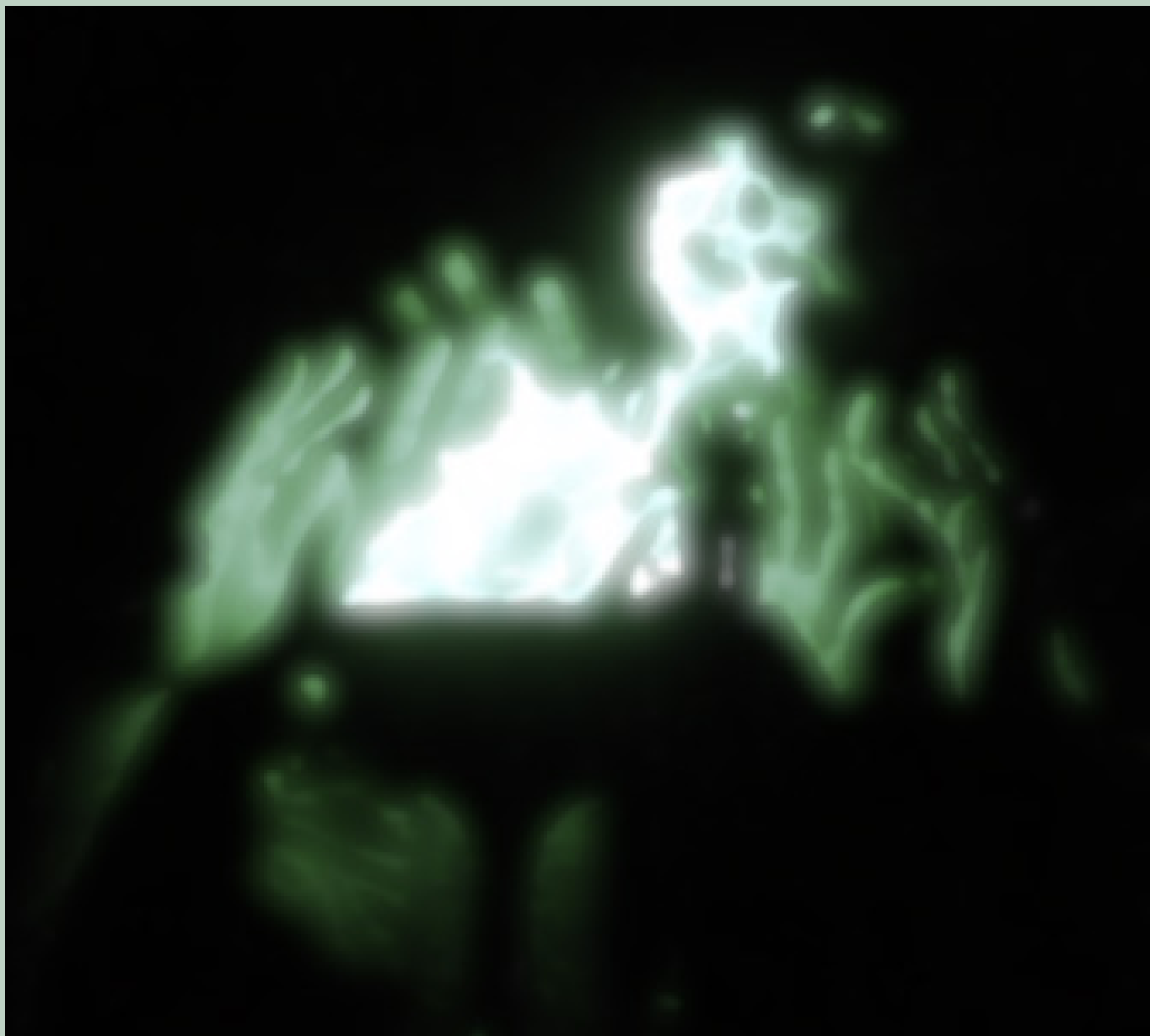


SPURS GALLERY

2026.5.21-6.28
Gallery I, II & III



Anal Intelligence
浊 智

Payne Zhu
佩恩恩

马刺画廊将于 2026 年画廊周北京期间推出艺术家佩恩恩个展“浊智”（Anal Intelligence）。这是他在画廊的首次个展。展览将于 2026 年 5 月 21 日开幕，在画廊 Gallery I、II & III 双层空间呈现其最新 12 通道分布式影像装置作品《浊智》、海藻基皮革绘画《衍生鲸泵》系列新作，并在新语境下以“浊化”为线索串联起五件过往影像作品。展览将持续至 2026 年 6 月 28 日。

佩恩恩（1990 年生于上海）深入于不同的历史、文学与经济体系，挖掘其中的金融潜意识，并通过对不同技术媒介的错配，衍生出影像、装置与绘画作品，以此作为对一场无与伦比的献祭的纪念。展览“浊智”将时下热议的人工智能描述为一种从大量“浊物”（过剩数据和人类消耗其自身的行为）中诞生的新型智能，它不以性 / 生殖为驱动，而是以消化 / 毁灭为核心。而人类，正逐渐沦为其延伸的感官与触手，成了其永无止境的成长中最基础，也最丰饶的养料。

