

TAIYI YU

Taiyi's practice is playful and research-driven, moving between design and social inquiry to explore relationships and imagine new modes of connection.

Taiyi Yu is a designer and artist with a background in industrial and product design. His practice explores the relationship between everyday life and the constructed systems of modern society, drawing from decolonial theory, anthropology, and material culture, etc. With a hands-on and improvisational approach, Taiyi treats making and research as interconnected methods of inquiry. Through installation, interactive works, and radical thinking, he uses art as a form of societal intervention. His work challenges the dominant aesthetic of one world-building history by rethinking how objects and systems shape collective perception. Taiyi reimagines familiar forms and materials that have been shaped by industrial production and global circulation. By reconstructing these objects, he creates platforms that invite dialogue and bring forward multiple perspectives. His practice values playfulness, adaptability, and the potential of design to generate new meanings. The crafted works become sites of connection and conversation, where overlooked narratives are revealed and everyday materials are transformed. At the center of Taiyi's artistic process is a commitment to openness, collaboration, and the exploration of alternative ways to engage with the world.

WEBSITES

studiotaiyi.cargo.site/

SOCIAL MEDIA

www.instagram.com/taiyi_yu/

EDUCATION

2021 - MA Industrial Design Den Haag,
2023 Koninklijke Academie van Beeldende
Kunsten diploma

EXHIBITIONS

2026	Bermuda Open_ Fifth Edition De Besturing The Hague, Netherlands bermudaopen.studio/Fifth-edition-2026 Group
2026	SIGN-IN/SIGN-OUT De Besturing ctrlspace.online/ Solo
2023	Class of '23 Dutch Design Week Eindhoven, Netherlands Group
2023	Solo Exhibition of Taiyi Yu CHAxARTxAMS Amsterdam, Netherlands Solo
2023	A house where no one lives is just an empty building 944 The Hague, Netherlands Group
2023	Graduation Show 2023 Royal Academy of Art (KABK) The Hague, Netherlands graduation.kabk.nl/ Group

PROJECTS

2023 W.I.P: Windmill In Play The Hague, Netherlands studiotaiyi.cargo.site/
W.I.P.: Windmill In Play is an installation featuring a deconstructed windmill and a video of how it was put together. The object utilises winds to help collect and transport sand from one point to another point, moving in a looped motion that gradually shapes the ground, leaving behind a visual imprint of the wind's power. The project questions how winds have been harvested through windmills and reflects on how we perceive and appropriate winds. The windmill, as a concrete example but also as a metaphor for modern industrialisation, is implicated in the dichotomy between humans and nature. It exemplifies the rationality of seeing the natural world as a resource, a power that reconstitutes experience through its mechanical structure. In playing with the composition and function of the windmill, I contemplate how we can cultivate a different relationship with winds through the integration of personal narratives and ways of sensing.

-- Invisible Visibles The Hague, Netherlands studiotaiyi.cargo.site/ A question that begins not with maps or measurements, but with footsteps, fragments, and fleeting encounters. On an abandoned plot in Den Haag, land reveals itself through rusted edges, soft weeds, scattered debris. Materials left behind, waiting. By walking, gathering, listening, and making, I enter into a dialogue with this place, responding with humble interventions: a chair from a fallen beam, a fence reimagined from twisted wire. These street objects do not claim space but open it. They offer pause, invite touch, and suggest new ways of relating. In tracing the hidden currents of material and memory, the work becomes a gesture of attention, a practice of care. Here, land is not background but a living archive. Quietly shifting, speaking in the language of the everyday, asking to be felt as much as

PUBLICATIONS

2023 Eindexamens 2023 Catalog
<http://metropolism.com/features/kabk/>
Joris vanden Einden Netherlands

understood.

SECONDARY ART-RELATED ACTIVITIES

2020 - -- Product Design On-going



Ascension Attempts, 2026



Ascension Attempts, 2026



Ascension Attempts, 2026



Tank Rider, 2026



W.I.P.: Windmill In Play, 2023



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