

# **Seira Uchida**

## **Portfolio**

<http://sesseee.se/>

Commissioned work, research project

# The Kitchen Spirits' Tea Party: Tales from Faith House

Installation

Commissioned by Echigo-Tsumari Art Triennial 2024

2024

In the region of Akiyamago in Niigata, a unique technique and beliefs developed because of the deep snow and the fact that in the past, people were excluded from mandatory education and had no access to hospitals or temples. This work was created by interviewing and learning about such unique beliefs from the people living in the area.

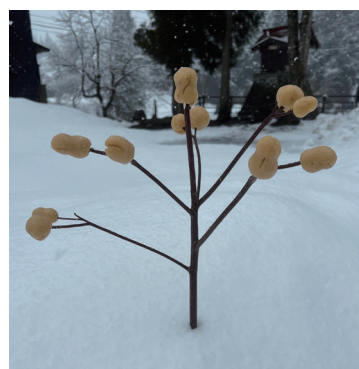
"A 'House of Faith,' inhabited by a peculiar character who learn various rituals like mayoke (warding off evil spirits) and kuyo (honoring the souls of the dead) from the mountains of Akiyamago. The kamagami-sama (kitchen spirits) seem to be holding some kind of tea party there..." Uchida developed her installation from this fanciful kernel of a story. The amulets and charms the artist makes use of in this work are based on interviews she conducted concerning the religious activities once practiced in Akiyamago, activities revolving around daily life, illness, and death. Uchida speaks of the hamlet's "tea party" as equivalent to these acts of faith, which she believes have the function of maintaining ties between generations and between geographically scattered settlements. By telling the story of a tea party that serves as a new ritual for maintaining connections and calming fears, this work considers the faith and religious practices of Akiyamago as a potential form of care.



photo: KIOKU Keizo



This is a record of some of the research conducted in the making of this work. I researched the coffins that remained in the area and were used for burial until around the 1950s, and learned how to make handmade sacred ropes and New Year's decorations to wish for a good harvest.



### About Akeyama Arts Center

Oakasawa Branch, established in 1924 as a long-awaited institution exempt from compulsory education in its region, was closed down in 2021. Continuing its legacy, the revitalized "Akeyama" derives its name from the origins of Akiyama, representing shared mountain land, derived from "Akeyama" ("Bright Mountain"). Under the guidance of the artist, Takafumi Fukasawa, who continues his research of the area, "Akeyama" aims to serve as a "school for reclaiming the power of human life." It fosters initiatives where locals, researchers, artists, and various individuals learn and practice the traditions and beliefs of "shared land." [Participating artists] Fukasawa Takafumi, Korogaro Association / Kengo Sato, Yamamoto Koji, Matsuo Takahiro, Inoue Yui, Uchida Seira, Nagasawa Aoi



photo: KANEMOTO Rintaro



installation, research project

# Re-Imagining the Goddesses

mixed media, AR, QR codes, 3D print objects

2024

This project is based on the idea that the goddess is the presence of power inside people, as opposed to a god who is paternalistic and created under the hierarchical relationship of god - man, and reconsiders the figure of the goddess in the present day.

In Japan, there was a time when women were forbidden to enter mountains, based on a legend that a goddess lived in the mountains, that she hated women and that women entering the mountains would be cursed. However, the setting of the goddess hating women was a story conveniently created for men to train in the mountains. The goddess is also worshipped in the form of a figure holding a rice scoop, which also contributes to reinforcing the image of a domestic woman.

The project recruited participants and asked them to bring items related to loneliness and anger in order to liberate the goddess, who had been used by men to break the bonds between women and had no choice but to be lonely and angry. These items were converted into 3D data and dedicated to the altar along with the episodes, creating an installation of an altar for worshipping and thinking about the modern goddess.



photo: MIURA Urin



## VR & the internet

# Virtual Home of Mementos

2021

Cooperation: INOUE Yuki

Research cooperation: Kawakura Sainokawara Jizouson, Kohoji Temple, Aomori Nature Hureai Center,  
Collaborators who offer the mementos

Virtual Home of Mementos (VHM) is a virtual memorial hall for commodities that are hard to throw away, as well as a "home" made up of a collective of objects which encourage us to care for our emotions, imagine the lives of others, and think about our mutual existence.

Inside the VHM, various objects collected by 3D scanning are arranged, with the texts of the interviews with the owners narrated by the artist. The gender, race, and nationality of the owners can only be imagined since they are replaced by the objects, but the intense sense of life and vividness of the presence of real people can be seen through them. In addition, the voices narrating the memories sound as if objects, which may have different origins and beliefs, are talking intimately to each other in VHM. The voices are set to speak louder as one approaches each object, so viewers can only move closer and listen quietly here, rather than trolling or flaming opinions that differ from their own.

The naïve emotions trapped by the sharing=monitoring society and the filter bubble are revealed to society again as the nodes of a network of human, narrative, and material objects. Viewers can participate by donating everyday items or scanned data to Uchida, the artist and caretaker.

**You can visit VHM here, 24H open, for free:) >>**

<https://gallery.styly.cc/scene/69edd5a0-7d81-4aff-bf5d-30b0fa178308>

\*Finalist of 'NEWVIEW AWARD 2021'



installation, mixedmedia

# Virtual Mementos Association

2021

Aomori Contemporary Art Center

The installation is a collaboration with VHM and the local tangible space. And the VHM has been altered to mimic the tangible exhibition space.

The first thing that catches the eye at the venue is a large white stage. A video in the foreground shows a low-polygon video of the building in which the viewer is standing, as if it were a scene from a video game. In the video, the viewer is told that this is "VHM".

After that, visitors go up on the stage and put on the head-mounted display, and find "VHM," a VR space in which giant everyday items appear like Jizo statues on an otherwise blank stage, and voices from various directions are heard recounting memories related to these items.

Here, the act of wearing the head-mounted display functions as a "Ritual to see others on the other side of the filter bubble," and the viewer's body is thrown into the story from which it had been separated by the monitor when the video was viewed. Even after the HMD is removed, the viewer feels the afterimage of the object that should have been there a moment ago. Is the story thus intervening in the tangible space and human consciousness real or fictional?

