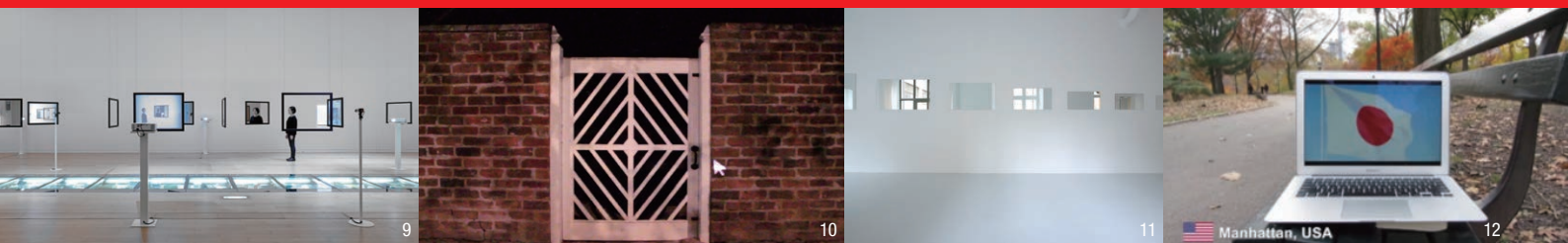


# THE JAPAN MEDIA ARTS FESTIVAL SPECIAL EXHIBITION

## Landscapes

NEW VISION THROUGH MULTIPLE WINDOWS



**3** (Friday) — **18** (Saturday) February, 2017  
Tue—Sat (10:00—18:00)

Venue: **Japan Creative Centre** Admission: **Free**  
4 Nassim Road, Singapore 258372



Agency for Cultural Affairs,  
Government of Japan



<https://www.facebook.com/JMAF.JCC.SINGAPORE>

Screening Venue: **Shaw Theatres Lido 5** (350, Orchard Road, 5th Floor, Shaw House, Singapore 238868) | **5(Sunday) & 12(Sunday) February, 2017**

Organizer: **Japan Media Arts Festival / Agency for Cultural Affairs, Government of Japan**

Co-organizer: **Japan Creative Centre, Embassy of Japan in Singapore**

Planning Director: **exonemo (SEMBO Kensuke, AKAIWA Yae)**

1. *Untitled*, TAKAMINE Tadasu
2. *Stream*, Joe HAMILTON
3. *Den-nob Coll*, ISO Mitsuo
4. *100100 vistas of Mount Fuji*, Jens SUNDHEIM
5. *landscape*, SHINTSUBO Kenshu
6. *Saturn Apartments*, IWAOKA Hisae
7. *The souvenir photographs*, EBIHARA Shoko
8. *Waiting for the Elevator*, Sarah CHOO Jing
9. *You would come back there to see me again the following day*, TSUDA Michiko
10. *Double Click to Open*, Angelica VERDAN
11. *Popular Screen Sizes*, Rafael ROZENDAAL
12. *Fluttering Frame*, exonemo

Theme:

# Landscapes: *New vision through multiple windows*

In recent years, we have become connected to the world through our computer and smartphone displays, discovering reality through these screens. It is as if the display screens are “windows” onto new landscapes. Thinking about windows, however, we realize that the conventional media of television as well as printed materials such as photographs, paintings, and actual windows in walls likewise have the function of connecting the viewer to a “landscape beyond”. In particular, the miniaturization/portability of devices in recent years and practicality of continuous Internet connection have drastically increased the time we spend gazing through these windows and the images of the world outside that we picture in our minds are being reset accordingly. The Internet

has made the spreading world beyond (such as Japan as viewed from Singapore) seem as close as if we have actually been to these places ourselves. But how far are the landscapes we see through these digital windows actually linked to the real world? This exhibition reexamines the modern global landscapes now viewed not from windows on our walls but through windows in our pockets. This is an experiment in which we seek to discover the whereabouts of the world we sense to be real by reconsidering the landscapes spreading out before our eyes. By gathering works which examine this moment in time and interpret the future from wide-ranging perspectives, this exhibition reveals the diverse possibilities of the media arts.

