

#### Annex A : List of artworks at i Light Singapore 2023



Location map





Glacier Dreams Refik Anadol Refik Anadol Studio (USA) and Julius Baer

Location: Façade of ArtScience Museum 1

Co-presented by Julius Baer & Marina Bay Sands

Inspired by both the beauty and fragility of glaciers, *Glacier Dreams* is the result of a groundbreaking, long-term research project involving machine learning, environmental studies and multi-sensory media art.

Visual materials collated from publicly available data and institutional archives, together with glacier images personally collected by Refik Anadol in Iceland, are processed through machine learning algorithms and transformed into Artificial Intelligence (AI)-based multi-sensory narratives.

The artist, together with his Los Angeles-based team, hopes to raise awareness of climate change and rising sea levels through poetic glacier-themed experiences, and also contribute to the study of glaciers with their existing AI tools.

#### About the artist

Born in Istanbul, Refik Anadol is a media artist, director and pioneer in the aesthetics of data and machine intelligence. His body of work locates creativity at the intersection of humans and machines.



Through radical visualisations of our digitised memories, Anadol expands the possibilities of architecture, narrative and the body in motion. This encourages us to rethink our engagement with the physical world and creative potential of machines.



Encircling a sapling in his arms, Tree Man provides sanctuary for a young tree while carving out an inner sanctum for visitors. The act of nurturing and connecting with our environment is emphasised in these whimsical light sculptures.

Emitting light with heads that are shaped like digital screens, the artwork invites reflection on humans' insatiable preoccupation with devices, which could be detrimental to our circadian rhythms. As one enters the arms of Tree Man, light switches across a spectrum of colours, and sparse melodies on top of a forest-inspired soundtrack are triggered, leaving one to wonder if we can ever find a balance between the digital and natural world.



Founded in 1997 by artist Nimrod Weis, ENESS is a multi-disciplinary team of creatives traversing art, music, software engineering and industrial design.

Considering themselves to be 'Happiness Architects', the studio creates interactive artworks that forge greater community connection through fun and joy. The studio has designed groundbreaking experiences for cultural institutions across the world in the last 20 years.





Blue energy is harnessed from the chemical potential of a salinity difference between the sea and river waters. *Blumiwave* is an interpretation of this renewable energy source.

Seen from afar, sculptural waves appear to crash at varying heights and directions. Upon closer inspection, these are in fact made of a carefully weaved fabric of safety nets and scaffolding — everyday objects that the interior designers at DP Design encounter at



construction sites. Here, the team transforms materials normally perceived as unsightly into a space that invites multiple interpretations of the mundane and its possibilities.

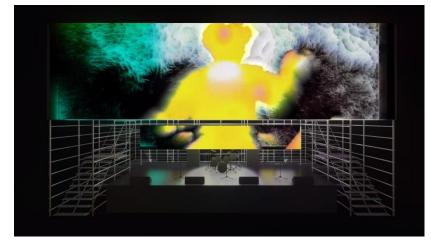
All plastics used to assemble Blumiwave will be recycled by local social enterprise Magorium after the festival. Supported by <u>DBS</u> <u>Foundation</u>, Magorium converts plastic waste into a sustainable construction material called 'NEWBitumen' that can replace crude-derived bitumen to pave roads sustainably.

#### About the artist

Headquartered in Singapore, DP Design comprises a creative team of diverse talents, personalities and perspectives. Together, they have delivered and presented a preeminent international body of works since 1982.

Rooted in the belief that design has the capacity to uplift the human spirit, the interior design practice considers form, function and experience to create sustainable, memorable and meaningful places. In doing so, it synergises people, architecture and the ultimate purpose of the space.

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Presented by: 🔀 DBS

Mooooootion XD49 (Thailand)

Location: Bayfront Event Space 4

Presented by GastroBeats In collaboration with Awakening Bangkok from Bangkok, Thailand

The COVID-19 pandemic brought about a period of 'mandatory isolation' when people were made to stay indoors to be safe from the virus. With our movements restricted to indoor spaces, the world turned quiet and seemed motionless. Time stood still.