SPURS Gallery is delighted to announce *Anal Intelligence*, a solo exhibition by artist Payne Zhu, set to open on May 21, 2026, in conjunction with Gallery Weekend Beijing 2026. This marks the artist’s first solo presentation with the gallery. Spanning the gallery’s three dedicated spaces—Gallery I, II and III—the exhibition will feature Zhu’s latest 12-channel video installation *Anal Intelligence* as the centerpiece. Alongside this key work, the exhibition will unveil new iterations from Zhu’s ongoing algae series *Whale-Derived Pump*, alongside five seminal earlier video works, recontextualized and reinterpreted through the curatorial lens of “turbidity”. The exhibition runs through June 28, 2026.

Payne Zhu (b. 1990, Shanghai) delves into diverse historical, literary, and economic systems, excavating their financial unconscious. Through the mismatch of different technological media, Zhu derives videos, installations, and paintings as derivatives commemorating an unmatchable sacrifice. The exhibition *Anal Intelligence* describes the much-debated artificial intelligence of our time as a new form of intelligence, born from an abundance of “turbid matter” (surplus data and the human behavior of self-consumption). It was driven not by sex/reproduction, but by digestion/destruction. And humanity, gradually reduced to its extended senses and floating tentacles, has become the most fundamental and the most bountiful nourishment in its endless growth.

佩恩恩： 浊智

Payne Zhu:

Anal

Intelligence

2026. 5. 21–6. 28
Gallery I, II & III | 马刺画廊 SPURS Gallery

- ①

坏数据表演 - 能源，2026
Make Bad Cookies-Energy
- ②

逆渲染，2022
Reverse-Rendering
- ③

天梯系统，2018
Ladder System
- ④

孤独经济：服务与管理，2020
Economics of Loneliness:
Service and Management
- ⑤

CACA，2018
- ⑥-⑦

衍生鲸泵，2026
Whale-Derived Pump
- ⑧

玄湮鱚，2026
Octopus Nihilo-Tenebris
- ⑨-⑪
⑫-⑰

衍生鲸泵 1-11，2026
Whale-Derived Pump
- ⑳

青烷鱚，2026
Octopus Cyanalkanicus
- ㉑

翠硼鱚，2026
Octopus Boronicus Viridis
- ㉒

绛锂鱚，2026
Octopus Lithius Ruber
- ㉓

衍生鲸泵，2025
Whale-Derived Pump
- ㉔

浊智，2026
Anal Intelligence
- ㉕

传灯诱鱚，2026
Baiting Octopus with the Transmission
of Lamp
- ㉖

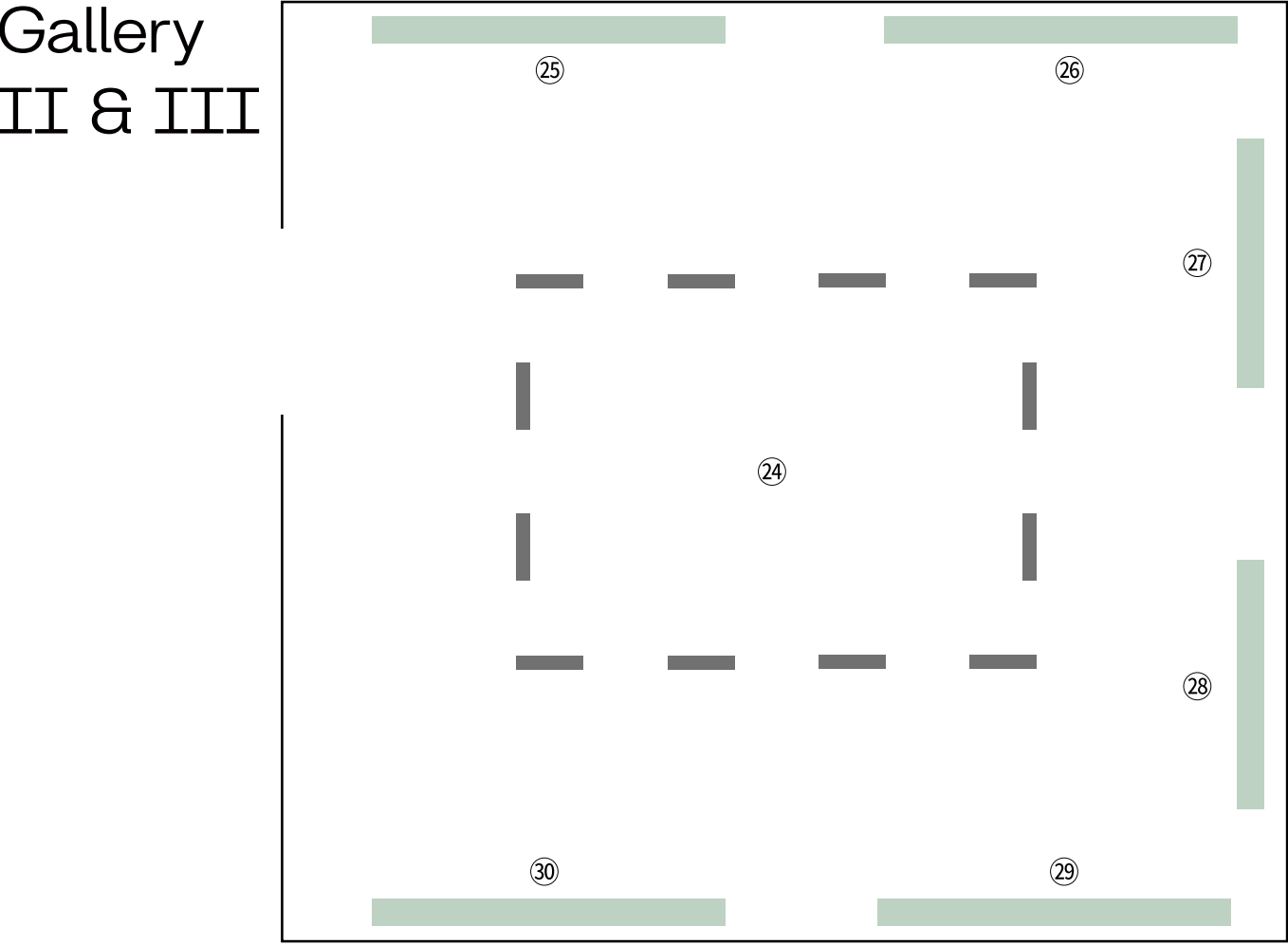
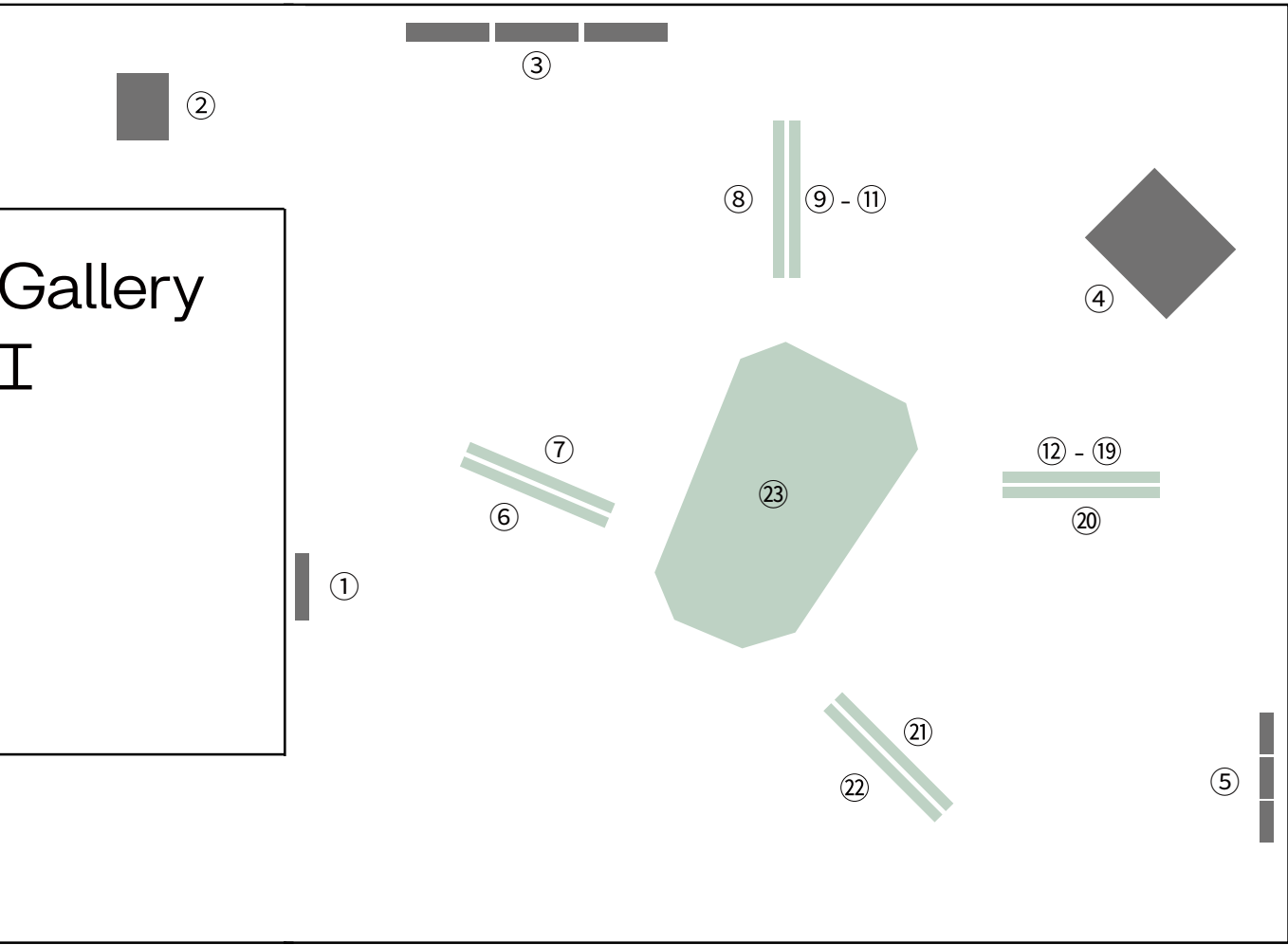
亦鱚亦鱿，2026
Octosquid
- ㉗