Planning director: **EXONEMO** (SEMBO Kensuke, AKAIWA Yae)

**exonemo** (SEMBO Kensuke, AKAIWA Yae) [Japan]

The artist unit exonemo was formed in 1996 by Kensuke Sembo and Yae Akaiwa. Their experimental projects are typically humorous and innovative explorations of the paradoxes of digital and analog computer networked and actual environments in our lives. They have been organizing the IDPW gatherings and *Internet Yami-Ichi* since 2012. Currently they live and work in New York. <http://exonemo.com>.

**EBIHARA Shoko** [Japan]

Photographer, Artist. Born in Tokyo. Lives and works in Tokyo. <http://shokoebihara.com/>

**ISO Mitsuo** [Japan]

Animator, Director. Born in Aichi, 1966. Original work and director of *Den-nob Coil*. <http://www.lares.dti.ne.jp/~iso-000/>

**IWAOKA Hisae** [Japan]

Manga artist. Made her debut in 2002 with *Yume no Soko*, which won the Honorable Mention Prize in the Kodansha Afternoon Four Seasons Award. In 2005, her *Saturn Apartments* manga began to be serialized in the monthly magazine *Ikki*. <http://moinmoin.fc2web.com/>

**SHINTSUBO Kenshu** [Japan]

Photographer. Born in Tokyo in 1968. Together with video, still photography and field recordings, Shintsubo also crosses the borders into architecture, literature, music, computer design and other sectors in diverse collaborative documentary works. <http://www.kenshu-shintsubo.com/>

**TAKAMINE Tadasu** [Japan]

Artist, Artistic director. Born in Kagoshima in 1968. Associate professor, Akita University of Art. Takamine works in diverse media such as installation, sculpture, video etc. Currently he's also active as a stage director. <http://www.takaminet.com/>

**TSUDA Michiko** [Japan]

Born in 1980. Lives and works in Kanagawa and Tokyo. Completed PhD of Film and New Media Studies at Tokyo University of the Arts in 2013. <http://2da.jp/>

**Angelica VERDAN** [United States]

Video artist. Born in 1992 in Washington DC, currently living in Virginia. Angelika Verdán is interested in the integration of the digital and physical world and how people interact with the interface. <https://angelicaverdan.wordpress.com/>

**Jens SUNDHEIM** [Germany]

Freelance photographer, visual artist. Born in 1970 in Germany. Lives and works in the Ruhr area, Germany. <http://www.jens-sundheim.de/>

**Joe HAMILTON** [Australia]

Born in 1982 in Tasmania, Australia. Lives and works in Melbourne. Joe Hamilton makes use of technology and found material to create intricate and complex compositions online, offline and between. <http://joehamilton.info/>

**Sarah CHOO Jing** [Singapore]

Multidisciplinary fine artist. Born in 1990. Focusing on the relationship between space and time, Choo's work depicts identifiable moments and characters within contemporary society. <http://www.sarahchoojing.com>

**Rafaël ROZENDAAL** [Brazil]

Born in 1980. Dutch-Brazilian. Lives and works in New York. Rafaël Rozendaal is a visual artist who uses the internet as his canvas. His artistic practice consists of websites, installations, lenticulars, lectures and haiku. <http://www.newrafael.com/>



20th  
JAPAN  
MEDIA ARTS  
FESTIVAL

第20回 文化庁メディア芸術祭

The Japan Media Arts Festival is a comprehensive festival of Media Arts (Japanese: *Media Geijutsu*) that honors outstanding works from a diverse range of media - from animation and comics to media art and games. The festival gives awards in each of its four divisions: Art, Entertainment, Animation, and Manga. It also provides a platform for appreciation of the Award-winning and other notable works. Since its inception in 1997, the festival has recognized significant works of high artistry and creativity and in addition to a yearly Exhibition of Award-winning Works has held other events, such as symposiums, screenings, and showcases. Last year, the 19th Festival received 4,417 entries from 87 countries and regions around the world, demonstrating its continuing evolution as an established annual international festival. Award-winning Works are exhibited both within Japan and abroad through various projects and events organized by The Agency of Cultural Affairs, Government of Japan which aims to develop and promote the creation of Media Arts by focusing primarily on the new generation of artists.

