

13th Japan Media Arts Festival

Announcement of award-winning works!

Awards went to works that took on subjects, such as nature, the environment, history, and the body, on a grand scale.

Japan Media Arts Festival Executive Committee (Agency for Cultural Affairs / The National Art Center, Tokyo / CG-ARTS) has selected 24 award-winning works, one Special Achievement Prize winner, and one Memorial Achievement Prize winner this year. Those works were chosen from among 2,592 entries in Art, Entertainment, Animation and Manga Divisions from 54 countries and regions in the world.

Media Arts is a field that is constantly changing along with evolution of technology and the media, and society as a whole. The award-winning works of this year explore related themes such as "the relationship between humans and nature," "humanity throughout the course of history," and "media and the body" on a grand scale.

The Grand Prize in Art Division is the kinetic installation, "growth modeling device", which uses lasers to scan a growing plant and replicate industrial material of the plant in real time. The Grand Prize in Entertainment Division is a music video exploring the emotions that bind human beings together, "Hibi no Neuro (Tone of Everyday)". The Grand Prize in Animation Division went to "SUMMER WARS", a theatrically released work that employs both Japan's remote countryside and a near-future virtual world as settings for asking deep questions about the nature of human priorities. The Grand Prize work in Manga Division is the historical manga "VINLAND SAGA", which weaves a tale of Viking invaders set in the early 11th century in northern Europe.

Special Achievement Prize was awarded to MIYAMOTO Shigeru, the brains behind immortal video game classics like "Super Mario Brothers" and "The Legend of Zelda". And Memorial Achievement Prize went to KANADA Yoshinori, the animation pioneer who explored numerous frontiers and who passed away on July 21, 2009.

The Awards Ceremony will be held on February 2, and an exhibition of the award-winning works, symposia, etc., will take place from February 3 to February 14, 2010 at The National Art Center, Tokyo.

13th Japan Media Arts Festival Exhibition Information

Time: 10:00 – 18:00, Wednesday, February 3 – Sunday, February 14
Open until 20:00 on Fridays
The Center will be closed on Tuesday, February 9

Venue: Special Exhibition Gallery 2E, The National Art Center, Tokyo

Admission: Free

URL: <http://plaza.bunka.go.jp/>

Organizer: Japan Media Arts Festival Executive Committee
(Agency for Cultural Affairs / The National Art Center, Tokyo / CG-ARTS)

Contact: Japan Media Arts Festival Secretariat Office, CG-ARTS

Free dial: 0120-454-536 <http://plaza.bunka.go.jp/q/>



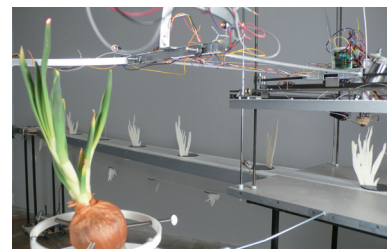
* The press preview will be held at 15:00, Tuesday, February 2, and the presentation ceremony will be held at 18:00 on the same day.
* Images of the Grand Prize-winning works are available for download at: <http://www.cgarts.or.jp/outline/press/2009/091203.html>

Please contact the numbers or URL below if you would like to publish images of other prize-winning works in your media.;Public Relations, CG-ARTS: TEL: +81-3-3535-3501 / FAX: +81-3-3562-4840 / <http://plaza.bunka.go.jp/english/q/>

Reasons for award: Grand Prize

Art Division Grand Prize: 『growth modeling device』 David BOWEN

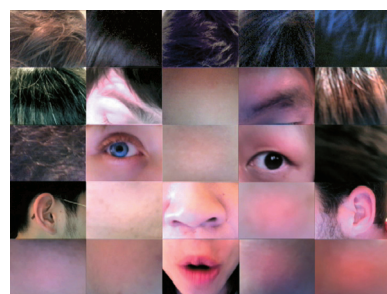
Since the 18th century, artistic presentations have first been differentiated according to whether they are examples of temporal or spatial art, and have been separated into genres on the basis of the character of each medium. In the 20th century, objective measures of time and space have been acknowledged as simply personal facts structured by media. This is the starting point of thought and art in the 20th century. By inheriting this idea, the significant potency of what is currently called media art is precisely related to the restructuring and defining of time and space. "growth modeling device" by David BOWEN is a machine that replicates the daily growth of the above-ground part of an onion as a model. Generation originally means displacement of temporal persistence to spatial divorce, i.e., pluralization. Time is neither more nor less than a solution drawn by spatial divorce. The embodiment of time is the theoretical core that pierces through the history of presentational media including sculpture and film. What this work represents is a deep insight into media as a system for generating space-time.



©David Bowen

Entertainment Division Grand Prize: 『Hibi No Neiro (Tone of veryday)』 NAKAMURA Magico / NAKAMURA Masayoshi / KAWAMURA Masashi / Hal KIRKLAND

It was the intention of the artists to create the illusion of a grid of unedited and amateur webcam movies, so that the viewer is initially fooled into thinking that they are watching a typical YouTube image. Then, when the images start interacting and moving around beyond the grids, the viewer is surprised and successfully drawn in. All of them are well calculated in their direction, and the planning to make them real is excellent. The artists must have done an enormous amount of preparation beforehand to ensure all the grid movies interacted as planned before shooting the images; they must have repeated this procedure many times; that this video looks as though it is a collation of webcam images is testament to its excellence of execution.



