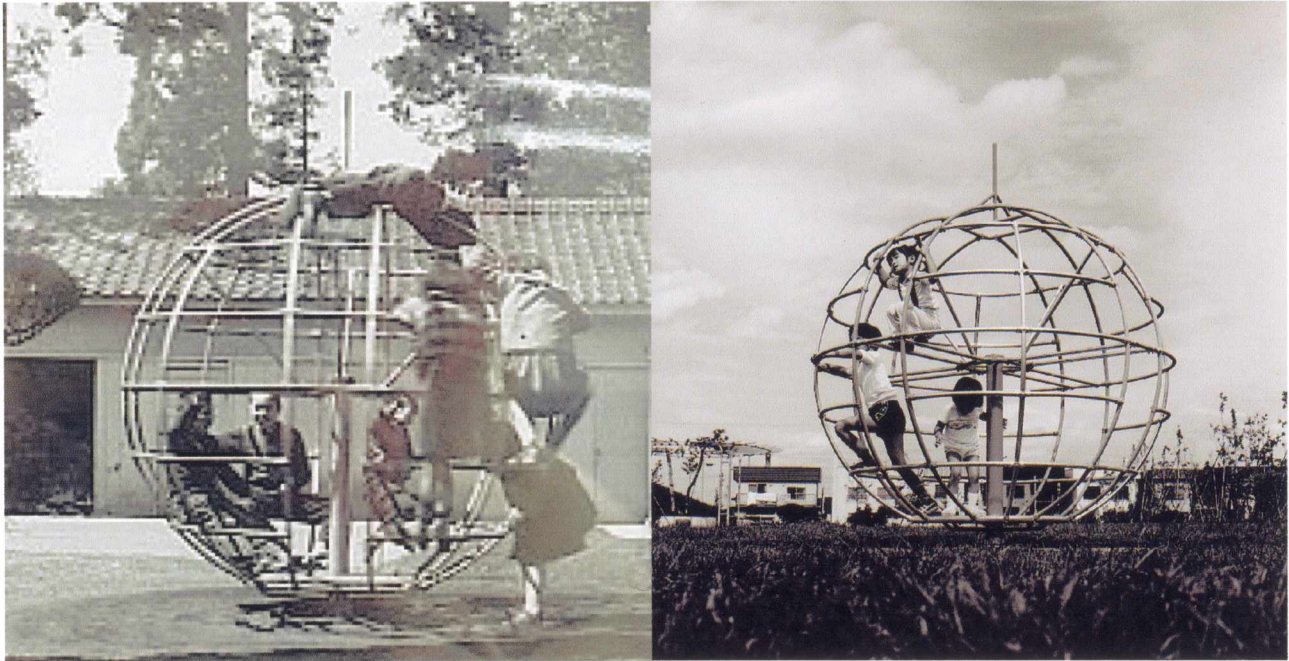


Globe-Jungle Project

Yasuhiro Suzuki Works 2002

Introduction



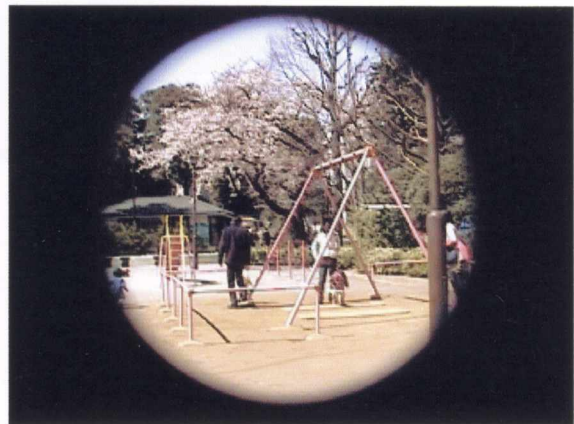
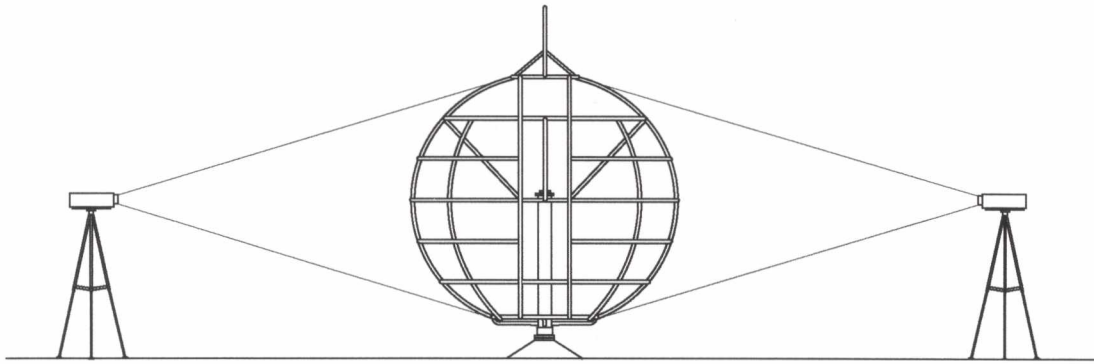
Half a century has passed since the globe-jungle first appeared. It can now be seen in most neighborhoods and all Japanese have a memory of playing on it. Children become absorbed while playing on the globe-jungle: some turn it powerfully using their whole body, some cling onto the top, and some squat down inside. One day, an inspiration was born for this artwork from the globe-jungle when the silhouette of children playing on the globe-jungle appeared like continents: the circling shadows looked as a miniaturized Earth.

What if the children playing on this playground toy reappeared in the same place at night?

What if this playground toy can also mean something to adults as well as to children?

These kind of thoughts gave this playground toy another perspective – the globe-jungle as a visual installation.

Globe-Jungle = Interface



Images of children in the daytime appear on half of the globe-jungle, and the park scenery filmed from inside of the globe-jungle on the counter half. This will appeal to people's common feelings as an interface linking two comparatively distant spectacles: day and night in a park, inside and outside of a playground toy, and the viewers' past and present. A nostalgic illusion is created by: the use of the newest projection technology, the rotation of a primitive object, and the result of an afterimage on one's retina. This unique dimensional sensation is new as well as old, and obscures the division between the usual and unusual, real and virtual – something which cannot be experienced on any existing screen today.



Park = Medium



Most globe-jungles are in residential areas in parks which can be called "town parks."

In recent years, the Japanese Park and Greenery Administration is changing the names of the parks from "children's park" to "town park" in order to develop them as a multi-functional place for communication for young people and the elderly as well as for children to play. In this context, the park where the installation is shown can be thought of as a medium for people to communicate. Now, a park network is in progress to create a "town park" every 250 meters, where the globe-jungle will be in the center acting as a symbolic interface.

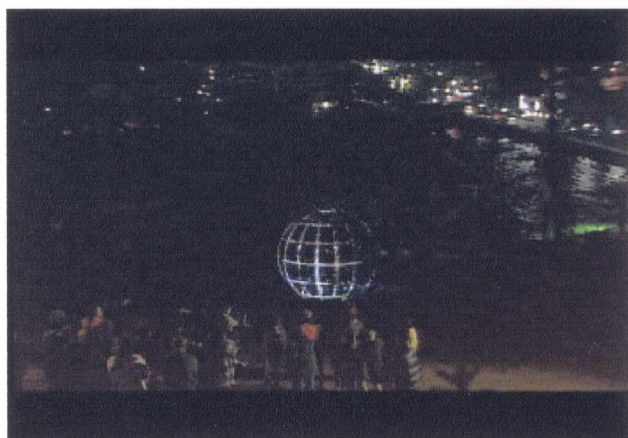
Reinterpretation of the concept of "interactivity"



For this artwork, interactivity with computers or sensors is not important. But rather, through the action of the interactive viewer turning the globe-jungle by oneself, one can enjoy how well the images appear and flicker, which is a one-time experience accompanied by physical sensations. The action of turning the globe-jungle will become the meeting point with one's own childhood memories. A space will emerge where technological recording and people's memory will link and naturally fuse together. A one-night installation in a neighborhood park will act as a bridge between memories and feelings beyond time and space. It will stir up rich imaginings and feelings of those who happen to be there, which will in turn touch memories of one's youth as well as primordial memories of which Man knows about the shape of Earth. And this occurrence will become an experience which will penetrate into people's everyday life. This kind of exchange and circulation system has truly the characteristics of "interactivity" which this artwork portrays.



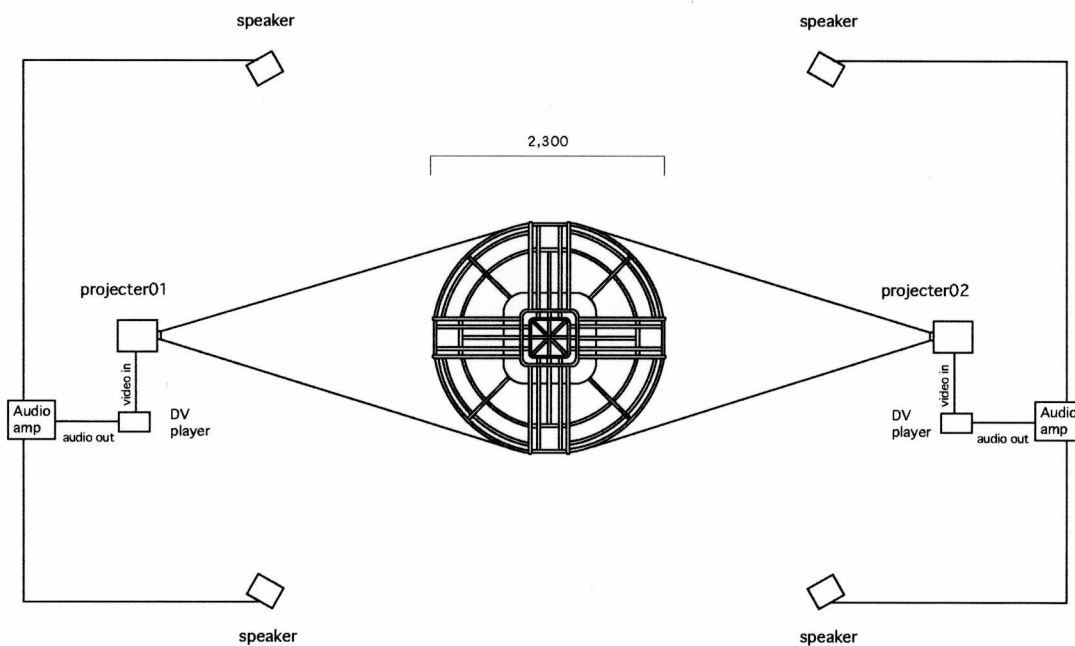
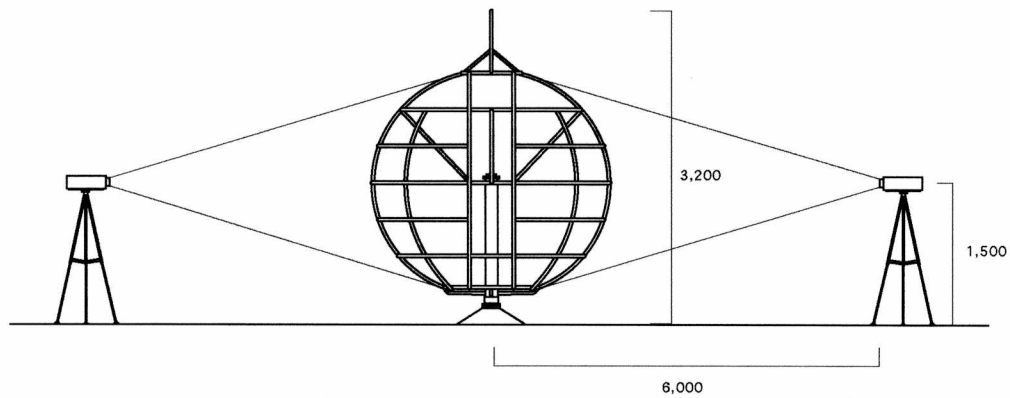
Today's society is abundant in information technology, which is weakening our physical senses. The "scenery mocking Earth" where children concentrate all their energy on enjoying the dizziness as well as the thrills, conveys many messages to us.



