project report SAPPORO II

Sapporo II, for the city of Sapporo Japan by Kamiel Verschuren with S-AIR (Sapporo Artists in Residence), Mami Odai, 2004 - ongoing

PP(

URBAN AND ARTISTIC

· CASE STUDY P

A NEW CONTEXT FOR CREATIVE ENGAGEMENT

The project Sapporo II is an open idea, an imaginary space, intended as a corresponding reality to the city of Sapporo. A parallel world that invites everyone to participate in the process of creating its reality, to write its narrative and reconsider our reality. In this parallel world many things might look familiar or alike, but nothing is merely what it seems and all things and activity could be explored for its artistic potential.

The intentions of Sapporo II are to develop new artistic platforms and investigate the possible role of the artistic producers in context of the city and its urban conditions. Conditions in which citizens are participants and not seen as an audience, where daily reality is continuously alive, both day and night, where our minds are open to all external inputs and not focussed on specific expectations or art.





The snow in Sapporo II is beautiful



The first snow marks a new beginning, fresh, beautiful and white. It comes for free and covers all.

Things are hidden and others revealed. Shapes disappear and forms become one large landscape. All movements become tracks, leading back and forth within the same line, overlapping others in time, and time becomes visible in an instant.

All becomes white, unwritten surfaces or physical suggestions.

The snow is democratic, and falls on top of everything and everyone. It comes for free and belongs to no one.

The snow allows for cultural development. It will fall again each year, and the year after, offering possibilities and experiments to fail and progress.

The snow only lasts for a short period of time before returning to the clouds in the sky. The clouds become rain, melting snow, rivers, lakes, seas and oceans turning to gas. It is there but for a moment.

If our reality would be made of snow, we could rethink ourselves every season, and all statements will eventually disappear.

Stepping across borders

Hokkaido Museum of Modern Art, Sapporo, 2004



In 2004, a symposium was held about the relation between art and community, or better to say, about the possible position of artists in society. They invitation was based on my experiences, working in close relation to communities.

In Japan, culture is mostly supported by private enterprises and not by the state. This allows cultural events to be spectacular and without compromise as long as they support the positive representation of the financing enterprise. Artists who are invited are often already famous. For young artists it is very difficult to start a practise.

As a consequence of the private investments cultural activities become directly related to the fluctuations of the economical market. If the economy is prosperous, cultural activities vibrate, if there is a depression, the cultural activities are put on hold. As a result, cultural organizations and artists' initiatives can often function for a short period of time and equally have to restart every few years. The government, which represents its society and its communities, plays no part in the support of art and as a consequence, the cultural activities, including the (contemporary) arts, play no significant role as a social public platform.

For most artists this means they have to find a career in relation to the art market and go abroad. They dream of a career in Europe or the United States of America. A career based on the individual artistic genius.

How could artists relate to their community?

As an answer to that question the idea came up to find something, some aspect that is particular to Sapporo, unique and strong. If artists could relate to that strong 'something' they could be of importance and find a new context.

Sapporo is a large city with over 3 million inhabitants. It is the capital of Hokaido, the Nothern Island and has the most amount of snow fall in the world, over 6 meters. About 6 months a year is it coverd with snow.



Sapporo II_a new context for creative engagement

In 2005, a project was started named Sapporo II (2), set in the winter landscape of Sapporo. It is the name of an imaginary, parallel world, in which the people of Sapporo can rethink themselves and engage in a different reality.

The aim is to realize innovative projects engaged in the unique urban and social conditions of this snow city.

It is a project about snow as a means to investigate the possible role of the artistic producers in context of the city and its urban conditions. Its intentions are to develop a stronger, independent artistic community.

The process is to stimulate collaborations between artists and other cultural producers. These collaborative projects are not only necessary to experience the strength of collective activity, they will also help redefine or develop a new context for artistic practices.

Furthermore, this seems to be a necessity, even though the city of Sapporo is a large city (the largest city in Hokkaido, with over 2 million inhabitants, a museum for contemporary art, galleries, universities and a few artists initiatives) the artistic climate is not very lively and possibly declining. Due to a lack of context, artists are often leaving the city to find their future careers elsewhere. Anyone having a chance to work in Japan or abroad often does so and do not return to bring back their experience or implant their new found network to create this context. Another reason is that the active artists in Sapporo mostly operate as individuals, aiming at a private career embedded in the isolated art world. Not only does this sustain the fictional competitive hierarchy, it also makes them dependent on the power structure of the art market and the fluctuating economy that provides most of the financial means for culture in Japan. This current situation makes it difficult to provide finances and continuity for the initiatives and cultural organizations to plan, maintain or even upgrade their activities.

How can we create strength, discourse and a lively artistic context to engage with the city and its community?

Snowfall is specific to the city of Sapporo and its urban and social conditions. Each year the city is covered with a white surface of frozen water that touches and engages everyone. Thousands of jobs, machines and logistics are involved to remove the snow from the streets, squares and parks. Year after year all this energy, activity and its financial implications have no other purpose then mere displacement, until now.

Could all this be different? Could the snow become an artistic material instead of waste? Can the displacement become an act of creation? A collective act of the community? A new artistic context?

Eventually, and this is a future ambition, Sapporo II should result in a new regional and annual 2-days holiday, engaging artists, other cultural producers and all people in Sapporo. Each year, on a Friday and Saturday, after the first days of snowfall, the people of Sapporo would collectively clean the streets, pavements and parks of snow and by doing so explore the material's creative potential and their collective strength.

Could all energy and means, used for dislocating the snow from the city, the existing organization skills and experience needed, be intentional to create something meaningful? Will people not only move the snow away but create something within the same movement? Could this become an activity that will make Sapporo a unique place, for which not only artists are involved, but all inhabitants? Where all inhabitants have a free day on the day the first snow falls? Where streets, public squares, playgrounds and all parks are collectively transformed into a new exiting and inventive snow-white landscape? Sapporo II?

On the day that follows, all people would be free from work or other obligations to experience the new collectively made urban snow landscape and celebrate its frozen energy.



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project #01: test site Moerenumapark

Moerenumapark (Isamu Noguchi sculpture park), Sapporo, 27th-29th of January 2006 With S-AIR, The Moerenumapark Center for Contemporary Art, the Technical University of Sapporo, Praha project, The Survival Committee, artists and visitors

collaborations, new networks and simulated urban context

test-site MoerenumaPark 27-29th January Snow Village Project

Snow Village Project

project#Ol: test-site MoerenumaPark

SAPPORO

open: January 27/12:00-21:00 January 28/10:00-21:00 January 29/10:00-18:00

organisation: Snow Village Project Committee & Kamiel Verschuren

スノービレッジ「サッポロ 2」プロジェクト宣言

この豊の村づくりのプロジェクトは、地元の学生や若手作家連を中心としたスノービレッジ制作チー ムとオランダの現代美術アーティスト、カミール・フェルシュフーレンの共同作業によって行われました。 「雪は誰の頭の上にも等しく降る」カミール・フェルシュフーレン

それは、このモエレ沼公園だけでなく、どこの冬のまちでも可能な新しい雪とのつきあい方をアートの 立場から提案するものです。広場や通りの除雪をアートに復元する仕組みづくりです。タイトルの「サッ



The first project to investigate the idea of Sapporo II is called Snow Village Project and uses Moerenumapark as a test-site. At the time of the project the park is covered with snow. The original landscape, built in honour of the artistic work of Isamu Noguchi, is hidden under a blank sheet of white paper. The newly formed landscape provides the possible to develop new ideas.

The intentions of Sapporo II are to develop new artistic platforms in the context of the urban environment. There for a section of the city of Sapporo is reconstructed as a test-site within the park. To create this test-site effective tools and logistics have to be developed and designed. New and necessary collaborations between artists, organisations and participants are initiated and shall generate longer lasting collective strength.

The avenues within Sapporo II allow logistic transport and human movement through the unstable landscape. Streets lead to different locations and allow spaces to connect, and so alleys provide narrow exits. The houses, or interior spaces create possibilities for different ideas and settings. An industrial area is intended as a collective workspace where snow is transformed to building material. Within this imaginary landscape artists and other artistic producers are invited to develop works and do experiments in thought of the city and their own memories as urban citizens.

Based on the experiences, experiments and projects developed this year, it is intended that in the following years, as the snow continues to fall, Sapporo II will be located directly in the city of Sapporo, overlapping and transforming its reality. In this way Sapporo II is not intended as a 'snow festival' or limited to Moerenumapark, but explores the phenomena of snow and blankets the entire city as a collective and inclusive project.

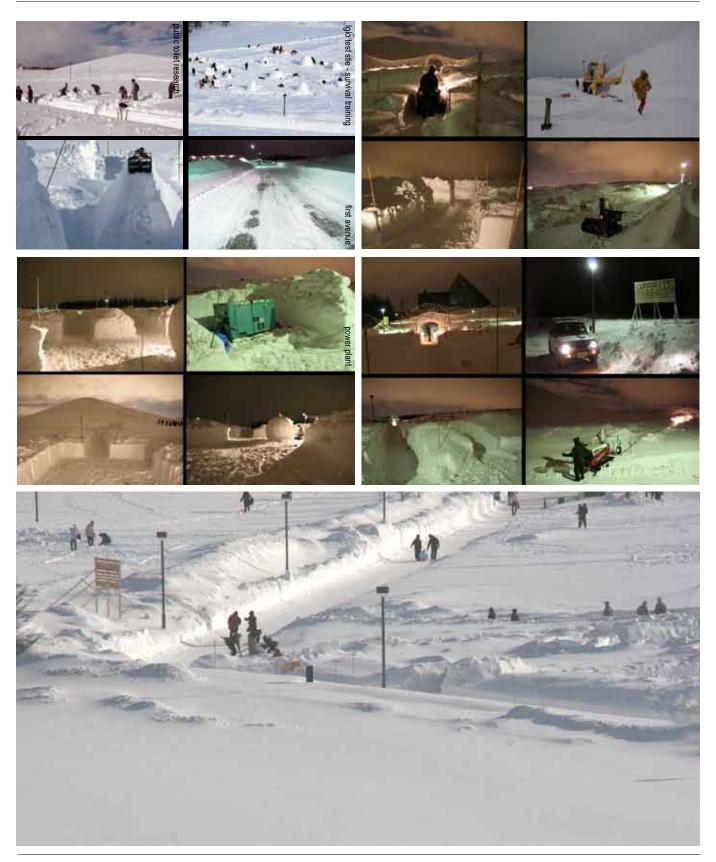
Can all the energy, used for dislocating the snow from the city, the existing organisation skills and experience needed, and the machines and logistics, be intentional to create something meaningful? Will people not only move the snow away but create something within the same movement? Could this become an activity that will make Sapporo a unique place, for which not only artists are involved, but all inhabitant? Where all inhabitants have a free day on the day the first snow falls? Where streets, public squares, playgrounds and all parks are collectively transformed into a new exiting and inventive snow-white landscape? Sapporo II?



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Snow Village Project project #01: test site Moerenumapark