游明游浊，2026
Cruising the Luminous Deep
- ㉘

清孔浊窍，2026
Cleaning and Clouding the Orifices
- ㉙

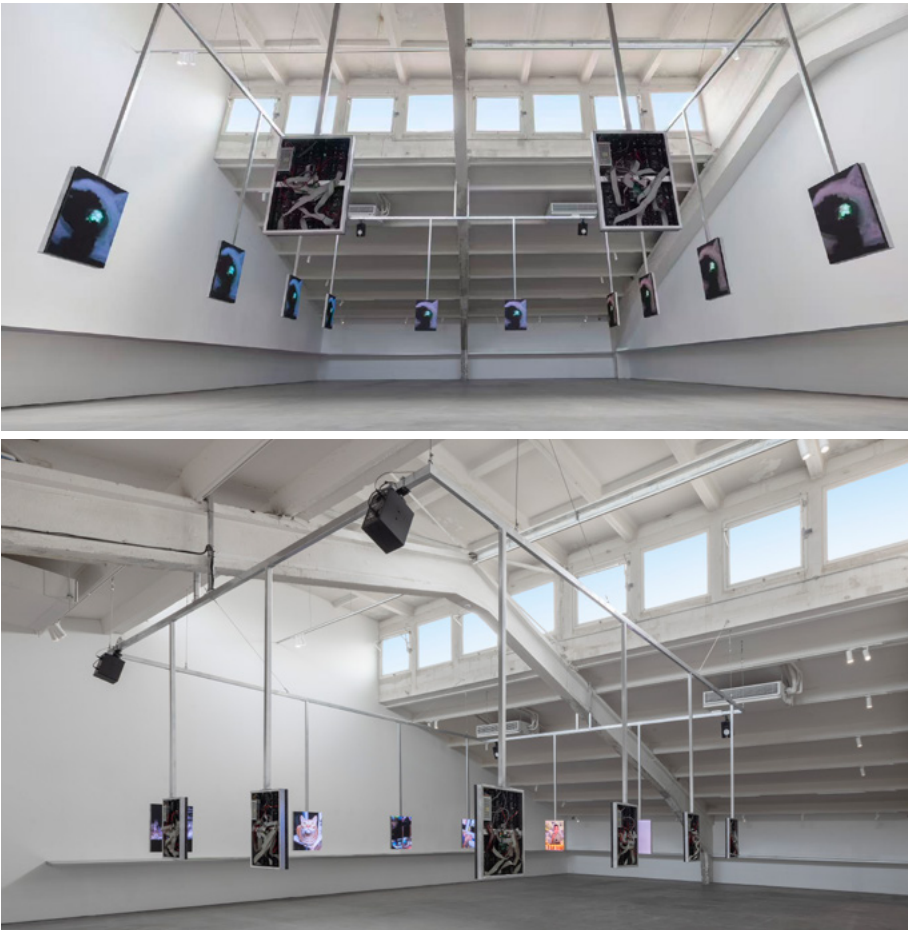
鱚蛸涅槃，2026
The Vampire Squid Attaining Nirvana
- ㉚

鯨蛸游云，2026
The Whale-Octopus Drifting in Clouds



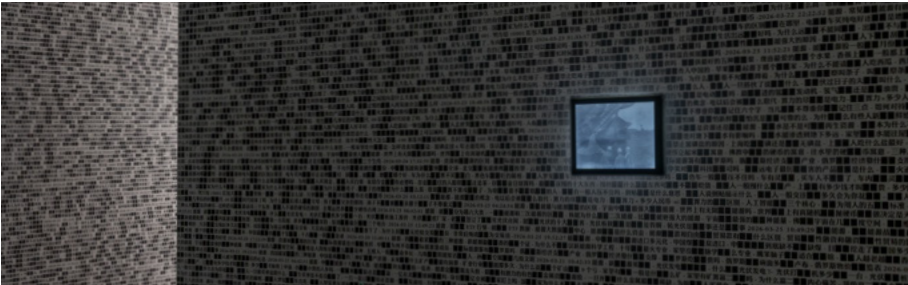
浊智
Anal Intelligence

2026
12 通道实时演算影像装置，彩色，有声
12-channel real-time rendered video
installation, color, sound



