

MEDIA RELEASE



Graffiti Nature, featured in *Learn & Play! teamLab Future Park*

ART AND TECHNOLOGY COMBINE IN POWERHOUSE MUSEUM SUMMER BLOCKBUSTER

“You interact with it, change it, manipulate it – and it does the same right back to you.” **Time Out London** on teamLab

Imagination meets technology when *Learn & Play! teamLab Future Park*, a playful and immersive world for kids and adults alike, comes to Sydney this summer, from 24 November 2017 – 30 April 2018 at the Powerhouse Museum, part of the Museum of Applied Arts and Sciences.

Developed by art collective **teamLab**, and presented by principal partner, Toyota, *Future Park* highlights what is possible when fueling teamwork with technology and drawing from science and design to create art.

“Last summer we welcomed six Egyptian mummies from the British Museum in an exhibition that was enjoyed by over 100,000 visitors. This summer we are excited to invite visitors to build a collective artwork, imagining future worlds the ancient Egyptians could only have dreamed of. teamLab is internationally renowned for applying cutting-edge technology to create experiences that elicit wonder and delight and that are different every day,” said **MAAS Director and CEO Dolla Merrillees**.

A collective of ‘ultratechnologists,’ teamLab is one of the most in-demand teams of creatives, whose immersive installations have been sweeping the world with exhibitions currently running in cities across the world including Tokyo, San Francisco, Jakarta, Vancouver, Beijing, Texas and Singapore.

At *Future Park* inventive visitors young and old will be swept into jungles of dreamt-up forests, compose symphonies, build cities and invent animals and people of the future. *Future Park* is a dynamic space for people to let their imaginations run wild and take it a step further by seeing them come to life and interact with the imaginings of other visitors.

Learn & Play! teamLab Future Park will be made up of eight interactive installations, each designed to constantly evolve in real time as it responds to human interactions with the art.

- Make music with **Light Ball Orchestra** as balls small and large, suspended and rolling connect with each other to create a live composition. This ever-changing symphony is combined with a light show as the balls change colour as they interact.
- **Graffiti Nature - Mountains and Valleys** creates a digital environment to be populated by visitor drawings of animals and plants. Witness a colourful world grow from a shared vision of what was, what is and what could be.
- **Sketch Town** invites visitors to populate a town of their collective imagination by drawing vehicles, buildings and public places. As *Sketch Town* grows its creators can interact with the townscape they have designed.
- **Hopscotch for Geniuses** gives a new, digital twist to one of the world’s oldest games. Part interactive dance, part traditional hopscotch, this is a game that will keep people on their toes.
- **A Table Where Little People Live** is a busy table populated by tiny characters rushing about their business. Change their paths, create obstacles or interactions with other little people, all by using objects to change the table where little people live.

- **Sketch People** as you see them, as you want to see them, however you can imagine them. Sketched people will be scanned and entered into a digital world to form relationships and interact.
- **Sketch Town Papercraft** takes visitor drawings and scans them into 3D sketches that can be printed as 3D models.
- In **Connecting! Block Town** the digital meets the physical as cars, trains, boats and planes crisscross through projections and change their course when intercepted by building blocks controlled by visitors acting as air traffic controllers, traffic managers and coast guards.

EXHIBITION DETAILS

What: *Learn & Play! teamLab Future Park*

When: 24 November 2017 – 30 April 2018

Where: Powerhouse Museum, 500 Harris Street, Ultimo NSW 2007

Website www.maas.museum/event/future-park/

Visual assets available for viewing and download here:

- Video highlights: https://www.dropbox.com/sh/1gv0e2frug6siqs/AAAu_qi2EbzPhosCqUbz4jeYa?dl=0
- Sketch Town: <https://www.dropbox.com/sh/x22b7c1gaeol8dd/AABVNjsABt2lptU9H2TC-ZRa?dl=0>
- A Table Where Little People Live: <https://www.dropbox.com/sh/7au6pmfd97g7ydx/AADSyepx6CjTHyj0rCZ3HZ4la?dl=0>
- Connecting! Block Town: https://www.dropbox.com/sh/8cqhkslaouepjvo/AADF0ak58w7bd6k3b_NdxIH2a?dl=0
- Light Ball Orchestra: <https://www.dropbox.com/sh/tpc5kiw1kkuah2u/AABP5oDxhVt5tGZ-Zwj1PZ4ma?dl=0>
- Hopscotch for Geniuses: <https://www.dropbox.com/sh/yk0n5is39fledg2/AABbDXyd2SAOPQRHwYblwCxFa?dl=0>
- Graffiti Nature: <https://www.dropbox.com/sh/heesy2x0axg0d9j/AADHrJykRbTOistMSGIHpZAVa?dl=0>

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About teamLab

teamLab is a collective, interdisciplinary creative group that brings together professionals from various fields of practice in the digital society: artists, programmers, engineers, CG animators, mathematicians, architects, web and print graphic designers and editors. Referring to themselves as ultratechnologists, the group aims to go beyond the boundaries between art, science, technology and creativity, through co-creative activities.

<https://www.teamlab.art/>

About *Learn and Play! Future Park*

Learn and Play! Future Park is an educational project and an experimental field for co-creation (collaborative creation).

teamLab focuses on encouraging changes in the relationships between people in the same space. In order to make the presence of others a positive experience, teamLab hopes that individual creative activities can be transformed into co-creative actions.

Rapid technological development will continue to accelerate into the future and many jobs will be taken over by machines. In a future society, traits that only humans can possess—such as the ability to think and act creatively—will become increasingly more important.

Today, in education and everyday life, however, creativity is suppressed rather than encouraged. Furthermore, many people are addicted to smartphones. Their brains may be connected to someone via the smartphone, but their body remains thoroughly isolated. The opportunity to nurture joint collaborative activity has in this respect decreased.

Humans learn about the world through interaction with others and by sharing experiences. People think with their bodies as they move through the world, and much of human society has developed through creative achievements born from collaboration and collective play. Our hope is that through enjoying this co-creative experience people may become more creative in their everyday lives. This project was born from such a wish.

About the Museum of Arts and Applied Sciences

Powerhouse Museum, alongside Sydney Observatory and Discovery Centre, is part of the Museum of Applied Arts and Sciences (MAAS), Australia's contemporary museum for excellence and innovation in applied arts and sciences. The Museum of Applied Arts and Sciences founded in 1879 has a vast and diverse collection of over 500,000 objects.