

FUTURE WORLD: Where Art Meets Science

Introduction

FUTURE WORLD: Where Art Meets Science is ArtScience Museum's landmark permanent exhibition that transports visitors out of the present into a futuristic world of high-tech artworks and interactive digital experiences. Launched on 12 March 2016, the permanent exhibition was developed together with teamLab, a globally renowned Japanese group of ultra-technologists and multi-award winning art collective.

Conceived as a dynamic, flexible, media-driven show, *Future World* will continue to be refreshed over time, as the fields of art and science evolve. It saw a major transformation on 1 September 2018, when 10 new digital artworks were unveiled, bringing the total number of artworks in the exhibition from 15 to 19. This major rehang is a vivid realisation of the museum's vision for a permanent, yet changing exhibition.

Exhibition Highlights

Featuring 19 specially selected cutting-edge digital art installations by teamLab, *Future World* takes visitors on a journey of discovery through five key narratives – **Nature, Town, Sanctuary, Park** and **Space**.

Chapter 1: Nature

The first gallery of *Future World* houses a spectacular new concept, *Transcending Boundaries*, which features interactive and immersive artworks that transport visitors to a digitally-rendered natural world.

In this concept, six individual artworks co-exist in one space. Within *Transcending Boundaries*, elements from one artwork influence and interact with elements from other artworks as well as the presence of viewers. The individual artworks and their interplay with one another inspire a sense of rapt contemplation, as the installation evolves over time and with participation.

Fact Sheet

***Universe of Water Particles, Transcending Boundaries (2017);
Flowers and People, Cannot be Controlled but Live Together -- Transcending Boundaries, A Whole Year per Hour (2017);
Flutter of Butterflies Beyond Borders, Ephemeral Life Born from People (2018);
The Void (2016);
Four Seasons, a 1000 Years, Terraced Rice Fields – Tashibunoshō (2018);
Life Survives by the Power of Life (2011)***



Visitors will be greeted by a stunning six-meter high interactive waterfall that serenely cascades down the wall and onto the floor when they enter the space. The water particles are digitally programmed and generated to produce an accurate water fall simulation of water particles. The direction of the water changes with the lightest touch of the hand.

Also in the gallery is an ecosystem of flowers that gently bloom and die due to seasonal changes. The lifecycle repeats itself and visitors can experience all four seasons of the year within an hour. A kaleidoscope of butterflies fluttering around the space grows in number as more people enter the room. But they die when touched, serving as a reminder of the destructive side to humanity.

Fact Sheet

Chapter 2: Town

Town is designed to engage children in learning through play. Adults and children alike are encouraged to cooperate and inspire one another to meet the challenges of the urban setting as a shared space.

Sliding through the Fruit Field (2014)



Marking the transition from the Nature section of the exhibition, to the Town section, is an artwork that takes the place of the physical slide in *Future World*.

Sliding through the Fruit Field is a playful artwork that is projected onto a slide.

Visitors become a beam of life-giving sunlight, and as they glide down the slope, their energy is transferred to the fruit field, causing flowers and fruit to blossom and grow. As the different elements interact in the field, new seeds are sown, leading to new life.

Connecting! Town Block (2013)



Visitors can try their hands at designing their own transportation network. They can use wooden blocks to design a system of roads and railways that are projected on the table surface. Roads and railways appear when connections are created between the blocks.

Fact Sheet

Sketch Town (2014)



This installation is a depiction of a fictitious town based on Singapore that includes recognisable landmarks such as Marina Bay Sands, ArtScience Museum, the Merlion and the Singapore Flyer. Participants color in and add drawings of buildings, cars, spaceships and even UFOs. When the two-dimensional pictures are placed on the scanner, they enter the town becoming 3-D animated objects, bringing the town to life.

Media Block Chair (2012)



In *Media Block Chair*, the raw materials of urban planning are presented, literally and figuratively, as the basic building blocks of the city. The installation invites visitors to create playful and colorful structures by connecting blocks together. The different combinations can have functional purposes or be intended as purely aesthetic forms. Just as architecture is itself a marriage of art and science, function and form, *Media Block Chair* encourages us to consider both utility and creativity.