坏数据表演 - 能源
Make Bad Cookies-Energy

2026
数据文献，程序与控制器，墨水屏显示器
Data document, program and mediator,
e-ink display



AT&T

电话网络
Telephone Networks

通过铜线、交换机、长途网络传递声音与信息。黄页则是这一时期的信息索引系统：先建立通信网络，再建立人工分类目录。
Voice and information were transmitted through copper wires, switchboards, and long-distance communication systems.The Yellow Pages emerged as the indexing system of this era: first build communication networks, then construct human-curated directories.

Yahoo! / 新浪 Sina / 网易 NetEase

门户网站
Web Portals

互联网信息爆炸后，“入口”成为核心：新闻、邮箱、论坛、导航、广告被聚合到首页。它们像数字时代的黄页与报纸结合体，由编辑与频道组织内容。
After the explosion of online information, the “gateway” became central. News, email, forums, navigation, and advertising were aggregated onto the homepage.These platforms functioned as hybrids of digital newspapers and Yellow Pages, with content organized through editors and channels.

Google / 百度 Baidu

搜索引擎
Search Engines

信息量已经超过人工门户编辑能力，于是算法取代人工目录。网页之间的链接关系、关键词与用户行为被用于排序。核心从“门户入口”转向“全网检索”。
The scale of information surpassed the capacity of human-edited portals, so algorithms replaced manual directories. Hyperlinks, keywords, and user behavior became mechanisms for ranking information. The center shifted from portal gateways to full-web retrieval.

OpenAI / DeepSeek

大模型
Large Language Model

系统不再只是“寻找信息”，而是开始“生成语言”与“压缩知识”。模型通过训练海量文本形成概率化语言空间，用户面对的也不再是网页列表，而是可对话的生成界面。
Systems no longer merely search for information, but begin generating language and compressing knowledge itself. By training on massive text corpora, models form probabilistic linguistic spaces. Users no longer face lists of webpages, but conversational generative interfaces.

逆渲染
Reverse-Rendering

2022
数字影像，20 台手机堆叠于支架
Digital video, 20 mobile phones, phone stands
UCCA 尤伦斯当代艺术中心委任作品
Commissioned by UCCA Center for Contemporary Art



Snapchat

瞬时影像社交
Ephemeral Image Sociality

图像与信息开始以“阅后即焚”的形式流动。社交内容从永久存档转向短暂存在，强化了即时性、私密性与日常碎片交流。
Images and information began circulating in disappearing forms. Social content shifted from permanent archives toward temporary existence, emphasizing immediacy, privacy, and fragmented daily communication.

Vine

超短循环视频
Ultra-Short Looping Video

六秒循环视频将互联网内容压缩成高密度、可重复传播的视觉节奏。短视频开始脱离传统叙事，转向模因、节奏与瞬间冲击。
Six-second looping videos compressed internet content into dense, endlessly repeatable visual rhythms. Short-form video moved away from traditional narrative and toward memes, rhythm, and instantaneous impact.

musical.ly

算法化表演
Algorithmic Performance

对口型、音乐片段与模板化动作成为平台核心。用户开始围绕统一音频与推荐机制进行复制、模仿与再演绎，形成大规模同步化表演网络。
Lip-syncing, music fragments, and templated gestures became the platform's core structures. Users began replicating, imitating, and re-performing around unified audio templates and recommendation systems, forming synchronized networks of mass performance.

快手 Kuaishou

日常生活影像化
Everyday Life as Continuous Imaging

平台进一步降低内容生产门槛，将普通人的劳动、乡村生活与日常行为持续转化为可观看内容。短视频与直播开始深度嵌入社会基层与现实生活流。
Platforms further lowered the threshold of content production, transforming ordinary labor, rural life, and daily behavior into continuously watchable media. Short video and livestreaming became deeply embedded within grassroots social reality and everyday life flows.

抖音 Douyin / TikTok

全屏算法流
Full-Screen Algorithmic Streams

短视频被彻底整合进无限下滑、实时推荐与注意力优化系统。平台不再依赖用户主动选择内容，而是通过算法持续预测并塑造观看行为。内容消费逐渐接近一种连续性的神经刺激与感知调度机制。
Short-form video became fully integrated into infinite scrolling, real-time recommendation, and attention optimization systems. Platforms no longer depended on users actively selecting content, but continuously predicted and shaped viewing behavior through algorithmic feedback. Media consumption increasingly approached a condition of continuous neural stimulation and perceptual modulation.

