

Fact Sheet



FUTURE WORLD: Where Art Meets Science

Opens 12 March 2016

Introduction

FUTURE WORLD: Where Art Meets Science is ArtScience Museum's new landmark permanent exhibition that will transport visitors out of the present into a futuristic world of high-tech artworks and interactive digital experiences. The permanent exhibition is developed together with teamLab, a globally renowned Japanese group of ultra-technologists and multi-award winning art collective.

Future World is conceived as a dynamic, flexible, media-driven show that will continue to be refreshed over time, as the fields of art and science evolve. Visitors will be immersed in a world of art, science, magic and metaphor through 15 digital art installations that come to life through cutting-edge science and technology. As the audiences move through the galleries, the artworks dynamically evolve through their presence and participation, creating a unique experience for each visitor.

Spanning 1,500 square meters, approximately a quarter of the museum's total gallery space, the launch of *Future World* represents a significant chapter in the evolution of ArtScience Museum. It also marks the fifth year anniversary of ArtScience Museum and will form a major part of the museum's core offerings.

Exhibition Highlights

Featuring 15 specially selected cutting-edge digital art installations by teamLab, *Future World* will take visitors on a journey of discovery through four key narratives – **Nature**, **Town**, **Park** and **Space**. It will start with an earthly trip to nature, then down town to the bustling and lively cityscape, and eventually into the centre of the universe.

Chapter 1: Nature

The reach of human activity and intervention spans across the entirety of the natural world, effecting not just individual elements, species and ecosystems, but the very condition of their existence. The four installations within **Nature** address these issues in very different ways.

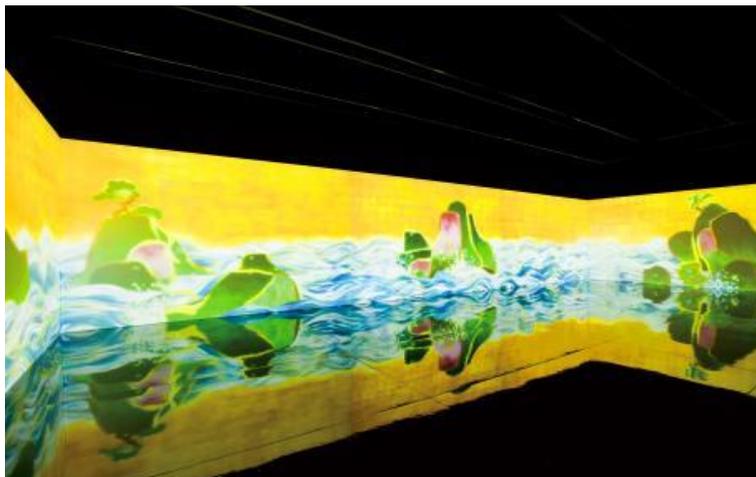
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***Flowers and People, Cannot be Controlled but Live Together – A Whole Year per Year;
Ever Blossoming Life II – A Whole Year per Year, Dark;
Flutter of Butterflies Beyond Borders
(Interactive Digital Installation, Endless – 2016)***



In the first gallery, three different artworks - *Flowers and People, Cannot be Controlled But Live Together, Ever Blossoming Life* and *Flutter of Butterflies Beyond Borders* - coincide in one space, bringing visitors into an immersive world of flora and fauna. The flowers gently bloom in tune with the four seasons of the year, and the cycle of life, death and rebirth is realised as the seasons change over the course of the year. As visitors move through the space, their actions cause changes in the environment, perpetually transforming the plants and animals that live in this world.

***100 Years Sea Animation Diorama
(Digital Installation, 2009)***



100 Years Sea is a video work with a running time of 100 years. Based on scientific data derived from the World Wildlife Foundation (WWF), the work artfully visualises the rising sea levels from 2009 to 2109. The version on display reduces the time from 100 years to 10 minutes to give viewers a more intense experience of the imminent outcome. Combining the elegance and beauty of traditional Japanese art with contemporary scientific data, visitors are also invited to witness the long-term environmental effects of climate change.

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Chapter 2: Town

Town presents five of teamLab's projects that are designed to engage children in learning through play. Adults and children alike are encouraged to cooperate and inspire one another to meet the challenges of the urban setting as a shared space.

Sketch Town (Interactive Digital Installation, 2014)

Sketch Town Paper Craft (Paper, 2015)



This installation is a depiction of a fictitious town based on Singapore that includes recognisable landmarks such as Marina Bay Sands, ArtScience Museum, the Merlion and the Singapore Flyer. Participants color in and add drawings of buildings, cars, spaceships and even UFOs. When the two-dimensional pictures are placed on the scanner, they enter the town becoming 3-D animated objects, bringing the town to life.

