

丝滑

S M O O T H

超明天 UBERMORGEN 盒子美术馆 Box Art Museum 2026

丝滑。你的皮肤，你的信息流，你的生活。优化的，丝滑的，已经解决了。在某个时刻，这件事发生了。你没有注意到。你不知道它的代价。

SMOOTH. Your skin, your feed, your life. Optimized, smooth, already resolved. At some point this happened. You did not notice. You do not know what it cost.

整个展览，就活在这句话里。它讲的是我们如今都身处其中的那个丝滑世界，以及藏在其中的一个问题。你早就想要这个了。

This whole exhibition lives inside that sentence. It is about the smooth world all of us are in now, and one question hidden inside it. You already wanted this.

PART 1

超明天是谁

Who is UBERMORGEN

超明天是一个来自维也纳的艺术团队。横跨两代人，四个人，三十年的创作。他们不制作世界的图像，而是直接与运转世界的系统打交道：网络、企业、算法、市场、机构。他们把当代生活的基础设施，当作创作的原材料。

UBERMORGEN is a Vienna-based art team. Two generations, four people, thirty years of work. They do not make pictures of the world. They work directly with the systems that run it: networks, companies, algorithms, markets, institutions, treating the infrastructure of contemporary life as raw material.

他们的作品曾在 MoMA PS1、泰特现代、蓬皮杜、蛇形画廊、ZKM、林茨电子艺术节展出。《丝滑》是他们在中国大陆的首个个展。这件作品是超当代的，并且一直如此。

Their work has shown at MoMA PS1, Tate Modern, Centre Pompidou, Serpentine, ZKM, Ars Electronica. SMOOTH is their first solo exhibition in mainland China. The work is hyper-contemporary, and has always been.

PART 2

什么是丝滑

What is SMOOTH

丝滑，是给「由优化建成的世界」起的一个名字。没有延迟，没有摩擦，没有粗糙的边缘。你要什么，什么就到。你的手机、你的信息流、你在镜头里的脸、你设计的产品，全都被打磨成一个完美、无摩擦的表面。一切都处理好了。

SMOOTH is a word for the world that optimization built. No lag, no friction, no rough edges. You want the thing, the thing arrives. Your phone, your feed, your face in the camera, the products you design, all sanded down to a perfect, frictionless surface. Everything is handled.

但每一个丝滑的表面都有代价，而代价被藏在了下面。这正是这个展览要你去看的東西。 你不知道它的代价。

But every smooth surface has a cost, and the cost is hidden underneath. That is what the show makes you look at. You do not know what it cost.

PART 3

三个房间

Three rooms

1
悬挂式服务器

Suspended Servers

退役的刀片服务器，真正运行「云」的机器，被白色绳索悬吊起来，浇上白色颜料，还是湿的，还在滴落。这就是让一切变得丝滑的基础设施。在这里它被刷成白色，但颜料并不均匀，它在滴，它拒绝被打磨得完美丝滑。

Retired blade servers, the real machines that run the cloud, hung on white ropes, white paint poured over them, still wet, still dripping. This is the infrastructure that makes everything smooth. Here it is painted white, but the paint is uneven, it drips, it refuses to be perfectly smooth.

对设计师：这是每一件产品的背面。电子垃圾、供应链、劳动、热量。基础设施被这么快地刷白、消音，等你抬头看的时候，它早已全是白的了。等你抬头看的时候，一切都是白色的，但很安静。

For you as designers: this is the back of every product. The e-waste, the supply chain, the labor, the heat. The infrastructure is painted over and silenced so fast that by the time you notice, it is already white. By the time you look up it is all white, but it is quiet.

²
声音之床

Bed of Sound

一张可以躺上去的床。内嵌扬声器、灯光、低频。声音已经在里面了，它会找到那些你自己触及不到的部分。这是身体的丝滑：恢复、睡眠、健康、被优化的自我。

A bed you can lie on. Embedded speakers, light, low frequencies. The sound is already inside it, and it finds the parts of you that you cannot reach.
This is the smoothness of the body: recovery, sleep, wellness, the optimized self.

然而，这是唯一一个关于情绪的房间。那低频，是一具身体在试图感受些什么。但这个表面太完美了，你躺过，却什么也没留下，它也没在你身上留下什么。 白色不留痕迹。

And yet, this is the one room that is about emotion. That low frequency is a body trying to feel something. But the surface is so perfect that you pass through and leave nothing, and nothing marks you either. The white does not take a mark.

