Art and cutting-edge technology come alive
at the *Art x Tech for Good* exhibition

The MeshMinds Foundation has partnered with LASALLE College of the Arts to champion the sustainable development of people and the planet through art and technology.

SINGAPORE, 18 December 2018 – Art and technology come to life at the *Art x Tech for Good* exhibition on 18 January 2019. The exhibition is organised by The MeshMinds Foundation and arts management students from LASALLE's BA(Hons) programme, and is a part of Singapore Art Week 2019.

Running from 19 - 27 January 2019 at Roger & Sons, the exhibition will feature artworks by LASALLE students that address one or more of the United Nations Sustainable Development Goals (UN SDGs), such as combating climate change and reducing inequality.

Thirteen students from LASALLE's Broadcast Media, Fine Arts and Music programmes were mentored by lecturers and technology partners on ways to conceptualise art using hardware such as HTC's Vive Virtual Reality System, Apple's iPad Pro and MacBook Pro, Lenovo's Mirage Solo and All-in-One desktop as well as software such as Google's Tilt Brush and Blocks and Autodesk's Recap Pro and Fusion 360. Over the course of four months, the students pushed the boundaries of their artistic practice with new media such as Augmented Reality, Virtual Reality, 3D Printing and Internet of Things.

"Harnessing digital technology allows our artists to enhance their creative workflow, push the boundaries of their mediums and reach new audiences. Through a series of engaging workshops, talks and performances, our exhibition aims to promote public awareness for sustainable consumption and lifestyles, as well as show how we can use creative technology to achieve the UN SDGs", said Kay Poh Gek Vasey, Founder of The MeshMinds Foundation.

Professor Steve Dixon, President of LASALLE College of the Arts, further added: "Art and technology share a common root – the human imagination. This collaboration presents a unique opportunity for our talented students, across multiple disciplines, to experiment with art forms and the latest technology to imagine solutions to global issues and inspire hope in the process."

Some of the artwork highlights of this exhibition include:

***Replay* by Cheng Yu Hung (Music)**
Replay is an interactive musical instrument made from upcycled materials to encourage visitors to think more about what they could do to reduce waste by reusing or recycling everyday objects. The instrument reuses e-waste and other discarded materials and operates just like a gaming console. Playing this instrument is just like playing a game using the controller

***Sabaism* by R. Yashini (Fine Arts)**
Sabaism is a 3D printed sculpture that aims to bring a physical dimension to the phenomena of light pollution. In 2016, Singapore was named the country with the worst level of light pollution in the world - with a pollution level of 100%. Using data visualisation techniques combined with mapping of the luminosity levels of various areas in Singapore, visitors are invited to observe the organic landscapes created using a 3D printer

***Amusement Park 2100* by Alex Pan & Leon Oh (Broadcast Media)**
Amusement Park 2100 is an immersive VR piece in an which portrays an imagined future due to negative effects of climate change. The experience aims to have a positive impact towards raising awareness on the individual's capacity in helping to prevent climate change through collective action before it's too late!

Full biographies of artists can be found in **Annex A.** Another programme highlight includes:

How Creative Technology Can Change the World
On Thursday, 24 January 2019, 6.30 – 8.30pm, expect an evening of good conversations and networking, hosted by Guest of Honour, Dr. Isabelle Louis, Deputy Regional Director at UN Environment Asia and the Pacific. Connect with industry leaders from Singapore's creative, tech and media communities. The session kicks off with an interactive panel discussion followed by a fun, informal evening where guests can mix and mingle, pick up a few tips, and learn how a job in the creative technology industry could lead to changing the world.

Event Details:
- **Event Name**: The MeshMinds Foundation and LASALLE College of the Arts present: Art x Tech for Good
- **Opening Date**: 18 Jan 2019, 7pm. Exhibition duration 19 - 27 Jan 2019.
- **Location**: Roger&Sons, 115 King George's Avenue, Singapore 208561
- **Opening Times**: Monday to Thursday: 11am - 8pm; Friday to Sunday: 11am till late
- **Admission**: Free
- **Website**: http://meshminds.com
- **Social handles**: @meshminds on Facebook; @meshminds.foundation on Instagram

About The MeshMinds Foundation

The MeshMinds Foundation is a not-for-profit arts organisation focused on enabling sustainable development through creative technology. Partnering with the world's most socially responsible companies, The MeshMinds Foundation offers artists the latest technology, training and mentoring to create immersive artworks and experiences focused on the sustainable development of people and the planet. For more information, visit http://meshminds.com/

About LASALLE College of the Arts

LASALLE College of the Arts in Singapore is a leading tertiary institution in cutting-edge contemporary arts and design education and practice. The College offers more than 30 diploma, undergraduate and postgraduate programmes in fine arts, design communication, interior design, product design, film, animation, fashion, dance, music, theatre, arts management, arts pedagogy and practice, art therapy, Asian art histories and creative writing.

Its faculty is led by a community of award-winning artists, designers, educators and researchers, and their practice-led research sets LASALLE apart as an international centre of excellence. Critically acclaimed alumni form the core of the cultural and creative sectors in Singapore and increasingly internationally.

