



la Biennale di Venezia

11. Mostra Internazionale di Architettura

Partecipazioni nazionali

YCAM PRESS RELEASE

doubleNegatives Architecture's "Corpora in Si(gh)te," a YCAM's commissioned work, is going to be exhibited as a work representing Hungarian Pavilion at "the 11th International Architecture Exhibition, Venice Biennale," the world-largest festival of architecture.!

It has been decided that "Corpora in Si(gh)te" (YCAM's commissioned work) by doubleNegatives Architecture<sup>(\*)</sup>, which is an architectural project that YCAM held October 2007 through January 2008, is to be exhibited at the 11th International Architecture Exhibition, Venice Biennale as a work representing Hungarian Pavilion. It will be shown at Hungarian Pavilion in Giardini where Venice Biennale is to be held September 14 through November 23 this year.

"Corpora in Si(gh)te" was an architectural exhibition held at YCAM October 2007 through January 2008. It is a new YCAM InterLab collaboration work that YCAM commissioned doubleNegatives Architecture, an architectural group that has been presenting a new style to deal positively with media technology. In this work, a mesh network equipped with a number of sensors is constructed in a wide area around the main exhibition site, and realtime environmental information (temperature, brightness, wind direction, wind velocity, noise=people's activities, etc.) is collected and accumulated. Based on the analysis of the data, an invisible architecture structured by special node rules and a notation system actually presents an architectural design that generates and changes by growing up or declining like an organism in the hall and outdoors through realtime processing. It attracted a great deal of attention both in Japan and abroad as a new exhibition of architecture making full use of media technology.



At this Venice Biennale, a mesh network is constructed to collect realtime environmental information around Hungarian Pavilion and Giardini area to unfold a site-specific project.

Artists' architectural group "doubleNegatives Architecture" is composed of international members led by Sota Ichikawa. As Ákos Maróy, a programmer of the unit, comes from Hungary, this work was chosen as a project candidate for Hungarian Pavilion. It was finally selected out of nine candidates as the work representing Hungarian Pavilion.





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## 11th International Architecture Exhibition, Venice Biennale

[Outline of Biennale]

Director: Aaron Betsky / Director of the Cincinnati Art Museum / Former Director of the Netherlands Architecture Institute [NAI] of Rotterdam

Thema: Out There. Architecture Beyond Building

Venues: Giardini di Castello, Arsenale, etc.

Exhibition Dates: September 14–November 23, 2008

Preview: September 11–September 13

Web site: <http://www.labiennale.org>

[Hungarian Pavilion]

National Commissioner: Dr. Zsolt Petrányi

Curator: Gyula Július

Exhibition's title: "Corpora in Si(gh)te"

Exhibitors: doubleNegatives Architecture

Supported by: OKM - Ministry of Education and Culture of the Republic of Hungary

Sponsor: NKA - The National Cultural Fund of Hungary

Organiser: Műcsarnok/Kunsthalle Budapest, La Biennale di Venezia for Participating Countries in the 11th International Architecture Exhibition

Cooperation: Yamaguchi Center for Arts and Media [YCAM]

### (\*) doubleNegatives Architecture "Corpora in Si(gh)te" in YCAM

Period: October 13, 2007–January 13, 2008

Venue: Yamaguchi Center for Arts and Media (Yamaguchi, Japan)

<http://corpora.ycam.jp/en>

Curator: Kazunao Abe / YCAM

Produced by Yamaguchi Center for Arts and Media [YCAM]

