



My Cross-Disciplinary Experiment: AI and Art

Prof Xiao Hui Wang, 31.10.2025

Abstract:

I am an artist with a background in architecture. In my early years, I was very eager to study art, but due to historical reasons, I participated in the first year of the college entrance examination, and there was no art academy available. So, I had to choose architecture, which has some connection to art.

In 1986, I won a government scholarship to study in Germany. I studied architecture at the Technical University of Munich, but at the same time, I attended a film academy, where I studied directing and produced award-winning films, as well as published many photography books. Since then, my creative work has been diverse. In addition to photography, film, design, sculpture, installation, and writing, my main focus has been new media art. Therefore, I consider myself an interdisciplinary artist.

New media art combines technology with art. In the early 2000s, my alma mater, Tongji University, invited me back to China to establish the Xiao Hui Wang Art Center. At the same time, I founded the Tongji International Media Art Center, abbreviated as TIMAC. New media art, also known as electronic art, is characterized by its strong immersive and interactive nature, combined with computer technology. Three years ago, the widespread use of OpenAI's robot model, ChatGPT, elevated new media art to a new and higher level.

We have an independent building in a prime area of Shanghai, a public art museum named after me. In the past two years, we have organized several AI-related exhibitions, and I have also created new AI-related works. For example, initially, I used ChatGPT to learn from over a thousand of my flower photography works and generated dynamic images. These images were not only used in an app for the Honor foldable screen phone but also turned into an immersive experience space (with flower videos).

I also created a virtual Xiao Hui Wang Art Museum. On this basis, I developed a Metaverse Art Museum. When visitors wear VR glasses, they can wander through the museum and interact with many of the artworks. One of the works is a sculpture of a red child. Visitors can transform into children and experience the wonderful sensation of flying to the blue sky with them.

Additionally, we hosted the first Digital Art Expo, "Wild Xiaohui," "AI Conversations with 30 Celebrities," and "AI Conversations with 30 International Designers," among others. The exhibitions were very successful because the audience found them extremely novel. Due to time constraints, the following short video contains some scenes from the exhibitions, but it's impossible to list them all. The product is my video presentation at the World Artificial Intelligence Conference (Video).