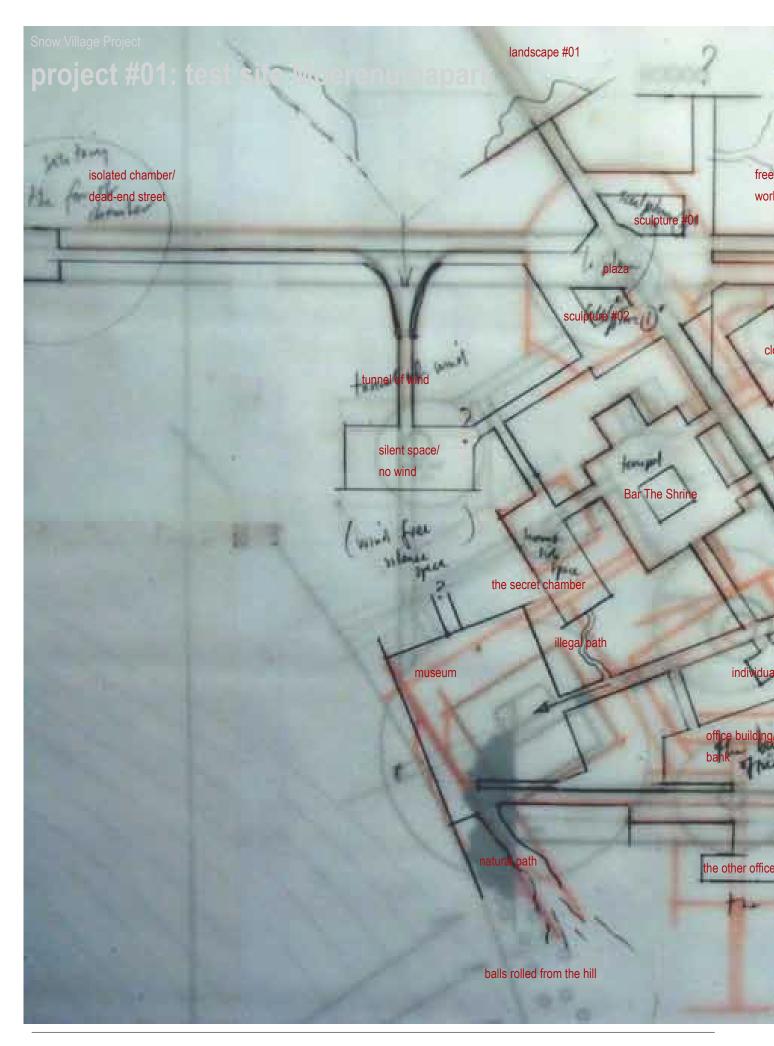


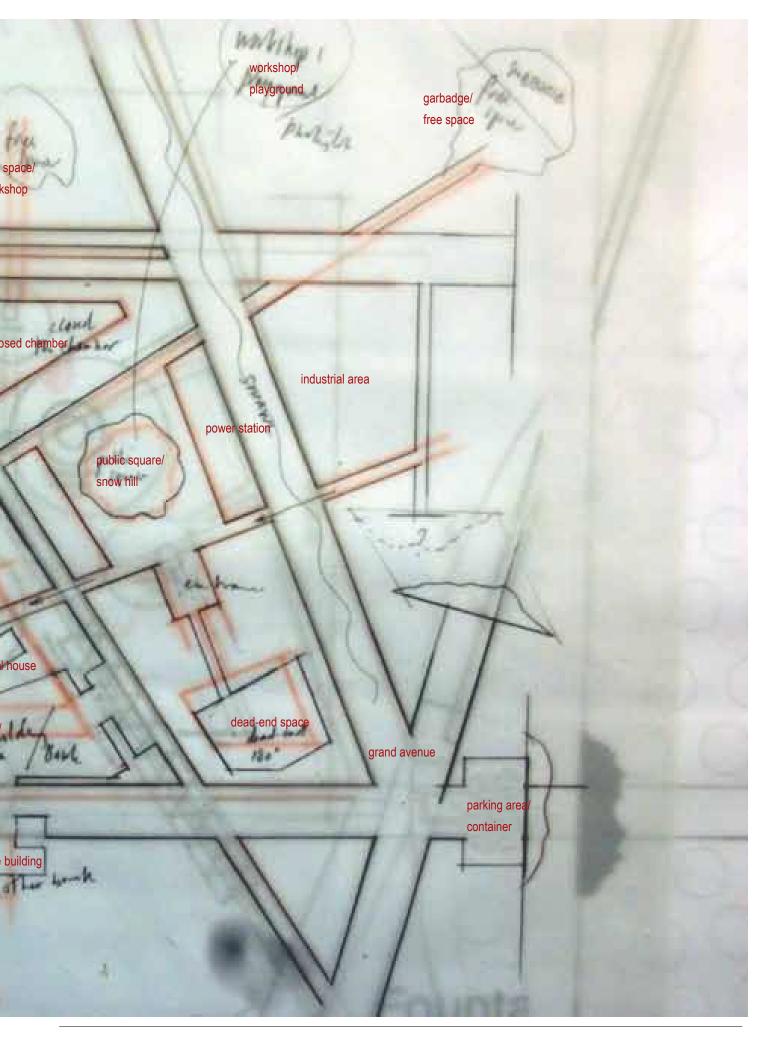


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The Cultural Institute of Northern Region Research Journal of CINR-31 北海道東海大学北方生活研究所所報 No.31 2005

特集:Environment 環境

●緑豊かな都市を目指して:テンマーク国際シンボジウム ●豊かな外遊びができる環境を:田川正毅 ●ヒートアイランド化する都市室間:石田秀樹 ●バードハウス・デザイン・コンペティション2005 ●SNOWSCAPE MOERE:SnowVillage Project ●ヨーテボリ留学体験記、留学生の報告 ●新月伐採が自然のリズムを呼び戻す:研究プロジェクト報告 ●美瑛可サイン計画の今後の整備方針策定:受託研究報告 ●フローズン・スカルプチャー:授業紹介 ほか

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特集 Environment 環境 SNOWSCAPE MOERE SnowVillage Project

2006年1月27日(金)・29日(日) モエレ沼公園

BLOWN CUBE

スノービレッジ・プロジェクト

世界的な影気家イサム・フグチが札幌に遣したモエレ沼 公園。この冬、そこで開催されたアートイベント「SNOWSCAPE MOERELに、北海道東海大学チームが制作参加する機会 を得た。冬の札幌に、4つのランドスケープを描くというコン セプ下で、CADEE NGHTSCAPE、WINDOWSCAE、WHITE LANDSCAPE、 SOUNDSCAPEの4イベントが実施された。

スノービレッジプロジェクトは、モエレ沼公園の雪原に真 冬の3日間だけ出現する「雪の村」を作るというものである。 都市空間をテーマとするゲストアーティストとして、オランダ からカミール・フェルシュフーレン氏が招聘され、本学から は学生有志による2つの制作参加チームが、200雪の村の 中で作品制作を行った。また、現地で行われたカミール氏 によるワークショップにも多くの学生・教員が共に参加する 機会が得られた。

遠距離の現場、特徴ある雪質とモエレ特有の強風など、様々 な難しい課題を解決しながらの制作作業となった。

●BLOWN CUBEのコンセプト

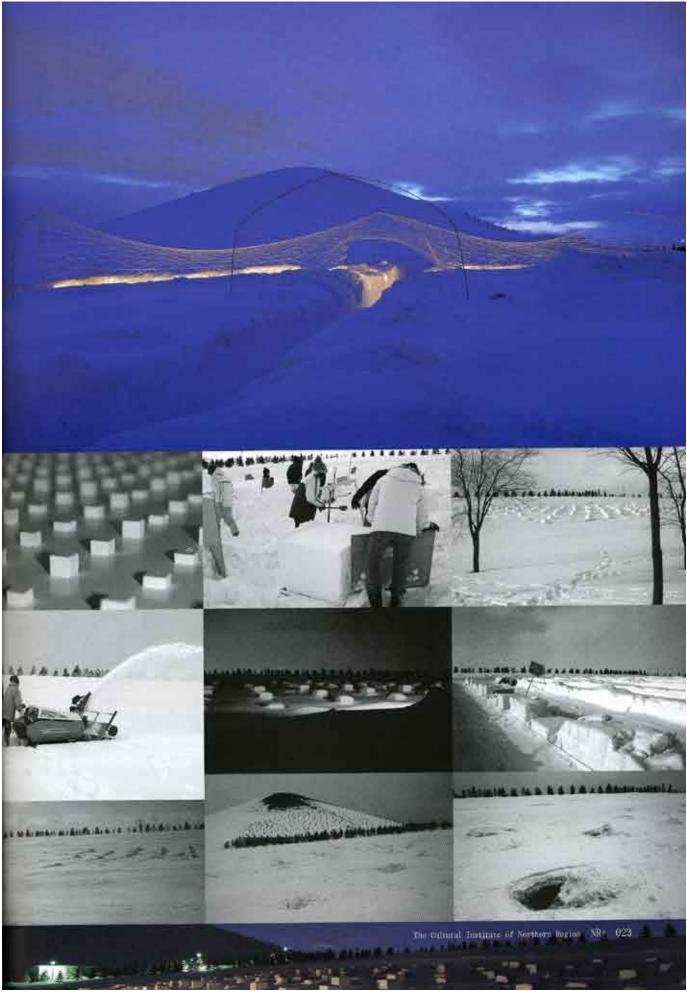
この作品は、「風雪の彫刻」とも呼べるもので、一辺80cmの 雪のキューブを、縦10列・横15列の計300個、等間隔に並 べて、人の手による四角い雪塊が、モエレ将有の地吹雪に 吹かれ変化していく様子を見せる。風に削られ、吹き溜まり、 埋もれていくプロセスが、人間の行為と自然の力との拮抗 を表現している。

hote by ke

●GATE OF URBAN ENVIRONMENTのコンセプト

この作品は、イサム・ノグテの影頻作品の中に見いだすこ とができる自然の形象と、都市近郊に位置するモエレ密を 関係つけるための建築的な仕掛けであり、雪の村へと人を 導くアプローチとして設計した。ビニールハウスのフレームに、 に、毛糸のテンションを利用して、風景に溶け込むようなネッ トを張り、村を訪れる人の空間体験を演出する。ゲートをく くり抜けると幻の村が出現することになる。





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ボール フェルシュフーレン Kmiel Verschuren

SNOW VILLAGE アートディレクター

このプロジェクトに参加するポイント は、良い精神を持ち続けることだね。

一番難しかったことは、当の時別続ける中でも休まずに作 業しなければ充らなかったことです。翌日には積重ですっ かり埋まってしまうこともありました。みんながこの2週間、何 度もそれを繰り返しました。雪で伴っているものが雪によっ で消されてしまうのです。一部のコースが雪でダメになった りもしました。この公園は、他の所よりも雪くて有り難いので すが、同時に雪によって失われるものも多かったのです。

最初は街の中で展開するプロジェクFを考えていました。 カフェで脱まったりできるし、トイレにも便利ですからね、もと もと公開目体がアートワークの一部であると、その中に更に アートを作ることは難しいとだと考えていたした。ランドスケー ブなどは特にそういえるでしょう。

ところが、世があると公園は消えてしまうので、他のアート が可能になると思いました。公開の夏は活気があるけれど。 冬は静かだし新しい活動を必要としていました。冬のモエレ 沼公園に新しいアートを制作することは面白いと思いました。 また、多くのアーティストと学生たちが、この重要な場所で 一丸となってスソーアートコミュニティに参加し、一緒に物を 作り出していくことは私にとって信じがたいことでした。それ ぞれのアーティストがアイディアやビジュアルを考えたり話し 合ったりして、コミュニケーションを取り合い助け合っている ことが嬉しかった。

そして、このプロジェクトで感じた重要なことは、アイディア はみんなに与えられる共通のチャンスでもあるし、それはこ の現場の中で想像上のリアリティーでもあるということ。この 厳しいプロジェクトでは、良い精神を持ち続けるということが 大事なポイントのひとつだと思いました。

アイディアはとても重要です。アイディアの方向性さえ氏 まれば、何をすべきからお互いに分かるし、すぐに作業に 取り掛かることができます。良いアイディアがひとつ浮かぶ ことによって、プロジェクト全体がまた新しく展開していく、そ れぞれのアイディアによって影響を受け合ったり。アイディ アがアイディアを生んだりなど。それが重要なことですね。

この次は、私保の大油公園でSAPPORO IIを展開したい と考えています。とうぞ楽しみにしてください。



インタビュー 平野 靖子 刘訳·文布 村田 截子

024 NR+ The Cultural Institute of Northern Region

project #02: Sapporo II at the Center for Contemporary Art, Moerenumapark



Moerenumapark (Isamu Noguchi sculpture park), Sapporo, 27th-29th of January 2006

SNOWSCAPE MOERE

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CANDLE NIGHTSCAPE

WINDOWSCAPE

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WHITE LANDSCAPE

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Section .

SOUNDSCAPE

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models - snow sculpture and projects

video-films and installations: Sapporo II at the Center for Contemporary Art, Moerenumapark



As part of the exhibition several video-films were shown: a promotional video made by the Japanese military showing their role in the Sapporo Snow Festival, a video-documentary by the BBC on the decline of the Alps, an instruction film by the national snow cleaning department on durable energy techniques, a video-installation showing a video-film made to protest against skying 'La realité n'est pas un faît' and 'Snow Coverage', a video-film about the Szobor-park in Budapest, a park with all the remaining sculptures that were placed by the communistic gouvernment.



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exhibition and symposium

video-films and installations



Snow Cleaning

The instruction film by the national snow cleaning department shows their new techniques on creating durable energy by cleaning snow from the city of Sapporo.





Sapporo Snow Festival - Military promotion film

... Since World War II the Japanese army was not allowed to be active. To promote itself by other means and sustain their position in society, the army took over the Sapporo Snow Festival. It trained thousands of soldiers to become ice-sculptors or scaffold-engeneers to build the most amazing structures, moslty existing architectural icons, popular figures from TV or sponsored displays of any sort ...

... The video-filom shows the enormous, annual operation as a promotional and social activity in which all goes as planned without difficulty ...

... Since 2005 the army is allowed its original activities and started actions in Iraq as part of their self-defence strategies. In that same year one of the snow festivals they organized was already cancelled

exhibition and symposium

video-films and installations



Down hill all the way Barraclough Carey, BBC in association with the Discovery Channel, 25 min.

This documentary reports on the problematic environmental conditions related to the annual Olympic Winter Games. Different parties involved speak out on the possibilities and impossibilities of finding solutions to prevent the natural habitat in the planned areas from being completely destroyed.

data on the Alps and tourism:

... The Alps are host to over 60 million tourists every year, equal to the entire population of Britain and Ireland ...

... The amount of waste that is produced in one season equals the full amount of waste in both countries in a whole year ...

... 40.000 sky areas have been erected for which 11% of the natural habitat of the Alps has been transformed to skying resorts, a surface equal to 200.000 football fields ...

... This landscape has turned into a dessert in the last 50 years. It will take another 10.000 years for nature to recover itself, if left alone ...

... 13.000 skying elevators have been realized ...