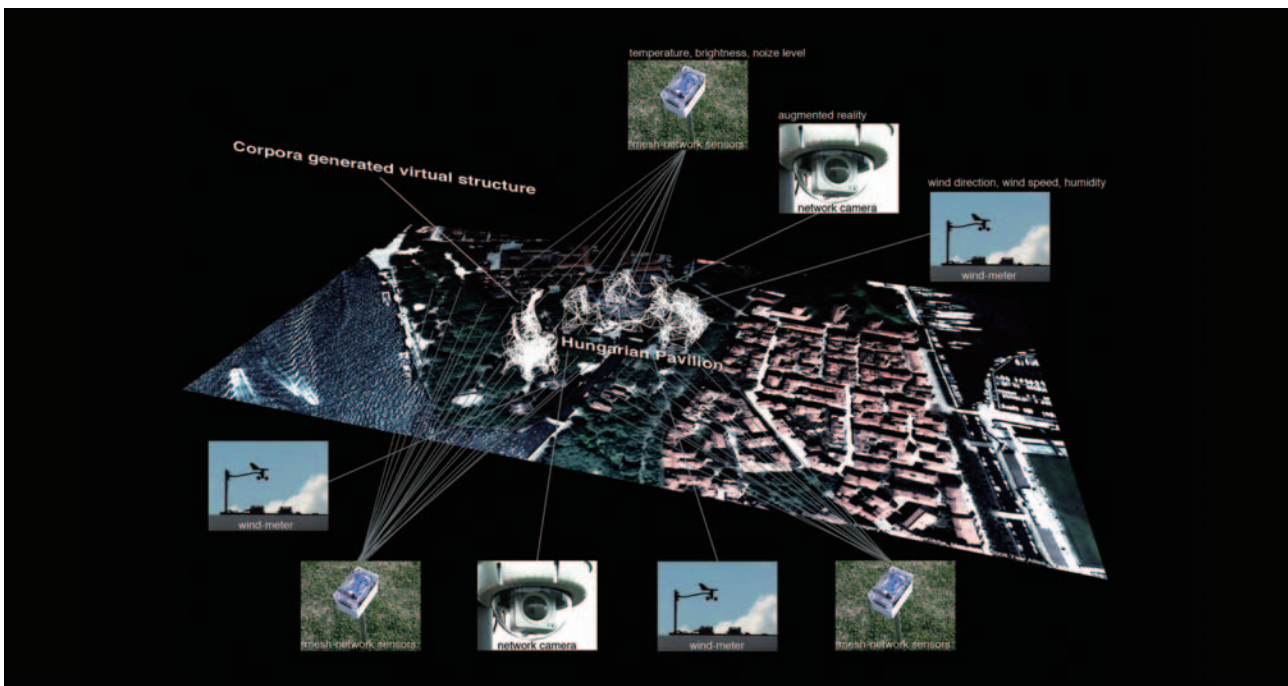
Co-produced by YCAM InterLab

Organized by Yamaguchi Cultural Promotion Foundation

Supported by Embassy of Switzerland in Tokyo, Embassy of the Republic of Hungary in Tokyo, Yamaguchi City, The Board of Education of Yamaguchi City

Special Cooperation: University of the Arts Zurich [ZHdK], Department Interaction Design, Zurich Switzerland, Nextlab, Budapest Hungary

Cooperation: The Asahi Shimbun





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## Comment by doubleNegatives Architecture:

What this project aims at is to learn how we can obtain a new concept of space by grasping and operating space by a method other than our familiar way of describing and noting space, such as ground plan, elevation, and perspective that are commonly used in architectural design. In other words, it is a project to verify how software can compensate for the sense of space that a human being does not possess, and what kind of architectural form can be set on such an evolutionary space perceptive senses, so as to grasp space from all-direction subjective viewpoints.

This project involves both a technical aspect and conceptual aspect. As for the former, the project employs technical methods diverted from monitoring technology, such as mesh network to take in environmental information in real time, and augmented reality technology that reflects the process of architectural generation on the actual space by using network cameras. This project also provides many conceptual aspects, such as reflecting realtime information onto generative design, and a set of local decisions changes the whole, as "corpora" in the title is the plural form of "corpus" in Latin. This time, both hard- and soft-ware will be further updated in order to adapt to a site-specific development in Venice.

Artist Profile

### doubleNegatives Architecture

[www.doubleNegatives.jp](http://www.doubleNegatives.jp)

doubleNegatives Architecture, dNA launched in 1998 as the brainchild of architect Sota Ichikawa, views the processes and devices used to measure space as "architecture", assembling a team for each project and engaging in a unique spectrum of activities including installations, software and architectural design. Spanning both technical and conceptual aspects, dNA has consistently questioned the very concept of "architecture" since the mid-1990s, when ICHIKAWA commenced his research on spatial inscriptions using dynamic polar coordinates with the body as the zero point. Typical projects include the interactive sound construction dqpb (2000-) and plaNet Former (2002), which gives visual form to the structure of the Internet, as a process-type "architecture". Currently dNA is employing a bottom-up-style cell automaton program to study architectural modeling through the automated generation of forms, and in future aims to convert this to three-dimensional media and present it in urban spaces.

