



Keiken, *Morphogenic Angels and The Bubble Theory*, 2022 ©Keiken

## DXP (Digital Transformation Planet): Towards the Next Interface

2023.10.7 (Sat) -  
2024.3.17 (Sun)

**New possibilities that arise from the relationship between digital technology  
and human beings, and the power of art to transform them.**

**This exhibition ponders the prospect of this digital future and the future of our own lives.**

Exhibition Title	DXP(Digital Transformation Planet): Towards the Next Interface
Period	Saturday / October 7 – Sunday / March 17, 2023
Hours	10:00-18:00(until 20:00 on Fridays and Saturdays) *Ticket sales end 30 minutes before closing
Venue	21st Century Museum of Contemporary Art, Kanazawa, Gallery 7 to 14 and Long-term Project Room, etc.
Closed	Mondays (except October 9 and October 30, 2023, and January 8, February 12, 2024); October 10; October 31; December 29 – January 1; January 4; January 9; February 13, 2024
Admission	Adults: ¥1,200 (¥1,000) / Students: ¥800 (¥600) / 18 and under: ¥400 (¥300) / 65 and over: ¥1,000 *Fees in parentheses are for groups of 20 or more and web tickets *Tickets for this exhibition include admission (same day only) to "Collection Exhibition 1 It knows: When Forms Become Mind (until November 5, 2023) and "Collection Exhibition 2 Remix Sound (tentative)" (from November 18, 2023)
Timed-entry tickets	Web tickets for specific days/times are available on museum website ( <a href="https://www.kanazawa21.jp">https://www.kanazawa21.jp</a> )
Organized by	21st Century Museum of Contemporary Art, Kanazawa (Kanazawa Art Promotion and Development Foundation)
Grant	The Agency for Cultural Affairs Government of Japan in the fiscal 2023
In Corporation with	Takashi Ikegami Laboratory, University of Tokyo
Patronized by	THE HOKKOKU SHIMBUN
Curated by	21st Century Museum of Contemporary Art, Kanazawa Yuko Hasegawa, Yuu Takagi, Mio Harada, Yishu Hang, Jin Motohashi Advisor: Hans Ulrich Obrist (curator)
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## About the Exhibition

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### Eating the digital!?

#### Technology that integrates with the body

How will digital technology change our way of life and sensibilities? This question has been asked repeatedly since the 20th century. In 2023, we may answer this question: a completely different planet is about to emerge. On this planet which has entered the Anthropocene, we are immersed in an invisible network. Our lives are partly (and getting more and more) controlled by AI, and the relationship between technology and life is being generated anew every day.

DXP is an exhibition/interface that brings together artists, architects, scientists, programmers, and others to capture this transformation across disciplines, understand what is happening now, and propose it as something that can be sensed. The contemporary realities of AI, metaverse, and big data are the technologies of the moment. DXP is a vision of the future that follows it, explores the possibility of a comprehensive way of life that includes food, clothes, and habitation.

## Exhibition Features

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### Pioneering works that offer us a glimpse of the future

This exhibition focuses on the most remarkable technologies of our time including AI, the metaverse, and big data from an artistic perspective. On display are works that offer us a prescient glimpse of how these technologies will evolve, and how they will affect our lives and sensibilities. Viewers will gain insight into the possibilities of the future, and a deeper understanding of technological advances through contemporary art.

### Cross-disciplinary approach

Artists, architects, scientists, programmers, and other professionals from a variety of fields will collaborate in the planning of this exhibition. This cross-disciplinary approach will explore the relationship between technology and humankind from multiple perspectives. The works and contents exhibited from these diverse perspectives will consider the complex interactions between technology and humankind and other living organisms.

### Questioning the Possibilities of a Comprehensive Life

Another key feature of this exhibition consists in how it proposes the possibility of a holistic life that includes food, clothing, and shelter. The exhibition will showcase exhibits and concepts that demonstrate how technology can be integrated into all aspects of our daily lives. Visitors will have the opportunity to explore the possibilities of how new technologies can change the quality of our lives and experiences, and to rethink our own lifestyles and attitudes.