Fact Sheet

A Table Where Little People Live (2013)



A Table Where Little People Live is a miniature community, which comes to life as visitors play with its inhabitants. When left alone, the little people move around their environment, walking, jumping, sliding, and hopping, and generally paying little attention to the world outside. But when they have visitors, they love to play!

Sketch Piston – Playing Music (2015)



In this interactive artwork, visitors can be a music composer for a day. They can compose their own musical masterpiece by drawing lines of varying heights to determine the musical scale, and tap the wall to drop a ball onto the drawn lines to create a symphony of sounds. As more adults and children come together to inspire one another to create music in a shared space, it will create a more vibrant, animated and lively musical environment.

Fact Sheet

Chapter 3: Sanctuary

A destination in its own right, this gallery **Sanctuary** – unveiled in September 2018 - invites visitors to take a moment for reflection and meditation before arriving at the busy joviality of the final part of the exhibition.

Built to be a flexible and dynamic space, **Sanctuary** will showcase a rotating roster of seasonal artworks, giving repeat visitors a different experience each time they return.

Impermanent Life: People Create Space and Time, at the Confluence of their Spacetime New Space and Time is Born (2018)



Marking the launch of *Sanctuary* is the Southeast Asian debut of one of teamLab's latest artwork, *Impermanent Life: People Create Space and Time, at the Confluence of their Spacetime New Space and Time is Born*. In this interactive artwork, cherry blossoms bloom and scatter, playing out the cycle of life and death. Responding to human interactions and the state of the environment, the radiating circles form around visitors' feet will either illuminate or darken the entire space.

Fact Sheet

Chapter 4: Park

In **Park**, visitors are invited to explore several different forms of recreation. This is a space for visitors to have fun, and also to appreciate and reflect on 'play' as an integral and essential part of human survival.

Sketch People & Animals (2015)



This installation features a virtual world of people and animals created by visitors. This dynamic artwork evolves with each visitor's participation. It reflects an ever changing eco-system where virtual people and animals co-exist and live harmoniously with one another. Visitors can interact with these people and have them respond back through a variety of actions. In *Sketch People & Animals*, individual's creative contribution becomes part of a unified, shared experience.

Light Ball Orchestra (2013)



A fun and delightful installation, *Light Ball Orchestra* blends vivid lights with beautiful music together to create an orchestra of colours and sounds that change constantly. Children can experiment with creating their own music freely as they run and play among a multitude of light balls, changing their sounds and colours as they touch them, creating a rippling change in the audio-visual dynamics of the space.

Fact Sheet

What a Loving, and Beautiful World (2011)



What a Loving, and Beautiful World is a mesmerising digital projection of Chinese characters cascading from ceiling to floor. Activated by touch or viewer's shadow, these characters will transform into nature motifs associated with the meanings of the characters. These motifs include wind, rain, trees and mountain. As the viewers continue to interact with the motifs, the artwork will transform to reflect an ever-changing landscape.

Create! Hopscotch for Geniuses (2015)



Create your own game of hopscotch by arranging different shapes on a tablet, which are then projected onto the floor. As you make your way through the course, a variety of light and sound effects are triggered. The effects become increasingly more vibrant as your accuracy improves.

Fact Sheet

Chapter 5: Space

The journey through the exhibition ends by embarking outward and upward into astronomical space. Thanks to extraordinary advances in technology and radical new theories, we are now living through a golden age of discovery in astronomy.

Crystal Universe (2015)



The final chapter of the exhibition puts viewers at the heart of the Universe, enabling them to experience astrophysical phenomena such as planets, stars, galaxies, and even the very recently detected gravitational waves, which Einstein predicted would exist a century ago. Utilising teamLab's Interactive 4-D Vision technology, this artwork allows users to affect over 170,000 LED lights to give the illusion of stars moving in space. Experiencing the Universe from within, the spatial environment will respond to the presence of the visitors, helping them understand themselves as part of the vastness of celestial space.