孤独经济：服务与管理
Economics of Loneliness: Service and Management

2020
单通道 4K 影像，彩色，有声，15 分 12 秒
Single-channel 4K video, color, sound, 15 min. 12 sec.

Patreon

订阅支持
Subscription Support

创作者开始脱离传统广告与机构体系，通过持续订阅直接获得受众资助。内容生产逐渐从一次性消费转向长期关系维护与社区运营。

Creators began separating themselves from traditional advertising and institutional systems by receiving continuous audience funding through subscriptions. Content production gradually shifted from one-time consumption toward long-term relationship maintenance and community management.

Instagram

社交视觉平台
Social Visual Platforms

图像、个人品牌与算法推荐成为核心。日常生活、审美风格与身份展示被持续数据化，并转化为可传播、可量化的注意力流。

Images, personal branding, and algorithmic recommendation became central. Everyday life, aesthetic styles, and identity presentation were continuously datafied and transformed into measurable flows of attention.



Twitch

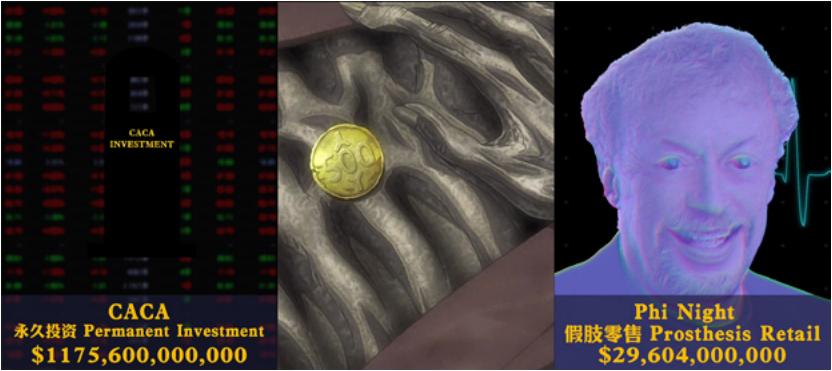
实时直播打赏
Real-Time Livestream Tipping

内容不再只是被观看，而是在实时互动中被共同生成。弹幕、订阅、礼物与观看时长构成了一种持续在线的情感劳动与即时经济系统。

Content was no longer simply watched, but co-generated through real-time interaction. Chat streams, subscriptions, gifts, and watch time formed systems of continuous emotional labor and instant economies.

CACA

2018
三通道影像，彩色，有声，4 分 09 秒，2 分 52 秒，8 分 36 秒
Three-channel video, color, sound, 4 min. 09 sec., 2 min. 52 sec., 8 min. 36 sec.



金融工程
Financial Engineering

数学、统计学与计算机技术开始被系统性引入金融市场，将风险、收益与时间转化为可计算模型。金融不再只是资本交换，而逐渐演变为信息、概率与衍生结构的工程系统。

Mathematics, statistics, and computation were systematically integrated into financial markets, transforming risk, return, and time into calculable models. Finance gradually evolved from capital exchange into an engineering system of information, probability, and derivatives.

Black-Scholes model

衍生品定价模型
Derivatives Pricing Models

Fischer Black、Myron Scholes 与 Robert C. Merton 建立的期权定价体系，将市场波动与未来风险转化为连续数学模型。金融市场开始被理解为一个可微分、可对冲、可模拟的概率空间。

The pricing framework developed by Fischer Black, Myron Scholes, and Robert C. Merton transformed market volatility and future uncertainty into continuous mathematical equations. Financial markets increasingly came to be understood as differentiable, hedgeable, and simulatable probabilistic spaces.

RiskMetrics by J.P. Morgan

风险量化
Quantified Risk

风险不再只是事后损失，而被实时统计、预测与管理。波动率、VaR（风险价值）、相关性矩阵等指标成为金融机构共同的风险语言。市场开始作为一个全球联动的风险网络被监控。

Risk was no longer merely retrospective loss, but something continuously measured, predicted, and managed in real time. Volatility, Value at Risk (VaR), and correlation matrices became shared operational languages across financial institutions. Markets began functioning as globally interconnected networks of monitored risk.

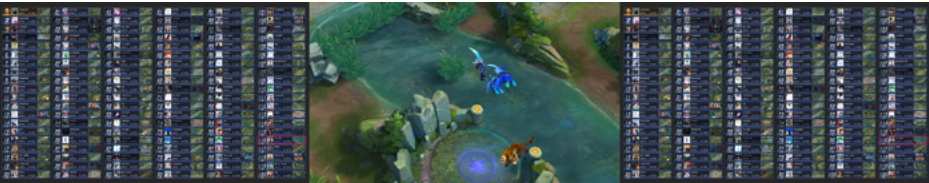
贝莱德阿拉丁
Aladdin by BlackRock

投资组合、交易、风险分析与市场数据被整合进统一平台。金融系统不再只是市场，而逐渐成为由算法、数据中心与自动化决策共同构成的操作系统。Aladdin 同时是资产管理工具，也是一种全球资本流动的实时治理结构。

Portfolio management, trading, risk analytics, and market data were integrated into unified computational platforms. Finance increasingly ceased to be merely a market and became an operating system composed of algorithms, data centers, and automated decision structures. Aladdin functions simultaneously as an asset-management platform and as a real-time governance architecture for global capital flows.