## Advisor Profile

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### Hans Ulrich Obrist

Curator and writer, director of the Serpentine Gallery in London since 2006. He is known for his interdisciplinary approach, working not only with artists but also with architects, scientists, designers, film directors, choreographers, and philosophers. He is involved in many online exhibitions, and his recent gaming exhibition "WORLDBUILDING Gaming and Art in the Digital Age" is currently touring internationally.

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**Exhibiting artists** (As of July 8, 2023) in alphabetical order
 

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- AFROSCOE (Republic of Ghana)
- ANREALAGE (Japan)
- Shruti Belliappa & Kiran Kumār (India)
- GROUP (Japan)
- HATRA+Yuma Kishi (Japan)
- Keiken (Japan, Israel, Mexico)
- Tomihiro Kono (Japan)
- MANTLE: Shu Isaka + Nakamura Soshi (Japan)
- David O'Reilly (Ireland)
- Takashi Ikegami Laboratory, University of Tokyo (Supported by Hiroshi Ishiguro Laboratory, University of Osaka)
- VUILD (Japan)
- Jonathan Zawada (Australia)
- and more

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**Exhibition Structure**


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**1.GAME / Interactive**

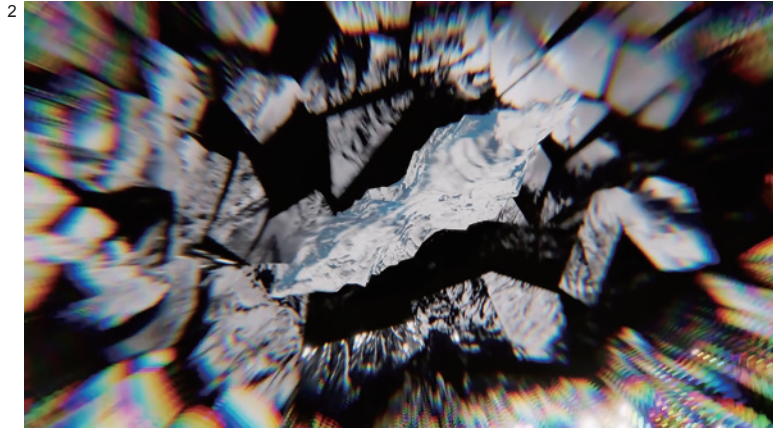
artists: Keiken / MANTLE (Shu Isaka + Soshi Nakamura) / David O'Reilly



Keiken + George Jasper Stone  
*Feel My Metaverse*, 2020  
 ©Keiken

**Keiken**

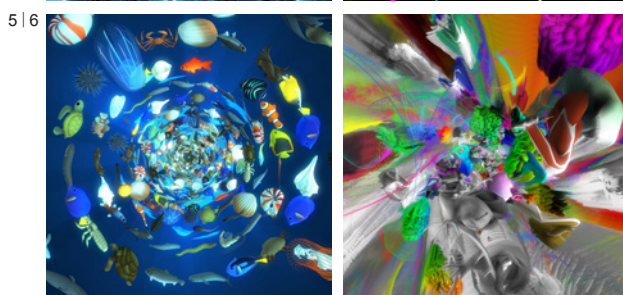
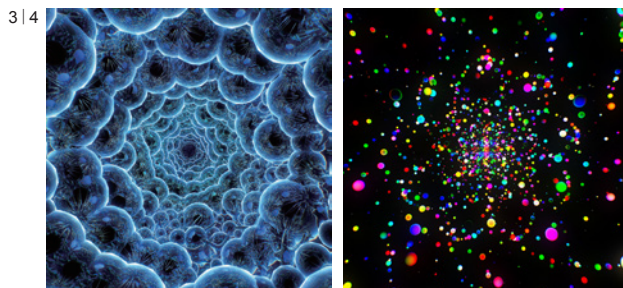
Keiken is an artist collective co-founded in 2015 by Tanya Cruz, Hana Omori and Isabel Ramos, based between London and Berlin. Keiken (the Japanese word for 'experience') create speculative worlds through filmmaking, gaming, installation, Extended Reality (XR), blockchain and performance, exploring the nature of consciousness, test-driving possible futures and unpacking how societal introjection governs the way we feel, think and perceive.



