14th Japan Media Arts Festival announcement of Award-Winning Works!

Award-Winning Works selected from among the 2,645 works submitted from 49 countries and regions in the world have been brought together at the festival.

The Japan Media Arts Festival Executive Committee (Agency for Cultural Affairs / The National Art Center, Tokyo / CG-ARTS) has selected 24 Award-Winning Works and one Special Achievement Prize winner for the 14th Japan Media Arts Festival.

Those works were chosen from among a record high of 2,645 entries in Art, Entertainment, Animation and Manga Divisions from 49 countries and regions of the world.

Japan Media Arts Festival has rewarded various works that reflect the diversification of media, the development of technology, and the social environment. Among this year's selections, there are many works that express the characteristic feel of the times we live in.

Grand Prize of Art Division went to a gigantic sound sculpture with 5-meter long moving arms, "Cycloïd-E". Entertainment Division Grand Prize was awarded to "IS Parade", in which icons of Twitter followers acquire stick-like bodies and parade around on the screen. Grand Prize of Animation Division was won by "The Tatami Galaxy", a story of campus life that conveys the novel's view of the world with a distinctive mode of expression and interpretation. The winner of Grand Prize in Manga Divison is "HISTORIE", tiny episodes of the Ancient Orient woven into a magnificent tale of the joys and hardships of life.

Special Achievement Prize was awarded to KURIHARA Yoshiyuki, who nurtured many manga artists and also developed a new field of manga. He was also one of the people who promoted manga-based international exchanges.

Awards Ceremony will be held on February 1, and an exhibition bringing together that 171 Award-Winning Works as well as Jury Recommended Works and events including symposia will take place from February 2 to February 13, 2011. Both events will be held at The National Art Center, Tokyo and Tokyo Midtown.

14th Japan Media Arts Festival Exhibition Information

Time: 10:00 – 18:00, Wednesday, February 2 – Sunday, February 13

                Open until 20:00 on Fridays

                The Center will be closed on Tuesday, February 8

Venue: The National Art Center, Tokyo ＊ Satellite Venue:Tokyo Midtown

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/

* Images of the Grand Prize-winning works are available for download at: http://www.cgarts.or.jp/outline/press/2010/101208.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: "Cycloïd-E"
Michel DÉCOSTERD / André DÉCOSTERD (Cod.Act)

"Cycloïd-E" is a sound sculpture composed of five movable metal tubes, or arms, with a length of 1 meter each, installed on a pedestal and equipped with an internal motor. The overall diameter of movement of the arms reaches 10 meters. The five interlinked arms swing in unpredictable and dance-like patterns following the movements of the axis of rotation on the pedestal. The sound sources produce a melody that keeps changing according to the speed of rotation of the tubes.

This sound sculpture is unique with its overwhelming material touch, which is seen as an inverse image of the invisible realms symbolized by the Internet, particularly against the backdrop of the global expansion of the worldwide web. However, the theme of this work does not embrace concepts such as externality and antihuman alterity. What matters is the transfiguration of space, time and our consciousness and physical sensitivity triggered by the sound sculpture. Upon facing it, spectators are sure to experience spiritual awe that goes beyond the limits of the purely physical.

Entertainment Division Grand Prize: "IS Parade"
HAYASHI Tomohiko / SENBO Kensuke / KOYAMA Tomohiko

Created as a promotion site for the IS series of au phones, "IS Parade" attracted tremendous interest with its features that take advantage of the characteristics of Twitter, a website created in July 2006 that established a new style of relaxed communication through chains of "tweets." The number of Twitter users increased explosively, and the first voices across the "chasm" began to reach the early majority from the end of 2009 throughout the beginning of 2010. The release of "IS Parade" was finely timed to coincide with that period.