The Globe-Jungle Project is an ongoing project to let the neighborhood people(within walking distance) directly experience the messages transmitted from the globe-jungle installation in town parks in different regions. The shape of the installation varies from place to place depending on its surroundings, and creates a new space for communication as an extension of everyday life.

A neighborhood park making a connection with Earth, in other words, introducing a new dimension to link local and global is the main concept of this project.

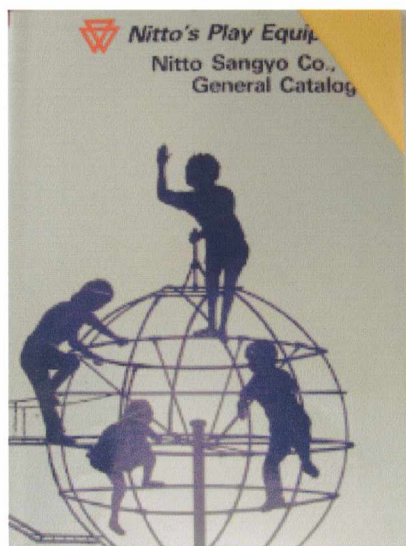
Objects, Equipment, and Method



Globe-jungle (easily dismantled and removable)
Two DLP(Digital Light Processing) projectors (made by PLUS)
Two digital video cameras
Amplifier speaker

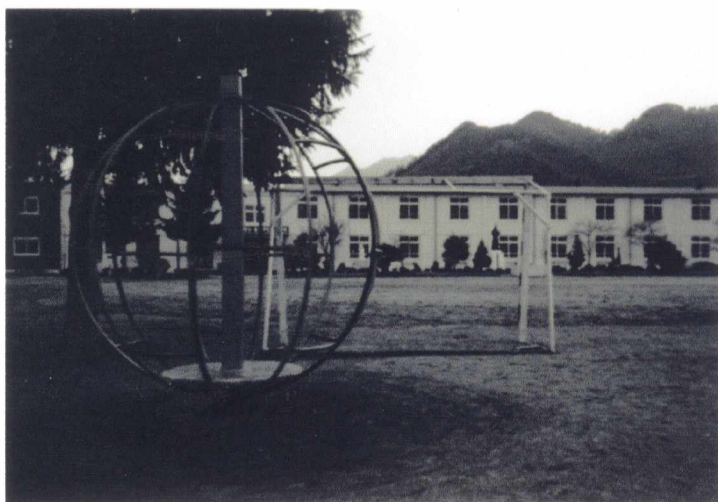
Film the children playing on the globe-jungle, and the scenery from inside the globe-jungle in the daytime. At night-time, project these images from opposite directions using two projectors, using the afterimage of the structure that occurs from the rotation of the globe-jungle as the screen (instead of preparing a screen on the globe-jungle).

Background of the globe-jungle



In 1951, a Japanese toy maker Nitto Industry Corporation developed the first globe-jungle which made a big hit as a moving playground toy and became popular in the parks, kindergartens, and elementary schools all over Japan. Over ten thousand have been manufactured, including those made by other makers, and all Japanese people are familiar with its existence. Even after half a century has passed since its creation, engineers can still see possibilities of it as an effective communication tool and still have hopes to develop it for the next generation. However, they have been decreasing in recent years due to the introduction of new combination playground toys and indications that it may be a form of danger (mostly decided by overprotective mothers but there are few records of major accidents).

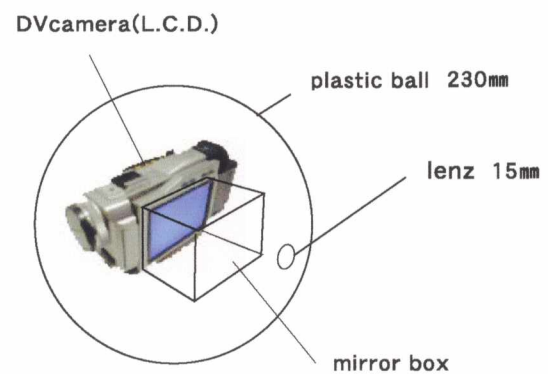
Globe-Jungle Project in Korea



Globe Finder 2001



Device for seeing the view of the park from inside the rotating Globe Jungle.
plastic ball, video camera, mirror box, lenz



View from inside the Globe Jungle



History of the Project

July 2001 "Method of the see-through playground toy" Installation artwork is created in the artist's own neighborhood park(Akamatsu Park, Setagaya, Tokyo)

August 2001 'Hall of Fame' selected by Toshio Iwai for "Digital Stadium" NHK BS1

December 2001 Digital Stadium Award 2001, NHK BS1

January 2002 "Globe-Jungle Project" commences
Homepage opens(www.mabataki.com)

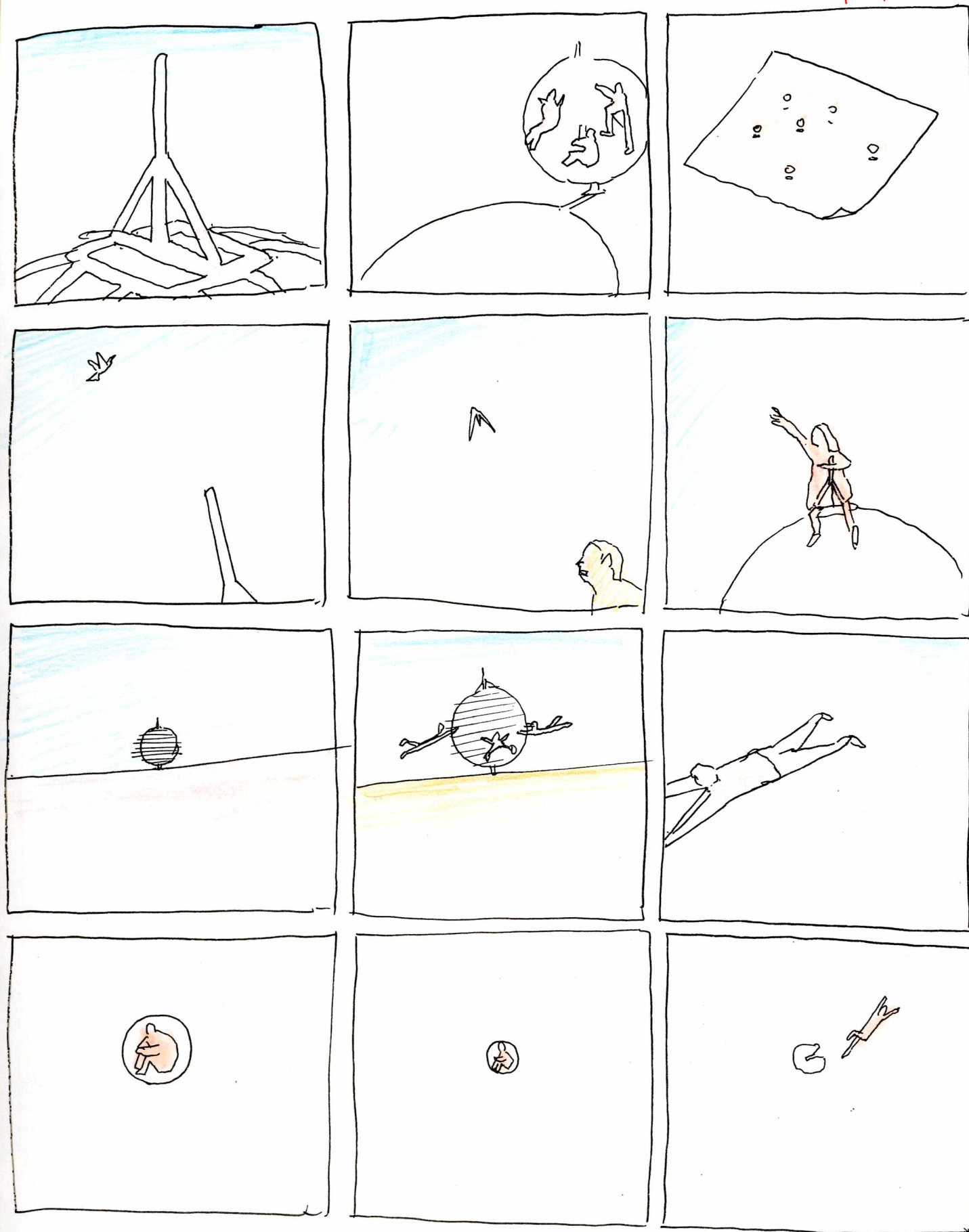
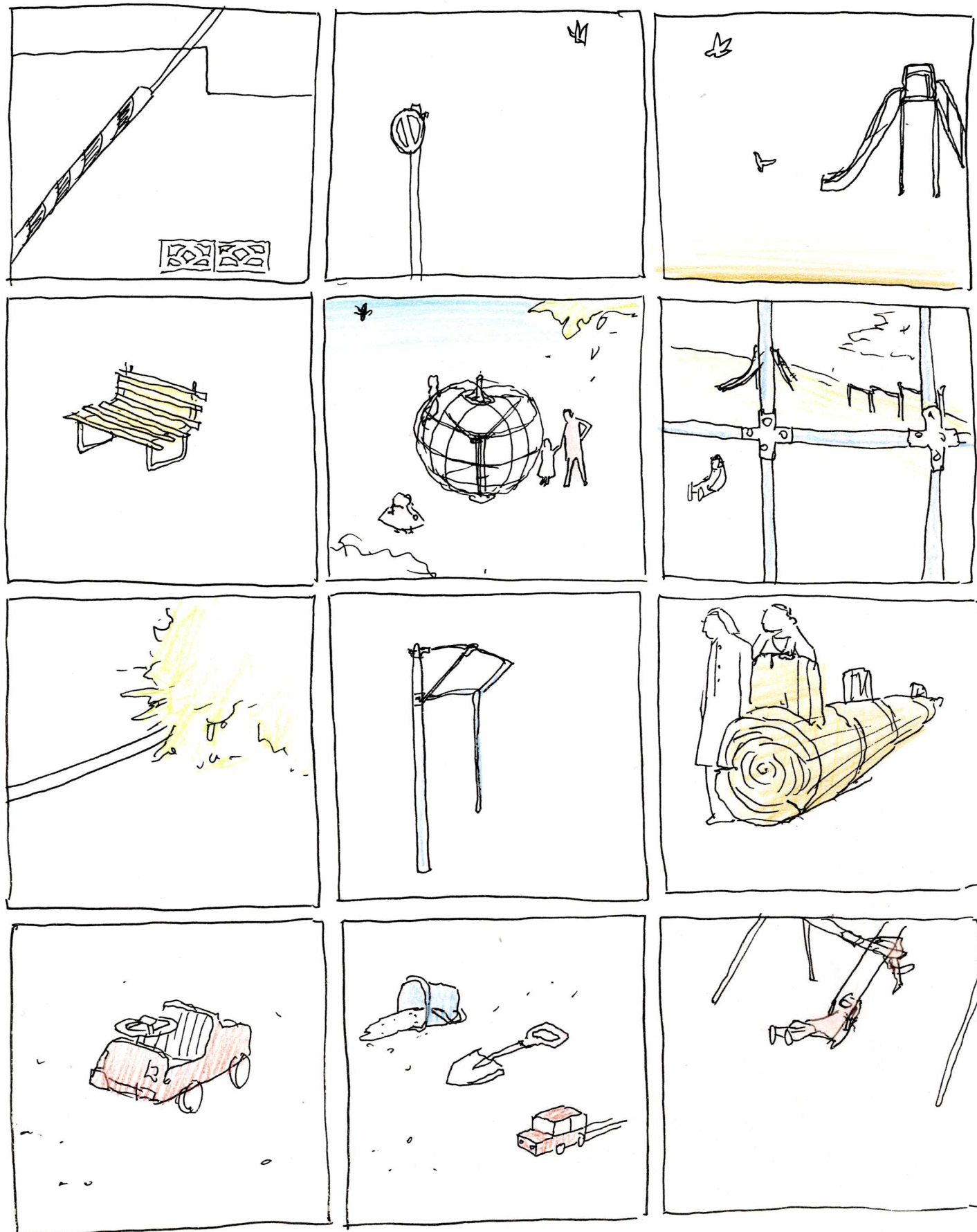
February 11~ 17, 2002 Globe-jungle research activities(32 locations in Kyushu area)