*Mooooootion* is an interactive stage set conceived as a playful counterpoint to the confinement brought about by lockdowns. At this installation, visitors are encouraged to bring colour and music to a grey world through movement.

#### About the artist

Founded in 2021, XD49 (Experience Design 49) is a new media and multi-disciplinary design studio.

Using audio-visual and interactive technologies, the studio assimilates digital and physical spaces creatively to produce unconventional, poignant and memorable experiences that blur the lines between imagination and reality.

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Symphony 1 Chan Wan Kyn, Linknito, Linez The Grand Lowlife Orchestra (Singapore | USA | Morocco)

Presented by: 🔯 DBS

Location: Mist Walk 5

Symphony 1 is a light-based architectural entity that inhabits space. Like a living being, its ethereal and translucent organic form populates any location.

Masses of twisting vine-like structures emit an icy glow to fill the space before sprouting into sprigs of crystalline flowers. The sprawl of its existence is a comment on nature and our relationship with it, contradicting yet also enhancing the brutal denseness of urban spaces it finds itself in.

#### About the artist

The Grand Lowlife Orchestra (GLO) is a global artist collective, comprising Chan Wan Kyn (Singapore), Linknito (USA) and Linez (Morocco).

Drawing on diverse disciplines and spanning three continents, GLO focuses on technology-driven experimental art. The collective's multicultural experiences provide a rich source of inspiration and creative exploration. Their central objective is to create an inclusive network for members to further an understanding of the intersection between art and technology, irrespective of geographical or cultural backgrounds.

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**Block Party** 

Jeremy Lin, Jedy Chen, Dexter Hong Plug & Play (Singapore)

Location: Entrance of Marina Bay Link Mall 6



The dynamic relationship between humans and the environment is explored in Block Party, where visitors can participate in collaborative placemaking through the playful medium of dance.

Familiar public housing blocks in Singapore come to life as they react to movement prompts from visitors, taking on personalities of their own. As one bends and twists with the buildings, gardens bloom spontaneously over their facades.

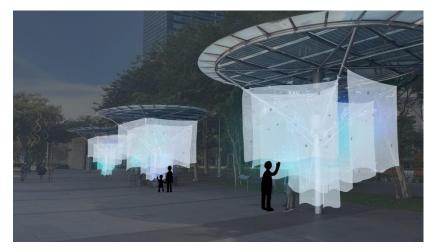
This interactive feature is a reminder of the power we wield to shape our surroundings and make a difference to the world. Through light-hearted interactions, participants are called upon to take responsibility for the environment and a sustainable future.

#### About the artist

Plug & Play is a multi-disciplinary collective of designers, technologists, engineers and makers working across mediums to create immersive experiences that spark joy in many.



Having collaborated with the world's most innovative brands over the past decade, the studio turns complex issues into simple interactive solutions that help invent possibilities.



the things left unsaid Brigette Teo Nanyang Technological University, School of Art, Design and Media (Singapore)

Location: Breeze Shelter **7** 

the things left unsaid is a manifestation of the artist's unspoken thoughts and feelings about growing up in a time of seemingly never-ending doom. Repeatedly confronted by news of a gloomy future and an impending climate catastrophe, the artwork acts as a refuge from despair.

Comprising weaved sheets made of upcycled plastic bags draped across the space, the artwork exudes a sense of both comfort and unease, much like the mysterious phenomenon of bioluminescent algal bloom that inspired it. Above all, it is a quiet reminder of the hope and possibilities that still exist.

#### About the artist

Brigette Teo is an interactive media artist currently pursuing a degree at Nanyang Technological University, School of Art, Design and Media.



With a passion for fibre handiwork such as crochet and sewing, she enjoys exploring opportunities to create accessible and interactive tactile works. As an illustrator, she has also been commissioned to create skateboard designs.