In this way, nodes are created in the exhibition that transcend the boundaries between fiction and reality, the physical and the virtual.

**Exhibition Catalogue(pdf file):** [https://sesseee.se/files/VMA\\_Uchida\\_fix.pdf](https://sesseee.se/files/VMA_Uchida_fix.pdf)

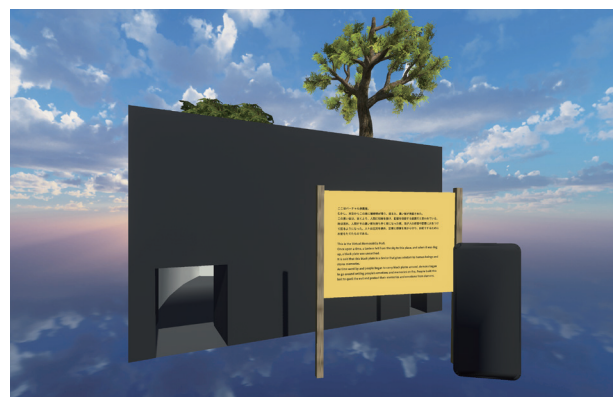






photo: OYAMADA Kuniya  
photo courtesy: Aomori Contemporary Art Centre, Aomori Public University

## papercraft & instagram

# 'Norishiro sama'

2021

Design of papercraft and layout: SEKI Manami , Production cooperation: tadahi, HAGIWARA Shunya

This is a paper craft in which the story of a memorable item that cannot be thrown away is written out on a paste area.

The only memorable item is duplicated and passed on to different people's homes. The paper craft can be made while reading the memory, but because you have to glue story area, when the craft is finished, the written text becomes invisible, and the story is stored in the memory of the maker. The completed paper crafts are then uploaded to the photo-based SNS, instagram, along with scenes of various people's homes.

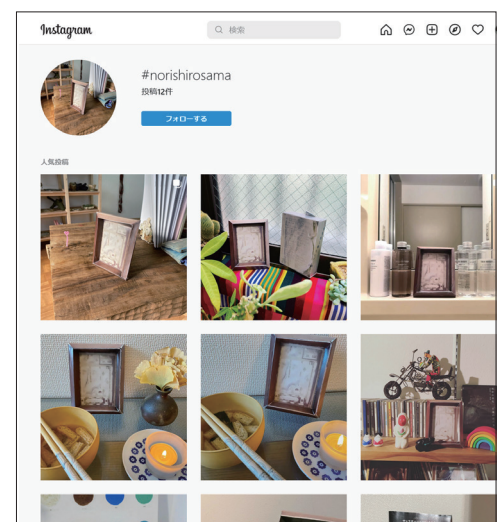
To create this project, we interviewed people living in Aomori Prefecture about their memories of items that they could not throw away. The items were then scanned in 3D using a method called "photogrammetry," which combines a large number of photographs into a three-dimensional image. Although the paper craft itself is only a surface copy, it looks real on Instagram, perhaps because it was created using photographs.

instagram URL: <https://www.instagram.com/explore/tags/norishirosama/>



photo: OYAMADA Kuniya

photo courtesy: Aomori Contemporary Art Centre, Aomori Public University





Distribution Project, Net art

# Shadow Asset Store

mixed media(3D scanned data of long used items, sketchfab, txt)

