

EXHIBITION LIST

石垣市民会館特設会場

VENUE = ISHIGAKI CITY HALL

SHOWING = INSTALATIONS / MANGA

life-size

scope + HASHIMOTO Norihisa

Excellence Award, Art Division – 8th Japan Media Arts Festival (2004)

The work has visual novelty. We have never seen such a close projection of the carapaces and joints of insects that are enlarged to a human size. Due to the size or some kind of reasons, they look a little different from their own real beings. Although the images are realistically projected in the size of a human, I feel a new kind of reality rather than the actual reality. Could this visual gap be what the artists has aimed at? Needless to say, the enlarged still images that are created by scanning of state-of-art technology are outstandingly beautiful. The viewers will be emotionally swayed by this visual novelty.

nubot

Electronic hand-made robot [Japan]

nuuo (SENBO Kensuke / HAYASHI Tomohiko) / HORIO Kanta / anno lab / TOKUI aya

Jury Selections, Entertainment Division -16th Japan Media Arts Festival (2012)

The nuuo company, which is divided between Tokyo and Fukuoka, developed "nubot" as a robot to use in its office conferences. By fitting a doll with a smart phone, the company perfected a device to connect people in distant locations via communication services like Skype and Google+. The robot allows users to enjoy the

words and actions of others as if they were in the same room, and presages a new video chat-based lifestyle.

Fantasy Captured in Plastic Models: A Desk Diorama

Diorama, Gadget [Japan]

IKEUCHI Hiroto

Excellence Award, Entertainment Division – 17th Japan Media Arts Festival (2013)

This work takes the theme of a "fantasy captured in plastic models", utilizing and rebuilding computers and their peripheral devices with plastic models to make a diorama, creating a world about which all of us have surely once daydreamed. With a personal computer – a "building" for preserving an individual's memory – here becoming a fortified base for protecting those memories, and a mouse that can move around freely as a defensive "tank", IKEUCHI's work embodies ideas acquired from intrinsic forms and how things are used, bringing their special qualities and possibilities into sharp relief. The remodeled computers and PC accessories have been rebuilt as structures that stage a whole worldview, their electronic circuitry, wiring and mechanisms remaining intact so the equipment can still continue to be used.

Vomoder

Gadget [Japan]

KUWAKUBO Ryota

Artist of Grand Prize, Art Division -7th Japan Media Arts Festival (2003)

"Vomoder" is an interactive art piece of a fake videophone of Mobile phone age that most of people was afraid of video phone chatting, before Smart phone era easy to use video chatting. According to the voice of the opponent, the face of the screen always laughs regardless of the content of the story. Computer can not speak emotionally like bank ATM's "This card can not

be processed". On the other hand, it is very difficult for humans to separate emotions separately. Who speaks the expression synthesized with computers and living voice?

Morph Tower

Sculpture [Japan]

KODAMA Sachiko

Artist of Grand Prize, Art Division -5th Japan Media Arts Festival (2001)

Her first project "Protrude, Flow" used six electromagnets. But, the electromagnets occasionally prevented people from viewing the moving liquid. To solve this problem and to simplify the work, I discovered a new technique called "Ferrofluid Sculpture." This technique enables artists to create more dynamic sculptures with fluid materials. One electromagnet is used, with an extended iron core that is sculpted into a particular shape. The ferrofluid covers the sculpted surface of the three-dimensional iron shape and the movement of the spikes in the fluid are controlled dynamically on the surface by adjusting the power of the electromagnet.

The "Morpho Tower" series in 2006 was my first realization of a "ferrofluid sculpture." Figure 2 shows the spiral tower covered with numerous ferrofluid spikes. A spiral tower standing on a plate holds the ferrofluid. When the magnetic field around the tower is strengthened, spikes of ferrofluid are generated at the bottom plate and they gradually move upward, trembling and rotating around the edge of the iron spiral.