Twitter: @JMediaArtsFes\_e

<http://festival.j-mediaarts.jp/en/>

Inquiries:

Office of Project for Participation in Overseas Media Arts Festivals (c/o NHK International, Inc.) | [jmaf-info@nhkint.or.jp](mailto:jmaf-info@nhkint.or.jp)

<http://jmaf-promote.jp/global/en/>



©Shoko EBIHARA

## The souvenir photographs [2015 / Graphic Art / 19th Art Division Jury Selection] | EBIHARA Shoko

The artist hires a professional photographer from each local area to take her picture in the suit on a platforms used for group photographs of travelers in sightseeing areas. Neither negatives nor data remain as the artwork is the process of ordering, purchasing, and receiving a touristic picture. The artist looks like an icon in these photographs, all of which have essentially the same basic structure, and inserts herself into various landscapes all over Japan.

\*Souvenir photos of Singapore will be shown alongside the Japanese photo exhibition.

## Double Click to Open [2015 / Video Work / 19th Art Division Jury Selection] | Angelica VERDAN

*Double Click to Open* analyzes the form and function of the cursor by removing it from the digital world and placing it in the physical one. The video shows a cursor projected on an image of a closed door, but the doors do not open even if double-clicked. The film explores the human relationship with technology and interface, revealing how we have come to expect various interactions with all types of interfaces. (3 min. 41 sec.)



©2015 Angelica Verdán



©SARAHCHOOJING

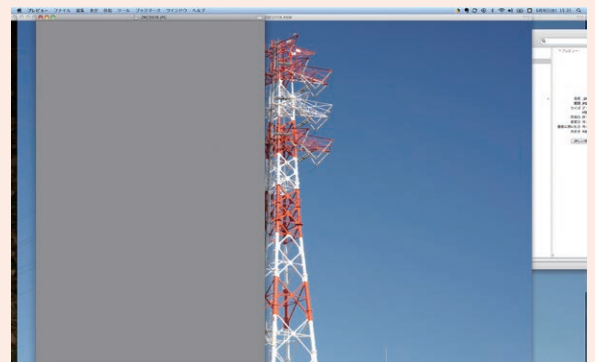
## Waiting for the Elevator [2015 / Video Installation / 19th Art Division Jury Selection] | Sarah CHOO Jing

*Waiting for the Elevator* is a multimedia installation that depicts a composite of documented events, projected across the Esplanade Tunnel in Singapore. Building on normally unnoticed, trivial and repetitive actions, the artist reflects upon the social purposes of the “void decks” in Singapore. The composited panorama ultimately exists as a non-space; an accumulation of fragments over time. (5 min. 22 sec.)

## \landscape [2012 / Digital Photo] |

SHINTSUBO Kenshu [Artist selected at 14th Art Division Jury Selection]

Each landscape is a present space which bears the accumulated traces of those who live within it; a layer laid down by their actions. Networks connect deposited memories by invisible lines of sight using various landscape photographs, computer-made maps and desktop archives generated from individual viewpoints.



©Kenshu Shintsubo



©Jens Sundheim

**100100 views of Mount Fuji** [2008-2010 / Digital Photo] |  
**Jens SUNDHEIM** [Artist selected at 9th Art Division Jury Selection]

The work *100100 Views of Mount Fuji* reverts to webcams available on the Internet. From 2008 to 2010 Sundheim archived the image data of a camera, which transmits every three minutes a live image of Mount Fuji. The images appear as a modern version of the images of Hokusai, a version of the 21st century: a fast, unmistakable and unfiltered live transmission.

**Popular Screen Sizes** [2011 / Installation] |  
**Rafaël ROZENDAAL**

Rafaël Rozendaal is interested in how mirrors retain both metaphorical and literal meanings for reflection as well as pertain a transience and reliance upon light and movement. *Popular Screen Sizes* (60", 55", 46", 40", 32", 27", 24", 21", 17", 15", 13", 10", 7", 3.5") by Rafaël Rozendaal operates as a reflection on contemporary lifestyles and the extent to which these involve our interface with screens, as well as a mirror to the immediate environment and the viewer.