天梯系统
Real-Time Strategy

2018
三通道 4K 影像，彩色，有声，11 分 49 秒
Three-channel 4K video, color, sound, 11 min. 49 sec.



星际争霸 StarCraft by Blizzard Entertainment

即时战略
Telephone Networks

资源采集、基地建设、兵种克制与高速操作被集中到对军队与领土的控制之中。它奠定了电子竞技早期的网络观看文化与高强度认知劳动模式。

Resource extraction, base construction, unit counterplay, and high-speed operations were concentrated into the control of armies and territory. The game established early esports culture as a form of networked spectatorship and intensive cognitive labor.

英雄联盟 League of Legends by Riot Games

平台化电竞
Platformized Esports

MOBA 类型被进一步简化、全球化与持续运营化。电竞赛事、角色设计、直播文化与算法匹配共同构成了一个长期在线的服务平台。

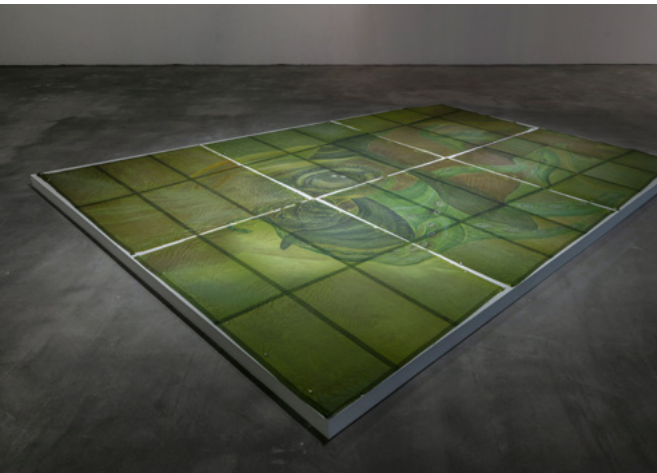
The MOBA genre became streamlined, globalized, and continuously operated as a live-service ecosystem. Competitive tournaments, character design, streaming culture, and algorithmic matchmaking merged into a persistent online platform.

王者荣耀 Honor of Kings by 腾讯 Tencent

大模型
Large Language Model

原本依赖 PC 与长时间操作的竞技结构，被压缩进手机触屏、碎片时间与社交关系链之中。电竞进一步与移动支付、推荐算法、社交平台与日常生活深度融合。

Competitive structures once dependent on PCs and prolonged concentration were compressed into smartphone touchscreens, fragmented time, and social relationship graphs. Esports became deeply integrated with mobile payments, recommendation algorithms, social media, and everyday life.



衍生鲸泵
Whale-Derived Pump

2025
海藻基皮革、碳粉、鱼油
Algae-based leather, carbon powder, fish oil
417 x 375 cm

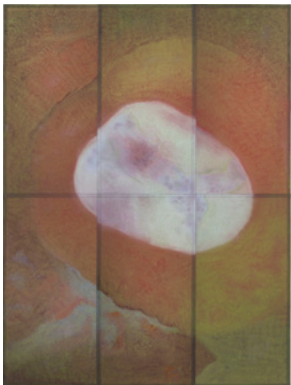
阿那亚艺术中心委任作品
Commissioned by Aranya Art Center
晒制和缝纫于秦皇岛
Dried and sewed in Qinghuangdao



青烷鳃
Octopus Cyanalkanicus

2026
油画绘于海藻基皮革
Oil on algae-based leather
200 x 150 cm

晒制和缝纫于上海
Dried and sewed in Shanghai



绛锂鳃
Octopus Lithius Ruber

2026
油画绘于海藻基皮革
Oil on algae-based leather
200 x 150 cm

晒制和缝纫于上海
Dried and sewed in Shanghai



衍生鲸泵
Whale-Derived Pump

2025
鱿，鱼，蟹和虾类动物废料凝练的油脂与油画颜料混合，绘于海藻基皮革
Oil paint mixed with oils distilled from squid, fish, crab, and prawn residues on algae-based leather
200 x 160 cm

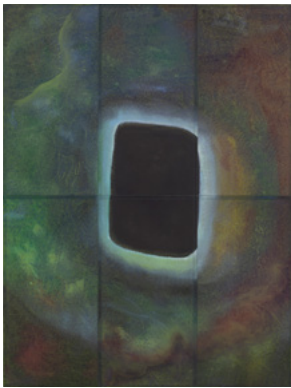
外滩美术馆委任作品
Commissioned by Rockbund Art Museum
晒制和缝纫于新加坡
Dried and sewed in Singapore