At first glance, "IS Parade" is a rather silly service, which allows users to simply generate parades of their followers or other Twitter users who have used a certain keyword in their tweets by entering their own username or the keyword in question. However, the propulsion of interpersonal relations into such a festive virtual space is precisely the type of social activity that we experience across various networks. The monumental impact that this site has made on other promotion initiatives that use Twitter is a proof of the historic significance of "IS Parade".

Animation Division Grand Prize: "The Tatami Galaxy"
YUASA Masaaki

This piece truly overflows with expressiveness and is befitting of the very first Grand Prize given to a TV animation. The artist carefully researched sceneries of Kyoto and added his own stylistic distortions to create the animated spaces and characters of this film. To these, a fast-talking monologue is layered over top to complete a powerful piece of animation.

While animation designed for television is often subject to commercial limitations and therefore tends to get tied down by stereotypical ideas. This piece, however, has turned the broadcasting cycle of one story per week on its own head by adopting a style of repetitive representation. Further, through its unique scene layouts, characters' actions and color scheme, it has successfully achieved a level ofopenness and freedom that match the storyline, attracting the interest of a wide variety of viewers.

The main character, who repeatedly resets his time in hopes of making better choices for himself, is a representation of today's youth generation. However, in the last two segments, he gradually starts to open up, away from a place of isolation and begins to aspire toward his future, and this deserves high praise.

Manga Division Grand Prize: "HISTORIE" IWAAKI Hitoshi

Simply put, it is interesting and entertaining. IWAAKI succeeds in sustaining the tension. We don't know who's going to die and when. An yet he keeps a certain mixture of lightness and brutality.

The reader is pulled into a grand and yet mysterious journey through the twists and turns of fate. The protagonist uses only his inherent instinct and what he has learned from reading.

Although Japanese readers are not very familiar with the history of the Ancient Orient, "HISTORIE" is accessible. Historical facts are not force fed, but rather included in the details of the string of episodes.

Through all the rises and falls of dynasties and empires, we come to realize that the history we know today were formed only by those facts that were scripted. The series has covered only the very beginning. We look forward to the day "HISTORIE" is completed as a full account of history.

14th 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.

■ Exhibition of Award-Winning Works
   The Exhibition introduces 171 Award-Winning Works and Jury Recommended Works in the categories of art, animation, video, video games, website, and manga, from among 2,645entries from 49 countries and regions in the world.

<<Art Division>>
   58works (Interactive Art / Installation / Movie / Digital Photograph / Still Image / Website, etc.)
<<Entertainment Division>>
   48works (Game / Play Equipment / Movie (VFX, CM, MV, etc.) / Character / Website, etc.)
<<Animation Division>>
   31works (Feature Length Animation / TV Animation / Original Video Animation (OVA) / Short Animation, etc.)
<<Manga Division>>
   33works (Story Manga / Comic Strip Manga / Non-commercial Manga / Digital Manga, etc.)

■ Symposia

   《Award Winners Symposia》
   Award Winners and the jury members will discuss Award-Winning Works. Award Winners will be invited to share their creative process and concepts of their works, and the jury members will be asked to talk about aspects of the winning pieces they valued.

   《Theme Symposia》
   We will hear this year from directors of overseas festivals about the character of each festival and exchange opinions.

   ※ The schedule of each symposium as well as detailed information about the participants will be updated on the website of "JAPAN MEDIA ARTS PLAZA".
    Please check the detailed information at http://plaza.bunka.go.jp/

■ Screening

   Screenings will be held not only at The National Art Center, Tokyo, but also at its satellite venue—a conference room on the fourth floor of Midtown Tower. In addition to Award-Winning Works which have won prizes at overseas festivals will also be shown.

■ Collaborative exhibitions and events
   Japan Media Arts Festival is a comprehensive festival. Many exciting events will be held simultaneously, including Media Arts in the World, which introduces Media Arts festivals held around the world; workshops for students and some more. Supporting events will also be held place; Leading Edge Technology Showcase, which presents endeavors that aim to merge science with culture; and Computer Graphics Contest for Students, which is considered the gateway to success for media artists.