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To: Rinaldo bianda
Video Art Locarno

Re:

cc. Vittorio Fagone
Date: Artistic Director

From: YOICHIRO KAWAGUCHI

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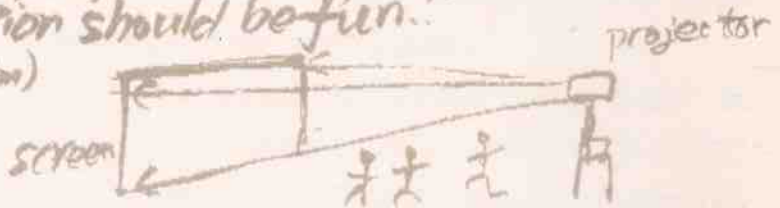
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Message: Dear Rinaldo,
Thankyou very much for your e-mail.
It's my pleasure to join for the show.
Lately, my pieces are on HDTV. (six times quality of Normal Tv)
(High Definition)
If possible, wide projection should be fun.
(HDTV or 35mm film)

projector

screen

Best Regards

Yoichiro Kawaguchi

Profile – Born in Tanegashima Is. Kagoshima Prefecture in 1952. He graduated from Visual Communication Design at Kyushu Institute of Design in 1976. He received his Master degree from Tokyo University of Education in 1978. After teaching at Tsukuba University, he is now a professor at the Research into Artifacts, Center for Engineering at the University of Tokyo. Creating Computer Graphics since 1975, he is an internationally acclaimed CGI artist. He achieved a unique style using his "GROWTH Model," a model based on growth algorithm. Selforganizing artifical life media metropolises and highly dense creations of primal wildness represent salient characteristics of his work. Since SIGGRAPH '82, he consistently presents work in the United States.

Main activities include invited presentation at London Film Festival (1992), SICAF '92 (Seoul, 1992), invited exhibition at the UNESCO Japan Cultural Festival (Paris, 1993), the Venice Biennale (1995), ARS '95 Exhibition at the Finland National Contemporary Museum of Art (Helsinki), and Digitale '95 and '96 International Exhibition (Köln).

Major awards include the EUROGRAPHICS Best Artistic Award (Copenhagen) 1984, the Shibata Award (1984), France Nouvelle Image Exhibition Grand Prix (1987), PARIS-GRAPH First Prize [art] (1987), Montreal Future Image Exhibition First Prize [art] (1987), France IMAGINA Exhibition First Prize [art] (Monte Carlo) (1991), International Electronic Cinema Festival '91 First Prize [High-vision art] (Switzerland) (1991), ARS ELECTRONICA Distinction Award (Linz, Austria) (1991), EUROGRAPHICS '92 First Prize [art] (London) (1992), MMA Multimedia Grand Prix Chairman Award (1993), the First L'Oreal Award Grand Prize (1997), and the Tokyo Techno Forum Gold Medal (1997).

His major publications inlcude "Morphogenesis" (JICC Publishers) and "COACERVATER" book and CD-ROM (NTT Publishers). A video work "LUMINOUS VISION" (Sony Music Entertainment) was recently released in the United States (1998). He is also a trustee of Japan Society of Image Arts and Science, The Virtual Reality Society of Japan and Japan Information-Culture Society.

New Book "YoichiroKawaguchi" (GGG, GinzaGraphicGallery, TransArt Inc.)(1998)

The GROWTH Model (グロースモデル)

緻密なイマジネーションを形象化するための自己組織化の手法。あるいは、理念の複雑な生命体の造形アルゴリズムを開発するための手法を「グロースモデル」という。「時間の芸術」の立場から、形の発生、成長、進化をプログラミングして、形をある一定の法則のもとに逐次発生させる、数理の発想によってとらえた、飛躍した数理化・構造化を図る手法である。

一見複雑に見える生物の形の中に潜む単純な形の繰り返し、外見ではなく形の内面にある数理を導きだすため、渦、螺旋に注目し、発育などの可妙な形状を視点に、アンモナイト、オウム貝、触手、植物の蔓、珊瑚などを材料にする。リカーシブ（再帰）構造という。複雑さのなかにある単純な法則の繰り返しが、グロースモデルの重要な概念で、これを組み込んだ遺伝子プログラムを走らせれば、コンピュータが次々と同時増殖を持った画像を生みだして、コンピュータの容量が尽きるまで画像が成長・増殖を続ける。つまり、局所・部分の形からスタートして、それが積み上がって全体がどうなるかは「風まかせ」、成成次第という予測不可能な時間の造形がグロースモデル。現実の生き物や本物そっくりの画像を作るのではなく、また空想的な絵画を描くのでもなく、数理に裏打ちされた新しい生物学的画像空間を生み出すことがねらいである。グロースモデルで誕生した自己増殖する形は、エロチックに裏返しのたうちまわる進化の遅い過去にいたかもしれない（生き物）、あるいははるかかなたの未来には存在するかもしれない（生物を表している「かもしれない生命体」。

The "GROWTH" Model is a self-organizing method to give form to one's rich imagination or to develop one's own formative algorithm of complex life form. As the art of time progression, a program generates a form and this form is allowed to grow systematically according to a set formula. However, this "GROWTH Model" is not based on a static process, but a process that allows constructive mathematics to take its course.

Through observation of eddies and spirals, repetitions of simple form or inner mathematical principles that are hidden behind the seemingly complex outlook of living creatures are deduced. Placing subtle forms like that of a conch shell as a starting point, shapes of ammonite, nautilus, tentacles, plant vines and coral become visual references for this model.

The most important concept of the "GROWTH Model" is the "recursive structure," which is a repetition of simple rules within complexity. By running a generic program implemented with this structure, the computer continuously creates multiplying images until it maximizes its memory space. Beginning with an initial shape, the computer generates how the final image appears. Therefore, the "GROWTH Model" is a way to give an unforeseen form to the progress of time.

The model is not intended to create or recreate a living creature or a faithful representation of reality, but to produce a new bionomic pictorial space backed by an algorithm. A self-organizing form created by the "GROWTH Model" represents a creature that sensually moans and squirms and might have existed in the evolutionary past or that may appear in the distant future. It is a "life form of probability."