**Light Anemones** Malte Kebbel Studio Kebbel (Germany)

Location: The apex at The Promontory at Marina Bay 8

*Light Anemones* is a versatile light sculpture that evolves with time and space. It seeks to portray the captivating world beyond the water surface, where the mysteries of the deep sea and the wonders of underwater creatures come to life.

During the day, the sculpture's surroundings and sunlight are reflected on the curved titanium-stainless steel mirrors. In the night, linear beams appear due to the play of light along the sculpture's concave and convex structure with a rotating centre. As light from the three sculptures interact with one another and merge with mirrored silhouettes of neighbouring buildings, people and landscape, a complex symphony of light, sound and imagery is composed — as though from a different time continuum.

#### About the artist

Malte Kebbel is a German artist who creates large-scale light and sculpture installations for public spaces.



Kebbel's current work focuses on questioning our evolving relationship with urban space, light, nature and energy. He uses lighting technologies, synthetic materials, parametric design and 3D technology to create monumental structures with geometric shapes and patterns reminiscent of nature. His installations are like temporary temples, shrines and places of contemplation that give new meanings to urban space and create new connections.



#### Résonances

Louis-Philippe Rondeau in collaboration with ELEKTRA (Canada)

Location: Open Plaza, OUE Bayfront 9

Presented by OUE

Résonances is an interactive installation that embodies the inexorable passage of time. It seeks to reveal the limit between present and past.

As an arch of light appears in darkness, a temporal portal emerges. When visitors cross this threshold, their image will be projected onto the adjacent wall and seem deployed in time through the slit-scan technique. In this visual metaphor, the past constantly takes over the present, and visitors will see their own image fade inexorably into the oblivion of white light. The artwork emphasises that all light is the manifestation of events that have already occurred; the twinkle we see in the night sky is but a bygone snapshot of the stars.

About the artist



A professor at the School of Digital Arts, Animation and Design of Université du Québec à Chicoutimi, Louis-Philippe Rondeau's research is focused on exploring the outskirts of photographic portraiture, calling into question certain empirical conventions of the photographic image such as immediacy, vantage point and planarity.

His interactive installations seek to question the relationship between the viewer and the artwork. They compel viewers to reconsider the conventions employed in the mediation of images, specifically those regarding the representation of space and time.



Trumpet Flowers Amigo & Amigo (Australia)

Location: Clifford Square 10

Presented by The Fullerton Heritage

Step into a giant musical garden and be surrounded by an immersive jungle of light, colour and sound. At *Trumpet Flowers*, visitors get the opportunity to create a unique floral symphony using interactive keys that control the towering musical and light instruments.

Inspired by gramophones, these super-sized flowers burst to life occasionally with a specially commissioned musical score by Otis Studio, accompanied by some of Sydney's finest jazz musicians.



Founded in 2012, Amigo & Amigo is an artist studio working across Sydney, Shanghai and Las Vegas. With an extensive background in sculpture and industrial design, their body of work showcases an ability to use light and materials to transform spaces and engage the public.

Motivated to be playful, engaging and inclusive, they continually explore the transformation of environments into memorable experiences with real audience participation and interaction.



Aquatics Philipp Artus (Germany)

Location: Under Esplanade Bridge (near Merlion Park) 11





Aquatics is an interactive animation depicting sea creatures swimming around and interacting with one another. It explores the emergence of life through abstract shapes and movement.

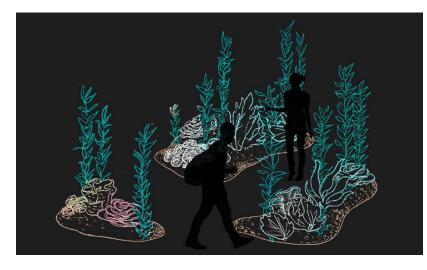
Using a tablet, visitors can design their own creatures and add them to the underwater world.

By witnessing the beauty of animal locomotion in its natural habitat, participants are reminded of the urgent need to preserve biodiversity and ecosystems.

