

25 Feb 2016

Press Release

Immediate Release

## **21st ifva Festival and Awards Unveiled Media Artists Explore the Complexity between Cinema and Surveillance Media Art Category Winners Announced with Works on Exhibition**

The 21st **ifva** Festival has held its opening ceremony tonight (25 February), which also unveils the media art exhibition “CINEMA 2.0: Surviving the Glass System”, alongside works of finalists of the Media Art Category of the **ifva** Awards. The winners have also been announced during the opening ceremony. Honourable guests officiating the ceremony include Adam Harvey (overseas artists participating in “Surviving the Glass System”), Erkki Huhtamo (media archeologist and jury member of this edition), Ip Yuk-yiu (curator of “Surviving the Glass System”), participating Asian and local artists, Mable Ho (Head of Film Programmes, Leisure and Cultural Services Department), James Soutar (Governor, Pure Art Foundation), Forest Chan (Managing Director of Viewcon International LTD.), Connie Lam (Executive Director of Hong Kong Arts Centre), Teresa Kwong (Programme Director, Hong Kong Arts Centre) and Kattie Fan (**ifva** Director). Exhibition runs from today to 12 March at Pao’s Gallery of the Hong Kong Arts Centre. (Please refer to Appendix 1 for **ifva** Awards media art finalists work descriptions, prize details, and award results.)

### **“Surviving the Glass System” Media Art Exhibition goes Anti-surveillance for Privacy**

Surveillance is the theme of this year’s media art annual exhibition CINEMA 2.0. **ifva** continues its collaboration with art.ware to exhibit works from three foreign media artists. The exhibition invites audience to explore the fascinating relationships between cinema and surveillance, two of which seemingly unrelated but actually entangled in terms of technology and essence. *The Transparency Grenade* by Julian Oliver (New Zealand / Germany) is a crystal clear grenade-shaped installation that can capture network traffic and audio with coverage of up to 6 metres of diameter, while *No Network* is a tank miniature that blocks Wi-Fi and GPS signals. Adam Harvey (USA) brings *The Privacy Gift Shop* to the city which sells all sorts of anti-surveillance products like heat-detection blocking scarf that prevents user from being shot by UAV with body temperature sensors, amongst other trendy items. Björn Schülke (Germany) brings us two drones, with cameras installed on mechanical arms that would track down locations of audience. Adam Harvey will conduct the “CV Dazzle Face Detection Workshop” which introduces the skills behind face detection technology and how one can get away from it through make-up. For a thorough understanding on the exhibition, all are welcome to join the guided tour by curator Ip Yuk-yiu on 28 February. (Please refer to Appendix 2 for work descriptions.)

### **Past Winning Party XCEED Bringing New Exhibition Experience**

XCEED, a local media art group, also **ifva** past award winner, was invited to spatial concept design for the exhibition. They have designed a headpiece-like installation *Collar AG* which looks like an audio guide but is actually putting audience on surveillance. They need to follow instructions to complete the tour in a limited time, which perfectly echoes with the theme of “Surviving the Glass System”.

### **Media Art Finalists showcasing Creativity of Asian Talents**

The finalist works of the 21st **ifva** Awards Media Art Category would be showcased in parallel with “CINEMA 2.0: Surviving the Glass System”. On top of Hong Kong entrants, there are also finalists from China, Taiwan, Japan, South Korea, etc. Ten pieces of media artworks, ranging from playful sound performances to symphonies of light and shadow and beyond, explore the different variations of life forms. Media art category Gold and Silver Award winners will receive cash prize of HK\$50,000 and HK\$30,000 respectively sponsored by Pure Art Foundation, who is also sponsoring the winner of the Emerging Talent Award to visit Ars Electronica in Austria or Transmediale in Germany. Gold Award winner will also receive sponsoring software from

Blackmagic Design Asia Pte. Limited and Adobe System Hong Kong Limited.

### ifva Awards and Festival Induces Creative Sparks

Besides Media Art, the Festival will be showing short films and animations from the Open, Youth, Animation and Asian New Force Categories of 21st **ifva** Awards. Winners of respective categories will be announced at the Award Presentation Ceremony to be held on 5 March. More programmes from this year **ifva** Festival includes media archeologist and this year's jury member Erkki Huhtamo's Cinema Back to Basics master class and public seminar, which aims to search for the roots of media art. People's Cinema – Open-air Screening will bring three heartwarming short films to Centre Street of Sai Ying Pun, namely Adam Wong's *The Secret Taste*, and two of the *Ten Years* directors Jevons Au's *Merry X'mas* and Zune Kwok's *Homecoming*. These two programmes are part of **Jockey Club ifva Everywhere**. **ifva** will also collaborate with HOME, a UK-based art organisation which investigates new methods of production, distribution and exhibition for artist feature film, to have a short film screening entitled *Transactions of Desire*, which includes also new works from Hong Kong artists Tsang Tsui-shan Jessey and Wong Ping. Other programmes also include Student Creative Showcases of "All About Us" and "**ifva** Young Filmmakers" and NEW ACTION EXPRESS Short Film Highlights.

