[詭體 II]　Weirdware II

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　　在平面廣告媒體中，模特兒在經過數位修片後，其身材能達到、甚至超越一般大眾對於身體美感的標準，這等於是利用數位科技將真實的身體變成一個不真實的身體，作品[詭體 II]就是以這樣的概念，反其道而行：作者以自己為主角，將自己合成為一個胖子，之後再變形成原來的樣子。也就是說將不真實的自己「修成」真實的自己，即作者企圖模糊真實與虛擬的界線。

　　In print advertisements, with digital corrections a model's figure is able to attain and sometimes even exceed the public's perception of beauty. This is tantamount to using digital technologies to transform a real body into an unreal body. The work *Weirdware II* utilizes the concept, albeit in a contrary manner. The creator uses himself as the model and synthesizes his image to become that of an obese man, before transforming it into his original image. This is to "revise" his unreal self into his "real" self, and is an attempt by the artist to obscure the boundaries between reality and virtual reality.