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Moreover, the people who communicate with one another beyond the grid and over the Web overlaps with the theme of the tune. It is not only a brilliant visual video, but also successfully fulfills its role as a music video. The artists have certainly proved their outstanding ability as professionals.

Animation Division Grand Prize: 『SUMMER WARS』 HOSODA Mamoru

This is a really ambitious work. Generally, the elements a creator wants to include often become worn away in the process of production. As a result of the conflict between ideal and reality, the most desired elements disappear and, if some are fortunate enough to remain, they have to undergo a transformation. The only tactic to cope with this reality is to increase the number of desired elements. The main visual of this work (which will probably appear on this page) is decorated with an excess of varied and colorful elements, just like the good-luck rakes sold at the Cock Fair in Japan.



©2009 SUMMERWARS FILM PARTNERS

But the interaction of these elements has been carefully planned, and they all prove to be both necessary and worthwhile. No single element is superfluous. What will ultimately be appreciated by viewers is the ingenious avoidance of complexity of recognition by presenting the contrastive structure of a big family living in a provincial city and the Internet society. The creator has exploited a technique to control a large amount of information and shared it with viewers while the production team supported and guided the creator's approach to the work's completion. The combination has resulted in a work that can be safely said to be among the front-runners in of all genres this year.

Manga Division Grand Prize: 『VINLAND SAGA』 YUKIMURA Makoto

This is a coming-of-age adventure tale about a boy's attempt to avenge his father, who was killed by Vikings. The setting of the story, which may be unfamiliar to Japanese readers, is Northern Europe in the 11th century -- a time when the Vikings were pillaging neighboring countries and massacring their inhabitants.

One of the great skills of the author is the way to portray the various characters very attractively. While presenting the world of bloody combat, the author also excels in conveying to readers human love and the value of life.

The power struggle around the second prince of Denmark drives the story to higher levels and produces a spectacular historical drama. It is the first "Royal Road Manga" in quite a while, and promises tantalizing future developments.



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13th Japan Media Arts Festival Contents

Japan Media Arts Festival has been an annual event in Tokyo, Japan since 1997. Its aim is to promote the creation and development of media arts. The Festival highlights creative works not only art but also entertainment as well as animation, and manga.

■ Award-winning Works Exhibition

The Exhibition introduces about 180 award-winning works and works recommended by the Jury in the categories of art, animation, video, video games, web works, and manga, from among 2,592 entries from 54 countries and regions in the world.

<<Art Division>>

55 works (Interactive, Installation, Visual Image, Still Image (including digital photograph), Web Work, etc.)

<<Entertainment Division>>

49 works (Game, Electronic Play Equipment, Visual Image (VFX, CM, MV, etc.), Character, Web Work, etc.)

<<Animation Division>>

38 works (Long Animation (Movie, TV, Original Video Animation), Short Animation, etc.)

<<Manga Division>>

39 works (Story Manga, Frame Manga, Web Manga, Independent Manga, etc.)

■ Screening

Various video works selected from each division, such as animation, video art, music video, and commercial, will be screened. Full-length theatrical animations will be also screened in full.

■ Symposia

Award-winners' symposium: attended by this year's award-winners in each division and jury members.

Theme symposium: symposium attended by artists, educators, and researchers related to media arts.

Presentation: presentation by exhibiting artists.

■ Events held alongside the award-winning works exhibition (sponsored)

(1)Media Art in the World

Time: February 3 – 14, 2010

Venue: The National Art Center, Tokyo

Description: An introduction to various media arts-related festivals held around the world

(2)MV Collaboration Students

Time: February 3 – 14, 2010

Venue: The National Art Center, Tokyo

Description: A workshop in which participants make music videos with the Japan Media Arts Festival as a theme

(3)Exhibition of Award Winners from the 15th Computer Graphics Contest for Students(hosted by: CG-ARTS)

Time: February 3 – 14, 2010

Venue: The National Art Center, Tokyo

Description: An exhibition of award-winning works from this contest representing the crème de la crème of student digital creativity

(4)Leading Edge Technology Showcase (hosted by: Ministry of Education, Culture, Sports, Science and Technology (MEXT) / Japan Science and Technology Agency (JST)

Time: February 3 – 14, 2010

Venue: The National Art Center, Tokyo

Description: An exhibition showcasing technology and researches as a means of expression

(5)CyberArts Japan: 30 years of Ars Electronica (hosted by: The Museum of Contemporary Art Tokyo)

Time: February 3 – March 22, 2010

Venue: The Museum of Contemporary Art Tokyo

Description: A special exhibition featuring media arts produced by Japanese artists for the Ars Electronica festival over its 30-year history.

CG-ARTS (Computer Graphic Arts Society)

CG-ARTS is an incorporated foundation established in 1992 and approved by the Ministry of Education, Culture, Sports, Science and Technology. The main role of this society is the nurturing of human resources and cultural development in the field of computer graphics.

www.cgarts.or.jp