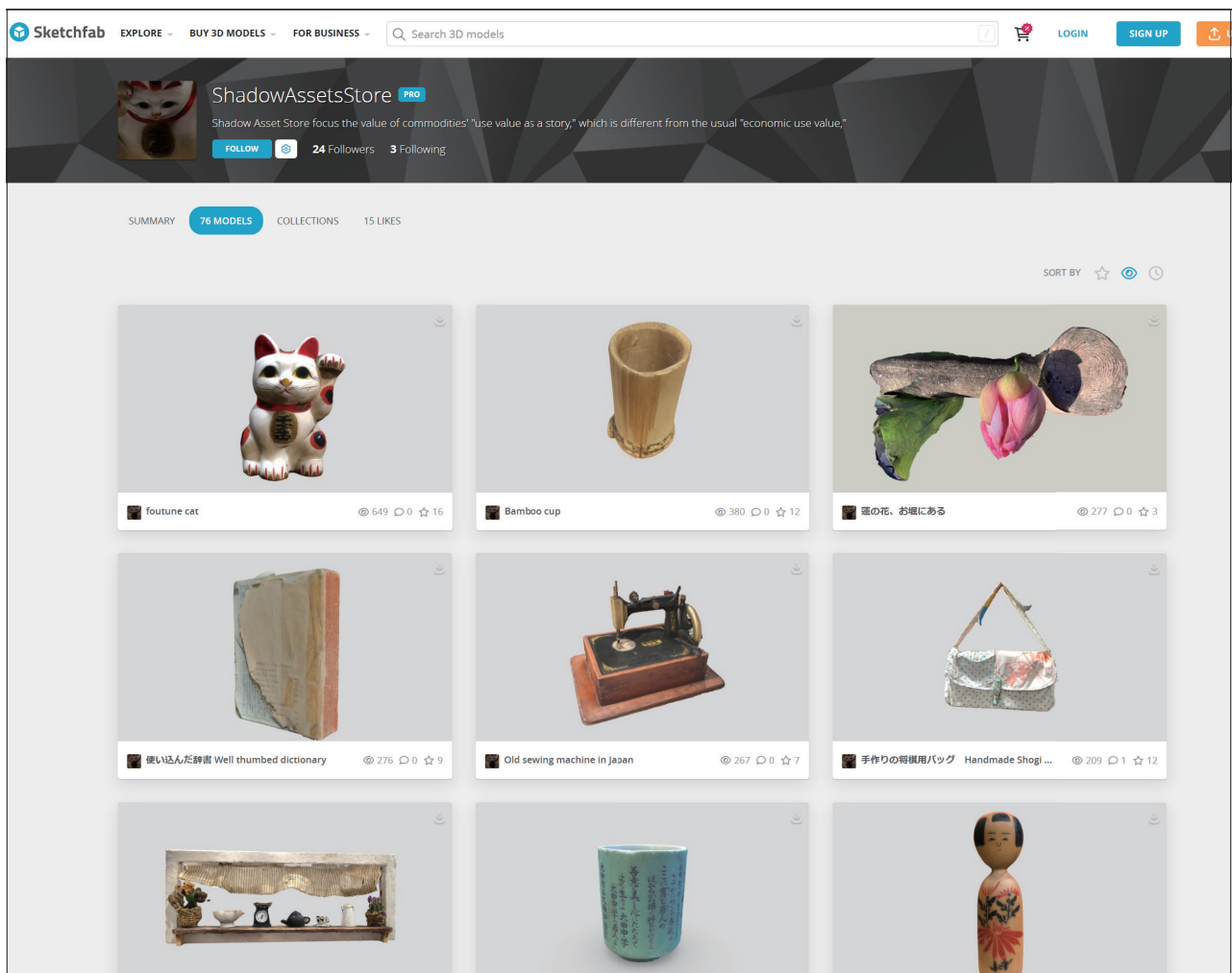
2021-

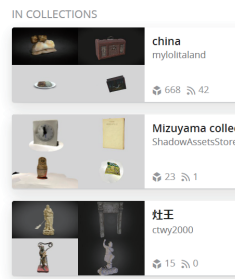
A project to speculate values and circulation of memories in the post XR era. In this project, I scan various people's memorabilia in 3D and distribute the data along with the text of their memories. Scratches and stains that would reduce the "use value" in physical distribution, become "story value" that can add an atmosphere to various pieces by converting them into 3D data, which many users download and use.

Since the Corona pandemic, virtual spaces are being used as new everyday spaces. In addition, in narrative theories, items are important elements to develop stories (Witches always use items such as apples, needles and combs to kill princesses...). This theory applies to games as well. The project is an attempt to transform objects and stories that are difficult to distribute in physical form into nodes for making influence to generation of new stories such as VR games in the new everyday spaces.

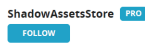
Shadow Asset Store uses SketchFab, a platform for publishing, sharing, buying, and selling 3D data. Using the platform, people looking for 3D data for game production, model rooms, and other productions can meet the items by chance. Data is collected through collaboration with my other works, such as "Virtual Mementos Association".

URL: <https://sketchfab.com/ShadowAssetStore>





3D Model



☆ 12

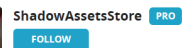
Report

◀ Triangles: 16.9k 🔗 Vertices: 8.5k [More model information](#)

私達はなまはげ芝灯まつりにわかった。その中には元悪人もいた。会場には沢山の人がいて、私は少しでも見やすい場所を探して、木の根っこに立ってそれをみていた。ナマハゲは最初山の妙士上の方から、大きな焚き火のある広場に降りてきた。一連の儀式が終わると、なまはげと写真を撮ったり、お面をかぶりナマハゲになりました。帰ったからと、竹づに入った日本酒を飲んだ。その後、どういふこともなく帰宅した。



### 3D Model



☆ 1

 Report

◀ Triangles: 18.1k    ⚙ Vertices: 9.1k    [More model information](#)

This photo was taken when my mother went to Takayama Inari with her [friends](#). It's been over a quarter of a century. My mother was once seen by a kami-sama (psychic). She said, "There's something shiny in your house." This picture is faded and hard to see, but the Inari-san is holding something like a red bead. When I asked her if she meant the bead in the photo, she told me to give the photo a fried bean curd. My mother really kept this picture on the altar and gave fried tofu to it every day. Then, I really won the lottery!!

Published a year ago

**Do you have items that hard to throw away? VMA archives, evaluates and cares these stories.**

- If you accept [the condition for the fee](#), contact [the manager](#).
- VMA ask you to send 3d scanned data or physical items, and tell stories about items.
- VMA offer the 3D items and the stories for [Virtual Home of Mementos](#).

奉納費用は無料です。代わりに、3Dデータの流通プラットフォーム「[ShadowAssetStore](#)」にて、スキャン後のデータと物語を掲載、ダウンロード可能な状態にすることに同意していただきます。

The fee is FREE! Provided you accept the terms that your stories and scanned data will be distributed "Shadow Asset Store", the platform of distribution 3D data ;)

The fee is FREE! Provided you accept the terms that your stories and scanned data will be distributed "Shadow Asset Store", the platform of distribution 3D data ;)



**VR , tour at bottom of mt. Fuji**

## **Virtual Offering Tour**

Commissioned by Fuji-Yoshida city, DOSO co. and Loftwork Inc.

**2022**

This tour piece was created in collaboration with the descendants of prayer warriors who lived on Mt. Fuji.

Mt. Fuji was once a mountain of faith but now enjoyed as a leisure activity. I focused on the story of faith and created a virtual mountain named 'puri puri mountain' and the story to connect it to the contemporary world. In the tour, I linked the cave known as the womb of Mt Fuji and the cave of puripuri mountain and insert memories of participant through 'offering'. Each experiencer scanned and offered their own cherished items in 3D, thanked the tools and burned them at the actual shrine in order to move forward into the future.

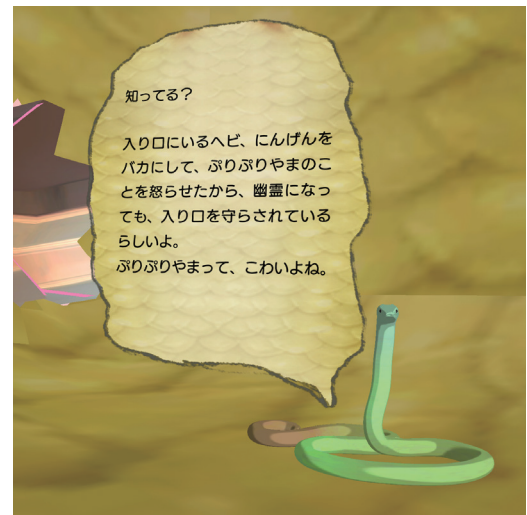
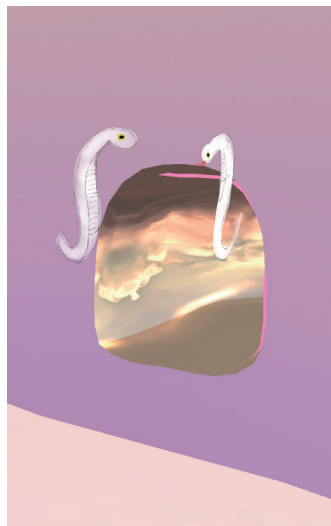
### **puri puri mountain**