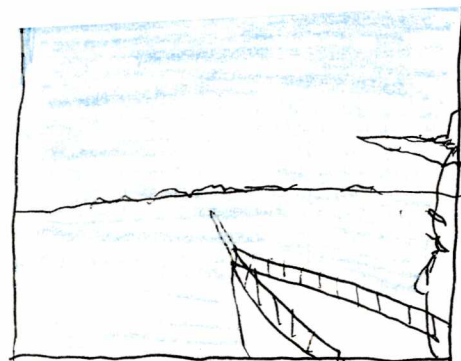
March 1, 2002 Installation exhibition in Minami Park(Hiji Town, Oita)

March 2, 2002 Installation exhibition in Sakikata Park(Hirado City, Nagasaki)

March 21, 2002 Installation exhibition in Akamatsu Park(Setagaya, Tokyo)

April 2002 Plan to exhibit an installation in Korea
Ongoing field survey and collecting information about the globe-jungle on the web site, and installation exhibitions nation wide in Japan.



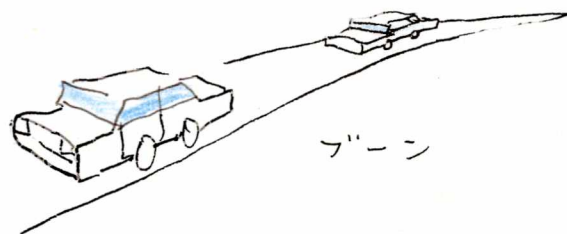


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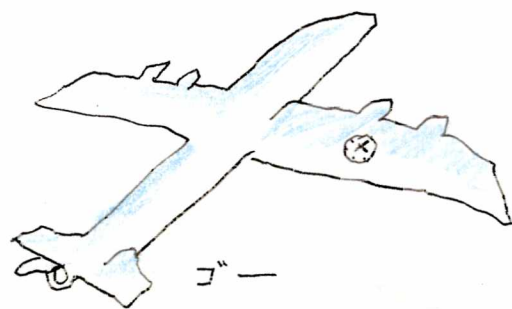


