

Gangil Yi 이강일

Sound Artist / Media Artist — Seoul, South Korea

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PROFILE

Sound and media artist working across installation, audiovisual performance, and interactive media. With sound as my primary medium, I treat technology as artistic material, often through self-built hardware such as analog circuits and sound devices. As a member of WeatherReport (웨더리포트), a collective exploring live streaming as an artistic medium, I have created a wide range of sound-driven exhibitions, performances, and projects together with sound artist Kim Ji-yeon.

SELECTED EXHIBITIONS & INSTALLATIONS

- 2025** *Somebodies Are Listening, Too* (누군가 듣고 있어) (as WeatherReport, with Kim Ji-yeon), Culture Space Yang, Jeju — outdoor audio streaming, real-time sound visualization, and text installation
- 2023** *Soundlines v2.0* (소리숲길 v2.0) (with Kayip), Hyundai ZER01NE Z-LAB “TIMESCAPER”, S-Factory, Seoul — mixed-reality multiplayer game for autonomous vehicle environments (co-planning, scenario, sound design)
- 2021** *Listening Session: Listening Loudly* (리스닝 세션-크게 듣기) (with Kim Ji-yeon), National Museum of Modern and Contemporary Art (MMCA), Seoul — single-channel video on active listening
- 2020** *To Be Heard* (말할 수 있기 위해서) (with UNBARRIER), ZER01NE, Seoul — two-channel video using a sign language interpretation device and wearable technology
- 2017** *Multi-Input Network Synthesizer* (다중입력 네트워크 신디사이저), Incheon Art Platform project — three-site live audio streaming installation (Seoul / Incheon / Songdo)
- 2017** *Soundlines* (소리숲길) (with Kayip), Seoul Biennale of Architecture and Urbanism — location-based AR sound app and site installation
- 2014** *Heavy Liquor Bookshelf* (무거운 술책상), Mullae Art Factory, Seoul — light-reactive installation of 77 analog oscillators
- 2011** *Coincidence Noise, Coincidence Scape* (우연한 잡음, 우연의 풍경) (solo exhibition), Gallery Yogi, Seoul — 50 networked light-responsive sound modules

SELECTED PERFORMANCES

- 2024** *WGWG 0707* (with Kayip), Art Space Hyu — generative sound performance driven by AI agents debating with distinct political personas
- 2021** *Song for Dead Children: Goodbye* (죽은 아이들을 위한 노래: 안녕), Art Space 3, Seoul — electronic composition transforming Sewol Ferry route data into musical notation
- 2019** *Stochastic Schumann* (확률적 슈만), AUDIOGUY, Seoul — algorithmic composition derived from probabilistic analysis of Schumann's works
- 2018** *Catch Ball Catch Bomb* (캐치볼 캐치밤), Sound Tour 2018, Donuimun Museum Village, Seoul — audience-participatory audiovisual performance using smartphone sensors
- 2015** *Lone Wolf* (론 울프), WESA 2015, 5.5 UNDER, Seoul — laser-pointing FPS multimedia performance
- 2012–13** *Upcyclergroundup* vol. 1–3 — multimedia performance series with light-reactive analog oscillators, Mullae Art Factory and other venues, Seoul