



Education Folio

Go Watanabe

Japan

**How to use this folio**

This education folio contains information about the featured artists in the Asia Pacific Breweries Foundation Signature Art Prize 2014, their artworks as well as artistic processes, giving visitors a better understanding and appreciation of the artworks displayed.

Questions and activities found at the back of the folio are meant for visitors to have a deeper engagement with each of the finalist artworks. The questions can be used for discussions when looking at the particular artwork, while the suggested activities are designed for educators or parents to explore with their students or children for further engagement beyond the museum visit.

The suggested reading and viewing lists also provide more information about the artist's practice, artwork themes and related ideas or issues, which are aimed at helping educators and readers make interesting and relevant connections to matters in their daily life.

## Introduction

The Asia Pacific Breweries (APB) Foundation Signature Art Prize is a premier juried prize inaugurated by the Asia Pacific Breweries Foundation and the Singapore Art Museum in 2008. It is a hallmark of distinction awarded to artists whose artworks represent a significant development in contemporary visual art in the Asia Pacific region.

A triennial competition, the APB Foundation Signature Art Prize seeks to highlight new developments in the visual arts, stimulate lively public discussion and critical debate, and provide a cross-cultural exhibition platform for established practitioners and significant emerging artists alike. Aimed at recognising the single most outstanding contemporary visual artwork produced in the preceding three years, the competition is open to all visual artworks, regardless of medium, subject matter and size.

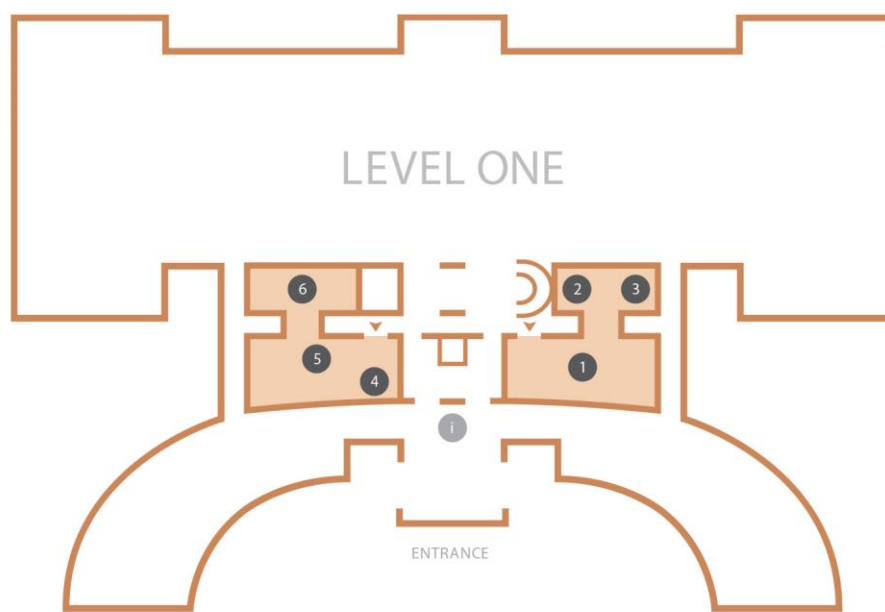
The inaugural edition in 2008 focused only on 12 countries: Cambodia, China, India, Laos, Malaysia, Mongolia, New Zealand, Papua New Guinea, Singapore, Sri Lanka, Thailand and Vietnam, and received a total of 34 nominations. The APB Foundation Signature Art Prize soon expanded its focus in 2011 to reach the entire Asia Pacific region, including 130 artworks from 23 Asia Pacific countries and territories. Nominations were received from new countries and territories including Indonesia, Philippines, Myanmar, Brunei, Korea, Japan, Taiwan, Bangladesh, Pakistan, Nepal, Australia and other Oceania and Pacific islands. The 2014 edition includes nominations from all previous countries and territories, including a nomination from new entrant, Hong Kong.

Nominators from across the region with a wide range of specialties and backgrounds are specially invited to nominate specific artworks – instead of artists – that had been aesthetically, culturally and socially significant in their particular art scenes in the past three years. A diverse panel of distinguished judges, who mostly hail from the Asia-Pacific region, are also selected specially to evaluate the nominations, shortlist the finalists, and decide on the key award-winning works in the APB Foundation Signature Art Prize exhibition

All nominated works are assessed on a set of criteria: the strength of the idea and concept; creative and interesting use of medium and material; technique, expression and form; artistic insight and interpretation, and imagination and originality. The Grand Prize and two Juror's Choice Awards are chosen by the international jury of art experts, critics and curators, while the People's Choice Award will go to the artist whose work garners the most number of public votes.

The APB Foundation Signature Art Prize is a recognition of distinction and significance in artistic practice, presenting the best of contemporary art in the Asia-Pacific region.

