Collection Exhibition 2024-III 2024 12.21 SAT - 2025 4.6 SUN

Hiroshima City Museum of Contemporary Art is pleased to present "Collection Exhibition 2024-III". This exhibition aims to familiarize visitors with the qualities of the museum's collection and introduce them to related themes. Rooms 1 through 3 are "Highlights." where visitors can view works from the collection through the keywords attached to each room. In Room 4, entitled "Relations," the exhibition positioned as an extension of the collection exhibition is being implemented. This exhibition features Daisuke Nishijima, a cartoonist and artist, as guest artist, and presents an exhibition titled "Character Development" that explores the world of characters created by Nishijima. We hope that this exhibition will provide an opportunity for new encounters and discoveries with the works by introducing the museum's collection from various angles.

We would like to express our sincere gratitude to all those involved for their cooperation in organizing this exhibition.

HIGHLIGHTS

Representation and Body A-1

The body has often been used as a familiar motif in painting and sculpture. In the field of contemporary art, the body is not merely imitated as a "human form," but is also used as a representation of various times and social backgrounds. Yves Klein's Venus Bleue in particular, is known for its use of a conventional plaster figure sprayed with a bright blue pigment developed by Klein himself, evoking a modern, conceptual image of Venus. The exhibition also introduces various representations of the body from the museum's collection, including Sawada Tomoko, who uses self-portrait techniques to disguise herself in various forms of makeup and costumes, and Francis Bacon, who has established his own style with works depicting strangely distorted human figures.

A-2 Artists and Styles

Through their explorations, artists create their own worlds, and in doing so, they develop their own unique styles of expression. The characteristics of each individual artist' s style vary, and there are examples of artists who have transformed their styles in various ways. Some artists have arrived at a style that is recognizable at first glance, with its own distinctive appearance, its own methods of production, or its own system for creating artwork. In this section, we will be showing works in which the artist's style is particularly evident.

A-3 Hiroshima/HIROSHIMA

Hiroshima is a city that suffered from the atomic bombing. When the historical characteristics are considered and discussed, the name of the city is often written in katakana as "ヒロシマ." One of the museum's collection policies is "Works indicating the link between contemporary art and HIROSHIMA (ヒロシマ)," and the museum has been collecting artworks on commission with "HIROSHIMA" as a theme, In this section introduces works created in relation to the regional characteristics of Hiroshima / HIROSHIMA.

List of Works No. artist title year materials and methods dimentions(cm) notes

HIGHLIGHTS

A-1

Representation and Body

1-1 Henry MOORE Stonehenge XIII Arm and Body 14 1973 lithograph on paper 29.0×45.3

1-2 ONCHI Koshiro Study of the Human Body (Hair) 1927 (printed 1989) woodcut on paper 39.6×31.4

1-3 TONEYAMA Kojin Tattoo 1956 oil on canvas 91.2×116.8

1-4 Ay-O The Moderns 1954 oil on board 92.0×113.5

1-5 Francis BACON Triptych 1974-77 lithograph on paper 38.8×93.8

1-6 SUGAI Kumi ADAM ET EVE (HIROSHIMA) 1988 acrylic on canvas 197.3×197.6

1-7 Robert LONGO In the Cities; Eric and Grechen 1985 lithograph on paper 183.4×91.4 (each | a set of 2 works)

1-8 TAKANO Ryudai Long hair nesting on pink cloth, from "IN MY ROOM" 2002 type C print 130.0×105.0 entrusted by the Japan Foundation

TAKANO Ryudai Wearing light blue jeans pants turning the butt. from "IN MY ROOM" 2002 type C print 130.0×105.0 entrusted by the Japan Foundation

TAKANO Ryudai Wearing black stockinas with patterns, from "IN MY ROOM" 2002 type C print 130.0×105.0 entrusted by the Japan Foundation

1-10

1-11 TAKAHASHI Shu Ran-Gold-1976 acrylic on canvas 156.0×104.3 entrusted by the artist

1-12 TAKAHASHI Shu Ran-Red-1976 acrylic on canvas 156.3×104.0 entrusted by the artist

1-13 SAWADA Tomoko From "cover" 2002 inkjet print 90.0×215.0 entrusted by the Japan Foundation

1-14 SAWADA Tomoko From "cover" 2002 inkiet print 91.0×230.0 entrusted by the Japan Foundation