... Animals can no longer reach the valley areas because of increasing tourism. Up in the higher areas food is scares. They need up to 6 times the amount of energy to survive in the higher areas where the snow is thicker ...

video-films and installations Small Urban Notions: Snow Coverage

Kamiel Verschuren 2000, Szobor Park, Budapest ©SmallUrbanNotions 1999

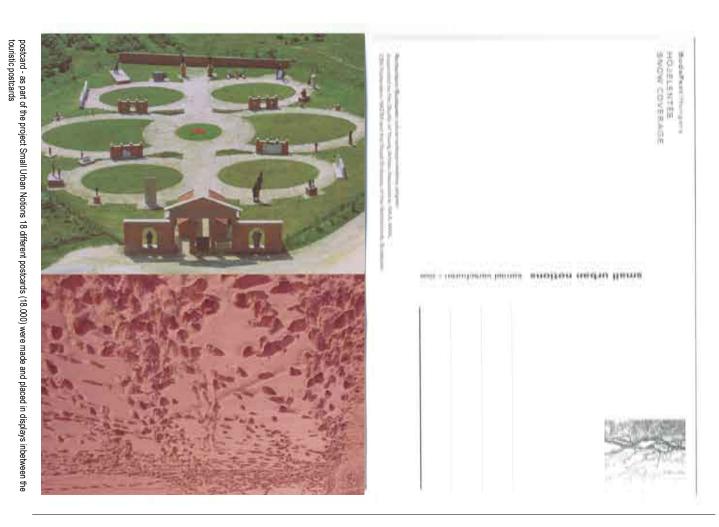


The Szobor Park in Budapest was created directly after the political changes to store most of the communist monuments, taken from both Buda and Pest. The statue of liberty, erected by the Russians, was kept and still stands on top of the citadel. The statue of Stalin disappeared from the city center and is still missing.

The video shows the park covered under a layer of snow, hiding its landscape design but revealing the traces made by visitors.

The video is part of a series of video-documents for which Kamiel Verschuren asked several people from Budapest to show him something of importance.

The video series is part of a number of public projects that were executed in Budapest under the project title 'Small Urban Notions' (1999-2002).



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video-films and installations La realité n'est pas un fait (reality is not a fact)

Kamiel Verschuren (NL) 1997-1998

In collaboration with the physical geographers H. Renssen/ G. van der Lee



The project La realité n'est pas un fait is a site specific videoproject for the skying-resorts Moûtiers, Les Menuires, Courchevel, Val Thorens and Les Arcs in the Savoie, French Alps

The video footage describes these places and landscapes prior to the holiday season, when human presence can only be seen through traces: destroyed soil surfaces, ordered nature and abandoned villages waiting for the big storm. 'La realité n'est pas un fait' is a pictorial parable about the relativity of the reality of a landscape which changes its face entirely as soon as snow falls. When all is covered by a white and soft blanket, it seems a non-critical condition, enjoyed by more then 6.000.000 tourist every winter season.

(text: Florian Wüst, video-lounge on the Waldstättersee boat busses, Luzern Swiss)

The silent video-film was shown continuously for 2 weeks in 50 bars and discotheques spread out over 5 villages in the area of Savoie during the high season of winter tourism.

As an video-installation the video-film is presented with sound, with music by Paul Van Dyk 'for an angel'. A song that is happily sad.



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'About a landscape that is already in itself critical enough when it is not covered with snow'.

Dear

With this letter please find enclosed a text and a video-cassette with which we should like to inform you about a project we recently executed in the French Alps.

The project investigates the problems arising from skiing in natural resorts, and the influence of human activities in these areas.

The project also investigates the relationship between individual and collective responsabilities; the depth of commitment and the consequences of having an opinion. It is about place, time, visual appearance and the truth of reality: about friendship, adventure, coincidental encounters and the undertaking of an action.

The text accompanying this letter, has been sent to about 60 people working in the French Alps. It requests people to take part in the project 'La realité n'est pas un faît', which roughly translates as 'Reality is not a fact'. In that text the project is further explained.

The video-cassette is an editorial which was made after we visited the villages Moutiers, Val Thorens, Les Menuires and Les Arcs 1600 and 1800.

It shows these places, and the landscapes between them before the holiday season starts: in the days of the first snow fall.

The soundless editorial consists of 4 images. Each image shows an element dealing with human presence or absence.

The letter asked potential participants if they would be interested in showing the video-film for a few weeks during the high season, when the tourists are present.

The video-film is a recording of our first visit to the Alps in November 1997.

Previous to our trip, we had many discussions about skiing, the effects on the natural habitat and our contradictional feelings and thoughts. Ones own responsibility, how far it reaches and the pleasure of going skiing together. During these conversations we challenged each other to investigate the consequences of the opinions we formed and announced to others. How could we activate our knowledge and how could we work together, being from different occupations and being friends.

Is there meaning in an opinion if nothing comes from having one?

During our first visit we came as observers. We were trying to find out if the opinion we formed had anything to do with our observations. We were in the Alps for 4 days and filmed what we saw and our activities.

Back in Holland we formulated our project and translated it into a letter. The recordings were made into a video-film.

From all 60 letters sent, we recieved 3 positive responses to partake by showing the video-film.

In the period after, we also tried to reach people by telephone. From that we found a further 3 places interested in showing the film.

In April 1998 we returned to the same area. We came to show the film, to discus it with people and to experience going skiing.

Besides the contacts already made, we also addressed people directly, informing them about the project and asking them if they were interested in seeing the film and possibly showing it.

It became clear that mostly bars and discotheques were interested and also had the neccesary equipment for showing the video-film. In fact, it was the bars and discotheques where people went if they were not skying.

After 2 days of driving from one village to another, talking to people and discussing issues, the video-film was seen in many places. It could not have slipped people's mind that the same video-film was presented in different shopwindows, bars and discotheques, at different times during the day and night, for several days in different villages. The soundless video-film and the music they played went very well together. The agreement we made with the owners, was they would play the video-film for a week, sometimes as a background video-projection to the dancefloor, sometimes on

monitors on the roof, as an intermission between football matches or other sports programs.

During the last 2 days of our visit in the Alps we went skiing.

project #03: Hyperspace Sapporo II: The future of Sapporo

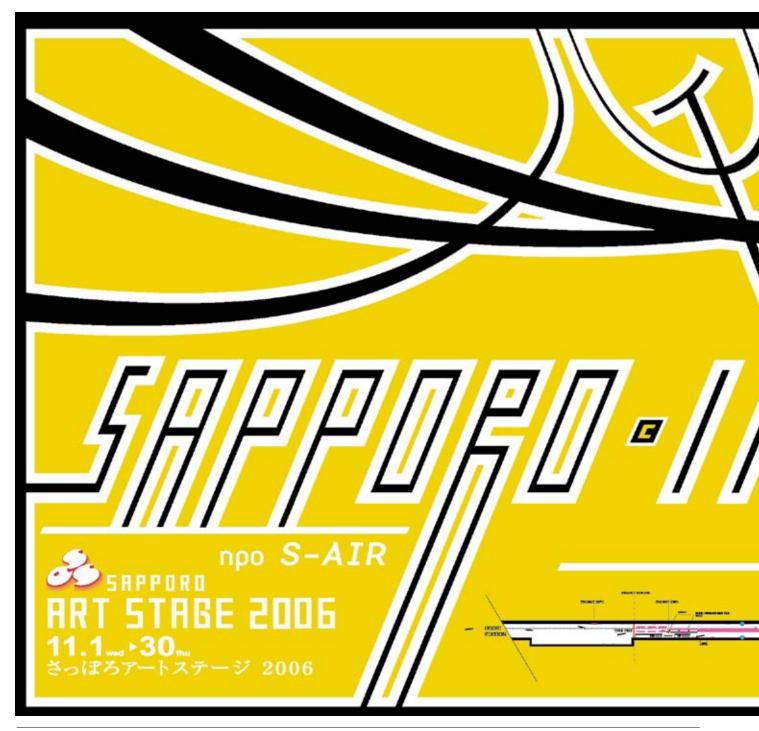
Odori Subway Passage, Odori-Station, 1st-30st of November 2006 With S-AIR and Tomohiko Himeshima

conceptual statement, public announcements, new networks

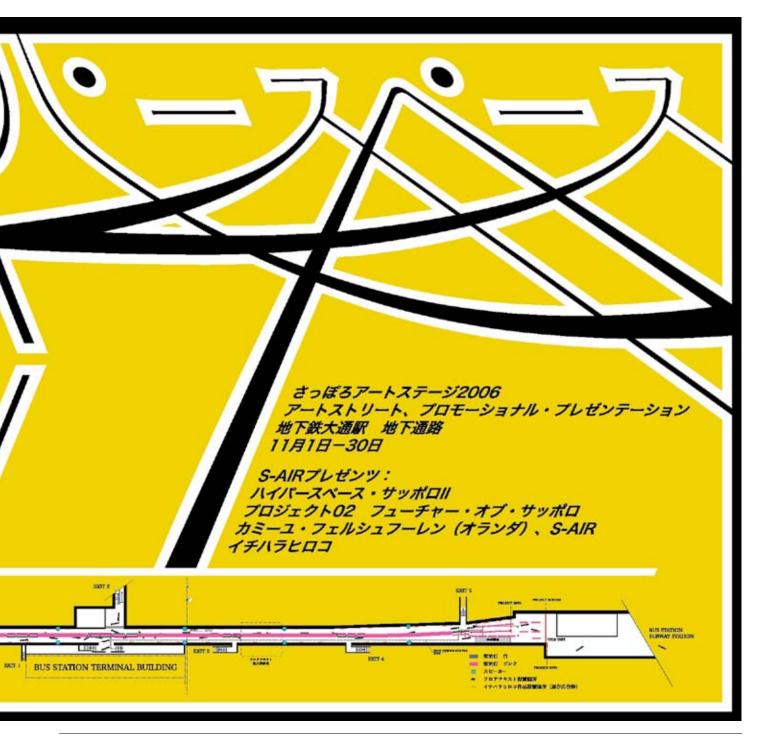
The third presentation of Sapporo II was set in one of the largest subway passage in the city, used by over 10.000 people each working day, and part of the opening of the cultural year in Sapporo.

Through speakers along the 800 meter passageway one could here a continuous soundtrack stating about 50 statements in Japanese on the future of Sapporo as if *Sapporo* has already transformed in *Sapporo II*. Speaking of the possible future, in the future tense, was used as a technique to question the contemporary situation within the context of its historical developments and create a public awareness.

The soundtrack was based on the music from the song "in the future" from the album "Music for the Knee Plays" by David Byrne.







[soundtrack]

The soundtrack was based on the music from the song "in the future" from the album "Music for the Knee Plays" by David Byrne.

Japanese voice by Yu Kuramoto. Sound-editing by Bob Stoute.

[The snow city of Sapporo]

1

-in the future......Sapporo shall be known as Sapporo II
-in the future......Sapporo II shall function as a parallel reality to open our minds
-in the future......we will remember Sapporo II as a world formed by our own thoughts and actions
-in the future......snow is everywhere and Sapporo II will always be covered by snow, every day and every night
-in the future......the snow of Sapporo II is considered to be the most democratic substance, it comes for free and falls on all heads
-in the future......the snow of Sapporo II is experienced as an existential phenomena, its hides and reveals, revealing our essence, behavior, actions and feelings

SAPPOR

URE OF SAPPORO

-in the future......the snow in Sapporo II will be its most important economical resource
-in the future......in Sapporo II snow is no longer seen as waste
-in the future......in Sapporo II snow is connected to every aspect of life, even in summertime
-in the future......in Sapporo II snow is everything and everything looks white

2

....in the future......snow will be understood as a collective mirror, reflecting ourselves in all ways

....in the future......snow is like us, and we are like snow, solid flakes of water in air

3

....in the future......snow is used to shape the community

....in the future......snow reveals the true beauty of shapes

4

....in the future......snow will become an artistic tool

....in the future......snow is art and art is snow

[The artist's position]

1 (but)

-in the future......art will no longer be based on individual genius
-in the future......meaning in no longer understood as something generated by individual activity
-in the future......all artists are collaborating, all over the world
-in the future......artists will become of most importance to society
-in the future......artists are key personalities connecting networks, coordinating multi-tasks organization and over seeing interconnected consequences
-in the future......art is part of everything and everything is art
-in the future......everyone will be an artist because live itself has become artistic
-in the future......all people will work together because meaning can only be created by collective activity
-in the future......the aesthetic idiom of art is historically reset as a diversion
-in the future..... art is no longer seen as a competitive act, but as a collective means to create meaning

2

....in the future......artists shall have multi-disciplinary skills creating art and society

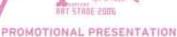
....in the future......artists will be creative in all kinds of professions

3

-in the future......artists will explore new fields of operation and create their own artistic contexts
-in the future......public space will be our cultural heritage

4

-in the future......all public money is spent on art and culture to the benefit of the society
-in the future......the community again supports culture, because art is once again a language to communicate ourselves within context of everything that surrounds us....