<https://gallery.styly.cc/scene/5515d667-f396-4a00-bc1a-1987dee73403>

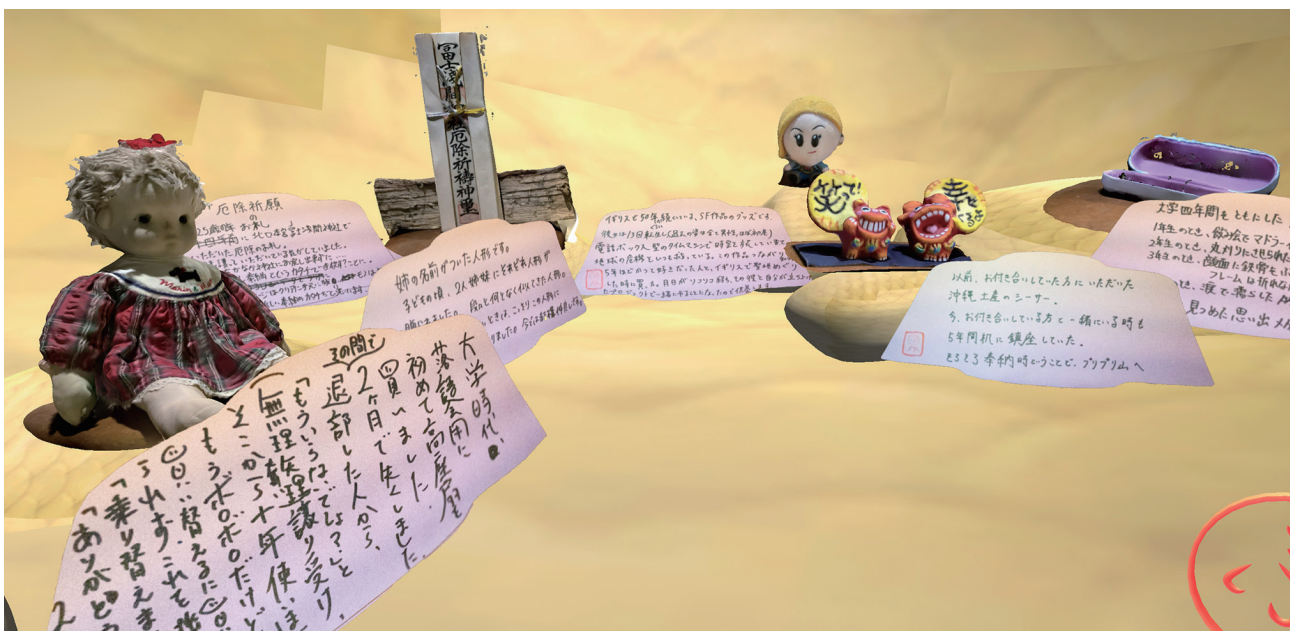
### **story of puri puri mountain**

<https://sesseee.se/files/PuriPuriStory.pdf>





The 'Puripuri mountain', as illustrated in the brochure, is made in 3D and can be explored virtually. The tour consists of a fusion of traditional Fuji Ko culture and the 'virtual offerings' updated in XR.



At the end of the tour, the participants 'visited' the cave on the VR and had a sharing session about the memorabilia they had dedicated. A magical experience to meet the items that were burnt at the shrine when going to the virtual mountain.



net art, installation

# Mizuyama Collection

2021

Work created for the exhibition 'Cultivating successive wisdoms of 200 years' at the Akita City Cultural Creation Center. There is a man in Akita called Mitsuo Aburaya, who has a vast collection of everyday objects. His collection is so large that it is not enough space if the collection fills an entire closed primary school. He carefully keeps even empty cans, regardless of whether they have historical value or not, as they preserve the way people lived in those days. In recent years, his collection, the Aburaya Collection, has faced various problems, such as the issue of successors and where to store his vast collection. As a tribute to his activities, this project scans the items of people living in contemporary Akita in 3D, preserves their lives and memories, and makes them available to the public free of charge so that they can be used as 3D items by a variety of people. (Abura-ya means oil and valleys, Mizu- yama means Water and mountains)

3D data archives <https://sketchfab.com/ShadowAssetStore/collections/mizuyama-collection>



photo: Yu Kusanagi

During the exhibition, visitors were asked to bring in items they wanted scanned and to experience scanning first-hand. And we 3D scanned items and environments that were interested in along with 'scanning stalls' in the town.



photo: Kenichi Obana

Net art (online bookstore)

## Marginal Bookstore

2013-

This is a project that aims to give value to the written notes, lines, yellowing, missing pages, and stains of books that would normally be deemed to have low worth by paradoxically perceiving them as things of personal value, and distributing them as "Marginal books". Using Amazon, one of the giant distributors today, together with the blog service Tumblr, "Marginal books" are being collected, assessed, and sold.

2014 Jury Selection, 18th Japan Media Art Festival

Selected artist, 1floor 2014 Young Artist and Curator Support Project

2013 Won, 19th Campus Genius Award (Silver)

URL: <http://yohaku-shoten.tumblr.com/>



The screenshot of the store from tumblr.com side.



# Marginal bookstore's 3 Steps

## 1. Collection

Collect 'Marginal books' by mail, personal delivery, and exploration of Amazon.

## 2. Evaluation

Evaluate 'Marginal Books' by 'Marginal bookstore's guideline'.

## 3. Distribution

Throw 'Marginal books' into the distribution network using Amazon.co.jp and Tumblr.com.



amazon 's

### Evaluation guideline

#### like a new

Minor damage possible

#### very good

Some limited signs of small scratches.

