



Suchon Sujit (泰国 TH)

Suchon Sujit (1990年生于泰国也梭通府, Yasothon) 拥有泰国艺术大学 (Silpakorn University) 绘画、雕塑与版画硕士学位, 现任曼谷吞武里大学 (Bangkok Thonburi University) 美术与应用艺术学院讲师。

他的雕塑创作以具象艺术为核心, 通过人物与空间的语言构建, 探索体积、比例及心理学与艺术形式和空间之间的关系。他的作品关注社会中的心理健康议题, 研究自身及他人的行为模式, 并通过雕塑表达对人类心理状态的思考。

他的作品曾在多个重要展览中展出, 包括: 作品《Fluidity of Change》(流变) 荣获2020年“Early Years Project #5”大奖 (曼谷艺术文化中心, BACC); 2023年, 参与三位艺术家群展《INVISIBLE》(人民画廊, People's Gallery); 2018年, 作品入选第64届泰国全国美术展览。

Suchon 通过雕塑语言探讨人类情感与心理状态, 使其作品成为连接个人体验与社会议题的艺术表达。

Suchon Sujit (b. 1990, Yasothon, Thailand) graduated with a master's degree in Painting, Sculpture and Graphic Arts from Silpakorn University. He is currently an art lecturer at the Faculty of Fine and Applied Arts, Bangkok Thonburi University.

Suchon presents his artistic sculptural creations through the concept of figurative art and creates language from figure and space. He also works on the structure of volume and proportion and shows interest in human psychology as well as the form and space from the perspective of art.

Many of his works feature the topic of mental health issues in society, where he explored his and other people's behaviour. Suchon's exhibited sculptures include Early Years Project #5 'Fluidity of Change' [Winner award] (2020), Bangkok Art and culture centre, 'INVISIBLE' is a collaborative by 3 artists at People's Gallery (2023), and the 64th National Exhibition of Art in 2018.



北欧当代艺术中心 (厦门) “LONGITUDE经度”国际艺术展
Nordic Contemporary Art Center (Xiamen) – “LONGITUDE” International Art Exhibition



Suchon Sujit, *"Stealthy Pursuer"*, Mixed media, 80 x 80 x 220 cm. 2025

STEALTHY PURSUER

Suchon Sujit (1990)
Yasothon, Thailand

Technology has helped improve the basic factors in human life very well, especially the ability to access information from around the world quickly and comprehensively, or even communication through cameras and palm-sized monitors that have become part of our lives. By accessing large computer networks or the Internet, which is a medium between computer technology and users (humans), the Internet and technology have helped to make work efficiency more accurate, faster, and systematic. It can record, store data, or share to communicate with other users quickly with just one touch, and connect everything to be accessed closely, without time frames or places, leading to the creation of a new, independent identity. These things have an impact on the way of life and behavior that is gradually changing.

I am interested in exploring and questioning the identity of human beings in the digital era, with regard to computer networks, platforms, and social media. From their role in correcting human errors, this shows that technology platforms can avoid various conditions, such as pressure, haste, danger, fear, or motivation, which are conditions caused by humans almost entirely. In order to accommodate the current society, online platforms have spread like networks that lead, determine, and control behavior from the surveillance of operating systems both online and offline to the smooth power relations under the digital signal network. In this regard, data has become the driving force of the era under the (digital) capitalist system, especially when digital platforms aim to develop and see that what can best meet human needs is their emotions and feelings. Moreover, what the online world is taking from humans is time, which is also an important resource in their lives.

122 When the concept of the work is established, the work is then adapted to the presentation format based on the materials and equipment in the space, which is a limitation and a challenge especially for creators or artists. However, the idea of communicating according to the main concept is still maintained. In addition to finding materials to work with, working outside the space also involves organizing and managing within a limited time.



Stealthy Pursuer presents media art and sculpture installations that aim to explore, observe and understand the state of the digital world through the relationship between humans and devices in terms of behavior, body and mind, to reveal the shape, identity and abstract identity from the digital system that appears in the offline world, including the perception and visibility of freedom, power and rights of others as humans in systems, structures (platforms) and human societies in the real world.