SUBWAY PASSAGE ODORI STATION 1.11 - 30.11 2006

project #03: Hyperspace Sapporo II: The future of Sapporo

[The projects and consequences]

1

-in the future......snow is used to understand time as multi-layered traces of movement
-in the future......snow is used to make new connections and construct other possibilities
-in the future......snow has become the most important cultural development, offering possibilities and experiments to fail and progress
-in the future......the cities infrastructure is reconstructed each year, depending of the amount of available snow
-in the future......all activity to move snow from the city is used to create the most amazing artificial landscape, one has ever seen
-in the future......every street will have its own snow festival
-in the future......each school uses every playground to create amazing snowscapes
-in the future......every neighborhood takes part in an annual snow contest
-in the future......the annual snow festival of Sapporo II will again be a local festival hospitable to guests

2

-in the future......a new national holiday is held to enjoy the first snowfall
-in the future......snowballs become a means of communication and interaction

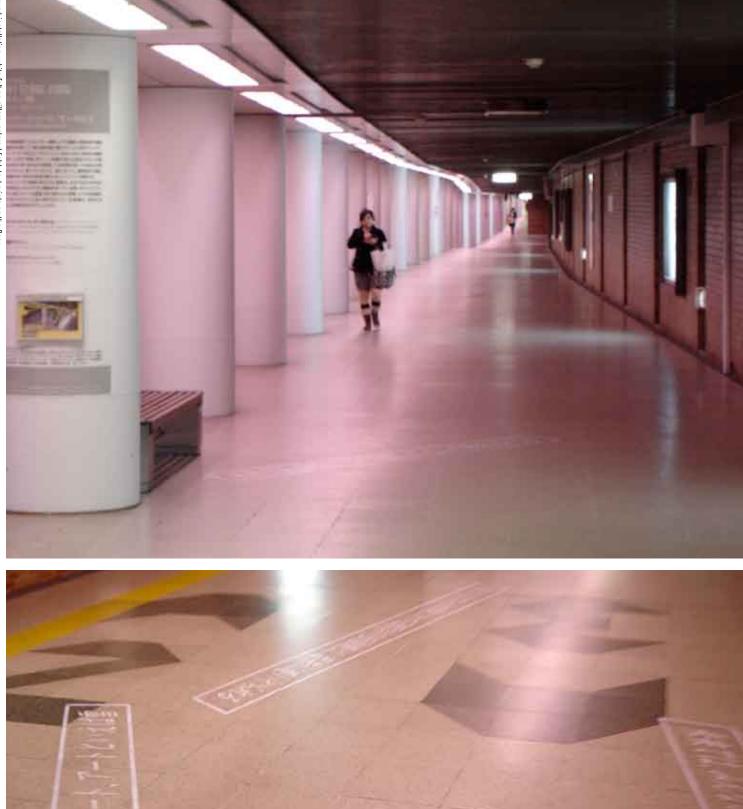
3

....in the future......the annual snow festival of Sapporo II will express contemporary Japanese culturein the future......the annual snow festival will address public issues both political and social

4

....in the future......we can think of ourselves in different realities, as fluid, gas, solid shape and falling flakesin the future......our reality is like snow, we can rethink ourselves every season, but all statements will eventually disappear.







promotional presentation

sound-installation, white felt on pillars, colored light, text prints on the floor

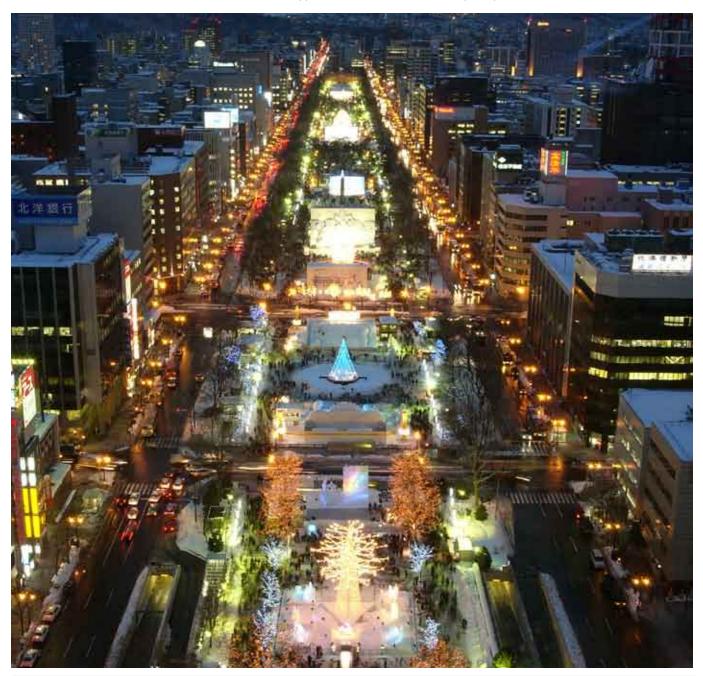
project #04: New Models for The Sapporo Snow Festival

9th floor (empty office building), Odori Park, November 2006 participation by S-AIR, artists, architects, designers and students from the University of Hokaido

contemporary issues (private, global, social), collaborations, contest

The intention of the project Sapporo II is to re-invent the annual snow festival of Sapporo as a cultural event with a new social and political content.

The Sapporo Snow Festival was originally initiated (1950) by artists and later on take over by the military for self-promotional means. Since then the snow festival of Sapporo has grown to become a (inter-) national super festival attracting over 2 million visitors from abroad. With the involvement of the military the festival has shifted from being an artistic festival to a commercial and popular venue, often sponsored and directed by commercial enterprises. The enormous snow sculptures that are erected for the festival represent the popular Japanese culture and mimic its world of commerce. Large displays of comics figures, Pokamons, replicas of historical buildings, temples or political buildings are created with an utmost precision and realized with the dedication of at least 3000 trained soldiers, hundreds of engineers and trucks transporting snow in to the city. The professionalization of the festival has not only shifted the cultural potential and content of the festival into a cliché, but also transformed the citizens of Sapporo into an audience instead of participants.



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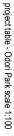


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Sapporo II - project report©kamiel verschuren 2009 in collaboration with S-AIR, Mami Odai Sapporo Japan



In November 2006 a workshop was held to create new models for the annual snow festival of Sapporo.

For many years the city of Sapporo has held its annual snow festival, attracting over 2 million visitors each year. It is like its beer-brand, Sapporo, known all over the world and part of its identity.

In the early years it was initiated by artists and inhabitants form the city but later on produced by the military as a way to promote its existence. Due to post-war agreements, the Japanese army, like the German army could not, until 2005, practice any military activities.

Over more then 3000 soldiers, trained to sculpt the ice, over a hundred engineers drawing the necessary constructions, 1000 trucks and other means are activated to produce the largest and often incredible ice and snow sculptures.

However most of the designs are amazing, they are very cliche, often based on existing, or historical icons such as its temples, or on its extensive world of comic figures. They neither present contemporary developments in culture nor do they relate to any social or contemporary global issues, nor to the site itself. It is only representing what people already recognize.

While the military brings tonnes of snow into the city using an enormous number of trucks, the city is using an equal amount of trucks, financial means and people to export an even larger amount of snow to the outskirts of the city. This does not only seem a contradictionary process, it is in many ways a waste of using resources, both human and material. What happens with all the snow that is exported outside the city? It is merely dumped.

Could all the energy be used in context of an artistic aim? What role can this offer to the artists of Sapporo?

The workshop

The aim for the workshop was to develop different ways of thinking about snow and create new models for the Sapporo Snow Festival.

Could the Sapporo Snow Festival be based on different and more contemporary designs developed by artists, architects and other cultural producers?

Could this public engagement offer artists and other cultural producers a different perception towards their practice and the position within society? Could this offer a more independent position towards the art world?

And could the Snow Festival once again become an active cultural festival?

The workshop was held in an empty office space on the 9th floor next to the Odori Park where the annual snow festival is held. Architects and artists made different teams with students to developed new models.

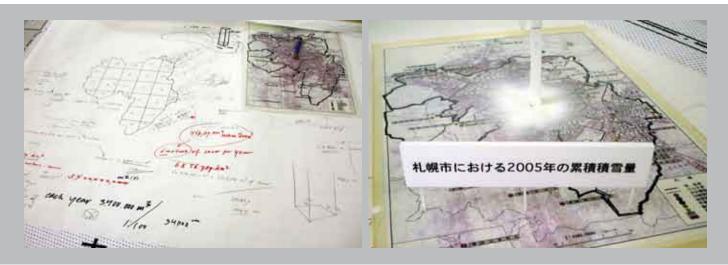
It was intended to have the people vote and chose a winner design. A design that could be realized for the annual Snow Festival of Sapporo 2008 and thereby initiate its transformation.











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project #04: New Models* for the Sapporo Snow Festival

* the report shows 9 models by Kamiel Verschuren. In the workshop over 50 models were made by differrent participants, guided by the workshop teamleaders



Iceberg #01

replica of an iceberg scale model 1:100 with billboard and news-paper quote

On 15th, November in 2006, huge piece of ice berg from South pole is drifting on Wellington water of New Zealand. It is vastness of 200 x 50 meter.



inconvenient sculpture #01: car crash

simulated car-crash on an existing crossing at Odori-Park, using real cars covered by snow



all the snow

conceptual model for annual snow accumulation of Sapporo in 2005, per month

project #04: New Models* for the Sapporo Snow Festival

* the report shows 9 models by Kamiel Verschuren. In the workshop over 50 models were made by differrent participants, guided by the workshop teamleaders





CAUTION - unen ployment o long working TRIPPING -HAZARD



Japanese army in Iraq, 2005

... in 2005 the Japanese Self Defence Forces were again allowed activity since World War II. Their presence in Iraq is daily news and is widely covered on TV. Hereby the need to attract attention by producing the different snow festivals in Sapporo is questioned ...

... the model is a 3-dimensional reconstruction of a photograph published in the newspapers showing a Hummer vehicle under attact and Japanese soldiers taking cover behind the steel rail alongside the road. A billboard on the model shows this photograph if it were a commercial advertisement ...



Panorama Iraq (Appocalyps (S)now), 2006

... on 30th, November in 2006, two Japanese were shot in a town of Iraq ...

... alike many snow sculptures in the Sapporo Snow Festival the model is display, partly 2- and 3-dimensional., showing the Japanese army in action, with a billboard of the actual press photo the soldiers are sculpted in different scales suggesting more depth, they have no heads representing the universal, unknown soldier ...



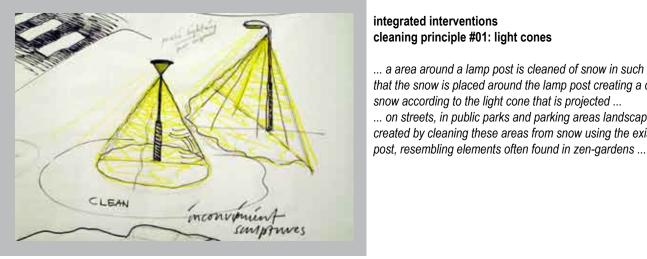
inconvenient sculpture #02: homeless people

... a homeless person is frozen to death on a public bench, his or her leg sticks out causing a nuisance ...

... many homeless people in Sapporo died last night, frozen to death due to the extreme cold, causing nuisance to the many visitors to the Sapporo Snow Festival, blocking the pavements, ...

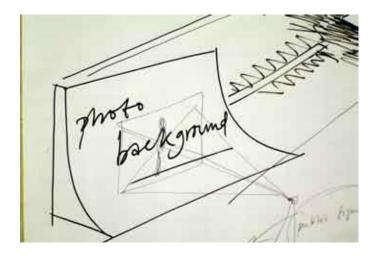
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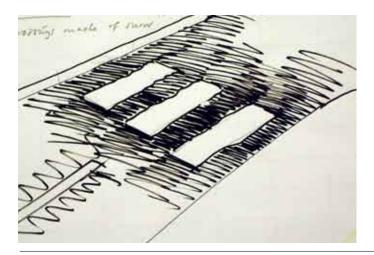
integrated interventions cleaning principle #01: light cones

... a area around a lamp post is cleaned of snow in such a manner that the snow is placed around the lamp post creating a cone of snow according to the light cone that is projected on streets, in public parks and parking areas landscapes can be created by cleaning these areas from snow using the existing lamp



white wall: the ulitimate snow photo

... a white wall of snow is made creating a photo backdrop visitors to the Sapporo Snow Festival can take pictures of themselves dislocated in space by the white background ...

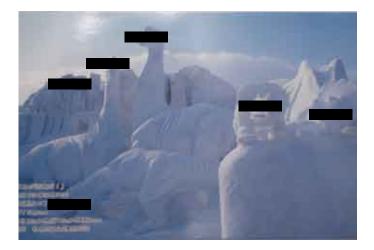


integrated interventions cleaning principle #02: snow zebra

... a street is cleaned of snow in such a manner that parts are left untouched creating a zebra, a pedestrian crossing crossing the street, touching the snow zebra will make it disappear, thus endangering the situation ...

project #04: New Ideasis* for the Sapporo Snow Festival

* the report shows 9 models and ideas by Kamiel Verschuren. In the workshop over 50 models were made by differrent participants, guided by the workshop teamleaders



a display of extinct animals

... in many snow sculptures animals are represented, smiling, cute, funny, happy ...