#### good

Shows wear from consistent use. It may be marked, have identifying markings on it,

#### acceptable

Signs of wear can include aesthetic issues such as scratches, dents, and worn corners. The item may have identifying markings on it or show other signs of previous use

### Marginal bookstore's Evaluation guideline

#### collection-very good

Signs of personal fabrication can include aesthetic features such as scratches, dents, and worn corners. The item have personal information such as identifying markings on it or show other signs of reader's stories.

#### collection-good

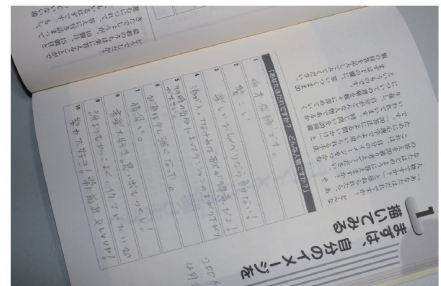
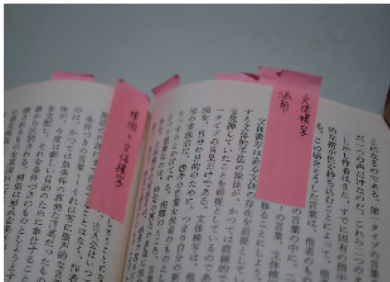
Shows personal fabrications from consistent use. It may be marked, have personal information such as markings on it,

#### collection-acceptable

Some limited signs of personal stories.

#### not acceptable

Brand-new items or like a new items.



'Marginal books' which the store evaluates and sells.

### 余白書店

評価: ★ 新規出品者 (まだフィードバックはありません。)

[詳しい出品者情報](#)

この出品者のほかの商品を検索:  Go

出品者情報

余白書店は、お客様に高水準の商品やサービスを提供するよう、努力を惜しみません。

評価履歴:

評価	30日間	90日間	1年間	全評価
高い	-	-	-	-
普通	-	-	-	-
低い	-	-	-	-
評価数	0	0	0	0

[この表の見方](#)

**Amazonマーケットプレイス保証**

Amazon.co.jp では、購入者の方が、Amazonマーケットプレイスの出品者から商品を安心して購入していただくために、保証プログラムを用意しています。Amazonマーケットプレイス保証は、購入された商品のコンディションや配送を保証するものです。 [詳しくはこちら](#)

**返品および返金について**

返品および返金について詳しくは、 [Amazon.co.jp 返品ポリシー](#) をご覧ください。返金について、詳しくは、余白書店に問い合わせてください。

**詳細**

- 出品者に連絡
- カスタマーサービスへのお問い合わせ
- 発送料金と配送にかかる時間
- プライバシーおよびセキュリティ

余白書店のほかの商品:

ページ: 1 / 3  
前へ | 次へ

画像はありません

[斜陽 \(1948年\)](#)  
★★★★★ (98)  
¥ 1,750

Mania 70's—木村カエラ×加瀬亮×前内道彦70's Advertisement

★★★★★ (1)  
¥ 817

Interface (インターフェース) 2008年 08月号 [雑誌]

★★★★★ (1)  
¥ 1,274

おしえて!! Macromedia FLASH MX (前コミおしえて!!シリーズ)

★★★★★ (22)  
¥ 3,500

画像はありません

[曲線と曲面の微分幾何 \(1977年\) \(基礎数学選書 \(17\)\)](#)  
¥ 4,200

FLASH ActionScript 辞典 第2版 (DESKTOP REFERENCE)

★★★★★ (7)  
¥ 3,000

WIRED (ワイアード) VOL.3.10 1997年10月号

¥ 1,696

はじめてのC言語—理論がつかめる書けるようになる

★★★★★ (1)  
¥ 3,900

The screenshot of the store from Amazon.co.jp side.

dimensional work

## Virtual bookshelf of marginal bookstore

mixed media (3D scanned data of old books, spine data of old books, QR code, monitor, wood, Raspberry Pi)  
72.0× 119.0× 15.0 cm

2023

This work was inspired by the old ritual of creating a grave for a long-used items in Japan. This virtual bookshelf is for books that cannot be sold due to various writings and tears and are about to end their physical life. This generative and virtual bookshelf can store and viewer can 'read' these 'marginal books', which means not the text written by the author, but the body of the paper book, the memories and emotions etched in the body, the interaction between human beings and books, and the activities of books, which the e-book has discarded.

The bookshelf consists of a monitor and a wood frame. Inside the bookshelf, you can see the spines of the books. Each book has a QR code on its spine, from which you can "read" the book.

VOCA2023 Exhibited works, nominated by Yuka Keino, Curator, Aomori Contemporary Art Centre



\* The books inside the bookshelf randomly replaced in certain intervals. Approx. 70 books Approximately 70 books are randomly replaced in the bookshelf. some of the books whose owners are passed away and some of the books still has been stored in their home. Books that in reality would never be next to each other are arranged like a family bookshelf.

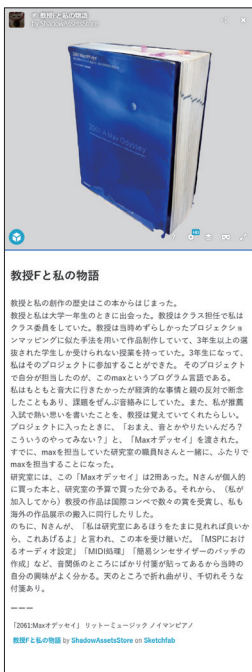




A web page that can be viewed by scanning the QR code on the spine. The upper part of the page displays 3D data, and the lower part describes the feelings and memories of the book's owner and how the book came to be in their possession.

In Japan, there are "mounds" for various objects such as needles, kitchen knives, fans, and glasses are offered. Through the activities of the "Marginal Bookstore," I felt the need to handle these well thumbed old books with memories, as well as feelings, because they are not valued and ignored by capitalist values. The virtual bookshelf also functions as a modern "mound" in that anyone can participate and store books on the shared bookshelf.