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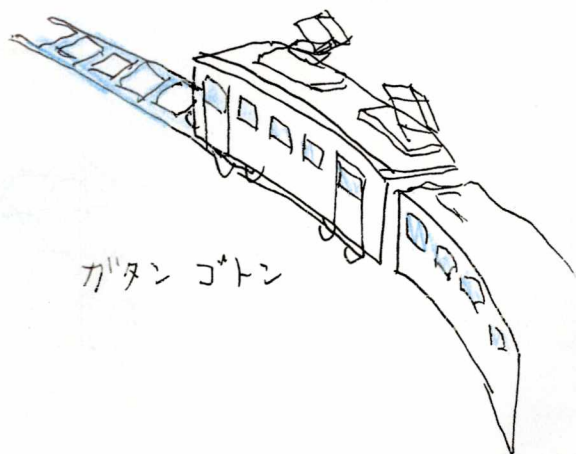
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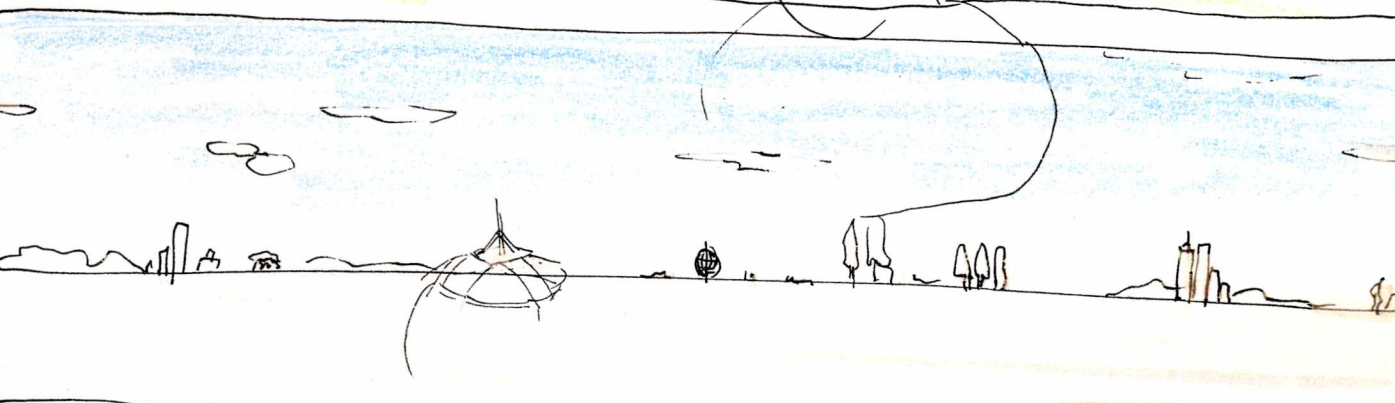
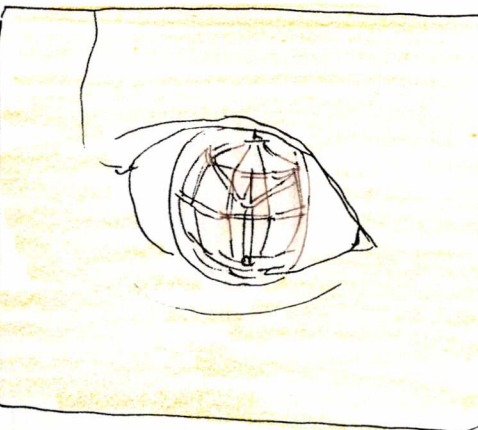
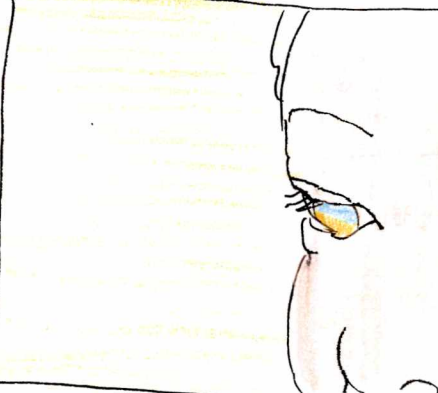
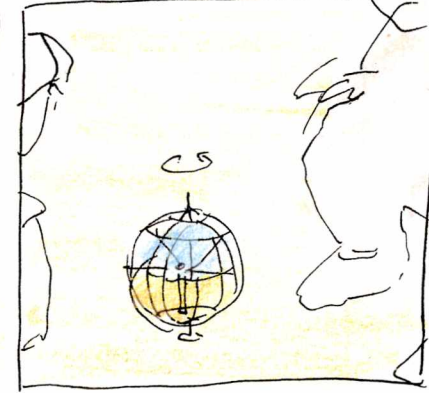
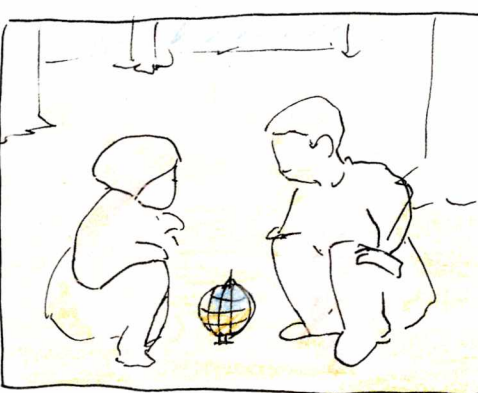
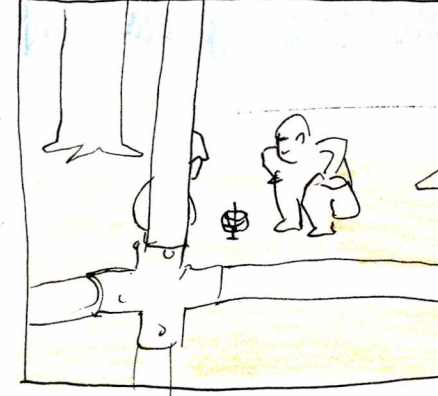
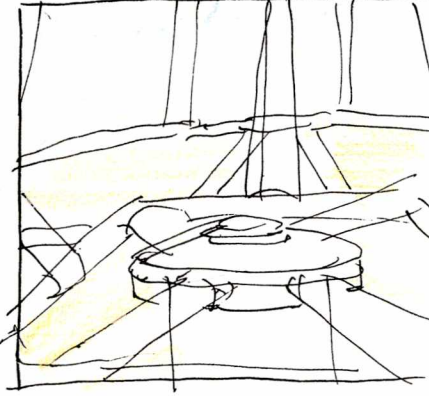
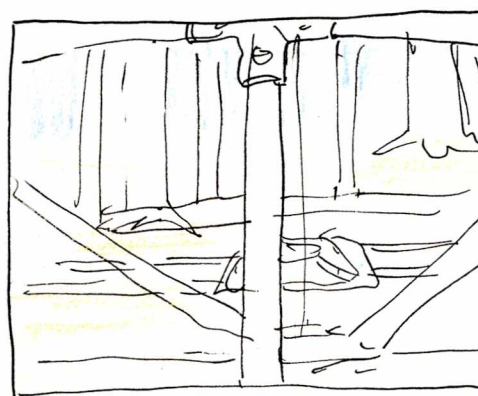
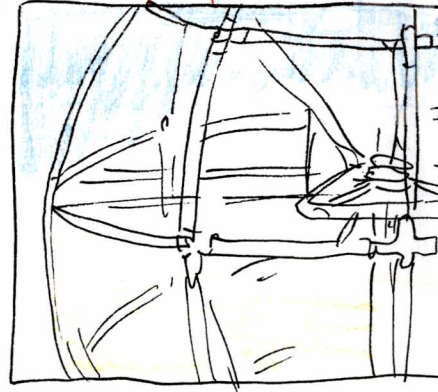
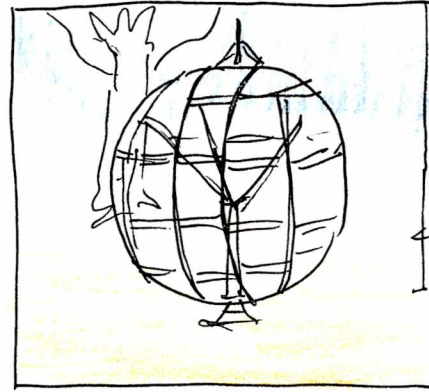
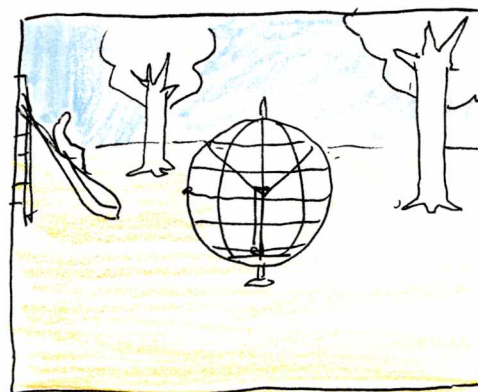
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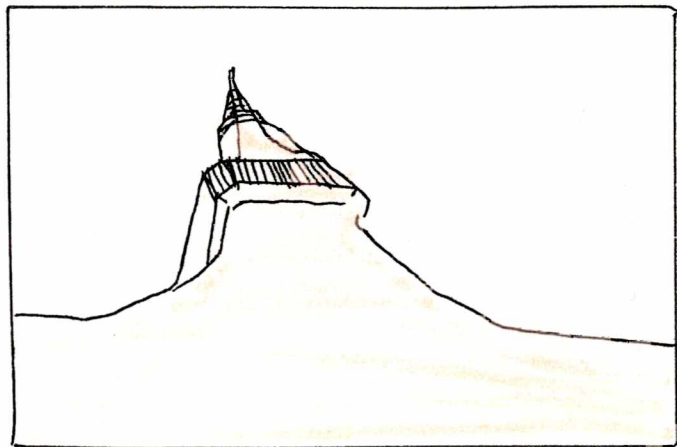


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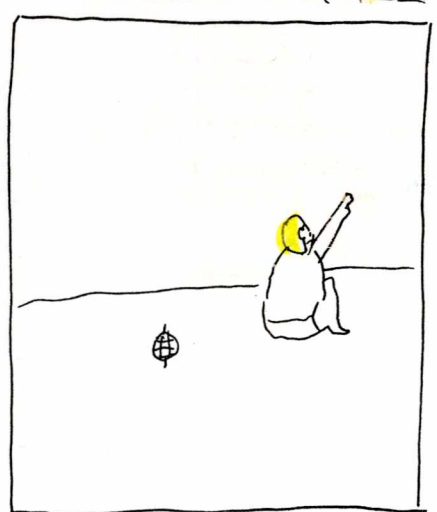
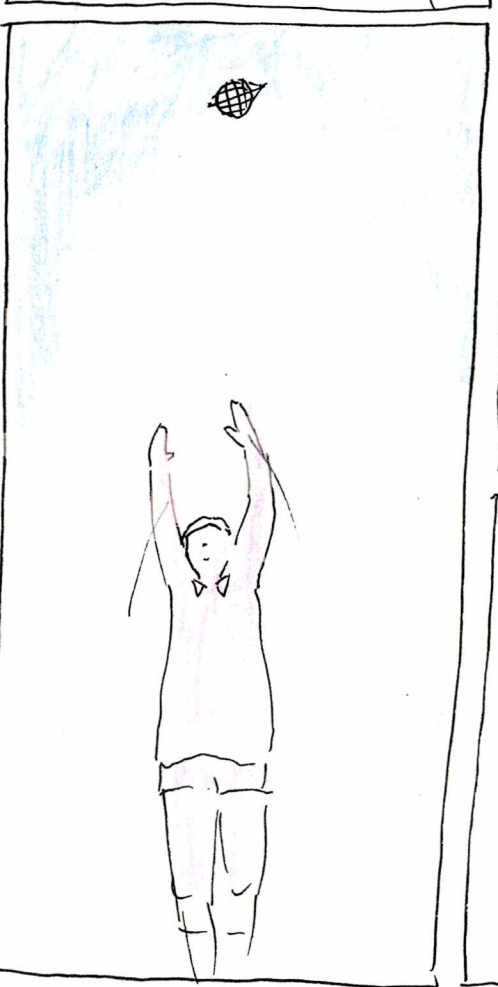
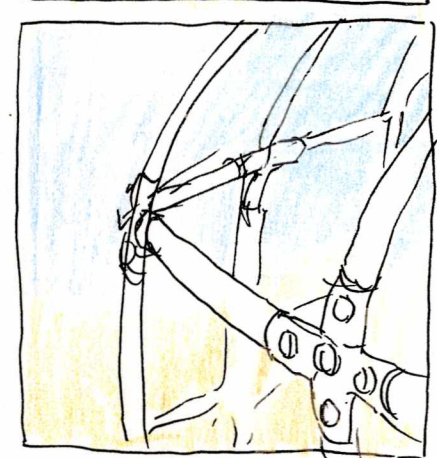
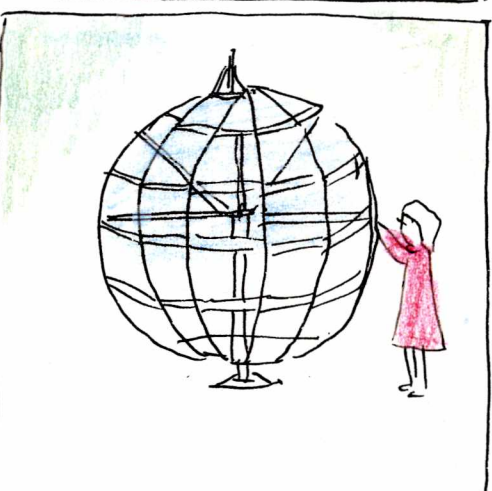
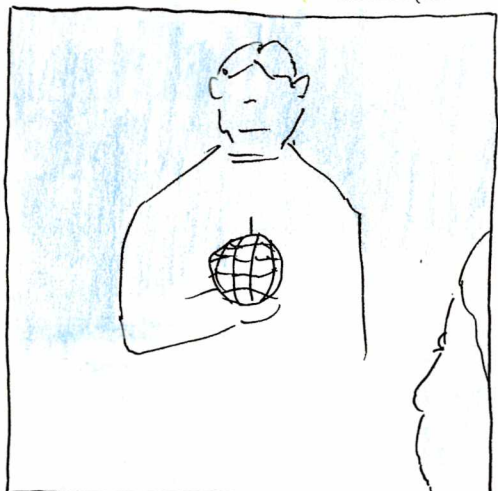
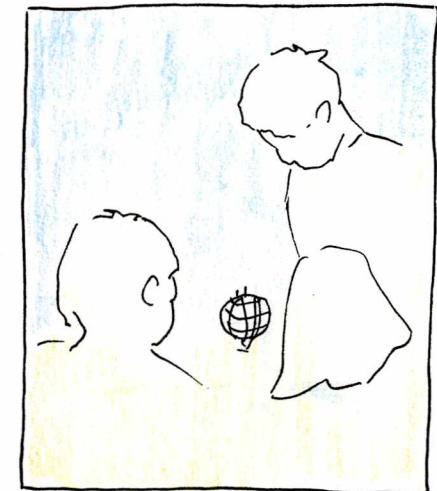
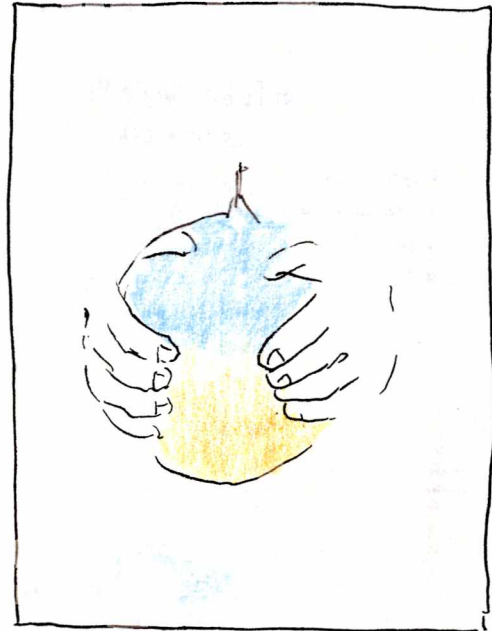
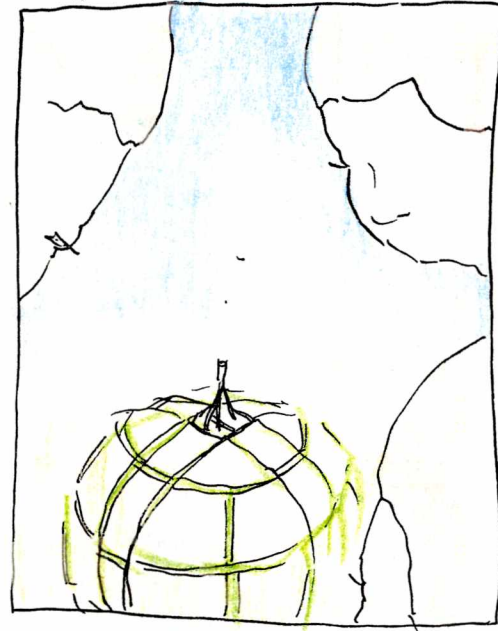
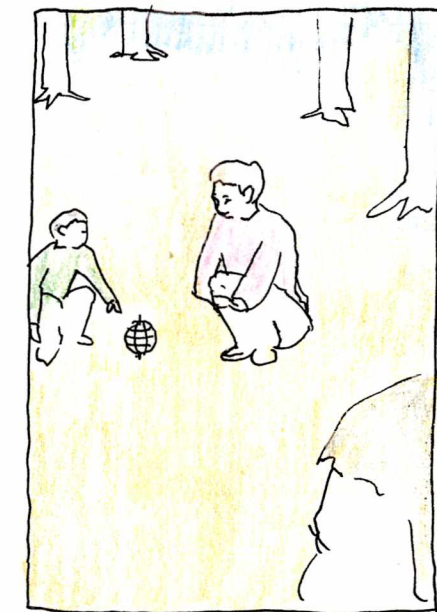