©Rafaël Rozendaal



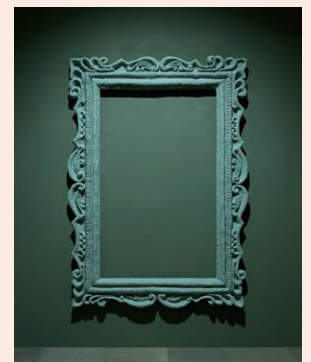
©Joe Hamilton

**Stream 2014** [2014 / Video Work] |  
**Joe HAMILTON**

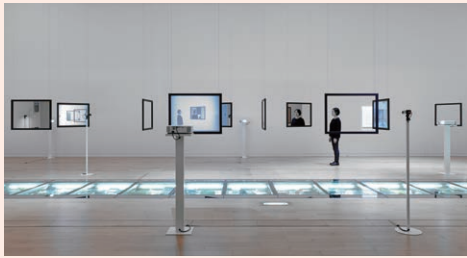
*Stream* is a work that explores the well known analogy of water flow and the flow of data on the internet. The structure and movement in the browser window becomes a rigid framework that contains and shifts an array of found images and video of water. Waterfalls, torrents, rivers, creeks and streams of data flow down the screen. An interplay of fluidity and rigidity. (1 min. 20 sec.)

**Untitled** [2011, Reconstruction 2017] | **Bride** [2011, Reconstruction 2017] |  
**TAKAMINE Tadasu**

This work consists only of a picture frame made from an oil-based modeling clay. It was displayed as a displaced frame together with a blanket laid out like a canvas at the big *Too Far to See* exhibition at the Yokohama Museum of Art. Whereas picture frames traditionally have the role of highlighting and completing a picture, this work uses modeling clay which, with its flexible and unfixed shapes, is more usually chosen for the preliminary models. Everyone has used it in their childhood and this application of a clay which retains clear finger imprints thereby focuses the attention on the frame to question the nature of both media and the work itself.



©Tadasu Takamine photo: Tomoki Imai



©Michiko Tsuda Photo: Tadasu Yamamoto

## You would come back there to see me again the following day. [2016 / Installation] | TSUDA Michiko

The frames hung in the air from the ceiling look like those of paintings or photographs but do not have such images inside. When you get closer to the frames, you find there are three different structures in these frames. Some have mirrors inserted, some have screens onto which the live view of the exhibition space captured by video cameras is projected, and some have nothing inside. Each frame is hung in a position according to a geometric rule. Once you enter the space, you will get confused and be unable to recognize where you are, standing surrounded by all these frames. You will see the other corner of the exhibition space in the back of a frame. Beside another frame, you may find someone who should not be there. Or you will find yourself inside the other frame. Welcome to the labyrinth where images swap with one another, between here and there.

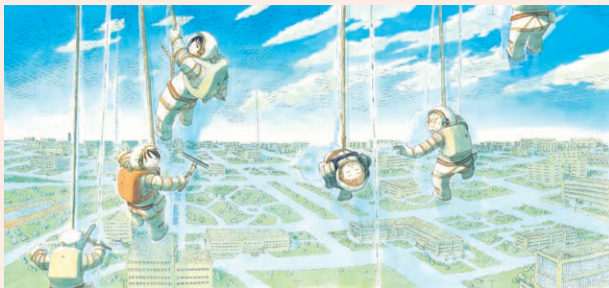
## Fluttering Frame [2013 / Video Work] |

EXONEMO [Artist selected at 16th Art Division and 17th Entertainment Division Jury Selection]

*Fluttering Frame* is a crowd-sourced video work created by 54 participants from 31 countries. It was aired on Japanese public broadcasting NHK's program *Techne - The visual workshop*. NHK typically airs a video of a Japanese flag at the end of each broadcasting day. The artists asked participants from all over the world to air this footage in their living rooms, and collected these video pieces including the living rooms, animating the flying flag by combining fragments from each video. The project started with a simply query about the relevance of projecting a national framework like this in the age of the internet.