3
社交放映会

The Social Screening

展厅四是个柔软的房间。白色地毯铺满地面，屏幕贴着地面往上排开。每一块屏幕里只有一个人。他们是丝滑的居民：优化过的，平静的，无穷无尽地讨人喜欢，在没有人再看的很久之后，依然在练习被看着。你躺下来，他们继续表演，没有人在意。

Hall 4 is a soft room. A white carpet covers the floor, and screens run low along the walls. Each one holds a single person. They are the residents of SMOOTH: optimized, calm, endlessly pleasant, rehearsing being looked at long after anyone stopped looking. You lie down. They keep performing. Nobody minds.

每一个居民都在对着没有人，做一个连接的动作。一个没有人接住的吻。一块上面没有名字的蛋糕。一句等不到回应的「你好」。完美，温柔，无尽地重复。他们背后没有故事，身边没有别人。它们背后什么都没有，它们之后什么都没有。

Each resident performs a gesture of connection for no one. A kiss with no one to catch it. A cake with no name on it. A hello that waits for a reply that never comes. Perfect, tender, endlessly repeated. No story behind them, no one beside them. Nothing behind them, nothing after them.

PART 4

情绪都去哪了

Where do the emotions go?

情绪，住在摩擦里。愤怒需要障碍。兴奋需要一堵可以去推的墙。喜悦、厌恶、悲伤，全都需要有纹理的东西。把世界打磨成一个丝滑的交付界面，情绪便无处降落。那么，它们去哪了？

Friction is where feeling lives. Anger needs an obstacle. Excitement needs a wall to push against. Joy, disgust, grief, all of it needs something with a texture. Sand the world down to a smooth delivery surface, and the emotions have nowhere to land. So where do they go?

它们没有消失。它们渗出来。它们出现在网上，但即便在那里，它们出来时也是丝滑而扁平的。它们移到了中间那一层：编排层，那个负责调度、路由、并对齐什么运行的层。内容与情绪，如今就住在那里。 被对齐，而非被感受。

They do not disappear. They leak. They come out online, but even there they come out smooth and flat. They moved to the layer in between: the orchestration layer, the part that schedules, routes, and aligns what runs. That is where content and emotion live now. Aligned, not felt.

在一个如此丝滑的世界里，所有的情绪都去哪了？

In a world this smooth, where do all the emotions go?

丑陋

PART 5
基础主义

令人作呕

UGLY FOUNDATIONISM DISGUSTY

丑陋不是丝滑的反面。丑陋，是丝滑赖以建立、却假装已经删除的东西：渗出的基础设施，从服务器上淋下的白漆。FOUNDATIONISM（基础主义）：艺术不生产丝滑的表面，它消耗它。价值向下迁移，迁向那个无作者的底层：线缆、散热、劳动。

UGLY is not the opposite of SMOOTH. UGLY is what SMOOTH is built on and pretends it deleted: the infrastructure bleeding through, the white paint dripping down the server. FOUNDATIONISM: art does not produce the smooth surface, it consumes it. The value migrates downward, to the authorless layer underneath: the wires, the cooling, the labor.

在丑陋之后，还有下一步。叫它 DISGUSTY。你仍然可以亲手制造摩擦，仍然可以故意做出某种不会被抹平的东西。 物极必反，物壮则老。

After UGLY, a next step. Call it DISGUSTY. You can still make friction by hand, you can still make something on purpose that does not smooth out.
When a thing reaches its extreme, it turns.

PART 6

这对设计师意味着什么

Why this matters for designers

这个展览不是说丝滑是邪恶的。它要你把它看清楚，并有意识地做出三个决定：

一□我的丝滑表面，藏起了什么？去设计背面，而不只是正面。

二□哪一种摩擦，值得保留？一点点阻力，可以是关怀，而不是缺陷。

三□情绪去哪了？有时，最有人性的一步，是留下一道「白色能够留住的痕迹」。

This show is not telling you smoothness is evil. It asks you to see it clearly, and to make three decisions on purpose:

1 What does my smooth surface hide? Design the back, not only the front.

2 Which friction is worth keeping? A little resistance can be care, not failure.

3 Where does the emotion go? Sometimes the most human move is to leave a mark the white can take.

第一个房间里那些退役的服务器，曾经也是某个人的丝滑产品。下一批，由你们来设计。它们最终成为什么，由你们决定。

The retired servers in room one were once somebody's smooth product. You design the next ones. You decide what they become.

那个叫「声音之床」的房间，是整个展览的情绪。而那里的情绪是希望，或者说，是对情绪的希望。那是你还能感受到些什么的地方。

The room called Bed of Sound is the emotion of the whole show. And the emotion there is hope, or hope for emotion. That is where you still get to feel something.

在一个如此丝滑的世界里，所有的情绪都去哪了？

In a world this smooth, where do all the emotions go?

谢谢

丝滑 SMOOTH 超明天 UBERMORGEN