ホテルエメラルドアイランド会場

VENUE = HOTEL EMERALD ISLE

SHOWING = INSTALATION

The Tenth Sentiment

Interactive art [Japan]

KUWAKUBO Ryota

Excellence Award, Art Division – 14th Japan Media Arts Festival (2010)

A model train equipped with a light source slowly navigates through various household objects lined on the floor, and projects their shadows. Dancing on the walls, floor, and ceiling of the room, the shadows of the objects keep changing like a landscape seen through the carriage windows, surrounding viewers with images as if they were passengers riding on the train. By exposing them to a repetition of conflicting experiences--immersion and bird's eye view, déjà vu and jamais vu--this work sharpens audiences' senses and inspires them to share impressions.

ゆんたく家会場

VENUE = YUNTAKU-Ya

SHOWING = DIGITAL WORK / SHORT MOVIES

100 Years Sea [running time: 100 years]

Digital Work

teamLab

Jury Selections, Art Division -14th Japan Media Arts Festival (2010)

100 Years Sea is a video work with a running time of 100 years. The work depicts the rising of the sea levels beginning in 2009 and continuing for 100 years, based on the 2009 prediction of the World Wildlife Fund (WWF). The video started on the 10th of December 2009 and runs in parallel with the actual sea for 100 years. When looking at the original artwork 100 years from its beginning, what will be the state of the actual

文化庁メディア芸術祭石垣島展

JAPAN MEDIA ARTS FESTIVAL in ISHIGAKI-JIMA ISLAND

〜 ひかりきらめく イマジネーション、〜

sea? Will the rise in sea levels be more serious than the WWF calculated? Or will the sea levels be lower? The sea in this work continues to rise as we head toward that inevitable time. Historically, Japanese artists painted waves using a combination of lines. These assembled lines give the impression of the life and energy of the sea as one living entity. Looking at the sea we feel awe, and it is likely due to this awe that Japanese artists chose to express the sea in this manner. Japanese ancestors possibly saw the world as it is depicted in classic Japanese imagery. Based on this idea, teamLab considered recombining the subjective view of ancient times with the fixed objective view of the modern world. We constructed virtual waves in a 3-D environment that have the style of Japanese painting. As a result, we have created a video artwork that has been converted using what teamLab calls ultrasubjective space.

石垣港離島ターミナル

VENUE = ISHIGAKI PORT RITOH TERMINAL

SHOWING = GAME (INSTALATION)

Pokémon GO

Application [Japan]

“Pokémon GO” Production Team

Excellent Award, Entertainment Division – 20th Japan Media Arts Festival (2016)

Pokémon GO is a location-based game application for smartphones. Staged in the real world, it gets players to go outside and walk around as they try to capture Pokémon characters that appear on a map. When a Pokémon appears nearby, the player's smartphone vibrates, and when the player taps the Pokémon on the map, an augmented reality feature displays it against a real-world background via the smartphone camera. The player can capture the Pokémon by tossing a Poké Ball at it. Players also train collected Pokémon and

JAPAN MEDIA ARTS FESTIVAL in Ishigaki-Jima Island
2017 Nov 19th - Dec 17th

Venue: City of Ishigaki, Okinawa, JAPAN

Japan Media Arts Festival in Ishigaki-jima Comitee
<http://mediaarts-ishigaki-jima.okinawa/>

battle other players in “gyms.” Poké Balls and other tools needed to catch Pokémon can be acquired at special spots on the map known as PokéStops. Following in the footsteps of the game's predecessor Ingress, Pokémon GO is predicated on the concept of “adventures on foot.”

伊原間会場

VENUE = IBARMA VILLAGE

SHOWING = INSTALATION

Colloidal Display

Installation [Japan]

OCHIAI Yoichi

Artist of Jury Selections, Entertainment Division -20th Japan Media Arts Festival (2016)

The Colloidal Display proposes an innovative solution which transforms a soap film into the world's thinnest screen. This screen's transparency, texture, and shape can be controlled dynamically by using ultrasonic sound waves. The screen's unique material, which allows objects to pass through, promotes new ways of interaction.

It is a common knowledge that the surface of soap bubble is a micro membrane. It allows light to pass through and displays the color on its structure. We developed an ultra-thin and flexible BRDF screen using the mixture of two colloidal liquids.