1-15 Yves KLEIN Venus Bleue 1970 pigment, synthetic resin on plaster 69.0×32.0×26.0

1-16 Charles WORTHEN Venus by the Sea 2013 wood (based on 3D model from Zydac) 110.0×62.0×53.0 donated by the artist

1-17 OKADA Hiroko Future Plan #1 2003 inkjet print 102.0×140.5 entrusted by the Japan Foundation

A-2

Artists and Styles

2-1 KUWAYAMA Tadaaki Red. Blue 1965 acrylic on canvas, chrome strip 180.2×164.9 (each | a set of 2 works)

2-2 FUNAKOSHI Katsura Words Fallina on Wood 1989 painted wood, marble $88.0 \times 66.5 \times 26.0$

2-3 SUZUKI Shozo And Proceed Forward 2004-2005 oil on canvas 145.0×205.0 donated by Mr.Okawa Kimikazu

2-4 KOBAYASHI Takanobu Gate 1997-1998 oil on canvas 285.0×400.0

2-5 LEE Ufan From Line #80066 1980 pigment on canvas 181.4×227.3

2-6 LEE Ufan With Winds:Hiroshima 1988 pigment on canvas 227.4×181.6 entrusted by the artist

2-7 KAWAKUBO Yoi The New Clear Age 2011pigment print, frame, ink on paper From left to right: Fukushima Daini (2014), Mihama (2011), Moniu (2011), Shimane (2015) 122.0×155.0 (each | print), 59.4×42.0 (statement) entrusted by the artist

2-8 SHIGI Gou Untitled G 1982 acrylic on canvas 182.0×227.3

2-9 Alexander CALDER Encounter 1965 painted metal 137.0×391.0×140.0 2-10 MIYAKE Issey *Plastic Body* 1980/1994 plastic molding, urethane paint finish 37.0×33.0×20.0

2-11 MIYAKE Issey *Flying Saucer* 1993/1994 polyester 14.5×48.0×38.0

A-3

Hiroshima/HIROSHIMA

3-1 TONOSHIKI Tadashi *Self-Portrait with Landscape* 1975 oil on canvas 116.3×91.0

3-2 TONOSHIKI Tadashi *Shakumyoshoshin-nyo(Hat)* 1978 oil on canvas 45.5 × 53.0 donated by Mr. Miwa Kyusetsu XII

3-3 MATSUTANI Takesada *Hiroshima-88* 1987 pencil on paper 149.9×109.6 donated by the artist

3-4 NOMIYAMA Gyoji *Ota River* 1988 oil on canvas 162.5×194.6 3-5 MURAKAMI Yoshio *I Bless It Will Snow in Kokutaiji-Cho,Hiroshima(Red)* 1988 oil, ink, paper, cloth on canvas 227.5 × 182.0

3-6 MURAKAMI Yoshio *I Bless It Will Snow in Kokutaiji-Cho,Hiroshima(White)* 1988 oil, ink, paper on canvas 227.5 × 181.8

3-7 ONO Yoko Dream 2012 ink on paper 209.8 × 150.0 donated by the artist

3-8 KITATSUJI Yoshihisa *HIROSHIMA* 1996 bronze, clay, wood / pencil on paper, oystershell, wood, iron, tinplate box 332.5 × 195.0 × 202.0

3-9 WAKABAYASHI Isamu DOME 1988 steel 360.0×425.0×220.0

3-10 WAKABAYASHI Isamu *Water Mirror* 1997 steel 28.0×361.0×180.0

3-11 TONEYAMA Kojin Dome 1959 oil on canvas 24.2×33.2 donated by the artist

Relations

A-4

The characters drawn by Nishijima Daisuke, including "Mudai-san," a character active during the museum's extended closure, are often portrayed in an adorable, childlike manner. On the other hand, despite their heartwarming appearance, he also depicts war, cruel scenes, and people's conflicts in *Dien Bien Phu*, which is based on the Vietnam War. He uses the words "designing" and "developing" to describe the creation of his characters. As he says, "In order to land on a manga, the concept, story, character quips, and tendencies are automatically generated," which is exactly the kind of existence developed based on a blueprint invisible to the viewer.

In this section, visitors will see the world of Nishijima's characters, which have been developed in various ways, including paintings, three-dimensional works, music distribution, and indie games, along with a Character Development Chart, a bird's-eye view of the characters he has created over the past 20 years.