... Japan is know to not follow international agreements on world preservation concerning whales, tuna fish and other animals that are close to extinction ...

.. a display of animals that are almost extinct, smiling, cute, happy, funny, can shake awareness on world preservation ...



social issues: statues of the wives of famous men

... Japanese society is modern and traditional at the same time, open and very hidden ...

... although women and men both follow high education, it is very often the case that women, once married take a traditional position in family life, ...



environmental issues: the energy use of one household

... the energy used in one household is use to melt down a replica of that same house ...

(model by a member of the participating teams)

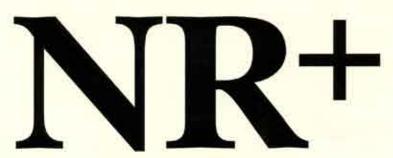
notes on the workshop presentations by the different teams

project #04: New IdeaSis* for the Sapporo Snow Festival

* the report shows 9 models and ideas by Kamiel Verschuren. In the workshop over 50 models were made by differrent participants, guided by the workshop teamleaders

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The Cultural Institute of Northern Region Research Journal of CINR-32 北海道東海大学北方生活研究所所報 No.32 2006

特集:まちづくり

● 細しのランドスケーブ / 建築家グンナール・アスプルンド無:特損 ●チェアーズギャラリーの10年 / 奥山卓夫:特集 ●「北彩都あさひかわ」の原点 / 後護純児:特集 ●デザインは出会い(赤い帽子のキッチンスツール) / 田山里奈 ●フローズン・スカルプチャー / 谷山南二:冬のアート ●Snow Built-Form / ドナルド・ウォリントン:冬のアート ●北海道とデンマークの交流 / 佐保吉一:研究プロジェクト報告 ●「バンのみみ」しあわせの限辺:ゼミナール紹介 ほか



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<text>

SapporoIIの雪は、美しい。

その年最初の雪は、さあここが新しい始まりなんだと告げる。新鮮で、美しく、そして真っ白。ただで手に入る上に、全てを覆 い尽くす雪。目にしているものは隠され、見えなかった別のものが雪わになる。ものの姿かたちは消え失せ、様々な形はひと つのまとまった風景になる。動くものにはみな動いた跡がついてくる。同じ導線上に後ろへ前へとひっぱられながら、そのうち にほかの線と重なりあう。時間がたちまち視覚化されていく。全てが白い、なにひとつ痕跡のない表面であり、または生々しい 暗示なのか。雪は平等である、そしてすべてのものとすべての人のてっぺんに降ってくる。ただで手に入り、誰のものでもない。 雪は文化的な発展を熟って見守っている。雪は未年もまたそのあとの年も、降り続く。失敗と進歩のために、可能性とチャン スをくりかえし差し出してくれるかのように。雪という現象は、空の雲に戻ってしまうまでのほんのつかのまの姿だ。雲は雨に、 滝けた雪に、河に、週に、海そして大海から気体へと変化する。雪はたしかに存在はするが、ほんの一瞬だ。

もしも私たちの現実が雪でできていたなら、その季節がくるたびにわれわれ自身について見直すことが出来るだろう、それに 言ったことはみんな、そのうちぜんぶ消えてなくなるのだし。

Sapporo II クリエイティブに取り 組むための新しい提案

Sapporoll(サッポロ・ワー)とは、柔 軟で開かれた考え方。また目には見 えないが、現実の札幌という街に重 なり合うように存在している想像上の 街の名前である。このパラレルワール ドは、札幌に新しい物語をつくりだす とか、わたしたち,の日常生活を見直 すといった創造的なプロセスに、だれ もが参加できる、この用=パラレルワー ルドは、現実の世界に似ているところ もあるが、それは単に見た目だけのこ と、ここで行われるすべての活動は、 創造的な可能性のために検討され、 実践されていく。

また、SapportIIは、札幌の冬景色 の中に未来のアート・マニュフェストの 舞台をつくるというプロジェクトの名称 でもある。アーティストとアート・プロ デューサーとで行う共同作業に刺激 を与えることもプロセスのひとつであり。 自立した和浩的なコミュニティをしっ かり発展させることがねらいだ。さらに。 札幌の半年近く雪に覆われていると いう根特な都市環境を活用して、現 実のシステムに変化をもたらす、新し いことのできるプロジェクトを実現する ことを目論んでいる。共同作業をとも なうこれら一連のプロジェクトは、多く の人が、協力しあうことの力強さを実 感するだけではなく、創造的な新しい





流れを生み出し、既成概念を見直すきっ かけにもなるのだ。

札幌市には約200万人が葬らし、現 代アート英術館、ギャラリー、大学、い くつかのアーティスト・イニンアチプも ある北海道最大の都市だが。文化的 活動は弱体化している。だからSap porallのようなプロジェクトが必要な のだ。この主主では、刺掘コッカアーティ ストたちは、この現状に不満を抱き。 将来のキャリアを求めてほかの上地 へ去ってしまう。事実、礼幌のアーティ ストたちは、日本のほかの地域や海 外で備くチャンスを得ようとしている。 しかし残念ながら、他の土地で培った 経験を札幌に持ち帰って反映させ。 札幌で新しいネットワークを展開させ ることはしていないと

しから、札幌の活動的なアーティス トたらは、一般社会から切り離された アート業界という舞台に。自分のキャ リアを很付かせるために、個人的な活 動に終始していることが多い。これは、 ありもしない競争原理に基づくアート 業界のヒエラルキ→にのっとったやり 方に過ぎないし、また文化活動への を載的な支援は、アート・マーケット の力関係に左右され変化の激しい日 本の市場経済に依存している。したがっ て、アーティスト・イニシアチブや文化 事業オーガナイザーが、企画をつくり、 活動の質を向上させていくために、 経済的なサポートを得てその活動を 継続することは困難な状況である。

では、どのようにすればアートが社 会の一員となって、用やコミニニティ を構造的な状況へ展開させていくこと ができるのだろうか?

1.製作はたくさん雪のゆる街だ。毎年、礼観の街は凍てついた木に覆われ、札幌市民全員が雪に開かめを持つ。 道路や公園の除雪には、たくさんの 人とたくさんの除雪機械とたくさんの 子算が投入されている。こうして雪を 都心部から郊外に進んでいるが、こ れは単に雪を場所から場所へと移動 する行為に他ならない。

間を移動するだけの現在の除雪方

法を、変えることにできないのだろうか? 雪を廃棄することの代わりに、雪を 報道的なアートの著材にできないの だろうか? 雪を移動しているにすぎ ない除雪という行為を、和違的な行 為に転換することはできないのだろう か? 除雪作業がコミュニティにおけ る創造的な共同作業とは成り得ない のだろうか? 雪や除雪作業を通して、 新しく創造性のある版制を生むことは できないのだろうか?

カミーユ・フェルシュフーレン/ヴィジュ アル・アーティスト

1968年生まれ。オランダ・ロッテルダム 在住。都市とアート、生活とのコミュニケー ションに主題をおき。ロッテルダム市の 行政との共同プロジェクトを多く展開。 近年では海外での公園設計を依頼され るなど、アートから文化施策。都市設計 など多方面で活躍



tesearch Journal of CINE-32

^{特集 まちづくり} 降り止まぬ雪に希望を見出したとき

小田井真美 7-4-707-1-9-/1PO法人S-Alleman ODAI, Mami

アートは必要なのか?

社会の文化力を高めていくことが、いま必要だと 考えています。心理的に危機的な状況の下にある、 世界、都市、コミュニティに、そして個人にとって、 コミュニケーションが、切実なまでに必要に迫られ ていると感じているからです。

まず、アートは個性そのものであるということです。 際だった個性を発揮して、その個性が他者に受け 入れられ、よい評価をされている人がアーティスト なのだ、と定義すると、個性をアーティスト教育の ものとは考えず、だれもが持っている資質であると いう広い意味でとらえることができます。懐疑的に なり、反目しあうネガティブな状況を回避するため には、おのおのの個性を専重しあうことを前掲にし て、話し合い理解しあう社会がいま必要ではない かと思うのです。アートを味わらことは、自分とは違 う個性を味わうことと同意義ですから、まずアートを 受け入れ、味わおうとする態度を学ぶことは、コニュ ミケーション・スキルを学ぶことと同じだ上思らのです。

他者を尊重し、理解し合う世界を求めるのであ れば、アートを含めた文化の居場所を社会の中に しっかのと、そして個々の精神にもつくりだし、意識 的に社会の必要不可欠な構成要素と位置づける ことです。

アートと出会うことは、いままで知らなかったこと をを知ることです。勇気をもってもう一歩踏み出せば。 アートを味わうことができるようになります。それは 自分の既成概念を厳し「未知」を受け入れることな のです。そのためにはアートに出会う場面だけで はなく、自分の経験や考え方、感性を丁寧に取り 扱いながらも決してそこに腐壊することをしない柔 載な態度が前提です。

また、アートにも徹底して自由であるために、自 らがその既成概念をうち得く勇気を持つという堂 信が必要です。

目信がもてず、勇気もだせず、自分だけに満執 するあまり他者との衝突を生むことは多々あります。 単純な違いだけじゃなくても、妬みや、異質なちの に対する恐れが、他者に向う暴力になってしまうこ と それはまさに攻撃であったり、抹殺や無限であっ たりと、いとも部単に感情の対立や憎しみの構図へ と駆け出す現実を、自分の経験や周囲を通じて目 の当たりにすることは誰にでもあるでしょう。

ひとはひとりでは生きていけませんから、他者の 存在する社会、世界との折り合いをつけるすべをし らずに、生き薙びることはできません。そして生き加 びるだけでなく、人生を楽しむためのコミュニケート する態度を遊びとることができるようになること。アー トの存在がそのすべを示唆し、育てることができる という理由で、絶対に必要です。

よそ者の視点/アーティスト・イン・レジデンス

アーティストが短期滞在する地域にとっての「よそ 者」となる「アーティスト・イン・レジデンス」プログラ ムは、わかりやすいキャストの相関関係と、2-3ヶ月 の時間をかけて、その地域を舞台にして演じられる ひとつのリアルなコミュニケーションの物語なのかも しれません。1999年から2007年までにのべ60人近 い人数のアーティストを招へいしてきた8~AIRが、 札幅の街や人と紡ぎ出してきた物IBは、レジデンス・ プログラムで滞在した60人のアーティストの数と同 しだけ存在します。時代輸にみられる「流れ者」と 宿場町の町人とか、そんな風にキャストを想像して みるのもわかのやすいかもしれません。

よそから来た人には、その地域についての印象 が強く映ります。地域の人々には「フツー」すぎて 気づかない、気づいていてもそこにわざわざ重要 な意味を持たせないでいるところに、興味を持った り、おもしろがったりするのがよそ者です。なぜなら。 ここでいうよそ者の彼らはアーティストであるため。 すでに彼ら独自の文化や習慣、考え方や感性を持っ てやってくるので、滞在する地域で出会う違いに対 してことごとく敏感です。そしてよそ者であることの 孤独を思い知り、自らの保性をより発揮して自己主 張をする、これはできることなら受け入れられたいと いう必死の努力にほかなりません。そうしなければ 彼らのアイデンティティが崩壊してしまうからです。 やってくる者の態度が減実かどうか。よそ者を受 け入れる側の包容力。キャパシティが充分かどうか によって、出会いが幸福ならのになるか、本幸な結



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単となるか決まってくるのです。双方の態度と柔軟 な忍耐力で結果の質が決まるということです。そし てその物語を楽しめるかどうかも。

さて、物節は終わりました。よそ者のアーティスト が充実感を持って立ち去ります。そして元の場所 に帰ったアーティストからの評価、いわば地域の外 から地域に対して好意的な評価を得る、そうしてよ うやく地域の内側に自信や誇りがひとつ頃み重な ること、これが、私の考えるアーティスト・イン・レジ デンスというプログラムの存在意義でもあります。

sapporo II/だれに対してもメリットを生む、そし てだれも損をしないポジティブな妄想

レジデンス・プログラムと同時に、運営するアート・ プロジェクトでもよそ者「外国人アーティスト」を招い ています。sappero IIというコンセプトは、オランダ人 アーティストのKamiel Verschumenのアイデアで、札 続のアーティストと人々とで作り上げる長期にわた る繊維的なプロジェクトです。

このアーティストの思想と哲学には、オランダの文 化と習慣が色濃く表れていると受け取っています。 彼はよそ者バワーを全面にして、全身で札幌の街 を眺め、感覚的に現代の問題を解決する方法のひ とつをsuppore ILというコンセプトで提案しました。オ ランダは国土が小さく資源もないため、遙か昔から 積極的に外国へ活動の場所を求めて旅をしてきた 民族です。「ここにはなにもないから、なにもできない」 のではなく、「ないさんいから、つくってしまおう」という て施を埋め立て国土を自分たちで造ったことである とか、西インド会社、東インド会社に見られる中世 からの貿易産業の推測。こういった恵まれない条件 にポジティブに立ち向かった歴史がオランダの文 化を形成しています。長い歴史の中には大きな失 敗や挫折も多かったはずですが、困難に対して、 それでも立ち向かい、努力したという実績から生ま れた自信は揺るぎない強度を伴い筋かれています。 そして統行錯誤を余儀なくされた歴史が、賢明で 合理的な生活の知恵や、柔軟な考え方をオランダ の独自性として積付かせたのではないでしょうか。

