Playphic Lab (Wen Ching Yiu and Chan Kong Fai)

Between the Corridor, 2026

Series of screen-print on paper

Courtesy of Wen Ching Yiu and Chan Kong Fai

Chan Kong Fai

1. **Into the dark**
2. **Castle night**
   (Web-based interactive game)

Wen Ching Yiu

1. **Exit/Entrance**
2. **Shared Space**
3. **The Magical Laboratory**
4. **Enjoy!**
5. **Daydreams under the Table**
6. **The Intimate Haven**
7. **The Cozy Bedchamber**
8. **Where all the Dreams come from**
9. **Entrance/Exit**

Between the Corridor series takes the entry and exit points of a long hallway and the spaces of various rooms as the approach. Using modern design tools, it constructs an imaginative castle filled with endless possibilities, featuring an entrance, living room, dining room, kitchen, two bedrooms, playroom, bathroom, exit, and hallway. Visitors can freely navigate and explore partial glimpses of each room. Within each space, only the furniture and objects are rendered in color, while the black sections represent the mysterious voids surrounding the walls and furniture.

Playphic Lab (Wen Ching Yiu and Chan Kong Fai) employs screenprinting and digital media design to produce a series of print works alongside an interactive virtual castle gaming experience.

In their screenprint creations, they collect various everyday objects such as pencils, rulers, erasers, buttons, clothes pegs, thumbtacks, and scissors, transforming them into flat imagery for post-processing before assembling them into diverse shapes of furniture and room accessories, thereby deconstructing the possibilities of real objects and digital images. By re-examining the significance of everyday items, recording daily memories and identity, they focus on the beauty found in the ordinary.

On the digital media front, they utilize digital modelling to construct a virtual castle shrouded in darkness. The virtual world replaces reality, expanding the dimensions of the physical exhibition space. Viewers can journey into the virtual realm to experience a co-constructed exhibition of the virtual and the real, drawing a contrast with the tactile qualities of the print works. In correspondence, the artists use the corridor of a virtual three-dimensional coordinate system as a blueprint to create physical print works interconnected with augmented reality.

Artist Bio

Playphic Lab is a Hong Kong based multidisciplinary duo art collective founded in 2026 by Wen Ching Yiu Krystine and Chan Kong Fai Frankie. Working at the intersection of storytelling through narratives, they mainly focus on creating playful, experimental and interactive experiences through collaborative image-making, prints, 3D modelling, digital game and animation design.

Wen Ching Yiu Krystine is a Hong Kong-based visual artist and graphic designer whose work blends printmaking, illustration, and experimental graphic design. Drawing inspiration from personal memories, she explores the beauty of imperfection through risograph, screen printing, and graphic media. Wen's art challenges traditional aesthetics with playful textures and emotionally resonant compositions that feel both nostalgic and fresh.

A graduate of the Academy of Visual Arts, Hong Kong Baptist University with international experience in London, she has exhibited in solo and group shows, also was selected as the Highlighted Participating Artist in "Affordable Art Fair Hong Kong 2026".

Instagram | @wenchingyiu
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Chan Kong Fai, Frankie is a multidisciplinary artist, animator and designer that specialises in interactive game design and production, digital media, and 3D design. Graduated from Academy of Film in Hong Kong Baptist University, he explores the possibilities of digital game design through immersive and interactive experiences.

Instagram | @fai.kie

Playphic Lab (尹靖瑤和陳港暉)

《於走廊之間》2026

絲網版畫系列

由尹靖瑤和陳港暉提供

陳港暉

1. **墜進黑暗**
2. **至黑之夜**

   (網頁互動遊戲)

尹靖瑤

1. **出口 / 入口**
2. **共享空間**
3. **奇幻實驗室**
4. **盡情享受!**
5. **桌下的白日夢**
6. **私密避風港**
7. **溫馨寢室**
8. **夢的來源**
9. **入口 / 出口**

《於走廊之間》系列從長廊的出入口和一間間房間入手，運用現代設計工具，建構出一座充滿無限可能的幻想城堡，內有入口、客廳、飯廳、廚房、兩間寢室、遊戲室、浴室、出口與長廊。觀眾可以自由穿梭，窺看各個房間的一隅。每個空間裏，只有傢具和物件披上色彩，黑色部分則是牆壁與傢具之外的神秘虛空。

Playphic Lab（尹靖瑤與陳港暉）以絲網印刷與數碼媒體設計，創作一系列版畫作品，以及一個可供互動的虛擬城堡遊戲。

在絲網版畫方面，他們蒐集鉛筆、間尺、擦膠、鈕扣、衣夾、大頭釘、剪刀等日常物品，把它們化為平面影像，經後期加工，再拼合成形態各異的傢具和房間擺設，藉此拆解真實物件與數碼圖

像的可能性。他們重新審視日常用品的意義，記錄生活記憶與身份，從平凡樸實之中發掘美。

在數碼媒體方面，他們以數碼建模打造一座籠罩於黑暗中的虛擬城堡。虛擬世界取代了現實，把實體展場的空間向外延伸。觀眾可穿越進入虛擬世界，體驗虛實交織的展覽，並與版畫的觸感形成對照。與此呼應，藝術家以虛擬三維座標系統中的長廊為藍本，創作出與擴增實境（AR）互相連結的實體版畫。

藝術家簡介

Playphic Lab 是一個香港藝術設計跨媒介組合，由尹靖瑤和陳港暉於 2026 年創立。他們着重故事的敘事，專注於協作影像創作、印刷、3D 建模、數位遊戲及動畫設計，打造具玩味、實驗和互動性的體驗。

尹靖瑤是香港視覺藝術家兼平面設計師，創作融合版畫、插畫與實驗性平面設計。她從個人記憶中汲取靈感，以孔版印刷、絲網印刷及多種圖像媒材，探索「不完美」的美。

她的作品質感俏皮，構圖富有情感，既懷舊又新鮮，對傳統美學提出挑戰。尹氏畢業於香港浸會大學視覺藝術院，曾於倫敦交流，作品曾於個展及聯展中亮相，並於 2026 年獲選為香港起當代的焦點參展藝術家。

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陳港暉是一位專注於遊戲設計與製作、數位媒體以及三維設計的跨領域藝術家、動畫師及設計師。畢業於香港浸會大學電影學院，他透過設計沉浸式電子遊戲及互動體驗，探索遊戲設計的各種的可能性。

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