MANTLE(Shu Isaka+Soshi Nakamura)  
simulation#1, 2022  
© MANTLE

### MANTLE (Shu Isaka + Soshi Nakamura)

MANTLE is an art collective formed by Shu Isaka and Soshi Nakamura, both artists who explore filmic expression. MANTLE attempts to access all kinds of site-specificity, including the Earth, and to intervene in the time of images. Like a mantle that is both solid and liquid in phase, MANTLE manipulates that which is neither too slow nor too fast to be seen, and modulates existing views of the Earth by re-editing the time that moves behind the everyday in the form of images. For this exhibition, the artists simulate a lightning strike in Kanazawa.



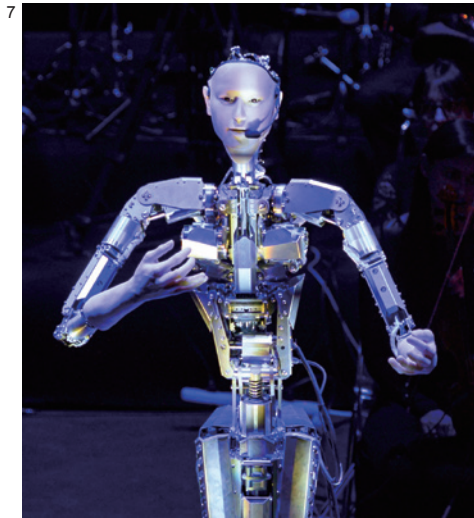
3~6.  
David O'Reilly, *Eye of the Dream*, 2018  
© David O'Reilly

### David O'Reilly

David O'Reilly is a multidisciplinary artist based in Los Angeles. His work spans design, animation and interactive art. He created numerous animated short films which gained popularity online and in film festivals. In collaboration with Spike Jonze, he created the holographic video games in the film *Her*. He went on to develop renowned simulation games *Mountain* and *Everything*. His AR works have received over 3 billion views on Instagram.

## 2.AI

artists: Takashi Ikegami Laboratory, University of Tokyo / Shruti Belliappa &amp; Kiran Kumār

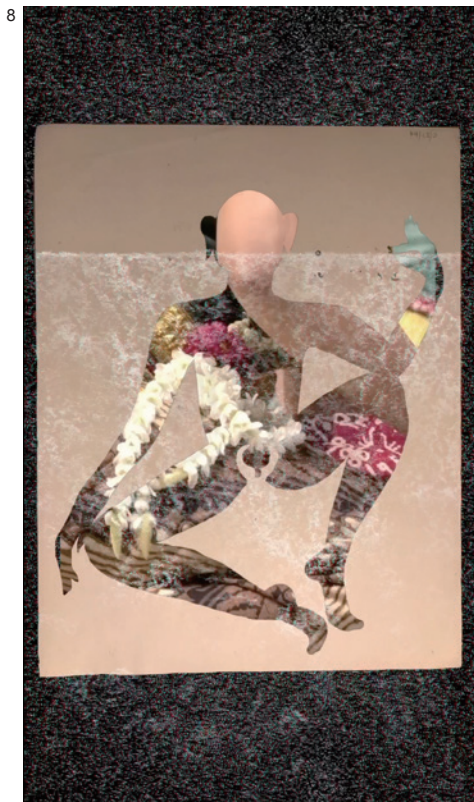


Keiichiro Shibuya  
*Android Opera "Scary Beauty"*, 2020  
 ©Sharjah Art Foundation

### Takashi Ikegami Laboratory, University of Tokyo (Supported by Hiroshi Ishiguro Laboratory, University of Osaka)

#### Supported by Hiroshi Ishiguro Laboratory, University of Osaka

The Takashi Ikegami Laboratory at the University of Tokyo has been working in the field of artificial life for more than 15 years. In recent years, they have created experimental artworks in order to realize concepts developed through their research on artificial life. This exhibition will present the latest version of the android Alter3, which won the 20th Art Division Excellence Award at the Japan Media Arts Festival. Alter is an autonomous robot that moves by computer-controlled compressed air. Inside the computer, an artificial neural network is working autonomously. For this presentation, the Laboratory will experiment with connecting ChatGPT, a particularly large language model, to Alter's brain.