### Sota Ichikawa (Architect, Japan)

Since 1995 he has started a project "smooth compound-eyes -> super-eye". In 1997, he collaborated with Knowbotic Research for "IO\_DENCIES-Tokyo" (co-produced with Canon ARTLAB) as an architect and an urban researcher. In 1998, he worked for "Hinaya Project in Nishijin, Kyoto", a "sukiya" construction of Shusaku ARAKAWA and Madelaine GINS. In the same year, he set up doubleNegatives Architecture. Since 2003, he has produced "gravicelles—gravity and resistance", a collaborative project ([www.G--R.com](http://www.G--R.com)) with Seiko MIKAMI at YCAM-Yamaguchi Center for Arts and Media (Yamaguchi, Japan, 2004), DEAF04 (Rotterdam, the Netherlands, 2004), transmediale.05 (Berlin, Germany, 2005), SHARE (Torino, Italy, 2005), VIA (Maubeuge, France, 2005), EXIT(Creteil, France, 2005), Ars Electronica(Linz, Austria, 2005), Japanese postwar art and technology (Tokyo, Japan, 2005), OOH (Gijon, Spain, 2006), Mois Multi (Quebec, Canada, 2007), EL MEDIO ES LA COMUNICACION (Santa Cruz, Canary Islands, Spain).

### Max Rheiner (Artist/Soft-Hardware Developer, Swiss/Korea)

Max Rheiner's artwork focuses on interactive installation, software and sculpture. His work has been exhibited at Liste 01 Art Basel, Ars Electronica Linz, 4.Interlokalen Dada-Festwoche Zurich and ICC Tokyo and includes collaborations with other artists, such as Knowbotic Research, Felix Eggman and Raphael Perret. Since 2003, Max Rheiner lectures at the Zurich University of the Arts(ZhdK) and is head of the Laboratory of Physical Computing, where he developed "DaKa", a hard and software environment

that provides easy access to interactive computer technology for art and design students. Max Rheiner studied electronics and worked as a software developer in the field of Computer Aided Design. After a few years of working experience he studied at the Zurich University of the Arts and graduated in 2003 in the Department of New Media. He has spent three months in Japan as an intern for ICC Intercommunication Center in Tokyo in 2001.

### Ákos Maróy (Software Artist, Hungary)

Founder and former member of Nextlab, an open lab for new media, in Budapest. Akos is founder, member, and former vice president of Emergent Systems Research Institute, Budapest, Hungary. He is also a member of the civil radio group Tilos Radio. He takes part in a number of open source software development projects, mainly in the area of online and on-air radio broadcasting. He conducted his Ph.D. studies about artificial intelligence, artificial life and agent architectures. His main focuses are evolutionary, generative processes both artificial and real-life.

### Kaoru Kobata (Designer, Japan)

She leads unCoRn, attends to many advertising designs. London International Advertising Awards Finalist. She is mainly a specialist on digital retouching. She takes charge most of past graphic design of doubleNegatives Architecture. On this project version, she will work on, visual images, icon design, texture design and concept book.

### Satoru Higa (Artist/Programmer, Japan)

He is a graduate student of Information Art Course, Department of Information Design, Tama Art University, Tokyo, Japan. His main interests are sound and software art. He mainly designs original signal processing and 3d graphics software and electronic musical instruments for the realtime performance of his audio-visual works.

### Hajime Narukawa (Architect, Japan)

He had dedicated himself in design studio tutor in "Arnhem Academie van Bouwkunst" (2001), design for "Directie Nord Zee," a Dutch ministry building, a prize winning project in VMX Architects (2001), structural engineering for "Montjuic 2, Barcelona" and other projects in Sasaki Structural Consultant (2003). He established NAL and designed "mercibeaucoup, Kyoto" in 2006 (Collaboration with J. Endo & M. Sumiyoshi) and others