Programme Details: [www.ifva.com/Festival](http://www.ifva.com/Festival)

Programme and Ticketing Brochure: [http://issuu.com/ifva/docs/21st\\_ifva\\_festival\\_programme\\_and\\_bo/1](http://issuu.com/ifva/docs/21st_ifva_festival_programme_and_bo/1)

The 21st **ifva** Festival tickets are now on sale at urbtix.

Date: 25 Feb – 12 Mar 2016

Enquiry: [ifva@hkac.org.hk](mailto:ifva@hkac.org.hk) / 2824 5329

Website: [www.ifva.com](http://www.ifva.com)

#### About **ifva**

Organised by Hong Kong Arts Centre, **ifva** is an Incubator for Film and Visual media in Asia (formerly the Hong Kong Independent Short Film and Video Awards). Founded in 1995, **ifva** serves as a platform that actively promotes and encourages creative talents in Asia, making short films, videos, animation and media arts. With a cutting-edge vision and highlight independent spirit, **ifva** has evolved to promote different visual cultures while exploring the boundless potential of creative media. In addition to the annual competition and festival, **ifva** curates a host of programmes under two initiatives, "Cultivation" and "Engagement". By connecting creative communities all over the world, **ifva** aims to engage everyone in the art of creation. **ifva** is also a core event of Entertainment Expo Hong Kong.

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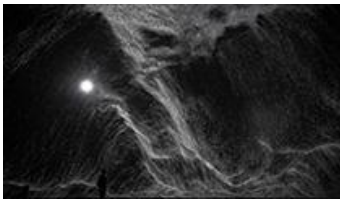
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## The 21st ifva Awards Result of Media Art Category

Award	Title	Winner(s)	Prizes
<b>Gold Award</b>	Ming Jing	Chan Kiu-hong (Hong Kong)	<ul style="list-style-type: none"> <li>• HK\$50,000 Cash Prize</li> <li>• Adobe Creative Cloud Individual Complete one-year subscription</li> <li>• One Blackmagic Fusion software</li> <li>• One Trophy</li> </ul>
<b>Silver Award</b>	Rekion-crepitation-	Katsuki Nogami (Japan)	<ul style="list-style-type: none"> <li>• HK\$30,000 Cash Prize</li> <li>• One Trophy</li> </ul>
<b>Special Mention</b>	voice from the root, reclaiming	Yip Kai-chun (Hong Kong)	<ul style="list-style-type: none"> <li>• One Certificate</li> </ul>
<b>Emerging Talent</b>	The Elusive	Siu Wai-hang (Hong Kong)	<ul style="list-style-type: none"> <li>• One Festival Visit</li> <li>• One Trophy</li> </ul>

### The 21st ifva Awards – Media Art Category Finalist



#### **Black Moves**

Chan Ho-choi Carla / Hong Kong

Black Moves is an immersive video loop with surround sound that stages the spatial drama of a changing virtual landscape. It simulates the forming and de-forming of an amorphous black mass, creating an evocative sensorial journey that crosses between the boundaries of the physical and the psychological as experienced inside an alien dark cave.



#### **The Elusive**

Siu Wai-hang / Hong Kong

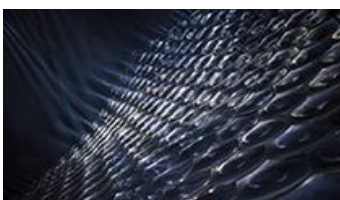
I believe we can understand humanity from landscape, even though the truth is always partially hidden and blocked. We must bypass these obstacles to see the truth (or desire). I created a mechanical device to catch and reconstruct the identity bit by bit, something I have long been searching for but always find elusive.



#### **iFerrum**

Ho Ying-tung / Hong Kong

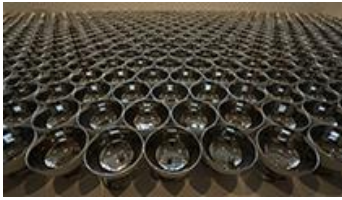
iFerrum is a chemical art showing a real-time generative video using new constraints – the ferrofluid and the magnetic field. The concept originates from cybernetics. The system appreciates the gorgeous transformation processes of Ferrofluid under different circumstances, and how they generate arts.