The viewer in front of the screen can also read the QR to invite others' private, secondhand books into their own private space, the smartphone. By finding a memorable book they read as a child or read with great enthusiasm and reading the QR, they can empathize with the owner, whom they have never met, or it can become an opportunity to talk with someone next to them.



\* Concept, 3D data making, website design & construction, spine scans, programming: Seira Uchida  
 Wooden frame Production: Naoki Kato(ISUKA), Blueprint: Miki Murakami  
 Web construction assistance: Kazuyuki Miyamoto  
 cooperation : HAUS (Hokkaido Artist Union) , people who offered Marginal books.

# ZINE and distribution performance

## Marginal Books Collection

### Vol.1 Outside of Amazon

2020

This is a new series of 'Marginal Bookstore' project.

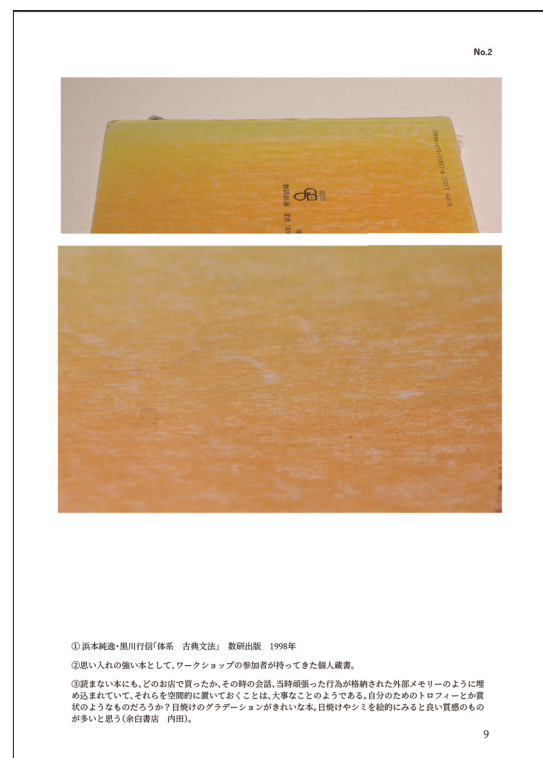
As the store uses Amazon.co.jp, there are some books that have been barred from sale by distribution Issues. This ZINE features 'Marginal books' that are unable to be sold on Amazon.co.jp. And by selling the book, the Marginal book store will throw barred 'Marginal books' into the distribution network again.

#### About 'Marginal Bookstore'

'Marginal Bookstore' evaluates printed books with reader's fabrication, that is, written notes, lines, yellowing, missing pages, and stains of books. Such books would normally be considered to have low worth, however, the store paradoxically perceive these books as things of personal value, and distribute them as "Marginal books". Using Amazon, one of the giant distributors today, together with the blog service Tumblr, "Marginal books" are being collected, assessed, and sold.

You can buy this zine on TRANS BOOKS DOWNLOADS .(<https://transbooks.center/en/>)

URL: <https://transbooks.center/en/downloads/works-11/>



① 浜本純造・黒川行信「体系 古典文法」 数研出版 1998年

② 思い入れの強い本として、ワークショップの参加者が持ってきた個人蔵書。

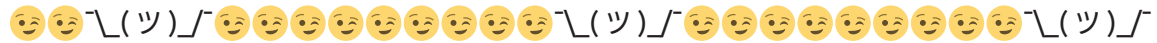
③ 読まない本にも、どのお店で買ったか、その時の会話、当時読んだ行先が増幅された外部メモリーのように埋め込まれていて、それらを空想的に思い出すことは、大事なことになる。自分のためのトロフィーとか賞状のようなものだろうか？ 目録のグラデーションがきれいな本、目録やシミを絵的にみると良い質感のものが多いと思う(余白書店 内田)。



## Research project

# Folktale-like encoding: Making joke indicator in the post-internet era.

2019-



This is a series of projects which aim to make effective 'Joke indicators' in the post-internet era by applying the function of folktales to the modern lifestyle and technological environment.

Whenever you talk on the internet, it is always important to show “joke indicators”. Even in the dawn of the Internet era, this suggestion had been stated as one of net etiquette in 1983, on Usenet:

8. Avoid sarcasm and facetious remarks.

Without the voice inflection and body language of personal communication these are easily misinterpreted. A sideways smile, :-), has become widely accepted on the net as an indication that “I’m only kidding”. If you submit a satiric item without this symbol, no matter how obvious the satire is to you, do not be surprised if people take it seriously.

In 2005, Nathan Poe stated following in his axiom titled Poe’s law.

“Without a winking smiley or other blatant display of humor, it is utterly impossible to parody a Creationist in such a way that someone won’t mistake for the genuine article.”

These two sentences suggest the importance of showing signs which apparently say 'It is JOKE'. But according an article written by Emma Grey Ellis from WIRED, these etiquettes such as ;-), 😄 or '\(ツ)/' has begun to be forgotten. It means these functions has been out of date.

Back to the no internet era, there was creative usage of "sign of joke". Old-tales start and finish with set phrase like "Long long ago...". According to the studies by folktale researcher Toshio Ozawa, these set phrases worked as "sign of joke". They made possible to insert fiction into real timeline using this technique. And enabled to express emotion or tell stories without arguing whether it is fact or fake.

Through the project, I research techniques and structures of folktales as ways sharing emotions through fictions. And by applying them to the modern lifestyle and technological environment, I seek to create a modern-day folktale-like expression.



## Research project & writing performance

# Folktale-like encoding #3: Convert fakenews into safe news

2020-

### Research

The 'Internet meme' is a type of meme that is spread via the Internet, often through social media platforms. It contains many animals such as cats, dogs, frogs and so on. I research these animals and their stories, then write short stories that feature internet meme animals.

### Performance

Based on the research, I do a performance named 'safe, relief fake news'.