©Exonemo



©IWAOKA Hisae

## Saturn Apartments [2011 / Manga / 15th Manga Division Grand Prize] | IWAOKA Hisae

The story is set in a time when the whole of the Earth has been designated as a nature reserve and it is not permitted to descend to the Earth's surface, so humans live in buildings high up in the sky, at a level of 35,000 meters. The protagonist, Mitsu, was born and raised in this gigantic ring system, which is divided into upper, middle and lower levels. Just as Mitsu graduates from junior high school, he takes the same job as his late father, "ring system window cleaner." It is a meticulously-depicted story of Mitsu's growth as he gains in confidence and pride in his work through encounters with his workplace mentor, his neighbors and his clients.

## Den-noh Coil [2007 / Animated TV Series / 11th Animation Division Excellence Award] | ISO Mitsuo

The scene is Daikoku-city in the near future, 202X. A wearable computer denno megane through which the wearer can enjoy a cyber world has a great run among children. In these circumstances, Yuko Okonogi who is moved into Daikoku-city experiences a series of strange incidents.

\*SCREENING: Den-noh Coil SP (90 min.)

Date & Time: Saturday 11th and 18th February 14:00—15:30

Place: JCC exhibition space



©MITSUO ISO / TOKUMASHOTEN, Den-noh COIL SEISAKUJINKAI

# Japanese Landscapes from Manga and Animation



## Manga

[Ethereal landscapes]

1. *Saturn Apartments*, IWAOKA Hisae  
[2011 / 15th Manga Division Grand Prize]  
©IWAOKA Hisae
2. *Children of the Sea*, IGARASHI Daisuke  
[2009 / 13th Manga Division Excellence Award]  
© Daisuke Igarashi / shogakukan IKKI

[Japanese city]

3. *YOTSUBA 3!*, AZUMA Kiyohiko  
[2006 / 10th Manga Division Excellence Award]  
©AZUMA Kiyohiko
4. *NANA*, YAZAWA Ai  
[2009 / 6th Manga Division Jury Selection]  
© 矢沢漫画制作所 / 集英社 クッキー

[Landscapes that possibly once existed in Japan]

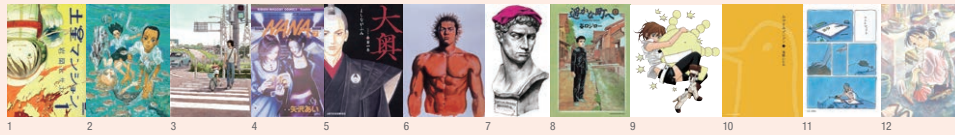
5. *Ōoku: The Inner Chambers*, YOSHINAGA Fumi  
[2006 / 10th Manga Division Excellence Award]  
© FUMI YOSHINAGA / HAKUSENSHA
6. *Vagabond*, INOUE Takehiko / Original author: YOSHIKAWA Eiji  
[2000 / 4th Manga Division Grand Prize]  
© I.T. Planning, Inc
7. *Thermae Romae*, YAMAZAKI Mari  
[2011 / 15th Manga Division Jury Selection]  
©YAMAZAKI Mari
8. *A Distant Neighborhood*, TANIGUCHI Jiro  
[1999 / 3rd Manga Division Excellence Award]  
© Jiro Taniguchi 1998

[Visible things / Invisible things]

9. *MOYASIMON*, ISHIKAWA Masayuki  
[2008 / 12th Manga Division Jury Selection]  
©ISHIKAWA masayuki / Kodansha
10. *Oyasumi Pun Pun*, ASANO Inio  
[2009 / 13th Manga Division Jury Selection]  
©Inio Asano / SHOGAKUKAN

[Things visible from the panel layout]

11. *sen-nen-gabou*, KYO Machiko  
[2007 / 11th Manga Division Jury Selection]  
©machiko kyo
12. *In This Corner of the World*, KOUNO Fumiyo  
[2009 / 13th Manga Division Excellence Award]  
© Fumiyo Kouno / Futabasha
13. *Town of Evening Calm, Country of Cherry Blossoms*, KOUNO Fumiyo  
[2004 / 8th Manga Division Grand Prize]  
© Fumiyo Kouno / Futabasha



## Animation

Den-noh COIL, ISO Mitsuo  
[2007 / 11th Animation Division Excellence Award]  
Animated TV Series / 25 min. x 26 episodes

Japan Media Arts Festival Screening Programmes  
Award-winning Program 2016 / Focus in Japan Selection 2016 / Beyond the Technology  
Portrait of Japanese Animation / The Medium as Somatic Impulse—Drawing Animations

## Related Event

Venue: Japan Creative Centre

Guide Tour

Guide Tour by Planning Director, exonemo

3 February (Friday) 19:30–

Artists' Talk

Session 1 “Landscapes of Japan and Singapore”

4 February (Saturday) 13:00–14:30

Artists: EBIHARA Shoko × Sarah CHOO Jing

A talk by two artists of the same sex and generation, one from Japan and the other from Singapore, who each view their own country and city from new perspectives.