#### **Light Barrier(Second Edition)**

Elliot John Woods, Mimi Son / United Kingdom, South Korea

The visual story follows the journey of a digital form. It begins by passing through the Light Barrier, so that this digital form transcends the limits of its home reality and enters into our physical one. It then explores the possibilities of its newly found physicality, whilst attempting to assert its digital identity. Finally the form travels through the Light Barrier again to pass away to the next reality.



### **Ming Jing**

Chan Kiu-hong / Hong Kong

Wherever you go, problems always follow, even to different parts of the world. One end of Ming Jing is a set of over nine hundred bowls, each with a magnetic bead inside. The other end is connected to an infrared detector at the entrance of a Beijing gallery. When triggered by passers-by, signals are transmitted to the local end with four amplifiers to vibrate the magnetic beads, creating a ripple-like effect.



### **MinkeyFamily.com**

Minkey Chen, Chyu Lwo / China

MinkeyFamily.com is a common household set up in the virtual network and it has reconstructed a similar space to history by extracting the family memory. By collecting the shared memory of one particular family from 1946 to 2005, MinkeyFamily.com represents the appearance of the society through the individuals' eyes, which symbolises the lives of ordinary families at that time.



### **Rekion-crepitation-**

Katsuki Nogami / Japan

Rekion (crepitation) in Japanese refers to the intraarticular crackling sound among joints of body parts such as neck and fingers. As for the output, the sound is audible through parametric speaker (supersonic wave speaker) with super directivity. The speaker is attached to the robot that synchronises with the movement of the face of the performer. Audience can listen to the sound of the joints directly with their bare ears.



### **SEMI-SENSELESS DRAWING MODULES Trilogy**

Kanno So, Takahiro Yamaguchi / Japan

This work consists of a series of original drawing machines and a system that integrate factors like observers and environment with movements of the drawing modules. The purpose of such robotic system is to, paradoxically, explore the meaning of "human creativity", which we hypothesise to consist of imitation, learning and contingencies. Therefore this work takes the form of a trilogy.



### **Spring up II - Coexistence**

Chen Yun-ju / Taiwan

Spring up II – Coexistence is a sound-sensitive installation consisting of motor-mechanisms that seem to contain small life-like organisms. These organisms are sensitive, and have the ability to hear and see just like humans and animals. Taking sound as a trigger to motivate the installation brings endless conversation between observers and their current environment.



### **voice from the root, reclaiming**

Yip Kai-chun / Hong Kong

In the past two years, I had asked my father to teach me his mother tongue Hakka with a recorder in an impromptu way. Together with recordings of conversations with his relatives and friends, I jotted down notes in codes of Cantonese, Mandarin, English and self-invented symbols. The recordings are transposed to a TV set and two speakers. Audience can listen to the dialogues between me and my father and learn Hakka together.

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## CINEMA 2.0 Media Art Exhibition: Surviving the Glass System



Photo courtesy: Khuong Bismuth, 2014

### **The Transparency Grenade** (2012, 2014)

Julian Oliver

In the form of a Soviet F1 Hand Grenade, this network intervention device captures network traffic and audio at the site and streams it to a dedicated server where it is mined for information, opening up a conversation about how much implicit trust we place in network infrastructure.



### **No Network** (2013)

Julian Oliver

*No Network* is a mobile network jammer in the form of a battle tank, exploring fully functional, poetic manifestations of “cyber weapons” by blocking communication of GPS location services and WiFi networking.



### **Drone #3** (2013)

Björn Schülke

It subverts the common idea of surveillance, turning the machine into a technological parasite that performs its own control parody. A camera arm extends from each's insect-like body and advances according to the detected movements of the audience.

Artwork courtesy of bitforms gallery.



Image showing Drone #8 which will be  
revolved into Drone #9

### **Drone #9** (2016)

Björn Schülke

Its camera captures imagery and displays it on a video screen when not obscured by the mirrored reflections. Drone #9 attempts to discover the surroundings and is stuck in a state of self-absorption, questioning the benefit and danger of the use of surveillance technologies.

Artwork courtesy of bitforms gallery.



The Privacy Gift Shop Pop-Up Shop at New  
Museum Store in New York, Sept. 2013

### **The Privacy Gift Shop** (2013 - ongoing)

Adam Harvey

The Privacy Gift Shop is an online marketplace for counter-surveillance art and privacy accessories. Each product is an ongoing project, an investigation into the future of living in a world of constant surveillance.



### **Collar AG**

XCEED

*Collar AG* is a wearable device that creates a unique experience of spatial intervention. The device pretends to be an audio guide to walk you through the exhibition site, giving you the information about the artwork automatically. Yet, the device will intervene certain level of your behavior in the venue.