

YCAM PRESS RELEASE

YCAM presents

The exhibition of new installation

EXONEMO "WORLD B / TURN OVER YOUR AWARENESS TO PLAY THE B-SIDE"



Period: 22 April (Sat.) - 9 July (Sun.), 2006 (*Note: Closed Tuesdays)

Time: 12:00 - 19:00

**Venue: Yamaguchi Center for Arts and Media - Studio B, Foyer,
Courtyard etc.**

Admission: Free

[HTTP://EXONEMO.COM/B/](http://EXONEMO.COM/B/)

Organizer: Yamaguchi City Foundation for Cultural Promotion

Support: Yamaguchi City, the Board of Education of Yamaguchi City

Co-production: YCAM InterLab

Produced by Yamaguchi Center for Arts and Media

Project Curator: Kazunao Abe (YCAM)

Co-sponsor: Japan Arts Council



Yamaguchi Center for Arts and Media (YCAM) presents a new installation “WORLD B / Turn over your awareness to play the B-side” by Japanese art unit “exonemo.”

Making free use of media technologies and networking, Tokyo-based art unit “exonemo” has presented many art projects to date showing their balanced sense in technologies and unique taste in media-mix. In recent years, their international activities have increased, and hence their net-art, live events, and media art installations are widely drawing attention from different quarters of media scenes.

In their artworks, new media and old media flexibly go across, and there are always new angles of views or discoveries in their interactions in which creative humor and kinds of circuit-bending for hardware and also software are interwoven. Meanwhile, what is surfacing is their critical approach to raise our awareness of the stance of technological society and users, and their media-oriented ethical thoughts. This is their comprehensive exhibition composed of three works with the new work in the foreground, as well as workshops, to mark the tenth anniversary of their activities.

■ **What’ is “WORLD B” ?**

The title of this exhibition “WORLD B” indicates, for instance, the B-side world-view in contrast to the A-side of a record, that is, it is similar to the activity of “remix” music different from the original A-side song. In other words, unlike the A-side consumer culture aiming to seek mass attention through marketing, the B-side world, while presuming its share of surface contents and information technologies, presents us social expression or relationship that has more open directions, owing to today’s net society formed by groups of anonymous individuals. The work is relevant to socially good and creative hacking acts and newly-directed share culture such as open source, free software, copyleft, recycling of contents, and remodeling of soft- and hard-ware (circuit-bending).

<WORKS>

1) **“OBJECT B”** (Studio B) - original piece for YCAM

[This is a game character operated by special PC input equipment consisting of electric tools. The phenomena observed in both real space and virtual space synchronize/un-synchronize according to the axis at the exhibition hall.]

Based on 3-D shooting game “Half-Life2,” whose development environment is open to the public, this new hacking piece was remodeled as a virtual art space with the shooting property removed. In this virtual space, the user can control freely the numbers and positions of the objects with the interface, and at the same time, control the gravity in the space. Next to the user are electric tools and household appliances, and suddenly they begin moving automatically. Their vibrations are linked directly to the objects in the virtual space at random so that they begin moving. This work is also available on the Internet for participation, besides at the exhibition venue.

2) **“SHI KA KU NO MU KO U (Beyond/Invalid Sight)”** (Foyer) – new version for YCAM
 [This is an experimental work in which participants draw pictures under a specific condition, using the special drawing software. It provides switching and sketching between seeing/hearing and memory/reproduction.]



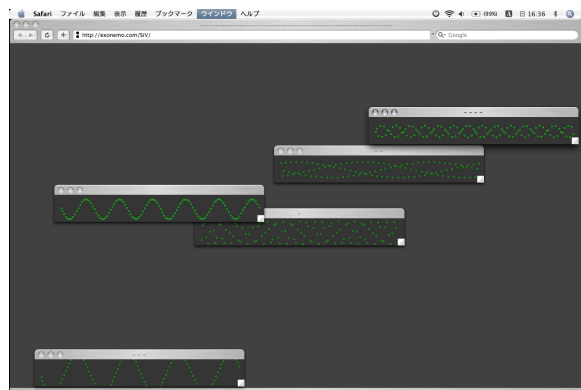
This is a revised version of the work that was first displayed at FACT, an art center in Liverpool last year. In this installation, two rooms and the web are connected. While the drawing environment of seeing and hearing related to the act of “drawing” is separated, the dynamism of a “drawing” situation itself can be physically experienced. The title connotes double meaning of “mu ko u” - “beyond” and “invalid.”

In the first-room installation is a drawing environment consisting of a computer and a pen-tablet. Visitors can draw pictures as

they like, but the moment they begin drawing a picture, both the lights for the screen and the room go off so that the information they receive through their sight is cut off. Though being at a loss what to do, they can continue to draw pictures in the dark. In the second room, participant’s drawing motion that he or she could not see while drawing is projected on the screen, enlarged and looped so as to keep reproducing.

3) **“REAL SPACE IN VEDA”** (Courtyard) - new installation version for YCAM
 [This is an installation that materializes “Space in Veda (2000/2005),” a sound-object that visits the PC desktop screen. While the sounds are controlled through the web, the real space is filled with the sounds of Nirvana!]

