

YCAM InterLab Opening Exhibition  
**In Media Sockets**  
Realities brimming over media sockets

Period: November 1 (Saturday) to December 28 (Sunday), 2003

\*Note: Closed Tuesdays, but open on Nov. 4, 11 and 18

Time: 10:00 - 22:00

Venue: Many inside places in Yamaguchi Center for Arts and Media

Admission: Free

Participating artists:

Mami Iwasaki, Yoshitsugu Horike, exonemo, ressentiment, Iori Nakai+scapegirls,  
and Wolfgang Muench + Kiyoshi Furukawa

Curator: Kazunao Abe (YCAM)

Production: YCAM InterLab

Organized by Yamaguchi Cultural Promotion Foundation

Co-organized by Yamaguchi City, the Board of Education of Yamaguchi City

Sponsored by Canon Inc., WACOM Co., Ltd.

**"In Media Sockets: Realities brimming over media sockets"**

Yamaguchi Center for Arts and Media (YCAM) aims to promote creative collaborations cross-disciplinarily with science, industry and education, to cope with the advancement of information society. Focusing on "understanding in creation," "means of creation," and "environment for creation," YCAM brings about its original artistic works involving a wide range of art, using the maximum value of the facilities such as studios and media laboratory suitable for performing arts, visual arts, sound arts, and information arts. The major section for such activities is "YCAM InterLab."

To mark the first project for the opening of YCAM InterLab, it presents an exhibition "Media Sockets" from November 1 (Saturday) to December 28 (Sunday). Six groups of artists (Mami Iwasaki, Yoshitsugu Horike, Ressentiment, exonemo, Iori Nakai+scapegirls, and Wolfgang Muench + Kiyoshi Furukawa) participate in the exhibition with their newly commissioned works. The exhibits are shown at many public areas in the venue. Visitors are invited to experience the works, free of charge, anytime during business hours (10:00-22:00).

**Note:** YCAM InterLab plans a wide range of programs including project exhibitions, lectures, workshops, study courses, and other activities. As the programs proceed, the accumulation and research on the trends of the state-of-the-art media and information

technologies will be conducted in the areas of new-concept-based production method, collaboration, development of software and hardware, interface design, and display. In further scenarios, the outcomes are to be developed beyond the framework in the past, to increase the information literacy and develop cultural activities in the whole district, as well as provide and promote new educational materials. In addition, YCAM InterLab aims to make contributions to generate new art scenes and the international cultural exchange through creating experimental artworks.

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### **The key concept of "Media Sockets"**

For the question concerning the relationship between "information" and "art," the exhibition focuses on how to express artistically the world that emerges for the first time through multimedia technologies such as optical machines, electronic devices or computers. It is possible that each expression through those media not only exists by itself but also is mutually related in multi-form and multi-layered ways. They surround us with new media sockets, which can be called a media layer, through a new filter of our sensation that will introduce new sensory information of image and sound. New realities formed, consciously or subconsciously, by these overdeterminative structure of new media sockets: media = sockets? or a human = socket? is the subject of this exhibition "Media Sockets."

"Media Sockets" is our coinage. One of the things it suggests is to become aware of invisible functions, for example, IC sockets that support today's information society as micro-infrastructure everywhere. Another is to regenerate our whole sensory system and physical consciousness to develop a great artistic demand and creative filtering, through plugging into sockets, a framework of material and information offered by multimedia technologies that have been made possible historically in the conflicts of invention and desire for technology. Thus "Media Sockets" connotes a socket function of multi-layered media involving today's society comprehensively at both micro and macro levels.

### **Expression media and public space in multimedia technologies**

"In Media Sockets: Realities brimming over media sockets" is an exhibition in which new realities, the mapping world, and critical thinking can be discovered and a variety of approaches are viewed in different expressions through multimedia technologies developed in the late 150 years; such as photography, film, electronic image, electronic sound, and computerized interactive art. For the display, the public space is considered a supporting and stimulating element of the expression media, and various places in the public area of YCAM (including Studio B) are used for the installations without partitions. Thus, a new relation between the public space and media output (image and sound) is proposed. (The city itself constitutes a stage for "OPEN! Poster Project.")

## **Exhibits Overview**

### **Mami Iwasaki**

"Ladder" (2003)

[Amsterdam, Berlin, Bradford, Eastbourne, Ibaraki, London, Manchester, Singapore, Tochigi, Yamaguchi]  
photography installation

The images of cities photographed in UK, the Netherlands, Singapore, Germany, and Japan (including Yamaguchi) are presented, and a sense of distance is varied in these photographs. In the exhibition space, combinations of different images enhance exchanges of their complex elements, which arouses a feeling that the whole space were an imaginary city linked to each other with a cosmopolitan quality in common. This installation makes us reconsider the multi-layered relations between photography and reality as well as among photographs. (The artist's new works for this exhibition are included.) Sponsored by Canon Inc.