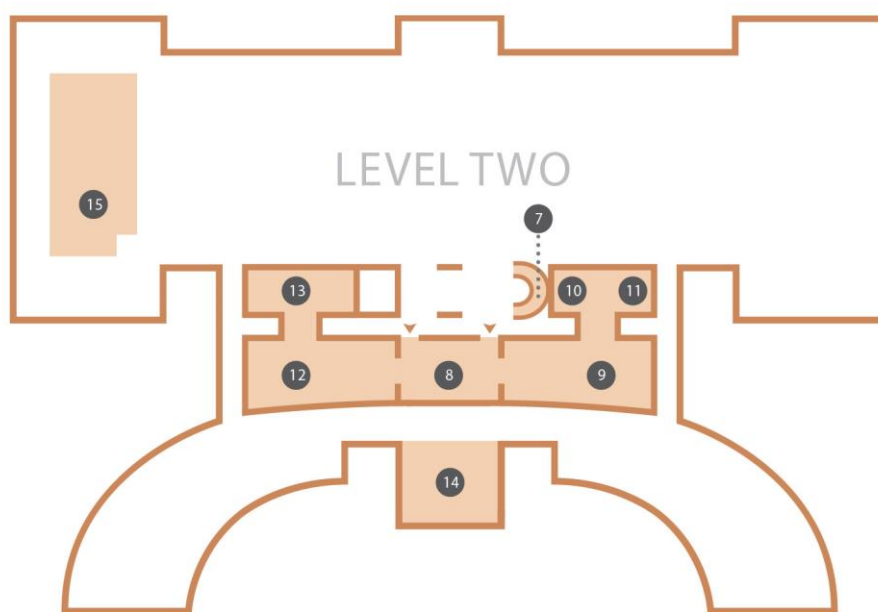
## Exhibition map



### LEVEL ONE

- 1 Nguyen Trinh Thi
- 2 Robert Zhao Renhui
- 3 Owen Leong
- 4 Farida Batool
- 5 Peng Wei
- 6 Yao Jui-Chung  
+ Lost Society  
Document (LSD)

## Exhibition map



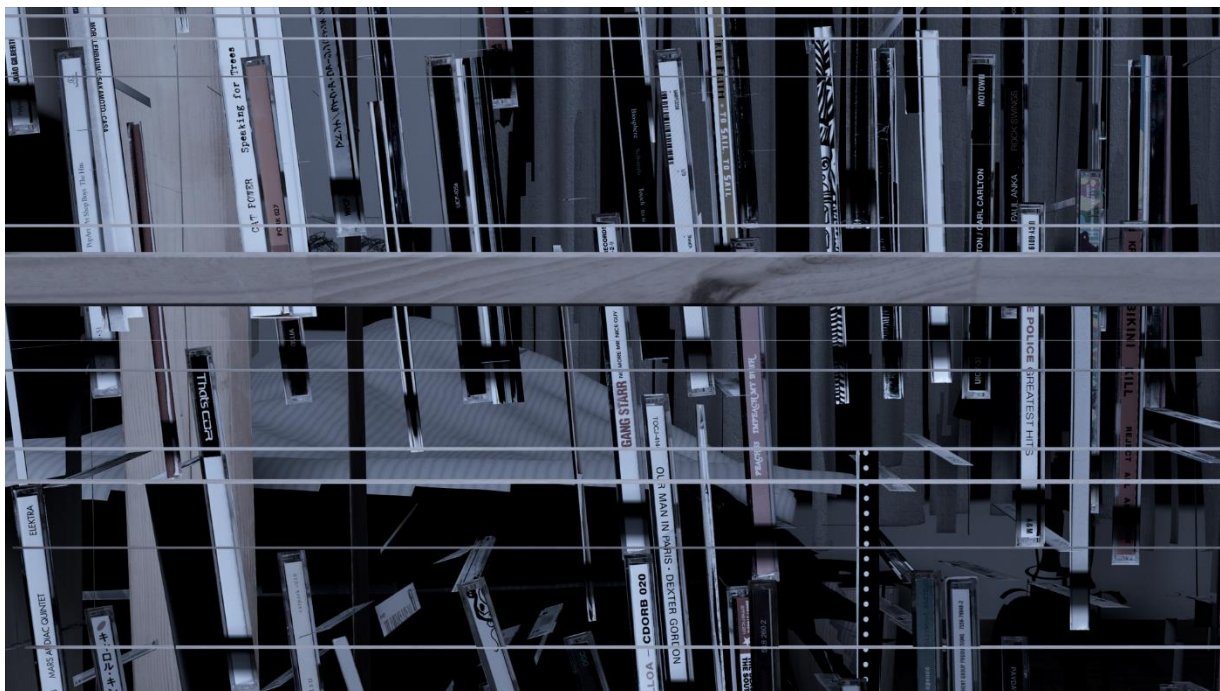
### LEVEL TWO

- 7 Liu Jianhua
- 8 Choe U-Ram
- 9 Go Watanabe
- 10 Lisa Reihana
- 11 Naeem Mohaiemen
- 12 Arin Rungjang
- 13 Ranbir Kaleka
- 14 Melati Suryodarmo
- 15 Ho Tzu Nven