こういった背景をもつよそ者がみた札幌は、創造 的な可能性にあふれる「常」資源を豊富に保有する。 とてもリッチな都市なのです。そして被紙時のアーティ スティックな視点で表現すると「扎幌に降る雪」は、 街全体を撒い尽くし「失敗してもまた翌年には挑戦 させてくれる」。厳しくもはかなく、けれど限りなくや さし、存在です。

7004年の場上のに加速されたsamoten Wit_その 後2度の冬に試行錯誤を重ね、札幌のアーティスト によって、3度目の冬に向けて作品プランの提案が 行われます。そしてきっとその次の冬にも、ねばの 強く嫌り返し挑戦を続けます。札幌のこのゆるや かな忍耐力は、雪の降る大都市札幌の独特の風 上と歴史が培った誇るべき気質です。sappero llは、 Kaniel Verschurenの私点と札幌の気質が出会い 紡いだ雪の織物のような。そう、できあがっては消 えていく物語でしょう。

Research Joarnal of CINE-32

よそ者の持ち込む「新しい現点」に触発され、いっ しょに考え始めるその瞬間から、地域にちなんだ オリジナルの物語が始まります。異なる背景を持っ た者同士の出会いのドラマによって、新しい概念 に裏打ちされた未来が形作られ、都市やロシュニティ の再生を可能にする人間の知性が発芽していく のです。

想像というボジティブでアーティスティックな勇気 があるならば、新しい都市さえも創り出すことがで きるからしれません。Kamiel 曰く、「決まり事はなに ひとつないりのですから。

小田井真美/アート・ブロデューサー

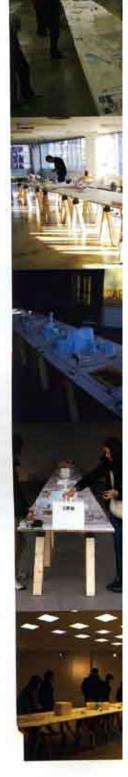
1968年広島生まれ、礼幌市在住。武蔵野美振短期大 学、女子美術大学卒業。93年よりアート・イヴェント (BONUS)(東京)の主宰を発端に、個人のミュージシャ ン、アーティストのための企画と運営に挑わり、企画と マネージメント活動を開始。98-00年、3 ART PROJ-ECT(香山、東京)ディレクター、01-02年、十勝国際現 代アート展デメーテル(帯広、北海道)、事務局勤務。 03年よりNPO法人S-AIR(礼幌、北海道)に所属し、アー ティスト・イン・レジデンスの運営、アート・プロジェクト のディレクター、アーティスト・イン・スクールの企画と プロデュースを担当、現在に至る。活動の動観と方向 性は一貫して、既存のシステムを検討し、プライペート とパブリックをつないでいくこと。アートというフィルター を通して、多様性を認め合う社会を目指し行動すること。

NPO法人S-AIR

1999年度より文化庁などの補助金を受けて北海道札 親でアーティスト・イン・レジデンス事業を開始 http://www.s-ar.org 設立から2007年度までの8年間で、24カ国以上56名

の日本国内外の芸術家を平均3ヶ月札幌市に招へい

〒962-9501 北海道11.68市豊平区県平1条13丁目1-12 パンタークロス・グリエイアィブ・センター(ICC3-10) 〒12, 2011 828-9088 FAX 911 829-6652 ビメート 2010 - 2019



The Cultural Institute of Northneys Region NR+ 047

Sapporo II at the Center for Contemporary Art, Moerenumapark

Moerenumapark (Isamu Noguchi sculpture park), Sapporo, January 2007







project #05: Community Experiments

base-camp #01: Linkage Plaza, Odori-Kita-Ichi-Jo, 11st of January - 22nd of February participation by S-AIR, artists, architects, designers

snow cleaning experiments, public projects, urban interventions (around LINKAGEPLAZA)

Sapporo-II Mascotte

... One of the aims of Sapporo II is to establish a new, annual 2-days cultural holiday. On the first day, a possible Friday, the inhabitants of the city go to work, to school or otherwise as they would normally do, but on this day they go not to learn or to work, but to clean the city of snow as a social and artistic event, and to use the snow to create something, alone or together. On the following day everyone is really free and able to explore their surroundings as a new creative urban environment full of snow-works ...

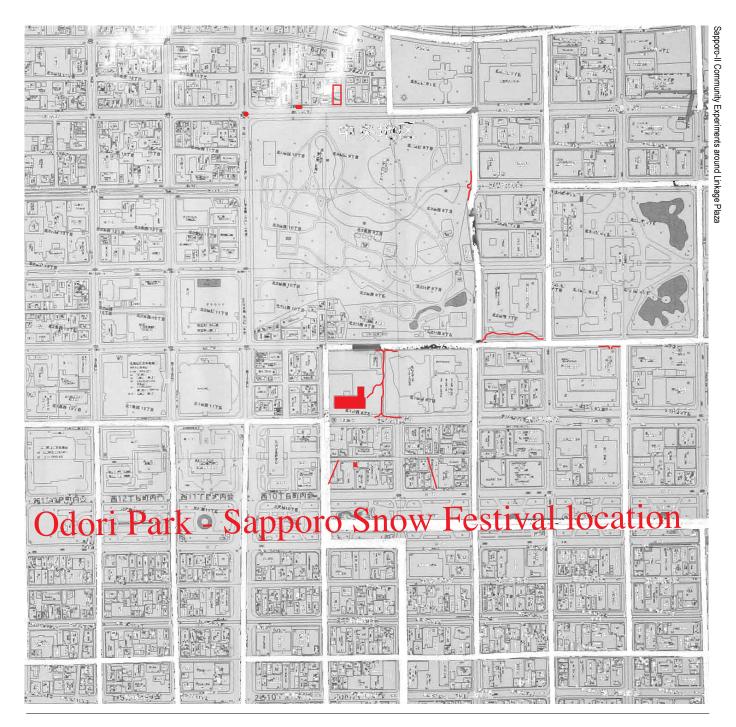
Cleaning the city from snow, and transforming this snow into something other than garbage, needs experiments, experiences and examples. The workshop 'Community experiments; public interventions' wants to start these experiments as a try-out. During the workshop the direct surroundings of LINKAGEPLAZA were invstigated to find interesting possibilities. The aim is to realise, simple but innovative projects that engage in the urban and social conditions of the city by using snow.





3 teams were formed with artists, students and vollunteers. After an initial investigations the teams returned to base-camp #01 at Linkage-Plaza to share ideas and discusse possible projects. In the second half of the day the teams went out again to execute different proposals. After each projects was realised, special notice signs were placed on the sites and the project was documented.

The workshop was held for a period of 3 days creating over 15 projects and an even larger amount of ideas and possible projects.



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project #05: Community Experiments exhibition, base-camp #01 LinkagePlaza



Linkage Plaza





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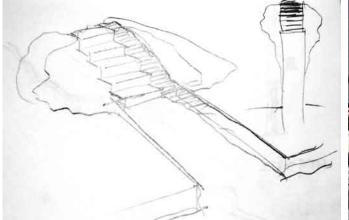
sketch book & locations: Community Experiments

snow cleaning experiments, public projects, urban interventions

Free Spaces

... in the center of a junction is often untouched by passing cars, leaving a small spot of snow intact ... this middle point could be a frre space for a sculpture made with the snow taken from cleaning the crossing roads ...



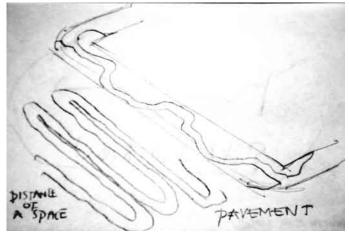




Urban Playground: slides



Time Space Extentions: a maximum distance of a space







Co-incidental circumstances: public sculptures





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Free Spaces: building sites for architectural models in snow (or house for homeless)





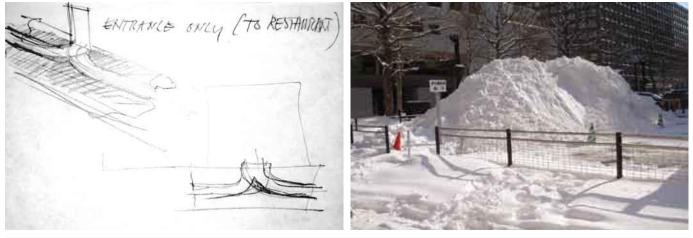
Free Spaces: snow messages (public or private)







Co-incidental circumstances: a street is cleaned of snow creating a single path through a restaurant (cleaning streets for a free meal)

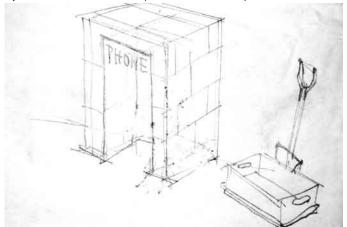


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Co-incidental circumstances: spontaneous sculptures (anonymous) Co-incidental circumstances: location for a sculpture

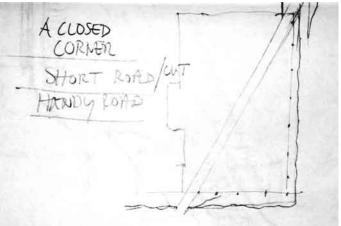


Spontaneous Architecure: phone-booth for cell phones





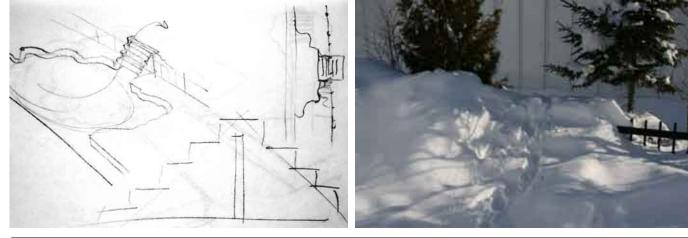
Time Space Reductions: short cut on building site



Time Space Extentions: a view



Time Space Extentions: a stairway over fence



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project #05: Community Experiments Projects

snow cleaning experiments, public projects, urban interventions



snow playground by (...)

... due to the cleaning of the parking area an enormous snow hill was formed aside the parking area, and used to create a children's playground and experimet area ...





... due to the cleaning of the parking area an enormous snow hill was formed aside the parking area, and used to create a text, stating Ga Ga, meaning nothing, refering to advertisements and other commercial texts ...



entrance

... cleaning the official entrance way to Linkage Plaza the snow was placed over a fence, allowing direct acces to the site and the children's playground ...

... the path of snow became a stairway of snow over a fence ...

... the entrance to the site is also an entrance to the idea of the workshop Community Experiments ...





Time Space Reductions: short cuts on building sites

... on several locatins in the city, short cuts were made going diagonally across empty building sites ...

... saving 20 seconds crossing the site diagonally is 40 seconds a day, 5 days a week, is 200 seconds, is 3,33 minutes x 236,7 working days(365 days, devided by 7, mulitplied by 5, minus 24 days holidays, is 236,7 working days), is 788,26 minutes, is 13,14 hours, is one long free day! each year ...



Time Space Reductions: short cuts on building sites



Time Space Reductions: short cuts on building sites







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project #05: Community Experiments Projects

now cleaning experiments, public projects, urban interventions

-



Secret Paths: short cuts

... a area around a lamp post is cleaned of snow in such a manner that the snow is placed around the lamp post creating a cone of snow according to the light cone that is projected ...

... on streets, in public parks and parking areas landscapes can be created by cleaning these areas from snow using the existing lamp post, resembling elements often found in zen-gardens ...



Time Space Extentions: exhiting pedestrian path ways

... cleaning a small park, pushing the snow aside, leaves the pavement blocked, forcing the pedestrians to follow the parallel path through the park ...

... the small corridor throught the blockade allows blind people, who can not forsee the blocked pavement, to continu their way without disturbance ...

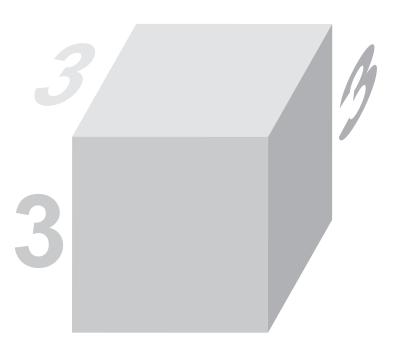


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workshop 3x3x3m snow design: models for a prize winning sculpture by TeamHolland with Lauran Schijvens, Eric von Robertson, Marni Odai

and (international) students from the Willem de Kooning Academy of Fine Art Rotterdam, October 2009

preparational project for the participation of TeamHolland to the 37th International Snow Contest for the 61th Sapporo Snow Festival 2010



Each year a large scale snow festival is held in the city of Sapporo Japan, drawing around 2 milion visitors. Part of this festival is an International Snow Sculpture Contest for which 20 international team are invited to transform a 3x3x3 meter snow block into a prize winning snow sculpture in 3 days. So far there has been no Dutch team involved.