3-12 YANOBE Kenji *Contaminated Atom Suit* 1997 lead, iron, geiger counter, plastic, strobelight, etc. 240.0×110.0×100.0

3-13 OZAWA Tsuyoshi Vegetable Weapon Special-oyster pot,runny simmered tofu, sake pot/Hiroshima 2005 super laser print on paper, panel 200.0 × 300.0

3-14 TSUBAKI Noboru *Love Rebound* 1996 colored iron, FRP 271.5×560.0×225.0

3-15 TAKAMINE Tadasu *Rainbow of Greater East Asia* 2006 woolen textile 240.5 × 358.0

3-16 Alan GREEN Grey and Red for Hiroshima 1986-1987 oil on canvas 250.0×161.3 , 250.0×161.2 (a set of 2 works)

3-17 TONOSHIKI Tadashi Yamaguchi-Nihonkai-Niinohama, Okonomiyaki, related material 1987

lump of burnt found objects, plastics $120.0 \times 190.0 \times 190.0$ entrusted by Ms. Amano Ayako

Relations

AKIHABARA Neo Graffiti Super Dear Girl 2011 photo by shiorikawamoto

Character Development 2024 *Monthly Buffet-Kun* 2018

Nobore! Susume! Takai Tou 2016

Portrait of Satoshi Nakamoto 2020

The Witch At The End Of The World XXX 2005

Dien Bien Phu

2005-2018

2018

Surfing on Sign Wave

2001

SPACE INVADIANS 2024 cooperation with Mr.YoshidaShinichiro

SUSHI-NATOR 2023

Manga-chi

2005

Mudai-San 2020

Mudai-san Adventure 2024 Shinoby & Ninmaru 2018 ©ytv

The Wand of Emperor Gia Long

All Living Things 2016

Nishijima Daisuke Character Development

In December 2020, I created a character named "Mudai-san" for the Hiroshima City Museum of Contemporary Art during its primary closure. "Mudai-san" is taciturn, but has the special ability to hear the voices of contemporary art. Henry Moore, *The Arch*, Ono Yoko, *My Mommy Is Beautiful*, Kawara On, *I Got Up*, and others. The works in the collection of the Hiroshima City Museum of Contemporary Art speak to "Mudai-san" in their own unique tones about their own history and value. The setting of contemporary artworks that speak eloquently about themselves automatically occurred when making "Mudai-san" into a manga. In 2024, I created an RPG game Mudai-san Adventure. ince a game needs a purpose, this is where the item The Sign of Art (Art no Kizashi) was born.

What if the artwork itself knows more about art than we do? What if the work of art itself wore *The Sign of Art* (Art no Kizashi) to prove its artistry? It would be an absolute proof of art that transcends human thought. A contemporary work of art knows in advance that it is "pure art" and silently watches people discussing it and putting a price on it.

In creating the characters, developing them into manga and video games, and presenting them in this exhibition, we have arrived at this theory...or rather, "truth." Paintings, sculptures, manga, and indie games. Please listen carefully to the "voices" of the works here and find The Sign of Art (Art no Kizashi).

Nishijima Daisuke

Born in Tokyo in 1974. Manga artist and artist. He made his debut as a manga artist in 2004 with O-son Sensou (The Universal), and won the Third Hiroshima Book Award in 2012 for Subetega-Chotto-Zutsu-Yasashii-Sekai (A Kindly World). His representative works include Dien Bien Phu, a feature-length work depicting the Vietnam War (Jury Recommended Work at the 21st and 22nd Japan Media Arts Festival in the Manga category), and Sekai-No-Owari-No-Mahoutsukai(The Witch at the End of the World). As a artist, he has participated in exhibitions in Japan and abroad, and has performed music under several names, including DJ Mahotsukai (Mahoutsukai means Witch). In recent years, he has worked on a number of public characters, including Mudai-san for the Hiroshima City Museum of Contemporary Art, Buffet-kun for the Bernard Buffet Museum and Sinoby & Ninmaru for ytv. In 2020, he established the label shimashima, which independently distributes manga, music and games.

ВОҮ 2017

Hung-King Walking 2024

SPACE INVADIANS: EARTH AND SPACE 2024

Mudai-san Adventure 2024