Artists' Talk

Session 2 “Landscape from unstable window”

4 February (Saturday) 15:00–16:30

Artists: TAKAMINE Tadasu × exonemo

Tadasu Tamakime exhibits a picture frame made from an unfixated material, modeling clay; exonemo, *Fluttering Frame*, an unstable, flickering video frame. What do they see through this shared theme of the unstable window? A talk by two artists who take a critical approach to the media and its frames.

Screening

*Den-noh Coil SP*

Place: Exhibition space

11 February (Saturday) 14:00–15:30 & 18 February (Saturday) 14:00–15:30

# Japanese Scenery in Animation

Admission: **Free**
**5 February (Sunday) & 12 February (Sunday)**

The screenings will feature a rich program of renowned, full-length animation films set in beautiful, timeless Japanese town and landscapes, all made for cinema release by popular Japanese directors. This is an animation journey through the Japanese landscape.

Scan this QR code to book your ticket.



©2016 TOHO / CoMix Wave Films / KADOKAWA / JR Kikaku / AMUSE / voque ting / Lawson HMV Entertainment

**Your Name.** [2016 / Animated Feature Film] |

**SHINKAI Makoto** [Artist selected at 6th, 9th, 17th Animation Division Jury Selection]

**5 February (Sunday) 12:30–**

Two high school students Mitsuha and Taki have never met each other and live at different places in Japan. One day, Mitsuha wakes up in a body of a young man and believes that she is dreaming. The next day, she turns normal and finds out from her friend that she has been behaving very strangely yesterday. On a certain day of the week, she finds herself waking up in the body of the same young man, and after a series of events, she concludes that she and the boy, who is actually Taki, have been switching bodies quite often. They try to find out the mysterious cause behind their body swap and soon discover that there is an important life-changing reason for it. (1 h. 46 min.)



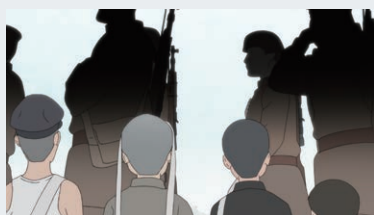
©2014-2015 Hinako Sugiura-MS.HS / Saruberu Film Partners

**Saruberu: Miss Hokusai** [2014-2015 / Animated Feature Film / 19th Animation Division Jury Selection] |

**HARA Keiichi**

**5 February (Sunday) 14:50–**

This is a feature-length adaptation of the manga *Saruberu* by Hinako Sugiura, a researcher of Edo Era customs. It is set in the town of old Edo, a community in Edo that is always emotionally turbulent, including fires and troubles with fairies. The story centers on O-Ei (later known as Oi Katsushika), the daughter of leading *ukiyo*e woodblock print artist Hokusai Katsushika, and depicts the lives of people in Edo that also have relevance for us today. (1 h. 29 min.)



©2014 JAME

**Giovanni's Island** [2014 / Animated Feature Film / 18th Animation Division Excellence Award] |

**NISHIKUBO Mizuho**

**5 February (Sunday) 16:50–**

The setting is 1945 on Shikotan, a tiny island off the coast of Hokkaido, which has remained virtually untouched by the rage of war. There innocently live ten-year-old Junpei and his seven-year-old Kanta. But with Japan's defeat on August 15th, great change comes to their lives. While everybody on the island is expecting American troops to arrive anytime, it is the Red Army that Island on Shikotan instead. Before they know it, the national borders have changed and for the Japanese community, a new life with the Soviet citizens who have moved onto the island begins. The film follows the absurdity and tragedy of war through Junpei's eyes, depicting friendship among children blossoming beyond language and cultural barriers. Based on true events, this animated feature film was made by an international team including people from Japan, Russia, Argentina, South Korea, Estonia, United States and Italy. (1 h. 41 min.)