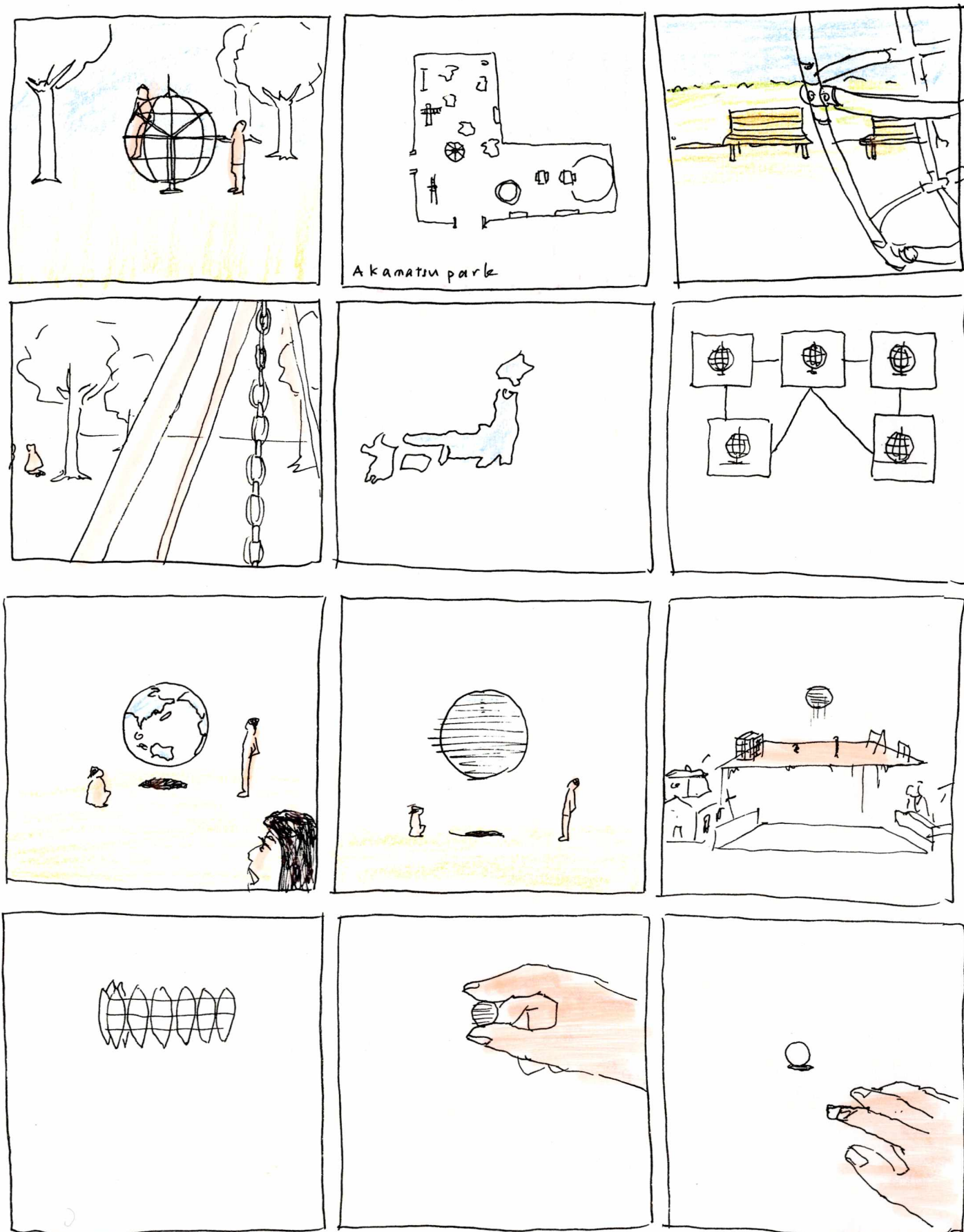
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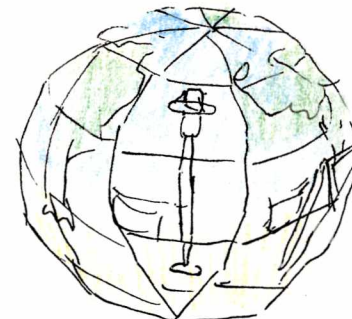
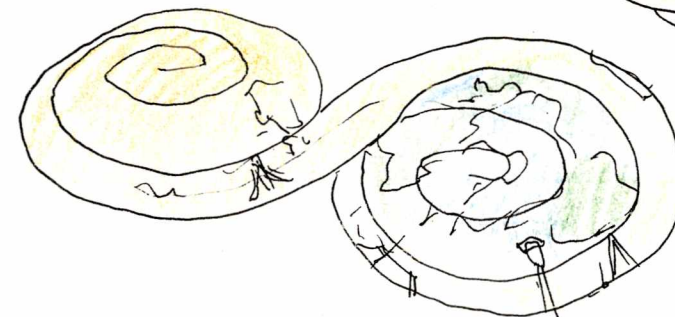
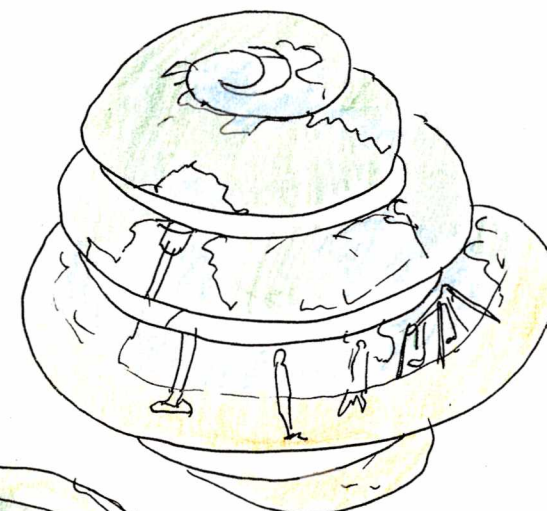
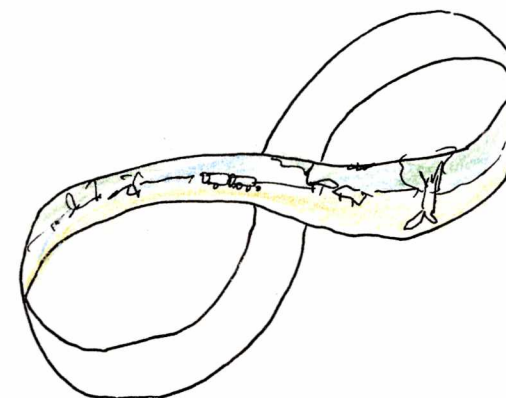
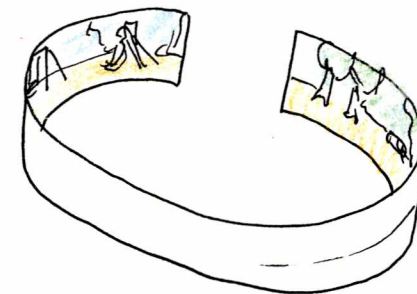
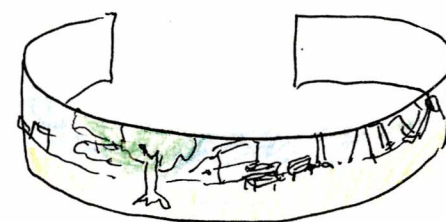
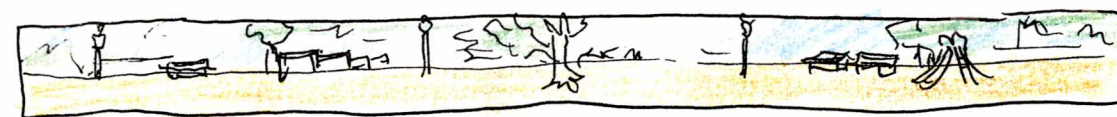
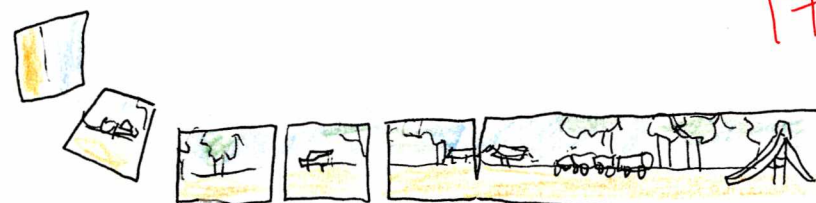