After your drawings have become 3D digital objects in *Sketch Town*, you can turn them into paper craft patterns at *Sketch Town Paper Craft*. These can be assembled into original 3D, paper craft models for visitors to take home and to keep as souvenirs.

Media Block Chair (Interactive Installation, 2012)



In *Media Block Chair*, the raw materials of urban planning are presented, literally and figuratively, as the basic building blocks of the city. The installation invites visitors to create playful and colorful structures by connecting blocks together. The different combinations can have functional purposes or be intended as purely aesthetic forms. Just as architecture is itself a marriage of art and science, function and form, *Media Block Chair* encourages us to consider both utility and creativity.

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Connecting! Train Block
(Interactive Digital Installation, Wooden Blocks – 2013)



Visitors can try their hands at designing their own transportation network. They can use wooden blocks to design a system of roads and railways that are projected on the table surface. Roads and railways appear when connections are created between the blocks.

A Table Where Little People Live
(Interactive Digital Installation, 2013)



A Table Where Little People Live is a miniature community, which comes to life as visitors play with its inhabitants. When left alone, the little people move around their environment, walking, jumping, sliding, and hopping, and generally paying little attention to the world outside. But when they have visitors, they love to play!

Chapter 3: Park

The pressure of everyday life has increased for modern people, commensurate with our obligations to an increasing number of tasks. Our commitments to work and social life can have a negative, cumulative effect and recreational activities become an essential element of well-being. In **Park**, visitors are invited to explore several different forms of recreation. This is a space for visitors to have fun, and also to appreciate and reflect on 'play' as an integral and essential part of human survival.

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Universe of Water Particles
(Digital Work, 5 channels, Continuous Loop – 2013)



This artwork is a vast waterfall that cascades down the wall, evoking the power of nature and marking the transition from **Town to Park**. A stunning expression of nature rendered entirely digitally, *Universe of Water Particles* replicates the magnificence of an actual waterfall. The water particles are digitally programmed and generated to produce an accurate water fall simulation flowing in accordance to the law of physics, producing an uncannily accurate waterfall that appears to be alive.

Sketch Aquarium
(Interactive digital installation, 2013)



Sketch Aquarium is a digitally rendered aquatic world of underwater animals. Participants of all ages can unleash their creativity and imagination to create fantastic and colorful sea creatures on paper. They are then digitally scanned and brought to life to swim freely in the virtual aquarium. The artwork grows and evolves constantly as different images are added. Visitors can even feed the fish and sea creatures by touching specific images on the screen.

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Light Ball Orchestra
(Interactive Installation, 2013)



A fun and delightful installation, *Light Ball Orchestra* blends vivid lights with beautiful music together to create an orchestra of colours and sounds that change constantly. Children can experiment with creating their own music freely as they run and play among a multitude of light balls, changing their sounds and colours as they touch them, creating a rippling change in the audio-visual dynamics of the space.

Story of the Time when Gods were Everywhere
(Interactive Digital Installation, 2013)



In this interactive digitally projected world, visitors of all ages can create their own environment by touching hieroglyphic characters, which will transform into natural elements such as wind, rain, trees and mountains. Just as in nature where no two moments are repeated, the visitor experiences a new story each time he encounters the artwork.

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Create! Hopscotch for Geniuses
(Interactive Digital Installation, 2015)



Create your own game of hopscotch by arranging different shapes on a tablet, which are then projected onto the floor. As you make your way through the course, a variety of light and sound effects are triggered. The effects become increasingly more vibrant as your accuracy improves.

Chapter 4: Space

The journey through the exhibition ends by embarking outward and upward into astronomical space. Thanks to extraordinary advances in technology, radical new theories, and vast international scientific endeavors involving thousands of scientists from hundreds of countries, we are now living through a golden age of discovery in astronomy.

Crystal Universe
(Interactive Installation of Light Sculpture, Endless – 2015)



The final chapter of the exhibition puts viewers at the heart of the Universe, enabling them to experience astrophysical phenomena such as planets, stars, galaxies, and even the very recently detected gravitational waves, which Einstein predicted would exist a century ago. Utilising teamLab's Interactive 4-D Vision technology, this artwork allows users to affect over 170,000 LED lights to give the illusion of stars moving in space. Experiencing the Universe from within, the spatial environment will respond to the presence of the visitors, helping them understand themselves as part of the vastness of celestial space.