

## OPEN CALL KYOTO STEAM 2022 International Art Competition

# KYOTO STEAM 2022 International Arts x Science Festival

**Create new works of art**

**in collaboration with Japanese corporations & research institutes**

**Deadline: January 28th, 2021**

The KYOTO STEAM—International Arts × Science Festival Executive Committee is holding the KYOTO STEAM 2022 International Art Competition as the core program for the upcoming second edition of the festival in Jan-Feb 2022.

Unique in Japan, the competition exhibits and awards works collaboratively created by artists, corporations, and research institutes. We invite a wide range of artists and corporations as well as research institutes to combine their creativity and exhibit their collaborative efforts that embody the possibilities of integrating art, science, and technology, from which the best works will be awarded prizes.

We welcome proposals from artists who wish to participate in this competition and produce works together with corporations and other partners. Participating artists are expected to connect with corporations as well as research institutes, discover new values in the materials, technology, data, and knowledge, and produce works that can only be made through joint effort and interdisciplinary exchange.



KYOTO STEAM—International Arts × Science Festival Executive Committee

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## I. ABOUT

KYOTO STEAM—International Arts × Science Festival is a new art and culture event celebrating the intersection of art, science, and technology. STEAM stands for "Science," "Technology," "Engineering," "Art," and "Mathematics." While the first edition is currently held (Oct-Dec 2020), the committee is opening the call for application for the next KYOTO STEAM 2022 International Art Competition, that is at the core of the program for the upcoming edition of the festival in Jan-Feb 2022.

## II. CONTEXT: Kyoto Cultivates, Nurtures, and Refines

Humankind in the 21st century faces challenges on an unprecedented scale: Global warming and natural disasters, religious conflicts and terrorism, the divergence between economic progress and happiness, to name a few. Against this backdrop, Kyoto calls to cultivate, nurture, and refine our present-day activities: it is in Kyoto, where culture has been passed down through the generations despite many natural disasters and wars over the centuries. In holding the KYOTO STEAM—International Arts × Science Festival in Kyoto, the committee wishes to inspire ideas based on coexistence between nature and humanity and religious tolerance, how it has been practised in Japan and East Asia throughout the centuries, and to disseminate a bright vision for the future.



KYOTO STEAM 2020 International Art Competition Launch Exhibition, Photo by Mugyuda Hyogo

### III. AIM: Cross-boundary collaboration

KYOTO STEAM—International Arts × Science Festival aims to enable space for exploring the possibilities of collaboration between artists and corporations and research institutes. The exchange of knowledge, technique or materials cultivated in their respective fields seems ever more relevant. The producer Hiratake Kozo comments on the occasion of the 2020's first edition of the festival: "With the advent of the COVID-19 pandemic, we've come to realize that our lives are deeply involved with nature, science, technology and society. (...) To put ideas into practice, to interact with one another, and to invest in the future" across fields has become critical.

The following are two of the collaboratives currently displayed at the KYOTO STEAM—International Arts × Science Festival 2020:



"Weaving Water" Photo by Omote Nobutada

"Weaving Water" Suzuki Taro × Fukuoka Weaving Co., Ltd.

"Weaving Water" was born from the collaboration between Fukuoka Weaving, a company devoted to crafts nurtured by the history and culture of Kyoto, and contemporary media artist Suzuki Taro. By weaving tubes into the weft and letting water flow through, traditional Nishijin weaving patterns that have long been cherished emerge and disappear. The words of Fukuoka Weaving "We can weave anything" paved the path to realizing artist Suzuki Taro's idea of aiming "to weave water."



“Cell and Glass” Photo by Omote Nobutada

“Cell and Glass” Hayashi Yuki × Center for iPS Cell Research and Application (CiRA), Kyoto University

The film "Cell and Glass" was created with insights into cutting-edge life sciences offered by researchers at the Center for iPS Cell Research and Application, Kyoto University. Filmmaker Hayashi Yuki integrates the knowledge he has gained from the exchange with the researchers and sets the main character who has undergone an operation to transplant organs made in an animal's body - a procedure that in reality is not feasible due to technical and ethical reasons. Noteworthy, therefore, the film depicts a future in which technology that has not yet been realized is portrayed. In other words, this work provides one answer to problems humanity faces today, and in that sense, it raises a wide range of issues beyond the art world.

#### IV. APPLICATION

##### -Eligibility-

Artists of all disciplines. Application in English or Japanese. The main working language will be Japanese; however, several corporations and research institutes will be able to communicate in English. Please check the list of corporations and research institutes entries posted online (<https://kyoto-steam.com/program/event03/entrylist/>)

For further application details/requirements, see the PDF attached.

##### -Materials-

Information on the materials, knowledge and techniques provided by corporations and research institutes are available online and will be continuously updated until Dec 28, 2020.

KYOTO STEAM official website [kyoto-steam.com/en/](https://kyoto-steam.com/en/)

Open call for artist proposals (application guideline and form)

<https://kyoto-steam.com/en/news/1189/>

List of corporations and research institutes entries (only in Japanese)

<https://kyoto-steam.com/program/event03/entrylist/>

#### V. SELECTION

Artist's proposals will be selected based on the following criteria:

- Degree of novelty (=must be different from the artist's previous works)
- Extent of collaboration (=cannot be produced by artist alone)
- Value to other areas (=inspires beyond the field of arts)

#### VI. DATES

- Application Deadline: Proposals to be submitted by **January 28, 2021 (arrival deadline)**
- Selection: Results are announced by mid-March, 2021
- Production: April, 2021 - January, 2022
- Exhibition: January, 2022 - February, 2022 (14 days)

## VII. VENUE

The exhibition in 2022 will take place at the Kyoto City KYOCERA Museum of Art, one of the oldest Japanese public museums. After a 3-years renovation based on innovative concepts by Japan's leading architects Aoki Jun and Nishizawa Tetsuo, it re-opened in 2020, harmoniously blending in modern structures with the impressive classical front appearance.

Kyoto City KYOCERA Museum of Art

Official website: [kyotocity-kyocera.museum](http://kyotocity-kyocera.museum)



### — CONTACT INFORMATION —

K Y O T O



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