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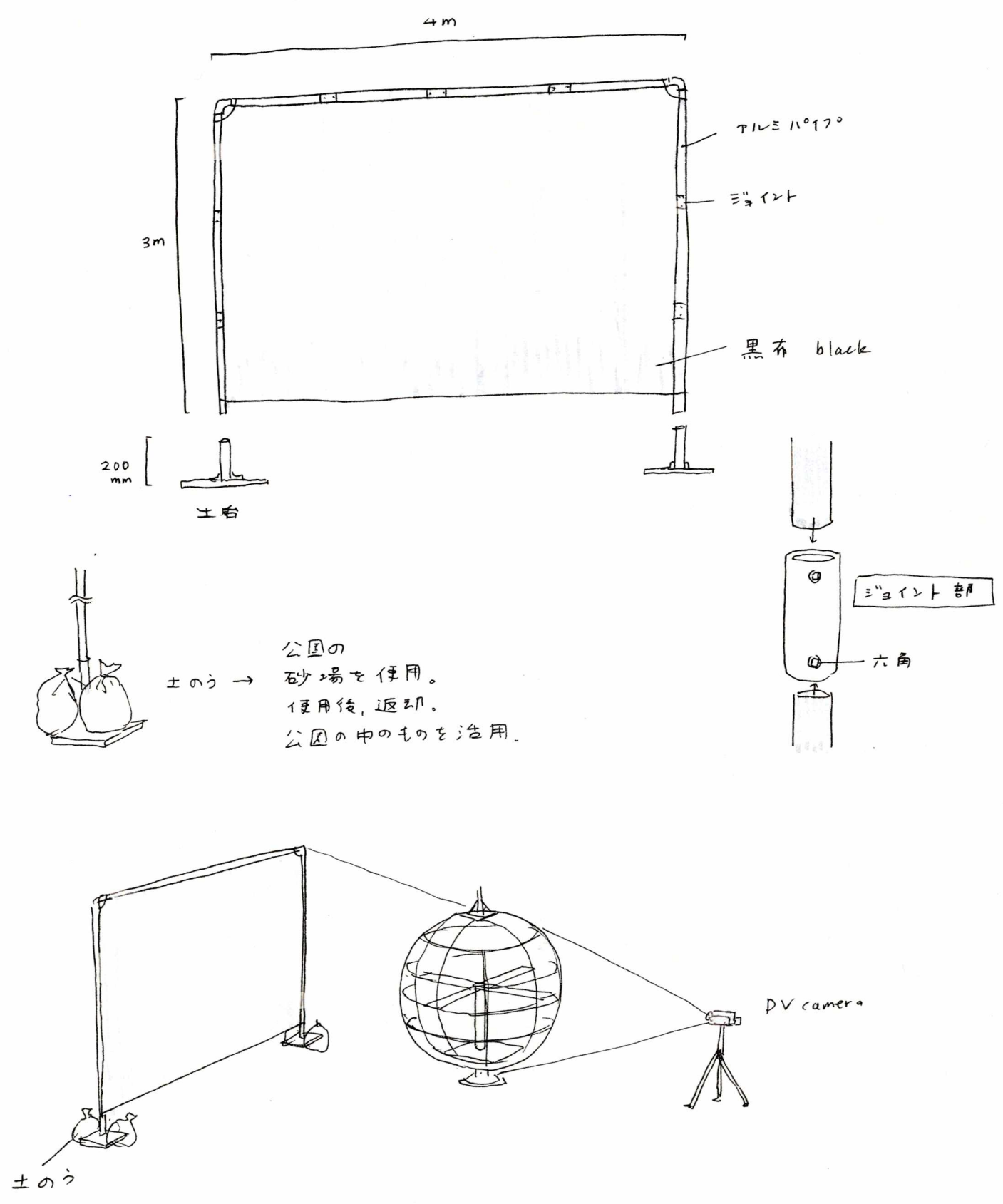


Akamatsu park



風景を紙にのせるとしたとき裏は何色?
フィルムに? 夜の風景? 時間差の風景?

黒幕 (撮影時使用) 背景を黒くすることで、夜の景色を遊園地を投影できる。



Web Site

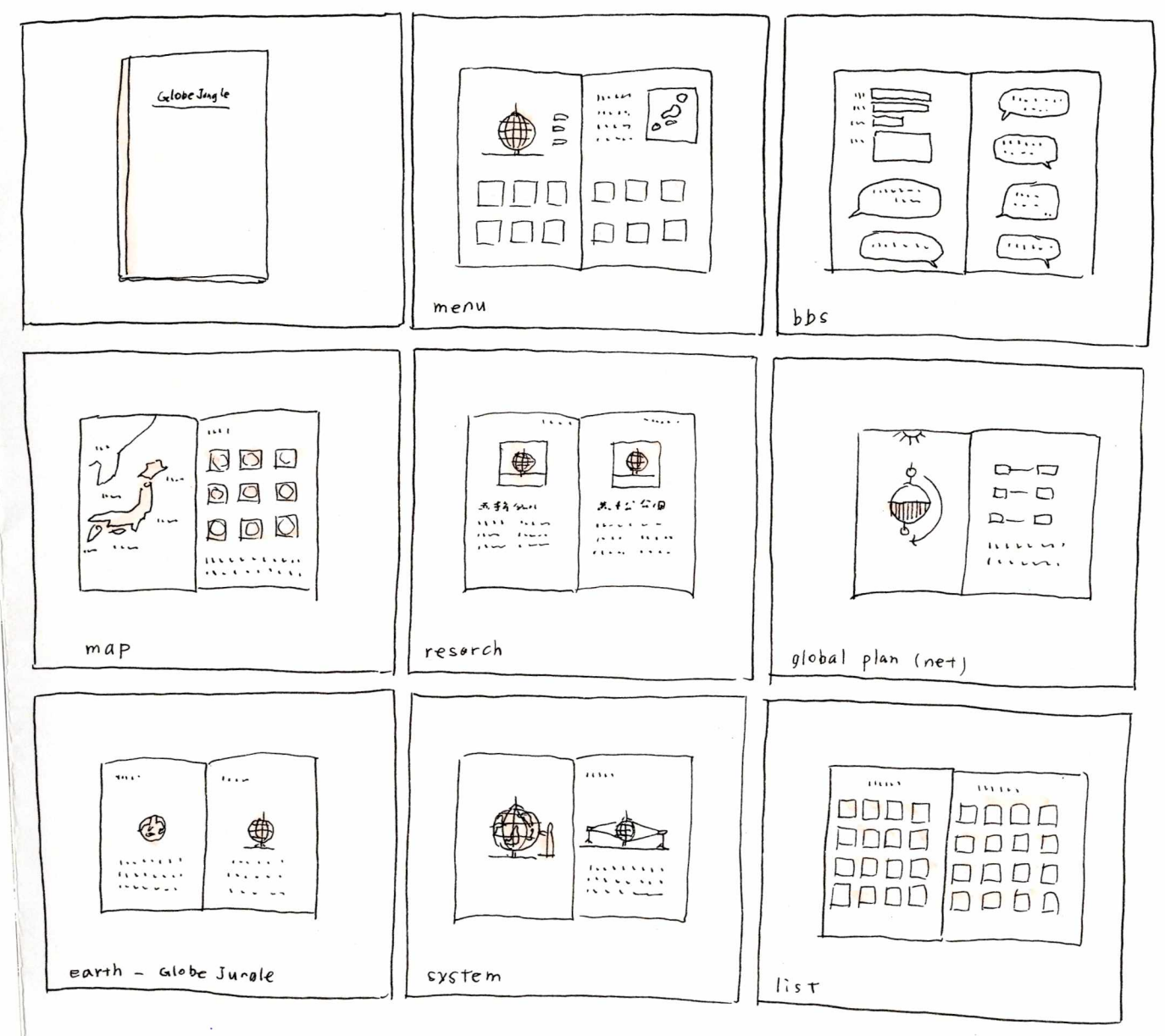
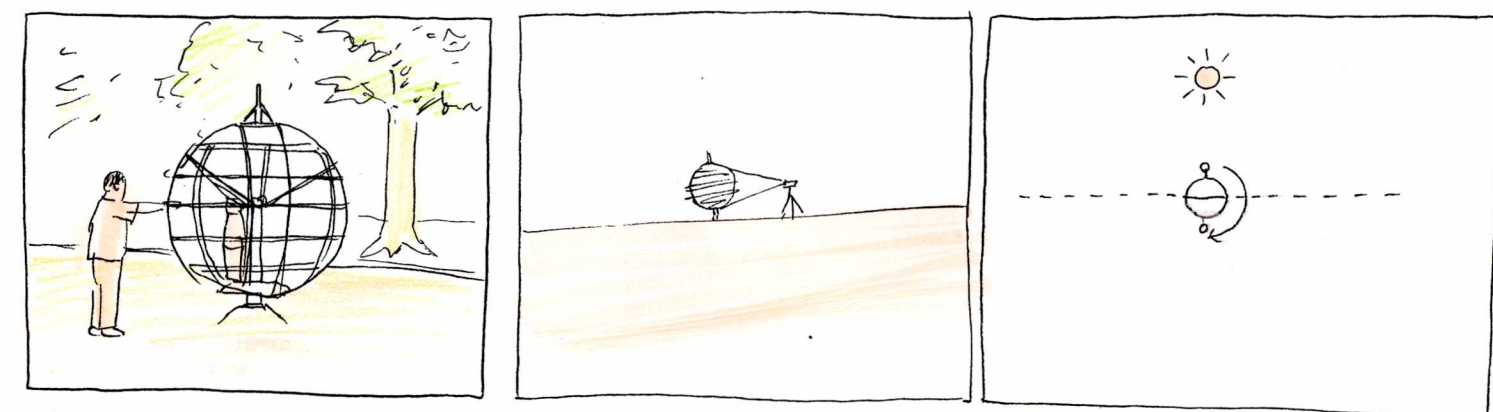
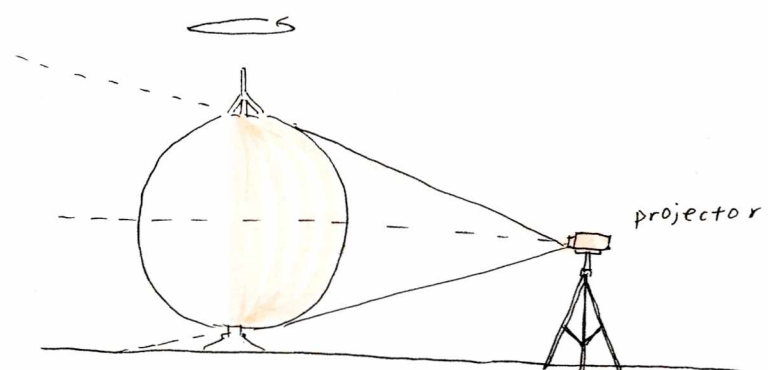