The Sapporo Snow Festival was originally organized by citizens but was soon taken over by the military to make promotion for the army, involving around a 1000 snow engeneers and 3000 soldiers who have been skilled as snow sculptors. Since the Japanese army is involved in peace missions their interest in organising the Sapporo Snow Festival has become less.

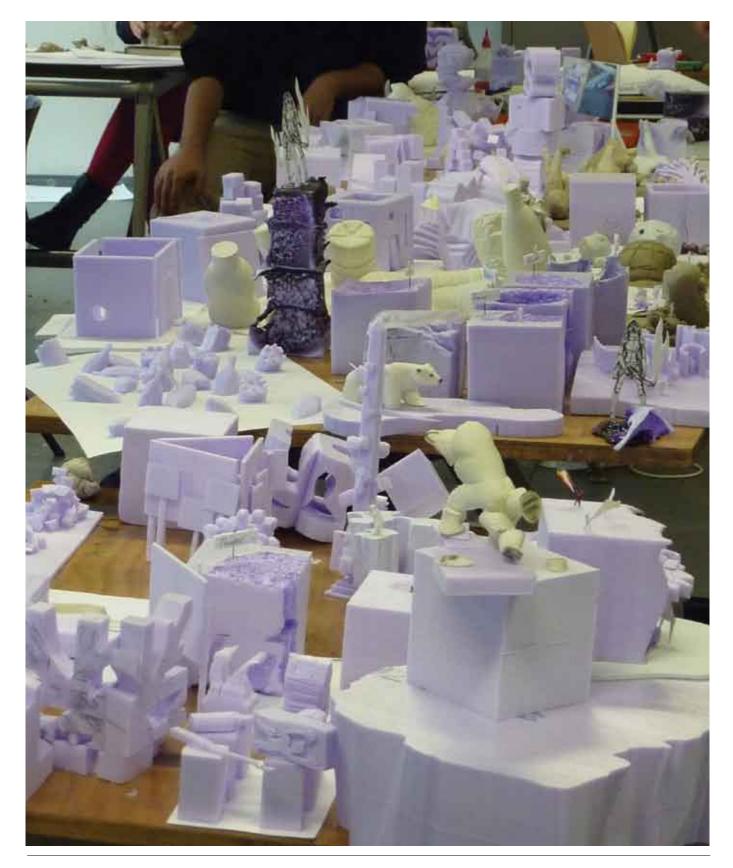
The festival is very popular but lacks interesting subjects; the snow sculptures are mostly replica's from exisiting buildings or Pokemon figures. All the more reason for artists, designers and other cultural producers to come up with new ideas that can continu the festival and turn it into a stronger cultural event.

The workshop 3x3x3m Snow Design has the intention to develop new models, both conceptually and visually, for the 3x3x3m snow block and also to create the (visual) identity for the Dutch team, TeamHolland.

aim assignment profile materials external tutors WdKA tutors students

- : participation of TeamHolland to the International Snow Sculpture Contest 2010
 : development of strong conceptual models and a visual identity
 : artistic research, urban art and the public domain
 : drawing, collage, digital representations, clay and foam
 : Kamiel Verschuren (NL) and Eric von Robertson (USA/NL)
 : Lauran Schijvens, Peter Zuiderwijk, Dennis, Danny
- : Graphic, LSD, Fashion, Fine Arts, Crosslab, and others

workshop 3x3x3m snow design: 132 models for a prize winning sculpture by TeamHolland



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workshop 3x3x3m snow design







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examples International Snow Contest, Sapporo 2009

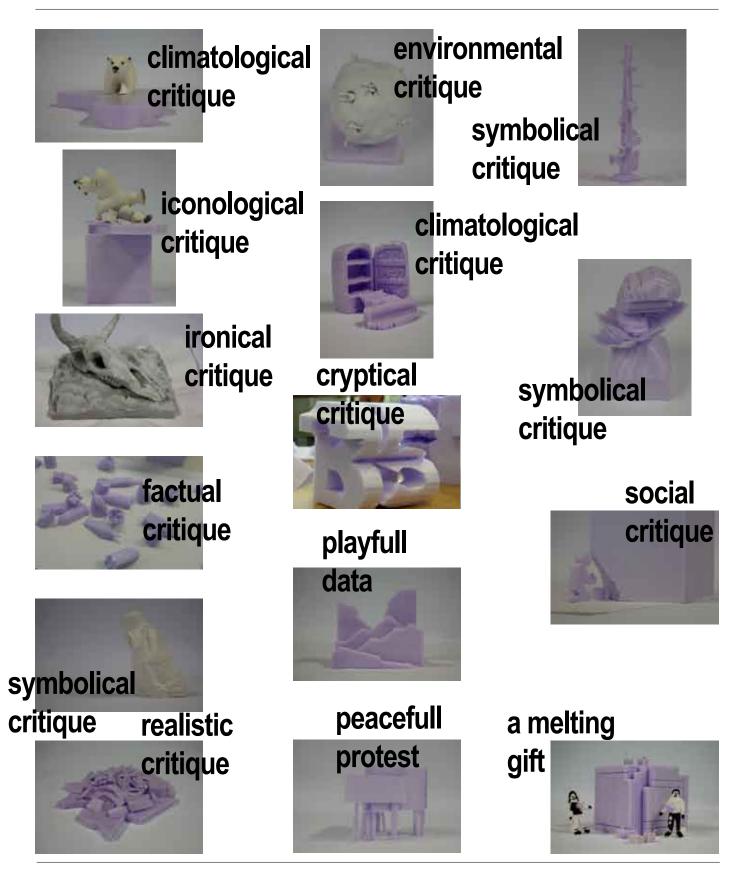




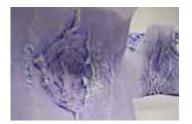


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workshop 3x3x3m Snow Design: themes

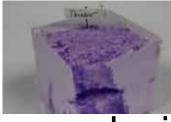












chemical experiments



burning techniques













explosive experiments



melting techniques



body heat



Holland on the rocks! (melting ice with alcohol)- Snow for Sale (made in Holland) - If only we could (Yes, we can) - melting techniques: breath, body heat, burning fire, chemical flouids, heat guns, hair dryers, alcohol (a block of salt entering a block of ice), burning iron (other tools) - Hot Babes - Hot lights (lamps) - The Day After Tommorow (maguette)



IMG_0078.JPG



IMG_0083.JPG



IMG_0088.JPG



IMG_0093.JPG



IMG_0098,JPG



IMG_0103.JPG



IMG_0018.JPG



IMG_0023,JPG



IMG_0028.JPG



IMG_0079.JPG



IMG_0084.JPG



IMG_0089.JPG



IMG_0094.JPG



IMG_0099.JPG



IMG_0104.JPG



IMG_0019.JPG



IMG_0024.JPG



IMG_0029.JPG



IMG_0080.JPG



IMG_0085.JPG



IMG_0090.JPG



IMG_0095.JPG



IMG_0100.JPG



IMG_0105.JPG



IMG_0020.JPG



IMG_0025.JPG



IMG_0030.JPG



IMG_0081.JPG



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IMG_0097.JPG



IMG_0102.JPG



IMG_0107.JPG



IMG_0022.JPG



IMG_0027.JPG



IMG_0032.JPG

B15 (replica's of drifting ice blocks) - The block as a Stage (or Background) - How to make the ice block dissapear? (blow it up) - a block lifted with a crane - The Gift (something that will melt away) participation - The act/ Performance (melting techniques, giving gifts away) chemical reactions - snow researchers the qualities of snow



IMG_0048.JPG



IMG_0053.JPG



IMG_0058.JPG



IMG_0063.JPG



IMG_0068.JPG



IMG_0073.JPG



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IMG_0038.JPG



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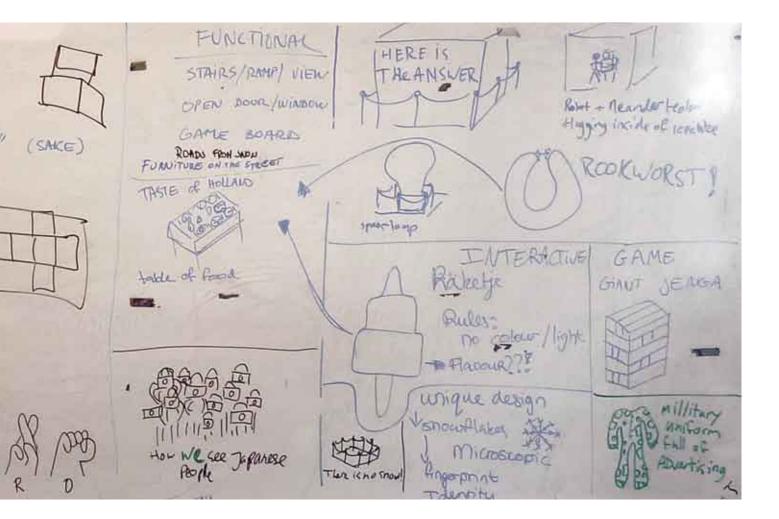


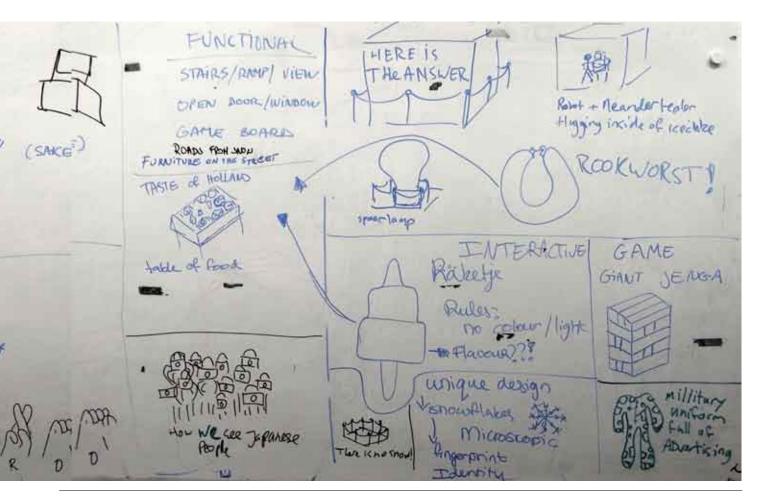


ACTION INTERALTION File IT UP BLOW GIET FIRE IT SIGN HAND ILE CUBE THE INVITATION -PHOTOGRAPH) LIFE TT MAT COME ENSIDE HOME 11 GALLERY THEATER STAGE ALE BACKGROWNED (& SIDES = 6 famous paintings or scenes) STATENENT HILLERY CD OF ACCIET White Beastic

CAURAN @STUDIOLSD.NL ACTOR INTERA Topic: SNOW 14% GIFT ttp/:Blog. udh.N/SCLIMME HAND SIGN INVITATION ~ PHOTOGRAPH) COME INSIDE (HOUSE MRT CUT 17 GALLERY STAGE (THEATER) SALE BACKGROUND (6 sides = 6 famous paintings or scenes) Theme 5 Game Absumes Melting Surd STATENENIT TILKEY Water Touris! / buildings modular Bad idea climateurism imate chom object inside cube An Shelterit Matural formation Ford 610 Robots bod Animals PLASTIC DAG (PLADTIC SOUP ON PELYRL) abots 0 5

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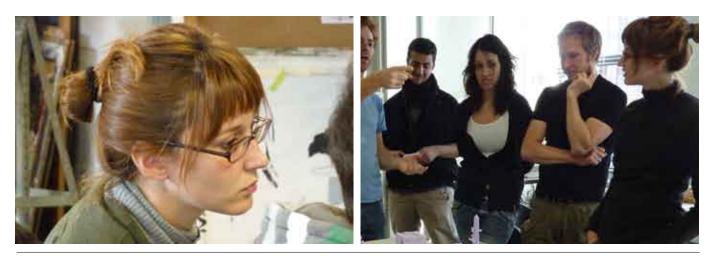
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Sapporo II - project report©kamiel verschuren 2009 in collaboration with S-AIR, Mami Odai Sapporo Japan

participants

Students: Carme Salavedra, Elia Epinosa, Moritz Greiner-Peter, Raguel Hevia, Julen Urra, Ane Miren Maquregui Sicart, Marco Bonaecolto, Sharon Snoep, Ruben Daas, Jessica Teunissen, Malgorzata Józefczak and Dario Cannata

WdKA tutors: Lauran Schijvens, Danny Kreeft and Rick Vermeulen

Special guest artists: Eric von Robertson, Kamiel Verschuren and Mami Odai













Sapporo II - project report©kamiel verschuren 2009 in collaboration with S-AIR, Mami Odai Sapporo Japan

presentation project week

Willem de Kooning Academy for Fine Arts Rotterdam



3X3X3m Snow Design

Each year a large scale snow festival is held in the city of Sapporo in Japan, drawing around 2 million visitors. Part of this festival is an Ir national Snow Sculpture Contest for which 20 international teams invited to transform a 3x3x3 m snow block into a prize winning sr sculpture. So far there has been no Dutch team involved

The snow festival was organized by citizens, but was soon taken by the military tot make promotion for the army, involving area 3000 snow engeneers and 10.000 soldiers who have been skille snow sculptors. Since the Japanese army is involved in peace m their interest of organising the snow festival has become less The festival is very popular but it facks often interesting subject snow sculptures are mostly replica's of existing buildings or Pe figures. All the more reasons for artists, designers, and other (producers tot come up with new ideas to turn it into a conten

cultural event.