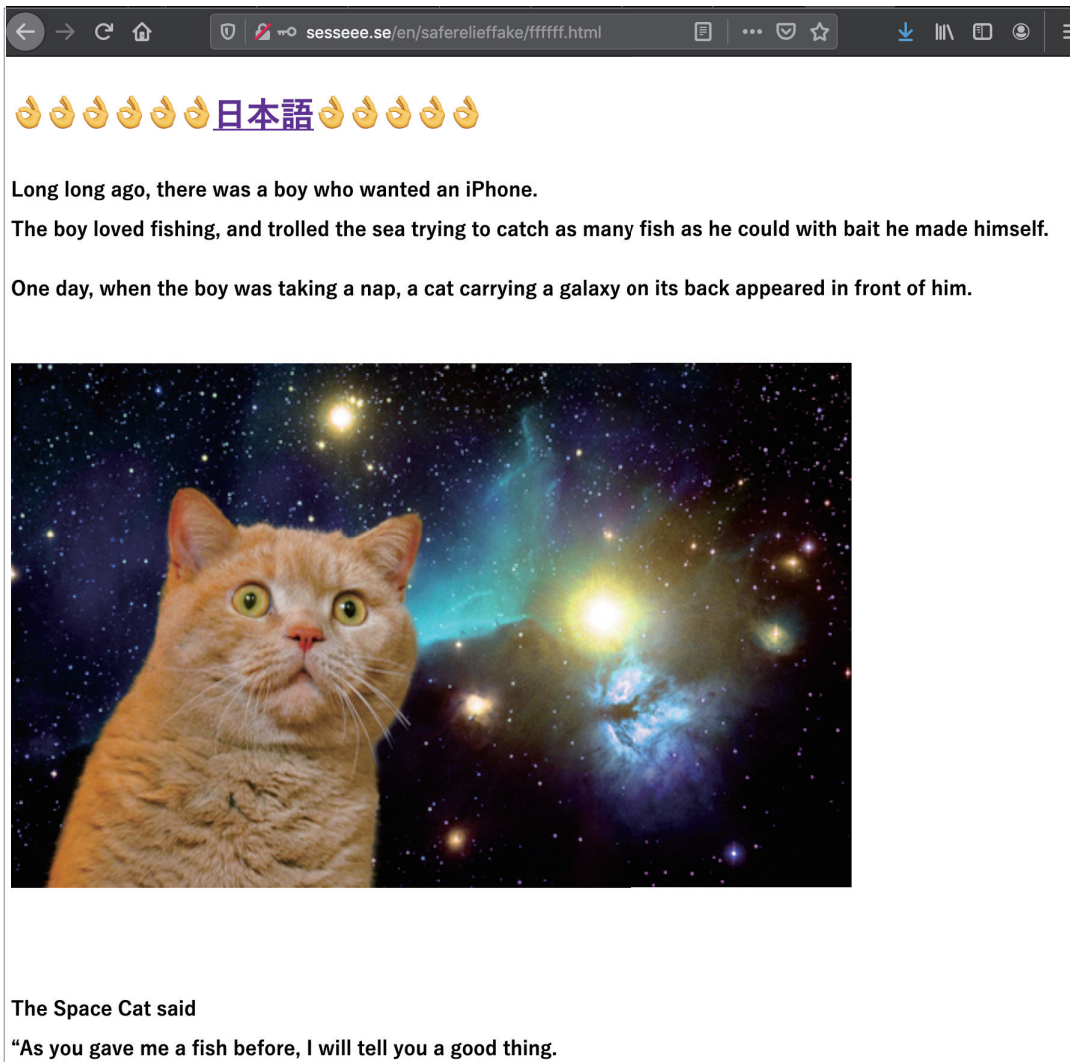
Fakenews makes people mad. It is because it seems like fact for them. If so, is it possible to convert them into relief and safe one by making it more fake-like?

With that in mind, I would like to perform writing performances as an experiment to create safe and secure fake news.

URL: <http://sesseee.se/en/saferelieffake/ffffff.html>

#ffffff is a color code which indicates 'white' for web browsers.

The story's motif is White Power movements

A screenshot of a web browser displaying a page. The browser's address bar shows the URL "sesseee.se/en/saferelieffake/ffffff.html". The page content includes a header with the text "👉👉👉👉👉👉日本語👉👉👉👉👉👉" and three paragraphs of text. The first paragraph reads: "Long long ago, there was a boy who wanted an iPhone." The second paragraph reads: "The boy loved fishing, and trolled the sea trying to catch as many fish as he could with bait he made himself." The third paragraph reads: "One day, when the boy was taking a nap, a cat carrying a galaxy on its back appeared in front of him." Below the text is a large image of an orange cat with green eyes, looking up at a bright, colorful galaxy in a dark space. The bottom of the page contains the text "The Space Cat said" followed by a quote: "As you gave me a fish before, I will tell you a good thing."



## Research project

# Folktale-like encoding #2: Making method of 'Babiniku Oji-san'

2020-

'Babiniku Oji-san' (ババ美肉おじさん) ' is a kind of style that is seen with online entertainers or virtual idols. In this style, an adult male wears a female avatar. 'Babiniku' means 'virtual girl incarnation', and 'Oji-san' means adult male. I made the hypothesis that the style is used as a 'joke indicator', and try to confirm the hypothesis by VR media practice with actors and a playwright.

URL: <https://drive.google.com/drive/folders/1HMYQaqLT7gChwzEeqiFj-EI7giSWqNvJ?usp=sharing>

\*Because the project is in progress, I uploaded some archive of practice ( All conversation is in Japanese).