image sketch



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地球 / 自転 時間 / 空間



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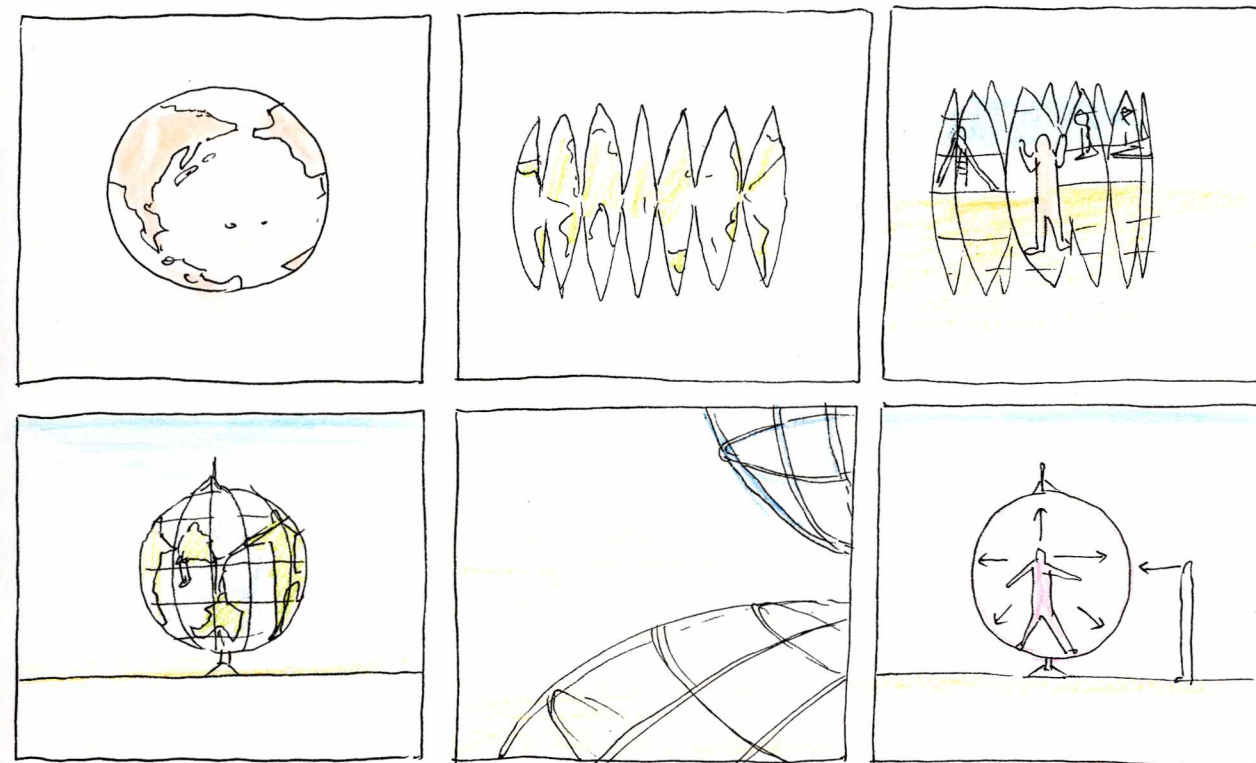
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Yasuhiko-S 2002

image sketch

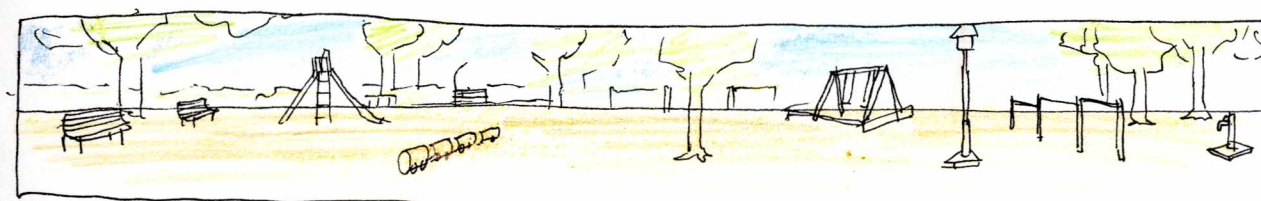
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地球 / 遊具 / 子供



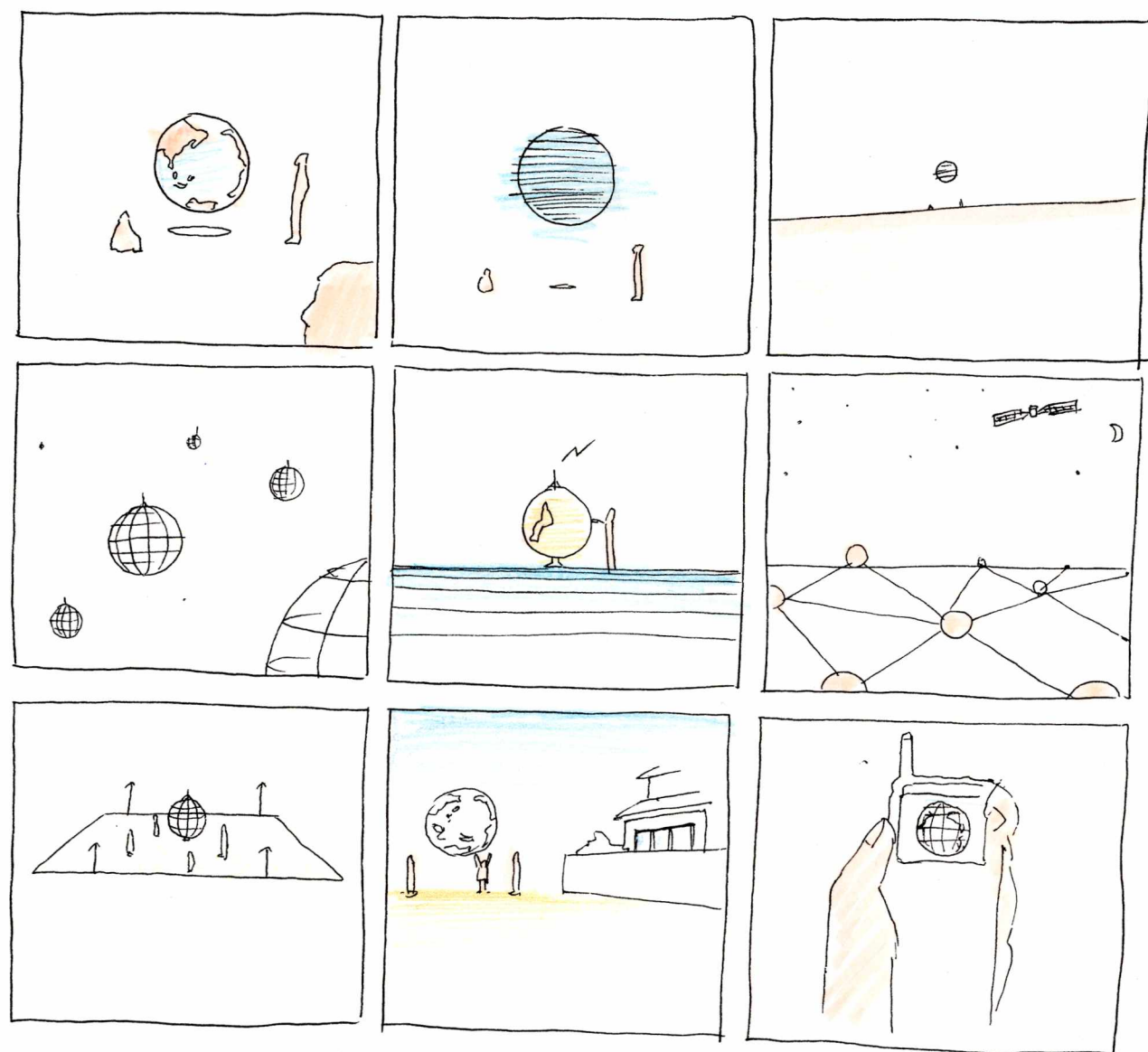
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子供 - エリート
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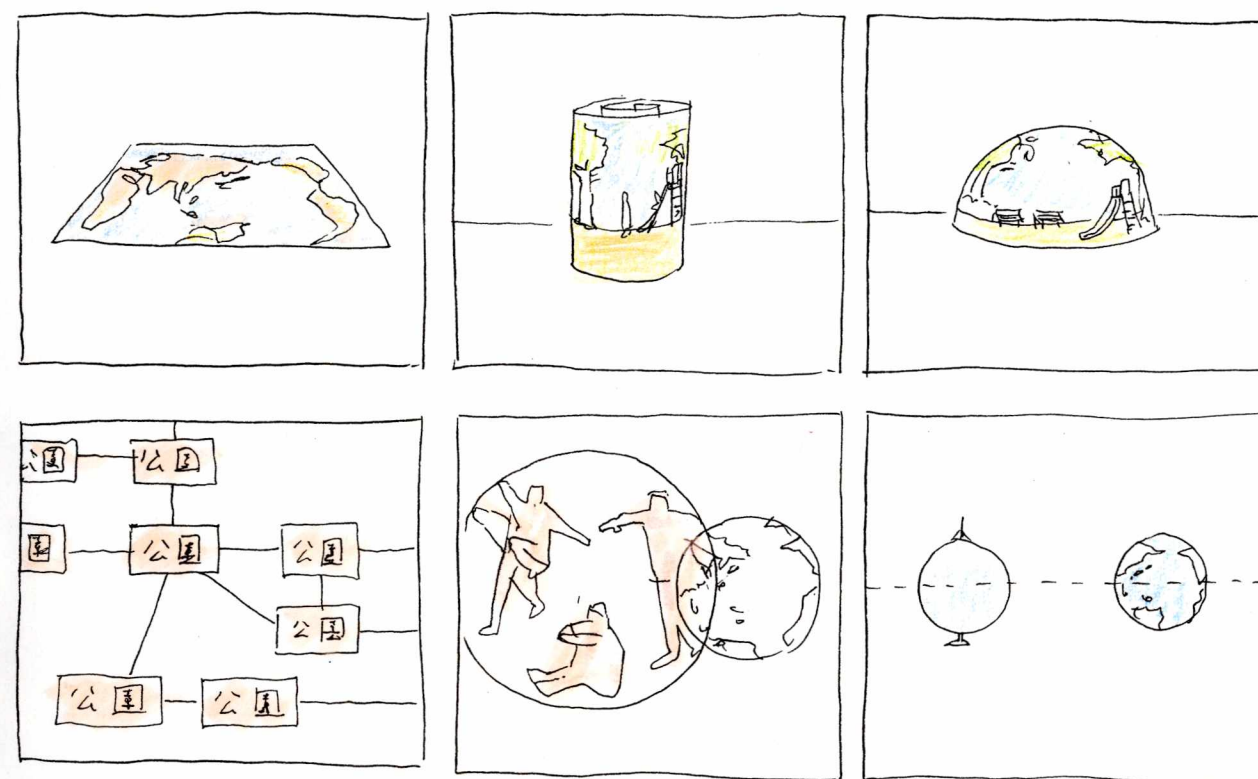