3X3X3m Snow Design

A prize winner model for the International Snow Contest of the 61st More than 100 models and drawings were created during a 4 days.

workshop. As a counterpoint to the traditional sculptures presented on the festival, students and tutors raised different questions on social and environmental topics. Such as: pollution, climate change, melting, plastic soup, the extinction of animals, tourism, peace, purity, etc. along with various tactics of snow sculpting such as interactivity, pop-art.

gifting, destroying, games, and of course the qualities of snow itself (

Participants: Carme Salavedra, Elia Epinosa, Munitz Greiner-Petter, Raquel Hevia, Julen Urra, Ane Miren Maguregui Sicart, Marco Bonaecolto, Sharon Snoep, Ruben Daas, Jessica Teunissen, Malgorzata Józefczak, Dário Cannatá. Wdka tutors: Lauran Schijvens, Danny Kreeft, Rick Vermeulen. Special guest artists: Eric von Robertson, Kamiel Verschuren, Mami Odal

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project #06: TeamHolland - a prize winning sculpture for the 37th International Snow Contest

with Lauran Schijvens, Eric von Robertson, Mami Odai artistic infiltration of TeamHolland in the 61th Sapporo Snow Festival 2010

Kamiel Verschuren p/a Talingstraat 5 3082 MG Rotterdam. The Netherlands + 31 (0)10 4281020 + 31 (0)6 55327403 kamielverschuren@mac.com

request for a Letter of Recommendation for the Dutch participation to the 36th International concerns: Snow Sculpture Contest 2010, Sapporo Snow Festival Japan.

Dear Sir/Madame,

hereby we would like to inform you about our ambitions and plans to participate in the International Snow Sculpture Contest in Sapporo Japan 2010, for which a letter of recommendation by the Dutch Embassy is required.

To explain our artistic intentions as visual artists and as a team please read to following story.

Sapporo II a new context for an artistic engagement

In February 2010 the annual Snow Festival in Sapporo Japan will celebrate its 61st edition. Part of this very famous festival that draws about 2 milion people each year, is an international Snow Sculpture Contest. International teams are offered a snow block by 3x3x3 metres to sculpt a prize winning sculpture. Last years contest was won by the Thailand Team.

As far as research allows us there has never been a Dutch Team to participate.

How great would it be to be the first Dutch Team to participate? TeamHolland!

Our intention to participate to this particular snow sculpture contest as TeamHollands comes from a longer lasting relationship with Sapporo, its cultural live and the artists of Sapporo.

Since 2004 we are working as visual artists and project organizers in Sapporo in collaboration with the cultural exchange organisation S-AIR (Sapporo Artists in Residence).

Each year a special community art project is realized as part of a far larger project named Sapporo II.

In 2004 a large exhibition and symposium was made in the Meurenumapark. In the park itself a collective project was realized, for which a part of the city was rebuilt in snow, with streets, avenues and squares, in which artists, visitors, students and children could experiment and realize artistic projects using only snow. In 2005 a sound installation was made in the Odori subway station, in the largest passage of Japan. The soundtrack talked about the future of Sapporo, about the meaning of snow, the role of the artists in society and of a future society in which snow is no longer a waste material but a durable material in a society more aware of its self. In 2006 a special workshop was organized for different university teams, architects and artists to develop new models for the Sapporo Snow Fesival at Odori park. Models that would introduce discussions on contemporary architecture, social issues, environmental aspects of the world, philosophical themes and other, more engaged topics. The results were shown to the public at a venue close to the snow festvial and later, in 2007 presented at the museum in Meurenumapark. The public chose a winning design to be proposed and realized at the official snow festvial in 2008.

In 2008 several artists teams, together with local communities engeged in several snow experiments all over the city. The idea was to clean the streets, park and parking place, and by doing so to create public sculptures. An exhibition and a symposium was organized with the artists of Sapporo, the cleaning companies, the Major an other officials to introduce and discuss the idea of Sapporo II.

In 2010 these community experiments are continued on a larger scale and with more teams and partners.

The International Snow Sculpture Contest could also be a very interesting stage to introduce and develop the idea of Sapporo II., represented by an 'offical' artwork. It allows us to discuss with other teams and officials of the snow festival. It can introduce and engage visitors from Sapporo and all other places in the world where there is snow to participate.

Sapporo II is project name for an imaginary parallel world to the reality of the city of Sapporo in which we can think different about reality as we encounter it. An imaginary parallel world in which snow has become the most important cultural and social material, in which artists can again be of importance ot communities and the public live, in which Sapporo is again a city attractive for young people to stay and become engaged.



The Saporro II project investigates to possibilites to create a new annual cultural snow festival for the city of Sapporo.

The final aim of that project is to create a new holiday on the first day of snowfall, Sapporo II-day, a day on which all inhabitants are free from work, school or household, free to collectively experience their city as one very large snow urban sculpture.

Previous to Sapporo II-day, everyone goes to school, to work as if it were an ordinary weekday, taking the bus, car or subway. But instead of going to class or to the office, all inhabitnats of Sapporo will clean the city of snow and by doing so create all kinds of sculptures and objects. Working alone or together as a social and cultural event, possibly with artists, architects, creating small, big, enormous, amazing or almost invisible things. The city will soon be full of special things, ideas, objects and art, and the city is clean. Each year again and again, as the first snow falls, a true festival comes to life as a true cultural celebration. Each year one can learn from what one has done the previous year, from others, from what one has seen and remembers. The whole city becomes one very big snow festival.

In October 2009 we have organized a workshop to be held at the Willem de Kooning Academy of Fine Arts in Rotterdam, open to students and artists of all departments. The 5 days workshop, with over 30 participants, is held to bring together a large critical mass to develop possible designs and ideas for the 3x3x3 meter snow block. At a public presentation the most interesting design will be chosen to be send as the proposal for our participation to the Snow Sculpture Contest.

As part of the workshop other students, stylists, graphic designers, photographers are invited to develop the identity of TeamHolland, which might even get a different and possible better name. They will create the Dutch Team in images, logo's, one-liners, slogans and promotions gadgets and in such a way to surprise the Japanese audience in an intersting and artistic manner. The identity and the promotion of TeamHolland will attact the attention and offers us the possibility to communicate the idea of Sapporo II.

We hope you can support our intentions and the participation of a Dutch team at the Snow Sculpture Contest in 2010 with full enthausiasmeand provide us with a Letter of Recommedation.

If more information is needed or requiered please do not hasitate to contact us.

If the Embassy has the possibility to also support TeamHolland financially, in anyway, we would be very greatfull. At this stage we have no other support and we will invest ourselves.

Below you find the information on the participating artists, a short description, official information and their CV.

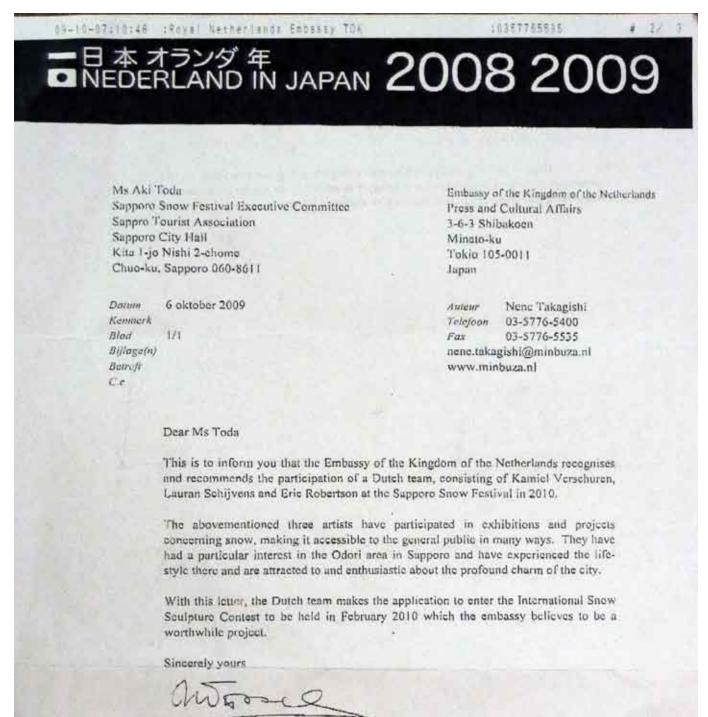
One could consult the director of the Centre for Visual Arts Rotterdam (stichting Centrum Beeldende Kunst Rotterdam) Mr. Ove Lucas, or Mr. Thomas Meijer zum Schlochteren, or the director of the Schielandhuis, the Historical Museum Rotterdam, Mr. Hans Walgenbach for references. In Sapporo one could contact Ms. Mami Odai, staff of the exchange project organisation S-AIR (emial: mami@s-air.org).

With kind regards, on behalf of TeamHolland

Kamiel Verschuren

project #06: TeamHolland - a prize winning sculpture for the 37th International Snow Contest

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Macien Petinink-Tijsseling Counsellor for Press and Cultural Affairs Embassy of the Kingdom of the Netherlands

37th. International Snow Sculpture Contest

61st Sapporo Snow Festival

Sapporo Snow Festival Executive Committee City Hall 2F, N1 W2, Chuo ku Sapporo 060 8611 Japan Tel. +81 11 211 3341 Fax.+ 81 11 -231 -1970

6th, Nov, 2009

Dear, Mr. Kamiel Verschuren (Artist, Team Holland)

Thank you for your continued cooperation in the Sapporo Snow Festival.

The year 2010 will see the 61st Annual Sapporo Snow Festival, which will be held for 7 days, from Friday 5th to 11th. I am sure that the festival will attract more than 2 million visitors from home and abroad.

"The International Snow Sculpture Contest," one of the major events of the Sapporo Snow Festival, has been well-established as an international event, marking the 37th contest in 2010. I would again like to express my appreciation for your immeasurable support.

We renew our determination to make this event further develop into an international goodwill and exchange occasion by continuously enhancing the details of "The International Square."

In line with this, to make the 37th International Snow Sculpture Contest a most outstanding opportunity, I ask you to delegate a participating team that will represent your country.

Please go through the enclosed outline of the event and other related materials, and we look forward to your application by the due date.

Sincerely.

Shuichi SASAKI Secretary General Sapporo Snow Festival Executive Committee

近人木影

SS:at Enclosure

project #06: TeamHolland - proposals for a prize winning sculpture for the 37th International Snow Contest

participation, habitation, waste materials, melting principles, ironical critique



The Gift

The cube of snow 3x3x3 meters will be cut-up in smaller cubes 30x30x30 cm and given away to visitors of the festival until nothing remains of the original cube.

The small snow cubes are scale models of the orginal cube. Each small cube is handed as a gift, wrapped with a special ribbon with a Japanese techique. The ribbon is used to communicate the concept of Sapporo II as a new cultural holiday. The gift in itself is a very Japanese part of culture. This gift however will start to melt away the moment it is given. The melting gift represents the alarming issues that face our existence on the planet. This situation demands a global awareness that the world is one for which we are all responsible.



Free Night Hotel

During the three days working period TeamHolland will dig a hole in the snow cube thus creating an inner space. This inside space represents the parallel world of Sapporo II where snow can be meaningfull in many ways. The final evening TeamHolland will stay over night in the cube. The hotelroom that is reserved for TeamHolland that night is given to someone else who is invited to claim that night by placing a big sign on the cube during the working period. Conversations with potential hotelguests form the basis for a document about the city of Sapporo and the stories of its citizens.

The snow that is taken from the cube to create the inner space is used to make a snow sculpture.



The Waste

TeamHolland does not need a cube of snow 3x3x3meters. TeamHolland will use all the snow that is 'thrown away' by the other teams. All of the participating teams will create a snow sculpture by carving the snow cube to a shape. This means that a lot of snow become waste.

TeamHolland will collect this 'waste' and use to create a snow sculpture.

Estimating the amount of 'wasted' snow TeamHolland has to create a snow sculpture with 256 m3 of snow.



Hot Babes & Melting Ice

Four Hot Babes in bikini's are invited to melt down the cube of snow. The four girls, one on each side of the cube, use flame thrower s to sculpt the snow cube until it is melted down completely.

The melting down is done as a performance refering to the Japanese Manga culture in which sexual aspects in relation to deep meaningfull issues such cliche as 'saving the planet'.

As a result there is nothing left of the ice cube. The performance will be sansational and will draw the attention allowing TeamHolland to communicate the project of Sapporo II.



Peacefull Demonstration

The cube of snow is carved in such a way that is results in a relief representing stacked-up billboards and demonstration signs. The surface of these boards and signs is blank, white.



Skull

The snow cube is carved to a skull of a cow that died of a lack of water. A symbolic ironical statement.

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