©Fumiyo Kono / Futabasha / Kono Sekai no Katasumi ni Project

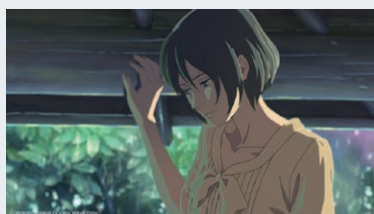
**In This Corner of the World** [2016 / Animated Feature Film] |

**KATABUCHI Sunao**

**12 February (Sunday) 15:00–**

Original manga *In This Corner of the World*, KOUNO Fumiyo [13th Manga Division Excellence Award]

*In This Corner of the World* tells the story of the adolescent Suzu, who in 1944 moves to the small town of Kure in Hiroshima to live with her husband's family. Suzu's life is thrown into chaos when her town is bombed during World War II. Her perseverance and courage, however, underpin this heart-warming and inspirational tale of the everyday challenges faced by the Japanese in the midst of a violent, war-torn country. (2 h. 9 min.)



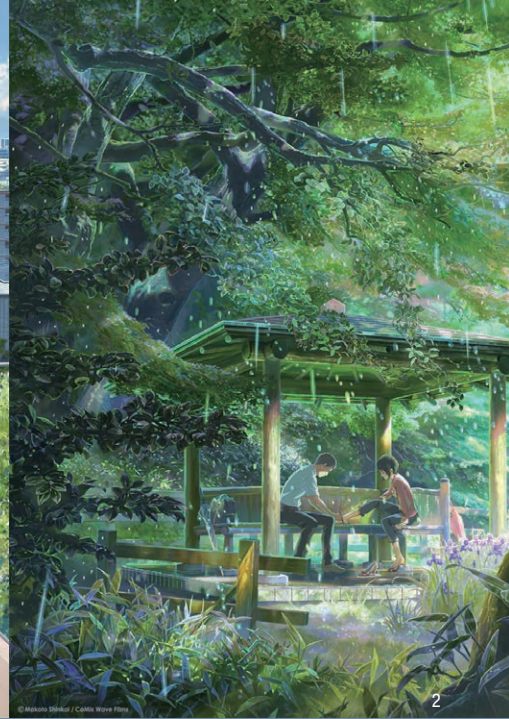
©Makoto Shinkai / CoMix Wave Films

**The Garden of Words** [2013 / Animated Feature Film / 17th Animation Division Jury Selection] |

**SHINKAI Makoto**

**12 February (Sunday) 17:40–**

One rainy day Takao, a high school student aiming to become a shoemaker, encounters Yukino, an enigmatic older girl, drinking a can of beer alone in Japanese garden. Without commitment, they continue to meet only on rainy days, gradually forming a bond... With modern-day Tokyo as its stage, this is a subtle drama telling a tale with an expressive style only achievable through animation. (46 min. 2 sec.)



THE JAPAN MEDIA ARTS FESTIVAL SPECIAL EXHIBITION

Landscapes

NEW VISION THROUGH MULTIPLE WINDOWS



5 (Sunday) & 12 (Sunday) February, 2017

Venue: Shaw Theatres Lido 5 Admission: Free  
350, Orchard Road, 5th Floor, Shaw House, Singapore 238868



Agency for Cultural Affairs,  
Government of Japan



<https://www.facebook.com/JMAF.JCC.SINGAPORE>

Main Venue: Japan Creative Centre (4 Nassim Road, Singapore 258372) | 3(Friday)—18(Saturday) February, 2017  
Organizer: Japan Media Arts Festival / Agency for Cultural Affairs, Government of Japan  
Co-organizer: Japan Creative Centre, Embassy of Japan in Singapore  
Planning Director: exonemo (SEMBO Kensuke, AKAIWA Yae)

Scan this QR code  
to book your ticket.



1. Your Name., SHINKAI Makoto
2. The Garden of Words, SHINKAI Makoto
3. Giovanni's Island, NISHIKUBO Mizho
4. In This Corner of the World, KATABUCHI Sunao
5. Sarauberi: Miss Hokusai, HARA Keiichi