Note: As a project to celebrate the opening, Mami Iwasaki photographs portraits of working youths in Yamaguchi to make them into art posters, and present them in her photographic public art "OPEN! Poster Project." Besides YCAM opening, this "OPEN" has many connotations of openness, such as open-minded and open-channel, and this multi-meaning open quality will be unwrapped in the city.

### **Yoshitsugu Horike**

"OZU style" (2003)

a treatise by video movie: cinematic installation

This is Horike's treatise to pay homage to great film director Yasujiro Ozu (1903-1963) at the centennial of his birth. The whole volume of his post-war films is regarded as a single great work and reconstructed with novel ideas. For instance, the first shot of the first work, the second shot of the second work, and so on, are arranged in order. The artist tries to show the charm of each cut of Ozu works, and to rediscover rhythm in depth at a macro-level. Additionally, the artist reassesses the viewpoint, with the optical (cinematic) unconscious, of Ozu, a pioneer who developed film as a tool or media for cinematic thoughts.

(This is the artist's new work for this exhibition.)

### **ressentiment**

"ikisyon 9 No 1" (2003)

"ikisyon 9 No 2" (2002-2003)

image-sound installation

A scenic prairie filmed by means of their original device combining a tracking lens for astronomical observation and a CCD camera is projected continuously. We get, however, a glimpse of an object once in a while. This work suggests that the history of media and

technology has changed since a camera as a new (targeting) eye began to record moving objects automatically. In another new work of theirs, the corridors of YCAM are used as a space for showing images, and through projecting images at slanted angles, varied focuses emerge, and thus different qualities of space and meanings are available in the same image. The content of the images changes into a space of image traffic, in which a variety of objects come and go from windows beyond laws of perspective. ("ikisyon 9 No 1" is a new work for this exhibition.)

### **exonemo**

"VHSM: Video/Hack/and/Slash/Mixer" (2003)

image-sound installation [co-puroduction: kuwakuboryota]

In this work, a totally new picture and sound are realized through overlapping trebly projections from three video projectors equipped originally with a new device. The system that exonemo created, in which the number of frames projected in a second is variable by analog-tuning, questions our cognitive perception of a sense of continuity and the image's meaning. Their approach is scientific for image-econo-logic, and at the same time, shows realities realized by condensed cognition and speed of body movements in street culture such as skate boarding and DJ/VJ. A wide range of digital archives of image sources, such as live shooting of people visiting YCAM, ecosystems of creatures, and recorded footage of past events in Yamaguchi through decomposing RGB colors of images, are to be used with automatic control system by computers. (This is their new work for this exhibition.)

### **Iori Nakai + scapegirls (citizens' team)**

"personalscape" (2003)

sound-player machine

In this work, through tracing lines engraved on a interactive pe display, visitors can experience hearing only sounds that people are familiar with in daily life. When visitors hear sounds reproducing scenes (a cityscape or a personal-scape) what are they reminded of? And, if they can hear the same scene of sounds that others are hearing at different places at the same "one hour" in time? Iori Nakai, who succeeded in producing "streetscape," collaborated with "scapegirls" (formed through the public invitation) to make this piece to celebrate the opening of YCAM, after giving them a 7-month workshop.

(This is his new work for this exhibition.) Sponsored by WAKOMUCo., Ltd.

### **Wolfgang Munch + Kiyoshi Furukawa**

"Bubbles" (2001-2003)

"OBAKE" (2003)

computer-generated Interactive installation [technical assistance: Shintaro Imai]

This work is designed for interactions between the audience and the image and sound

of interactive computers. In this installation, visitors can experience two works; "Bubbles" in which soap bubbles are blown on the screen, and "OBAKE" which provides opportunities for dialogue with virtual, fanciful characters.

In "Bubbles," a figure is projected on a huge wall, and seems to be affecting the movements of falling bubbles. Bubbles are blown by the wind, jump, or splash. In "OBAKE," a participant holds up his or her hand against a shadow-picture screen, and not only his or her silhouette is shown but also images of virtual characters appear over the silhouette. Cute "OBAKE" (ghosts) respond to the movement of the hand shadow like friends. Find out their personalities first. They might learn and grow.