グローブ・ジャンワル
かしの
360度の景色
円環する景色.

Yasuhiko-S 2002



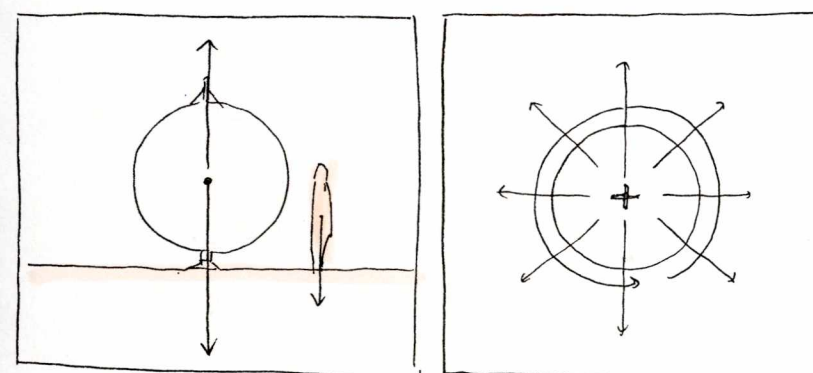
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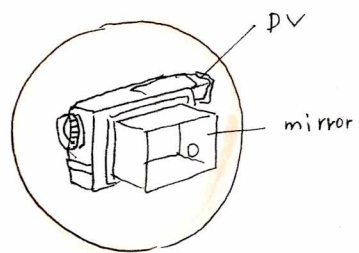
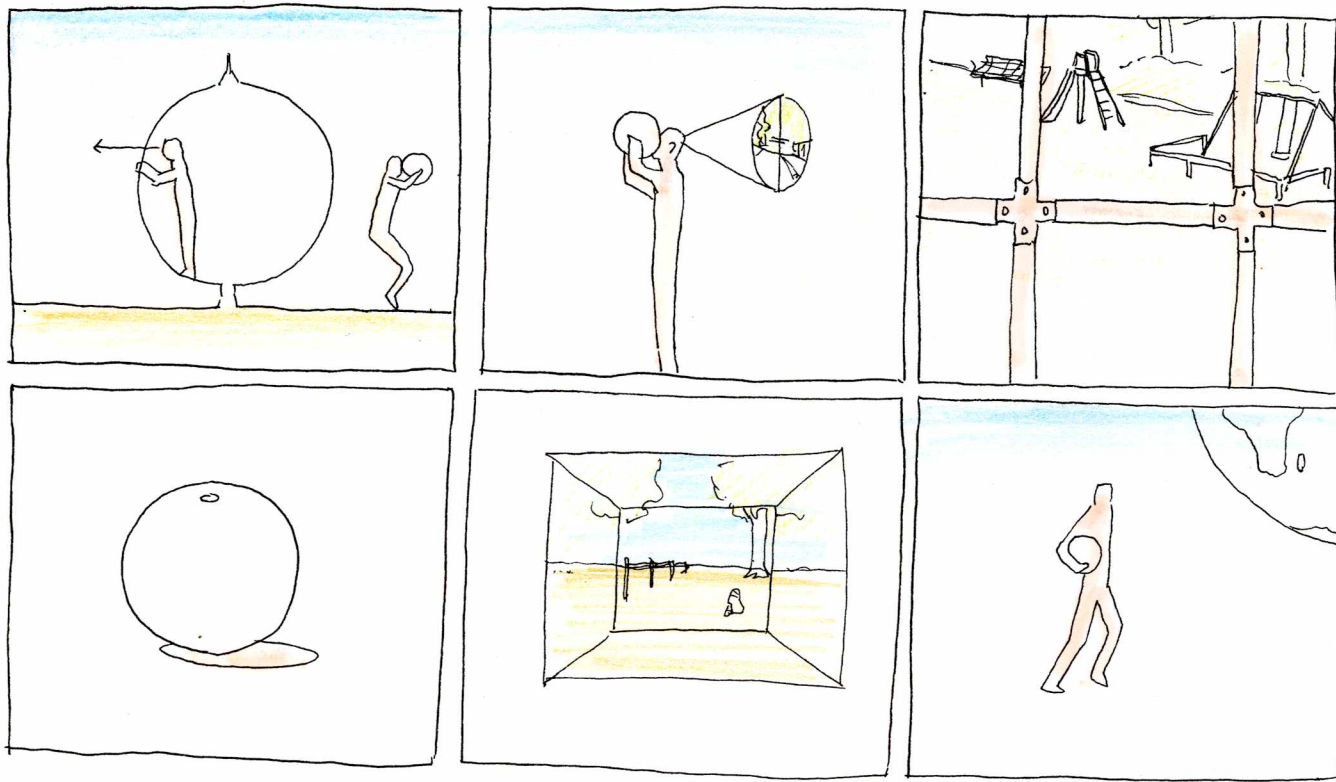
地球
|
近所の景色

「見立て」
公園 - ネットワーク
均一空間

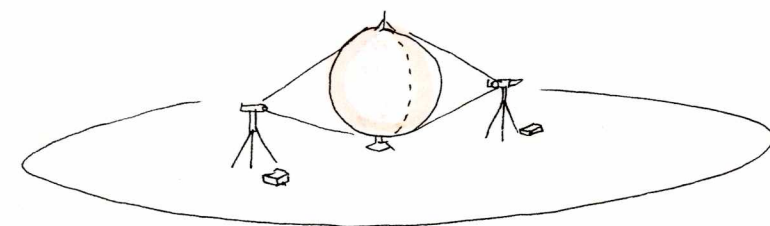
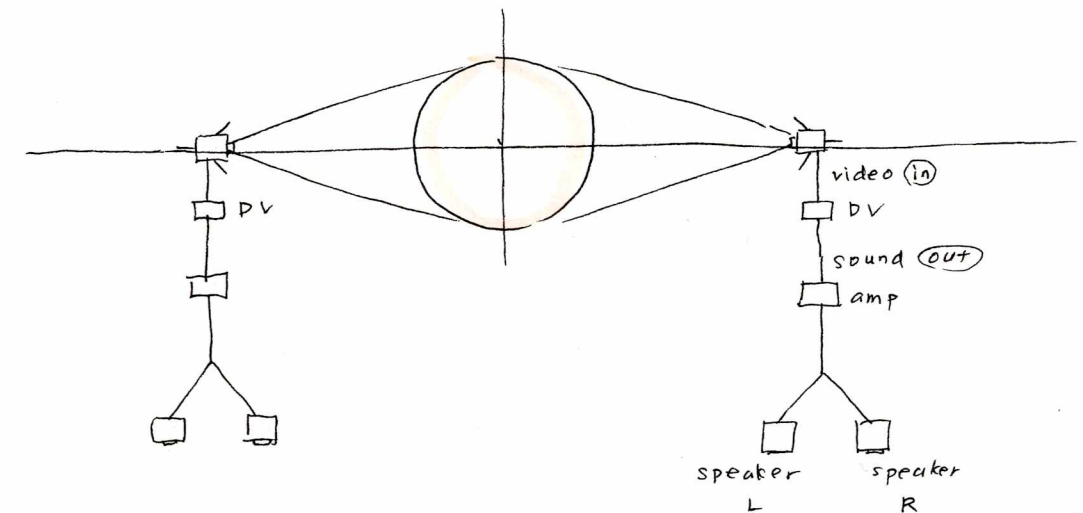
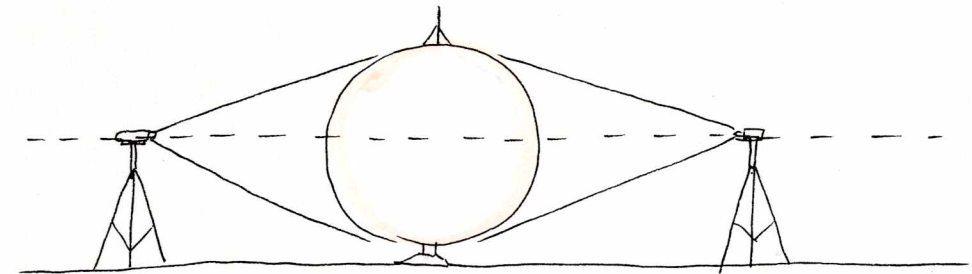
重力 + 浮遊感 - 遠心力



Globe Finder



system



Globe Finder

