

Yoichiro Kawaguchi

He has been working on Computer Graphic since 1975 and has been recognised as a pioneer and a world - wide authority of CG. His recent projects include creation of artistic and organic robot for planet / deep ocean exploration which inspired by primitive beings, and 8K, Ultra HDTV, project. Ultra HDTV made it possible to show small object which is not able to by usual display. Both projects attract many attentions. One of other his interest is "Gemotion", (coined word by Gene, Growth + emotion). "Gemotion" is a series of project which aims to create an emotional world where humans and CG imagery react in real time. The art of reaction - the world creative by affective performing arts based on the affective interaction of a dancer and a performing stage attract audience. He often collaborates interdisciplinary including this "Gemotion" performance/dance. And He was given a lot of the awards in various fields such as science and art.

Selected Exhibitions / Shows

1986 "Colour", Special Exhibition, 42 nd Venice Biennale, Venice, Italy
1991 "Art on edge", Sezon Museum of Modern Art, Nagano, Japan
1995 Representative artist of Japanese Pavilion, 46 th Venice Biennale, Venice, Italy
1998 "Yoichiro Kawaguchi", Feature Exhibition, Ginza Graphic Gallery, Tokyo, Japan
2002 "The CG Art of YOICHIRO KAWAGUCHI - Growing and Developing Cyberspace", Feature Exhibition, Tsukuba Museums of Art, Ibaraki, Japan
2003 "Interactive CG Art of Yoichiro Kawaguchi Origin of the Universe", Kirishima Open-Air Museum, Kagoshima, Japan
2005 "The Exhibition of Yoichiro Kawaguchi - The World of Growth and Gemotion", Canon Salon, Tokyo, Japan
2007 Special collaboration with Kansai Yamamoto, "Kansai Super Show? Taiyo no Fune (the sun vessel)", Tokyo Dome, Tokyo, Japan
2008 Special collaboration with Tomoyasu Hotei, "Tomoyasu Hotei Special Live-Fly into Your Dream", Todai-ji temple, Nara, Japan
2009 "Phenotypic Science - Artistic Science and Engineering", Yushima Temple, Tokyo, Japan