Founded in 1984 by de la Salle Brother Joseph McNally – a visionary artist and educator – LASALLE is a not-for-profit, private educational institution. LASALLE receives tuition grant support from the Singapore Ministry of Education. Its degree programmes are validated by Goldsmiths, University of London. For more information, visit: https://www.lasalle.edu.sg

About Singapore Art Week

"Art x Tech for Good" is part of Singapore Art Week (19 – 27 January 2019). A joint initiative by the National Arts Council, the Singapore Tourism Board and the Singapore Economic Development Board, Singapore Art Week reinforces Singapore's position as Asia's leading arts destination. The nine-day celebration of the visual arts offers a myriad of quality art experiences, from art fairs, gallery openings, exhibitions, lifestyle events and public art walks, to enriching discussions on art and culture. www.artweek.sg

For Media Enquiries, please contact:

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Annex A – Biographies of student artists

Music

Name of Artist: Mohammad Fairuz Bin Ramlan
Bio: Fairuz is an Electronic Musician from Singapore who is fascinated by sounds that are produced in nature, and when different mediums interact with each other by means such as vibrations, plucking etc. As every object has a natural frequency that it best vibrates at, Fairuz aims to explore the sounds and tones that can be produced by these methods and to piece them together in abstract, melodic compositions with the aid of analogue and digital effects.

Artwork: *Glass Bottle Music Machine*

Name of Artist: Ernest Foo Mao Ern
Bio: A contemporary electronic music artist, Ernest first picked up music in his pre-teen years. At LASALLE, he was exposed to many new forms of music making and production – from psychedelic rock to neo-soul, he now tinkers with more abstract genres as a sound designer exploring avant-garde concepts and experimental techniques. Infatuated with granular synthesis, he recreates the technique through a host of programs and has generated content for both live and in-studio sessions.

Artwork: *Potion*

Name of Artist: Koh Ming-Min Emmeline
Bio: Emmeline is an electronic musician who aims to incorporate the use of natural, organic sounds into her electronic music. As a vocalist, she enjoys processing clean vocals into more complex sounds to create a vast, intricate soundscape that brings listeners to another world. She wants to eventually combine the genres of electronic and soul R&B to create music with a warmer, softer touch.

Artwork: *The Photo Synth*

Name of Artist: Cheng Yu Hung
Bio: Cheng is an electronic musician and sound designer. His works are primarily in the electronic dance music (EDM) spectrum, though he is also very interested in exploring extended techniques of playing either a traditional or non-traditional instrument.

Artwork: *Replay*

Name of Artist: Cravis Chang
Bio: Cravis is an electronic sound artist interested in exploring the relationship between the human body and sounds. His works often involve the interaction between user and instrument to produce sounds.

Artwork: *Nunchuck Synthesizer*

Fine Arts

Name of Artist: Chok Si Xuan
Bio: Through material exploration, 3D printing, Arduino and various forms of mechanics, Si Xuan's practice attempts to develop an aesthetic language, akin to science fiction movies and soft actuators.

Artwork: *Affect*

Name of Artist: Denise Yap
Bio: Denise is an artist whose multidisciplinary practice is a convergence between new materialism, speculative fiction and queer politics. She seeks to explore the complexity of human and non-human conditions by employing the queer perspective as a deconstructive lens, to examine relationships between matters. Her recent group exhibitions include 2018 Untapped at Chan+Hori Contemporary, Singapore, and Limits at TOMO Gallery, Kyoto.

Artwork: *Ongoingness*

Name of Artist: Desiree Tham Xue Ping
Bio: Desiree is interested in relationships between human and modernisation. She employs personal narratives and performance as a platform to challenge the discourse with urban culture and the spaces we live in. She believes we live in a world that is both timeless, and ceaseless in its ever negotiation between past and present. Her works evoke and provoke multiple interpretations and sentiments.

Artwork: *Face of Fortune*

Name of Artist: Guyrence Tan
Bio: Guyrence is a multidisciplinary creative born and based in Singapore. His practice largely consists of illustrative and experimental collages, ranging from traditional and digital prints to drawing and mark-making. He is greatly inspired by the mundane of everyday life, finding inspiration from every crook and cranny of society.

Artwork: *Distance Matters*

Name of Artist: R. Yashini

Bio: Yashini is a multidisciplinary artist whose practice seeks to explore the speculative grounds of modern cosmology. Given her experimental curiosity and inventive methodologies in materiality, she aims to stage distant wonders by creating experiential spaces. She has recently participated in the International Virtual Art Exhibition at Grifio Art Gallery, Rome, 2018.

Artwork: *Sabaism*

Name of Artist: Odelia Yen

Bio: Odelia Yen is a multi-disciplinary artist that ventures into analogue/digitised photography and 2D drawings; in particular, experimental mark-making, blindfold-drawing and mapping. She also delves into the making of assemblages.

Artwork: *From Another Perspective*

Broadcast Media

Name of Artist: Alex Pan

Bio: Alex is a multidisciplinary creative who is passionate about creating moving visuals across documentaries, music video and computer graphics. He believes that images have the power to alter perceptions and impact society for the better. In recent years, he is interested in exploring human conditions through speculative fiction and employing technology to create hyper-realistic experiences that evoke empathy.

Artwork: *Amusement Park 2100*

Name of Artist: Leon Oh

Bio: Leon's works are not confined to any one aesthetic. He enjoys multiple types and variations of aesthetics such as cyberpunk, medieval, colour-scapes etc. He believes in incorporating the best parts from other styles and pushing the boundaries to bring the definition of aesthetics to a whole new level.

Artwork: *Amusement Park 2100*