu Yang at Art Labor Gallery, Shanghai', by Robin Peckham, 2010
More information [here](#).



Lu Yang, *Material World Knight*, 2021, 24V LED illuminated, High resolution Fabric print, silver oxidized aluminum frame, separate external LED driver, 140 x 140 x 6 cm / 55 1/8 x 55 1/8 x 2 3/8 inches.



Lu Yang, *Digital Gods*, Installation view, China Pavilion, Venice Biennale, 2015. Courtesy the artist.



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