("Bubbles" is a sound revised version, and "OBAKE" is shown to the public for the first time. Cooperation: IAMAS)

### **Artist profile**

#### **Mami Iwasaki**

Photographer. Born in 1973 in Ibaragi Prefecture, Japan. Lives in Tokyo, Japan.

Graduated from Tokyo Polytechnic University, Junior College Division, Department of Photography in 1994 and University of Brighton (UK), Faculty of Art, Design and Humanities, BA (HONS) EDITORIAL PHOTOGRAPHY in 1998. She won prize of the 18th "CANON New Cosmos of Photography " in 1998. In 2001, she also won 1st "art scholarship 2001" a contest per year. She participated in the Singapore art festival in 2002. Moreover, she participated to the international group exhibition of a lot of places, such as Tokyo, New York, and Rotterdam.

#### **Yoshitsugu Horike**

Film maker and scholar of the film. Born in 1966 in Gifu Prefecture, Japan. Lives in Yamaguchi, Japan.

After graduated from Seijo University, worked IBM in Japan. He held master's degrees in media studies from Seijo University and in film studies from the University of Tokyo. He has published many articles on cinema as the narrative system. He is currently at work on the theory of images especially by Henri BERGSON - Gilles DELEUZE, and also on the practice of filmmaking as a filmmaker with digital video system. Since 2001, he is an assistant Professor of Faculty of Education (Course of Literature and the Performing Arts) at Yamaguchi University.

#### **Ressentiment**

The art unit by two artists. Its activity started since 2000. Live in Osaka, Japan.

They heard 'ikisyon,' when went on a pilgrimage [Ohenro] to Shikoku area in Japan. That way, they decided name all works "ikisyon" and developing as Exhibition, Live Performance and Screening. Since ikisyon1(2000), they participated in exhibitions both in Japan and internationally.

#### **exonemo**

The media art unit. In 1996, Kensuke Sembo and Yae Aikawa founded exonemo as a net-art unit to explore new dimensions in distance and dynamics. Lives in Tokyo, Japan.

They continue to publish their art works on the Web and have exhibited their works in installations at Ars Electronica (Austria) and Istanbul Biennial (Turkey). "Discoder," a

device to write inconsistency into HTML code, has received critical attention both in Japan and internationally, while their recent project, "High Ball," featured as part of "the Kingdom of Piracy (KOP)" project at the Electrolobby of Ars Electronica2002. In 2003, they held 'Cyber-Asia workshop new function' in Hiroshima City Museum of Contemporary Art.

### **Iori Nakai**

Media artist. Born in 1980 in Aichi Prefecture. Lives in Nagoya city, Japan. Graduated from IAMAS (International Academy of Media Arts and science). The "streetscape Kyoto version" won popularity in 2001, and also the "Paris version" was exhibited at Paris in France. By present, "streetscape" were invited from seven cities in the world. He won Grand Prix at 'Digista Awards 2002' at 'Digital Stadium' of NHK BS1 (Japanese TV program). In 2003, he won the honorarimention and participated installation at Ars Electronica2003 (Austria).

### **Wolfgang Muench**

Media artist and programmer. Born in 1963 in Karlsruhe (Germany). Lives in Karlsruhe and Singapore (Singapore).

Studied Fine Arts at the State Academy of Fine Arts in Stuttgart, Germany and at the University for Applied Arts in Vienna, Austria. He is based at the ZKM Center for Art and Media in Karlsruhe, Germany since 1996. During that time he developed software for various projects of the ZKM Institute for Visual Media such as the interactive visitors information system "Panoramic Navigator" and the publication series 'Artintact' and 'Digital Arts Edition'. Since 1997 he is a lecturer for Interactive Media at Merz Academy Stuttgart [University of Applied Arts], Germany. Now ,he is media art section chief lecturer of the Lasalle-SIA College of the Arts (Singapor).

### **Kiyoshi Furukawa**

Musician and composer. Born 1973 in Tokyo, Japan. Lives in Tokyo and Germany. Studied composition under Isang Yun and Gyorgy Ligeti in the music academy of Berlin and Hamburg, Germany. Since 1991, he was the visiting composer at Stanford University, US, and had the artist in residence of ZKM, Karlsruhe (Germany). He won many prizes, such as the Siemens project scholarship in1992 and 1993, and northern part German radio Best Music in 1994. It is the "SMALL FISH TALE" premiere at 2000 Ars Electoronica (Austria). In 2001 "Bubbles" (collaboration with W. Muench) become a ZKM collection. Since 2000, he is an associate professor of Department Inter Media Art of Tokyo National University of Fine Arts and Music.

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<INQUIRY>

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