#### About the artist

Philipp Artus is a multi-disciplinary artist and filmmaker based in Berlin. After graduating from the École des Beaux Arts in Nantes/France, he spent two years studying animation, physics and music theory through self-education. He then finished his postgraduate studies at the Academy of Media Arts in Cologne/Germany.

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### Presented by: 🔯 DBS

#### Bleached

Berenice Chao Zong Xin, Nicky Josephine Tjandra Nanyang Technological University, School of Art, Design and Media (Singapore)

Location: South Beach Avenue – Level B1M (beside Akira Back) 12

Co-presented by South Beach Consortium, Aedas, & Sunray Woodcraft Construction, supported by JW Marriott Singapore South Beach

Bleached connotes the fate of marine ecosystems affected by climate change and human activities.

Simulating the experience of walking on a seabed, this artwork invites visitors to wander through an illuminated seascape adorned with 'seaweed' and 'corals'. These are either made from seaweed bioplastics developed by the artists themselves or upcycled from single-use plastics. The 'reefs' turn white temporarily when they sense movement and contact, alluding to coral bleaching caused by global warming and providing a stark reminder of how our actions can impact the environment.

#### About the artist

Adopting an interdisciplinary approach, Berenice Chao and Nicky Tjandra create works focused on interactivity and multimedia.

Art and design is a universal language for Chao, who aspires to evoke a sense of amusement through her works. Tjandra, trained in Traditional Fine Arts, is fascinated with abstract concepts and tactile objects.



Currently pursuing Bachelor of Fine Arts in Design Art (Interactive Design major) at Nanyang Technological University, School of Art, Design and Media, the duo aims to make art accessible to the community.



Show III Chen Jiawen, Lai Ling Ling Nanyang Academy of Fine Arts (Singapore) and James Cook University (Singapore)

Location: South Beach Main Entrance (next to JW Marriott Singapore South Beach drop-off point) 13

Co-presented by South Beach Consortium, Aedas, & Sunray Woodcraft Construction

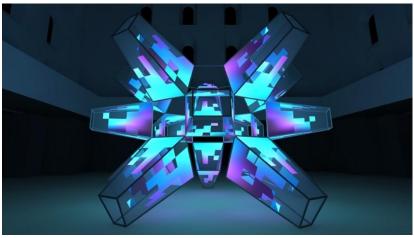
What does one usually think about in the shower?

Inspired by a belief that showers are perfect settings for self-contemplation, *Show III* is an invitation to unwind outdoors by soaking in its calming blue light, with the company of a composed soundscape and virtual water droplets.

The act of showering without water serves as a reminder for visitors to reflect on their water usage. It also aims to provide an alternative environment where one can be free of worries in the bustle of the city.



Chen Jiawen is a Furniture and Spatial Design graduate from Nanyang Academy of Fine Arts. Lai Lingling majors in Internet of Things at James Cook University. Together, they aim to inspire a stronger sense of social responsibility and sustainable lifestyle.



Prism Jun Ong (Malaysia) Location: Millenia Walk (The Great Hall) 14 Presented by Millenia Walk

*Prism* is an immersive installation that harnesses both natural and artificial light to create an ever-changing interplay of colours and spatial perception. It is inspired by the power of pure forms – when combined with a purposeful use of light, such forms trigger a deeply emotional reaction.

This artwork is made up of numerous truncated pyramids, with each having a dynamic and translucent coloured surface that transforms from a natural light shaft in the day to a glowing beacon of interactive artificial lighting at night. The stereotomy of the artwork and its three-dimensional geometry invite visitors to experience the calming and healing world of chromotherapy.



Born in 1988, Jun Ong is a Kuala Lumpur based light artist.

Trained in architecture, his work explores how the manipulation of artificial light could affect the way we experience the built form and its environment. Often collaborating with programmers, quantum physicists, and video and sound artists, his work Star, a five-storey light installation in Penang, was nominated for World's Best in Spatial Art at the Media Architecture Biennale (2016) in Sydney.

In his time as a lecturer in lighting design at Sunway University, Malaysia, he has developed research and design in sensorial deprivation, performative lighting and illuminative psychology with his students.