The original work is “Space in Veda” being shown on the web (first presented to the public at the NTT DATA-sponsored Banner Project). When banners installed as traps on different sites are clicked, plural windows as large as the banner appear on the desktop. Generating sounds, they fly around and invade the user’s desktop. In the new “Real Space in Veda” based on the original one, windows are made as signboard-shaped objects that fill the YCAM courtyard with sounds. The title has multiple meanings—those who invade space, the earliest computer game “Space Invader,” and Indian music “Veda (Roaring Snake).”
 (Technical support: Ryota Kuwakubo, Engineer support: Yuzaburoh Nishigata, Sayaka Ohata)



<ARTIST PROFILE>

exonemo

Sembo Kensuke and Akaiwa Yae started "exonemo", the art unit which activity is based on the web-site: www.exonemo.com. They created many experimental art projects which we can go through only on the web. They are presenting also some spatial installations in those Japanese and Foreign exhibitions as Ars Electronica and Istanbul Biennial, also doing some Live Performances. Lives and works in Tokyo and "exonemo.com"

- 1999 <ONLINE EXHIBITION>
"CyGnet" (<http://www.shiseido.co.jp/CyGnet/>)
- 2000 <EXHIBITION>
"TECH.POP.JAPAN" (International Film Festival Rotterdam, The Netherland)
"Spiral Super Sign Project" (SPIRAL, Tokyo, Japan)
Ars Electronica Festival 2000 (Linz, Austria)
"mediaselect 2000" (Warehouse No.20/Garden Pier/Port of Nagoya, Nagoya)
Solo exhibition: "DISCODER" (commandN, Tokyo, Japan)
<ONLINE EXHIBITION>
"protocollision" (<http://www.cell.nl/protocollision/>)
- 2001 <EXHIBITION>
"media message: look thru language" (sendai mediatheque, Sendai, Japan)
"BUZZ CLUB: news from Japan" (P.S.1, US)
EXPO KOBE2001 (Kobe Port Island, Kobe)
Istanbul Biennial (Istanbul, Turkey)
- 2002 <EXHIBITION>
"akihabara TV3" (commandN, Tokyo, Japan)
"program" (Asahi Art Festival, Tokyo, Japan)
"art.bit collection" (ICC, Tokyo, Japan)
<ONLINE EXHIBITION>
"Kingdom of Pirac"y (<http://residence.aec.at/kop/>)
- 2003 <EXHIBITION>
Solo exhibition: "new FUNKtion" (Hiroshima City Museum of Contemporary Art, Hiroshima, Japan)
"RODARTE JAPAN STANDARDS+" (Super Deluxe, Tokyo, Japan)
"In Media Sockets" (Yamaguchi Center for Arts and Media, Yamaguchi, Japan)
<ONLINE EXHIBITION>
"AS" (<http://plaza.bunka.go.jp/as/>)
- 2004 <EXHIBITION>
"SHIDA TEN" (nou LABORATORY, Tokyo, Japan)
"Roppongi Crossing" (Mori Art Museum, Tokyo, Japan)
"Mediarena: contemporary art from Japan" (Govett-Brewster Art Gallery, New Plymouth, New Zealand)
"n_ext : New Generation of Media Artists" (ICC, Tokyo, Japan)
"Tokyo Style in Stockholm" (Beckmans School of Design, Stockholm, Sweden)
"Reactivity : unpredictable past" (ICC, Tokyo, Japan)
Nam June Paik Award 2004 (PhoenixHalle, Germany)
<ONLINE EXHIBITION>
56kTV bastard channel (<http://www.56k-bastard.tv/>)
<LIVE PERFORMANCE>
"VHSM" (New Zealand tour)
"ANIMAL FESTIVAL "(Spiral Hall, Tokyo, Japan)
- 2005 <EXHIBITION/INSTALLATION>
EXPO 2005 (EXPO Vision, Aichi Japan)

“ROCK THE FUTURE” (FACT, Liverpool, UK)

<LIVE PERFORMANCE>

"The show in move" (Yamaguchi Center for Arts and Media, Japan)

"Anatomy of the exonemonster" (SuperDeluxe, Tokyo, Japan)

"THE VIDEO JOCKEY" (UNIT, Tokyo, Japan)

"Rule of the exonemonster" (ICC, Tokyo, Japan)

"wave" (YOKOHAMA Triennale, Yokohama, Japan)

2006

<EXHIBITION>

"AIT HOUR MUSEUM" (Panasonic Center Tokyo, Tokyo, Japan)

"KANDADA" (commandN KANDADA, Tokyo, Japan)

<EVENTS>

■ OPENING EVENT “Artist’s gallery talk”

Date/Time : 22 April (Sat.) 2006 14:00 - 15:00

Venue : Studio B ~ Foyer~ Courtyard Admission : Free

Speaker : exonemo

■ Workshop “The Adventure of hAckleBerry” – circuit-bending workshop for kids

Date/Time : 5 May (Fri.) – 6 May (Sat.) 2006 13:30 - 17:00

Venue : Workshop room (Limited 10 people)

Admission : 500yen

■ Artist’s lecture

Date/Time : 7 May (Sun.) 2006 15:00 - 16:30

Venue : Workshop room Admission : Free

Speaker : exonemo

- Limited editions of CD-ROM made as data-flyers for this exhibition are available during the exhibition period.

<INQUIRY>

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