[Reference image]  
 Kiran Kumār  
*Six uneasy fragments (exactly) about the natural and spiritual*,  
 ©Kiran Kumār

### Shruti Belliappa & Kiran Kumār

Shruti Belliappa (born in Bangalore, based in London) is a writer, Postwar and Contemporary Art historian and theorist whose practice interrogates counter-cartographies, liminality and the technologies of belonging. She is a doctoral candidate at Goldsmiths (Visual Cultures), researching sonic epistemologies and spatial justice in the post-national borderlands of the Mekong. Kiran Kumār (born in Bangalore, based in Auroville/Berlin) is an artist, researcher, and writer whose practice lies at the intersection of dance, critical historiography, and speculative computing. Drawing from embodied & conceptual inquiries into yogic & tāntrik practices, he articulates dis/continuities in contemporary thought through performance, writing, and visual art. Their first collaboration, *The Department of Para-Pedagogic Practices* is an eight-part series of installations/publications, critically engaged in contemporary alterities of the Indian Ocean region. The series responds to the planetary turn and its complex entanglements with the indigenous, the decolonial, the technological and its cosmo-aesthetic potentialities. The second installation/publication of the series, *What should I do? Nothing! Ok*, will draw upon the conceptual void or Śūnya of South/East Asian cosmologies as a decolonial provocation to historiographies of modern computation and the digital turn. What if AI were to bring about an era of epistemic reparations and equitable exchanges?

## 3.Digital / Outfit

artists: Tomihiro Kono / ANREALAGE / HATRA+Yuma Kishi

9 | 10



© Tomihiro Kono &amp; konomad

Tomihiro Kono, AR Effect: Wig Transformation 1, 2020  
© Tomihiro Kono & konomad**Tomihiro Kono**

Born in Ehime Prefecture. Wig artist. He has provided wigs for artists such as Bjork and New Jeans. Kono started his career as a hairdresser and expanded the scope of his activity and artistic practice by updating his titles to session hairstylist and wig artist, and has recently been exhibiting wig installations at art museums. In addition to his artistic activities, he is the director of konomad, a creative platform he established to organize exhibitions, projects, and pop-up events. He also publishes books as konomad editions.

**ANREALAGE**

ANREALAGE was established in 2003 by designer Kunihiko Morinaga. Morinaga was born in 1980, from Kunitachi, Tokyo. Graduated from Waseda University, Faculty of Social Sciences. Started designing in VANTAN Design Institute, which he started going during his college life. The brand "ANREALAGE" started in 2003. Tokyo collection debut was in 2005, at Tokyo tower. After 10 years of Tokyo collection launch, expanded to Paris collection since 2014. In 2019, he was selected as a finalist of LVMH Prize, as well as awarded the 37th Mainichi Fashion Grand Prix. Collaboration collection with FENDI was presented in 2020. Designed Dubai Expo Japan Pavilion Uniform in 2021, and Beyoncé world tour costume in 2023.

**HATRA+Yuma Kishi****HATRA**

A fashion brand based in Tokyo that has established a design method based on digital technologies such as 3D cross-simulation and generative AI, and which conducts research on a conception of the body where various realities blend into each other. Kishi has also diversified the modes of his artistic practice through the virtual apparel project NINE HATRA, his collaboration with the band Radical Ishi no Styles, led by Naruyoshi Kikuchi, and his book *CLO: Digital Modelism*.

**Yuma Kishi**

Yuma Kishi is a highly acclaimed Japanese contemporary artist who uses AI to create data-driven digital works and sculptures. Borrowing motifs and symbols primarily from the canons of Western and Asian art history, his works, which make use of AI technologies, evoke a momentary shift in the viewer's sense of self, creating a liminal space between the "here and now." Kishi completed his Master's degree in electrical engineering at the University of Tokyo in 2019, and has been enrolled in the Department of Intermedia Art at Tokyo University of the Arts since 2021.