衍生鲸泵
Whale-Derived Pump

2025
鱿，鱼，蟹和虾类动物废料凝练的油脂与油画颜料混合，绘于海藻基皮革
Oil paint mixed with oils distilled from squid, fish, crab, and prawn residues on algae-based leather
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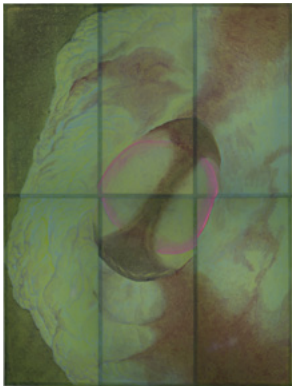
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晒制和缝纫于新加坡
Dried and sewed in Singapore



玄湮鯯
Octopus Nihilo-Tenebris

2026
油画绘于海藻基皮革
Oil on algae-based leather
200 x 150 cm

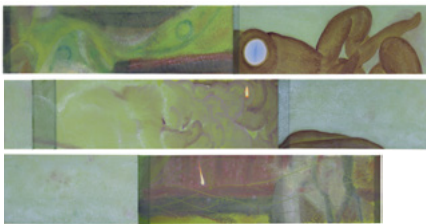
晒制和缝纫于上海
Dried and sewed in Shanghai



翠硼鯯
Octopus Boronicus Viridis

2026
油画绘于海藻基皮革
Oil on algae-based leather
200 x 150 cm

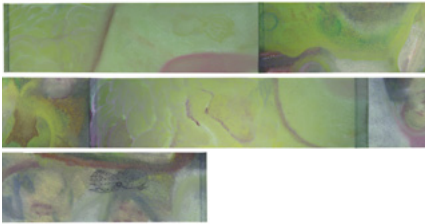
晒制和缝纫于上海
Dried and sewed in Shanghai



传灯诱鯯
Baiting Octopus with the Transmission of Lamp

2026
油画绘于海藻基皮革
Oil on algae-based leather
25 x 469 cm

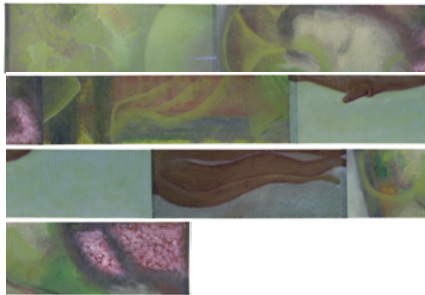
晒制和缝纫于上海
Dried and sewed in Shanghai



游明游浊
Cruising the Luminous Deep

2026
油画绘于海藻基皮革
Oil on algae-based leather
25 x 387 cm

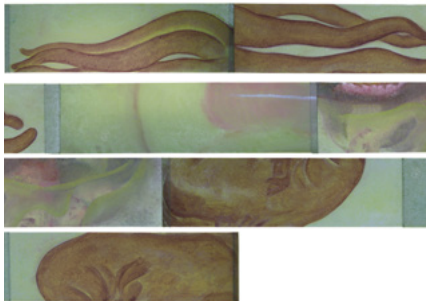
晒制和缝纫于上海
Dried and sewed in Shanghai



鯯蛸涅槃
The Vampire Squid Attaining Nirvana

2026
油画绘于海藻基皮革
Oil on algae-based leather
25 x 560 cm

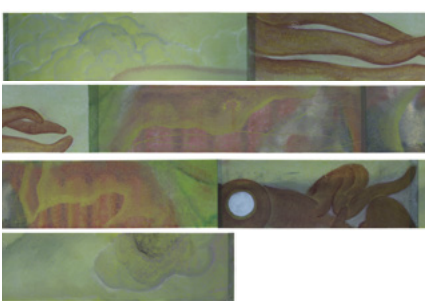
晒制和缝纫于上海
Dried and sewed in Shanghai



亦鯯亦鱿
Octosquid

2026
油画绘于海藻基皮革
Oil on algae-based leather
25 x 551 cm

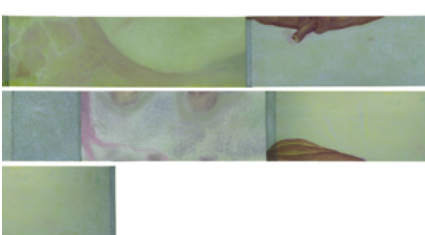
晒制和缝纫于上海
Dried and sewed in Shanghai



鯨蛸游云
The Whale-Octopus Drifting in Clouds

2026
油画绘于海藻基皮革
Oil on algae-based leather
25 x 552 cm

晒制和缝纫于上海
Dried and sewed in Shanghai



清孔浊窍
Cleaning and Clouding the Orifices

2026
油画绘于海藻基皮革
Oil on algae-based leather
25 x 349 cm

晒制和缝纫于上海
Dried and sewed in Shanghai