## Research project

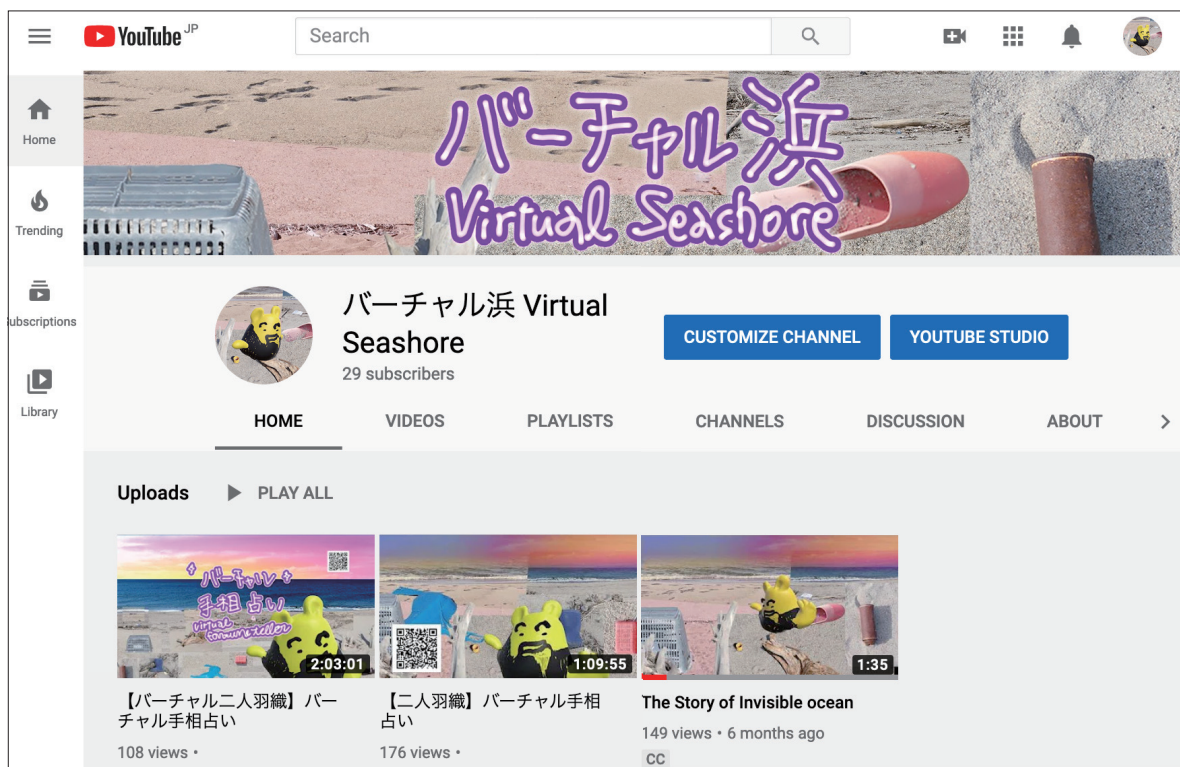
# Folktale-like encoding #1: Practice of Virtual YouTuber 'Virtual Seashore'

2019-

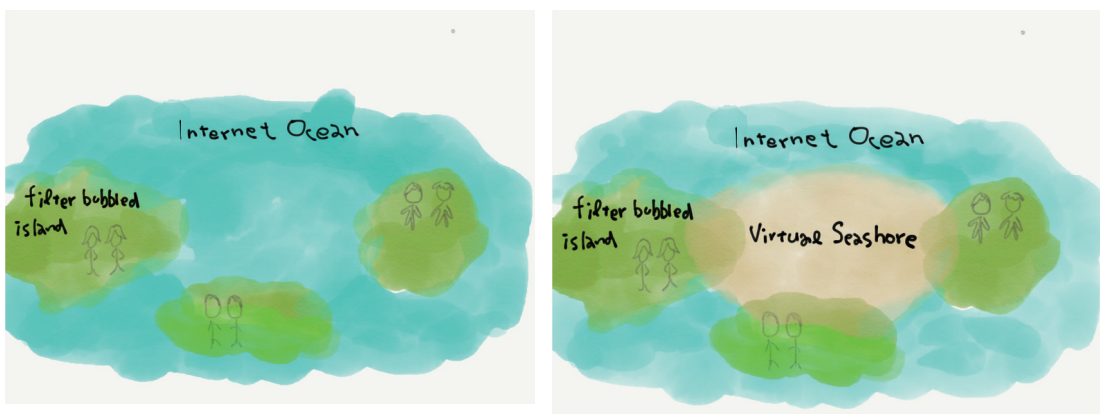
Virtual YouTuber is a VR culture from Japan featuring a YouTuber who is represented by a (usually anime-inspired) digital avatar.

I perform as a Virtual YouTuber called 'Mustard Cat', who has yellow skin, and tell a fictional story based on my everyday life and do a fortune-telling by collaborating with another artist. Through the project, I try to touch people who live in opposite shore of filter bubbles.

URL: <https://www.youtube.com/channel/UCFwKmoyZL3AlBeq-mllScXw>



The screenshot of the project page.



Sketches for the project.



**mixedmedia**  
**Virtual Mayoiga**  
**2019**

The folktale 'Mayoiga' is a Japanese folktale about a phantom house of fortune. People who find the Mayoiga can bring out one item from the house. I make a contemporary Mayoiga story through used commodities, and tell stories in virtual Youtuber style.

\*Selected as Supported Plan, Project to Support Emerging Media Arts Creators 2018



Installation view of SICF19 Winner's Exhibition  
©Shota Uematsu





Installation view of SICF19 Winner's Exhibition  
©Shota Uematsu



collaboration project

## What is marriage?

2013-

This is a collaboration project with designer Hiroka Shimizu as a member of Bon-Jin(凡人) Unit.

In Japanese, Bon(凡) means ordinary, and jin(人) means people. We make dances and exercises for ordinary people. Our main project is titled "What is marriage?" Since 2013, Bon-jin Unit has interviewed approx. 60 people about images of marriage, and asked them to express their images by gestures. Based on these interviews, Bon-jin made Bon-Dance and Bon-exercise.

In Japan, people are threatened by pressure to get married in order to maintain images of "the correct family". For example, common-law couples or unwed mothers get less support from the government than people who get married. And when they get married, they can't choose to have different surnames, so most women change their surname to their husband's, and the husband is often called "Master".

Marriage contains private matters, so the interviewees can't talk about their experiences openly.

So we convert these experiences into body expressions, and enable them to share.

### Imaginary marriage Exercises and Dance movie

URL: <https://bit.ly/3ekJDIq>



Installation view of the exhibition at Gallery BIYONG Point, Akita, Japan



Installation view of the exhibition at Gallery BIYONG Point, Akita, Japan



Installation view of the exhibition at FRISE gallery, Hamburg, Germany



Gestures of marriage from interview clips.  
folding arms, equal, fight,  
hold, happy, fear