## 4. Big Data

artists: Jonathan Zawada

11 | 12



11,12.  
Jonathan Zawada  
*Sacrifice, An Act of Permanence,*  
2023  
©Jonathan Zawada

**Jonathan Zawada**

Known for his multi-faceted approach to the field of art and design which weave both the analogue and digital, artist Jonathan Zawada is often seeking to create tangible artefacts of transient, ephemeral virtual experiences in his work. Centered around the intersection and blend between the artificial and the natural, Zawada's world is hyperreal –delicate and intricately detailed, as well as bold and dynamic. Zawada's practice is informed by his early roots in web design and coding and his further evolution into commercial graphic design, illustration and art direction and now includes object and furniture design, sculpture, video, installation, and painting. He has won awards for his graphic design including two Australian Record Industry Awards (ARIAS) for album artwork and has presented solo exhibitions of his oil paintings and installations in contemporary galleries around the world including Los Angeles, Paris, Tokyo, London, Sydney, and Beijing. Also, he has been appointed as the director for the lighting of the Sails of the Sydney Opera House for the Vivid 2018 where he displayed a 15-minute projection mapped piece entitled *Metamathemagical*. Zawada runs the gauntlet of commercial and non-commercial realms; he has a foot firmly in both the commercial and fineart camps, when asked to describe his practice he says, "recently I've simply settled on the idea that I like to make things".

## 5.Digital / Architecture

artists: GROUP / VUILD

13



An augmented reality work by GROUP for the urban exhibition "Augmented Situation D," held from March 10 to 21, 2023. The culverted Shibuya River is visualized on a cell phone screen. The work is a mechanism that allows viewers to physically experience the nature of the original Shibuya area while walking through the streets of the city.

GROUP  
*Repair of the water environment in Shibuya,*  
 2023  
 © GROUP

**GROUP**

An architectural collective consisting of Gaku Inoue, Takahiro Ohmura, Naoki Saito, Kumiko Natsumeda, and Ken Akatsuka. The group positions architectural projects as temporary and continuous collaborations between people with different specialties, focusing on the interrelationships among architecture, art, politics, labor, and urban history. Major activities include the design and construction of Shinjuku White House Garden (Tokyo, 2021), the design and management of Ebina Art Highway (Kanagawa, 2021), the planning and editing of *Notes / No.1 / Garden* (NOTESEDITION, 2021), the group exhibition "Bathroom Care" (PROJECT ATAMI, 2022), the solo exhibition "Care/Repair" (WHITEHOUSE, 2021), and the design of the venue for "EASTEAST\_TOKYO" (Tokyo, 2023).

14



VUILD  
*THE LEARNING ARCHITECTURE FOR LEARNERS,*  
 2023  
 © VUILD

**VUILD**

VUILD is an architectural start-up company that seeks to create a world where anyone can become a creator through the power of technology. The company sells ShopBot, a compact CNC router for woodworking, and offers Emarf, a cloud service that allows users to complete everything from woodworking design to parts processing online. VUILD not only provides systems and platforms that democratize architecture, but also creates innovative buildings by utilizing the technologies it has developed in-house.



## 6.object-oriented ontology / NFT

artists: AFROSCOPE

15



AFROSCOPE  
*You Can Cut Off Our Heads But You Can't Kill Our Dreams, 2021*  
© AFROSCOPE

**AFROSCOPE**

AFROSCOPE (Isaac Nana Opoku) has been practicing as a creative professional for over decade, working as a multidisciplinary artist and designer, and as a social entrepreneur. In his work he explores a range of themes including decolonization, oneness, information overload, and most recently the concept of deep adaptation. He engages with these topics in very experimental and speculative ways, and utilizes both digital technologies and traditional analog mediums in his process. Community and collaboration are also core aspects of his practice: He is a part of various creative teams and cultural organizations, and also works closely with indigenous artisans across Ghana. He has also worked with brands like Apple and Adobe, and has cofounded impact organizations such as House of Stole and Cocoa360. AFROSCOPE represented Ghana at the Venice Biennale (April 2022), has shown work at Art Dubai (March 2022), at Museum Ostwall in Dortmund (December 2021), at the Digital Art Fair Asia, Hong Kong (October 2021), and in several other exhibitions as well.

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