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## Artwork



### *one places / on "the room"*

Go Watanabe

2013

Full HD 3D CG video installation

Duration 28:06 mins

Collection of the Artist

*Image courtesy of the Artist*

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### **About the artwork and artistic process**

*one places / on "the room"* is a digital media work by Japanese artist Go Watanabe. It consists of two different video **animations**, <side A> and <side B>, projected on two sides of a single screen such that only one perspective can be viewed at any point of time.

Reconstructed with 3D CGI software, the animations recreate a bedroom belonging to the artist's friend. <side A> begins in darkness, with the bedroom gradually getting lit by light streaming in from the window. <side B> shows the same room from another **perspective**, as if one were standing with his or her back toward the window and looking inward. The bedroom, everyday objects and furniture are given a textured appearance through the skilful use of 3D CGI software. The objects and furniture are taken out of their original contexts and given a surreal **autonomy** as they move around silently at different speeds, which seems to indicate the passing of time in different phases.

The use of the textured effect is typical of Go's artistic practice, as he frequently explores alternative visual possibilities and the manipulation of visual perception through the medium of digital media. His artworks often urge viewers to question and reflect upon the reality of their own visual experience.

**About the artist**

Go Watanabe (b. 1975, Okayama, Japan) graduated with a Bachelors of Fine Art and Masters of Fine Art from the Aichi University of the Arts.

Often regarded as one of the more prominent leading digital media artists in Japan, Watanabe was the recipient of the 24th Gotoh Memorial Culture Award (Most Promising Talent Award) presented by the Gotoh Memorial Foundation. He has held several solo exhibitions in art galleries in Tokyo, more recently at *Arataniurano* (2012) and *1223 Gendaikaiga – Contemporary Art Collection* (2012). Watanabe has also shown his works at the Toyota Municipal Museum of Art in Aichi, Japan (2012); Kuandu Biennale (2012); A4 Contemporary Arts Centre in Chengdu, China (2012); Seoul Olympic Museum of Art in Seoul, South Korea (2013); and the Aichi Triennale (2013).



## Discussion and suggested activities

### Questions for discussion

- What can you see in artwork? Identify the objects and describe their textures as you perceive them in the video projection..
- Observe the lights, colour and pace of the video. How do you feel? What effect do you think the artist is trying to achieve?
- The artwork has been installed such that only one perspective of the room can be viewed at any given point in time and space. Why do you think the artist has chosen this method of installation? What other ways do you think you can install this artwork and what effect might that evoke? [side by side, opposite sides of a wall in a room, etc]
- This artwork was entirely created by 3D CGI graphics. Imagine the video with real places and objects being featured. What kind of mood and feeling would it bring about? Will it be more effective at prompting the viewer to question what they see?
- Besides visual perception, how else do we experience the world around us? What makes up the reality of experience? [Consider other senses such as smell, sound, touch, taste, etc.]  
[FOOD FOR THOUGHT] 'Putting oneself into another's shoes' is a metaphor that suggests how we might empathise with another person. Do a thought experiment: imagine how your life and world would feel like if you were someone entirely different from yourself for a day? And whose shoes did you choose to walk in?

### Suggested activities

- Go Wantanabe uses digital media techniques to represent and challenge the boundaries between real and simulated worlds. Are dreams considered a simulated world? What is the art historical movement that deals with dreams and the subconscious workings of the mind? Find out more about art, literature or film that are inspired by dreams and share your findings with your friends and family. [Salvador Dali, William Blake, etc.]
- Choose a famous short story or fairy tale. Re-write the same story from another character's (not the protagonist) point of view. Try this with a group of friends and share your stories. [Wizard of Oz and Wicked, Sleeping Beauty and Maleficent]

## **Glossary**

### **Animation**

The manipulation of digital images by means of a computer and software programmes in order to create moving images.

### **Perspective**

Point of view; the appearance of viewed objects with regard to their relative position, distance from the viewer, etc.

### **Autonomy**

Freedom from external control or influence; independence.

### **Surreal**

**Having a dreamlike quality; unreal; fantastic; disorienting.**

### **CGI graphics**

Computer-generated imagery (CGI) is the application of computer graphics (or more specifically, 3D computer graphics) to create special effects

**Further reading and viewing**

**Video on how to make a CGI movie.**

Available [here](#).