

A GALLERY GUIDE FOR PARENTS AND EDUCATORS



HAJIME SORAYAMA:

- JULY 21 - SEP 16 2023 @ CICA VANCOUVER -

www.cicavancouver.com | info@cicavancouver.com | 228 Abbott st. Vancouver, BC

About Us!

CICA Vancouver is a registered charitable multidisciplinary art organization founded in 2021. We aim to cultivate the creation, development, and engagement of the next generation's art.

The objective of the organization is to enhance the public's engagement in the arts through exhibitions, panel talks, workshops, and special events. It aims to showcase artists' works that represent contemporary culture and aesthetics and bring diversity into the local art scene.

Preparing for your visit:

Gallery rules



Please do not touch the artwork.



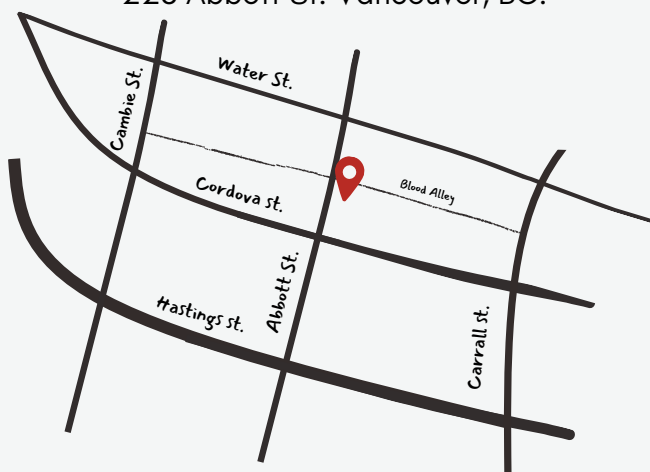
No eating or drinking in the gallery.



No flash photography.

Location

228 Abbott St. Vancouver, BC.



CICA Vancouver is located on the unceded territories of the xʷməθkʷəy̓əm (Musqueam), Skwxwú7mesh (Squamish), and səliwətał (Tsleil-Waututh) First Nations.

Accessibility

Wheelchair friendly (including washroom)

Tours available in English or Mandarin

LGBTQ2S+ friendly



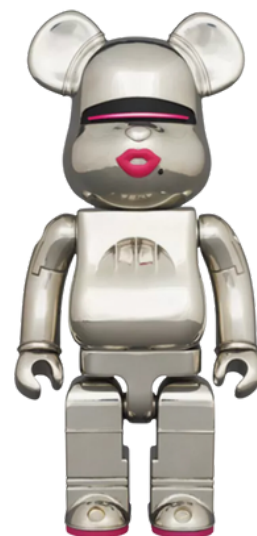
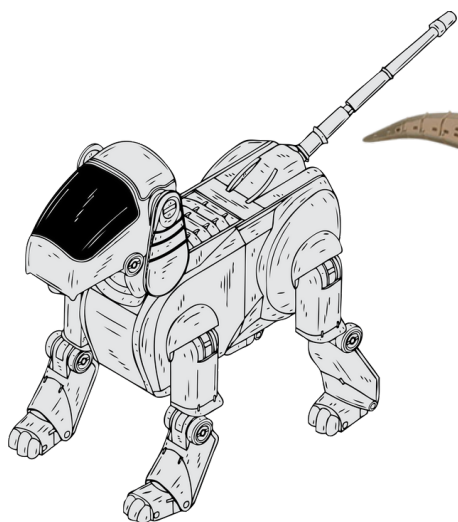
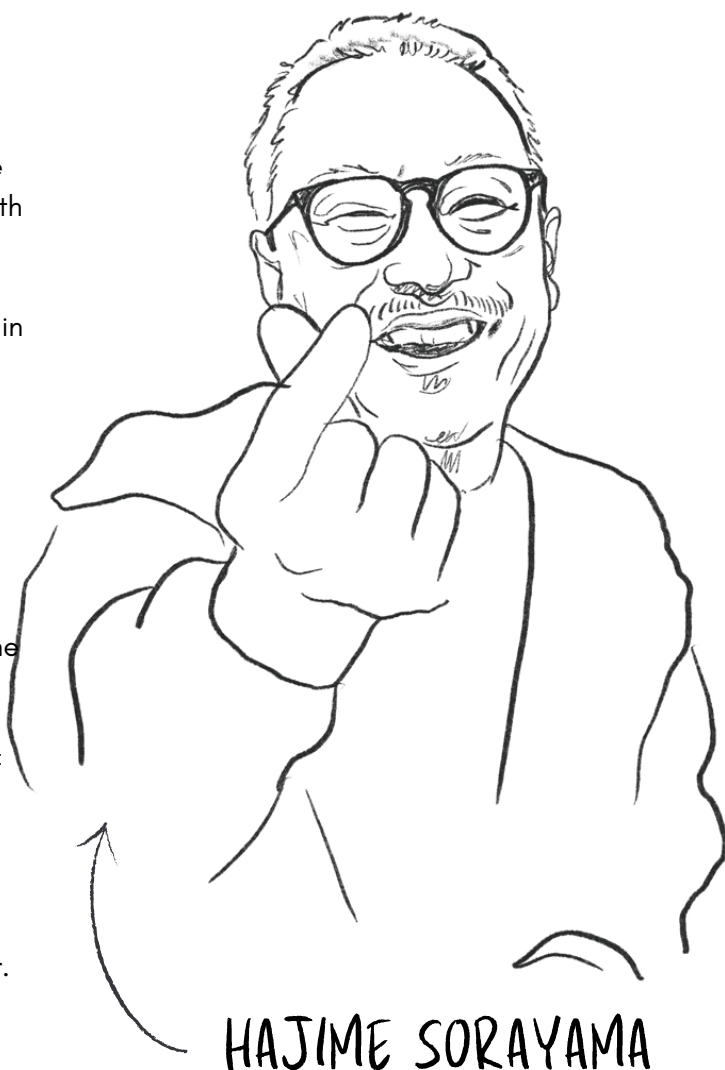
CICA Vancouver has a commitment to accessibility, we want all families to feel welcome in our space. If you or your family need accommodations please email us at info@cicavancouver.com in advance of your visit so we can arrange to meet your needs.

Vocabulary

Advertising	Advertising is when people try to tell you about a product or service to get you interested in buying it or trying it out. It's like when you see commercials on TV, ads on websites, or posters in stores. The goal of advertising is to catch your attention, make you curious, and convince you that the product or service is really cool, useful, or fun.
Composition	The arrangement of elements and objects within a work of art. – Tate Gallery
Contemporary art	Refers to art—namely, painting, sculpture, photography, installation, performance, and video art—produced today.
Desire	Desire is a strong feeling or longing for something that you want or wish to have. It is a sense of wanting or craving something that you believe will bring you satisfaction, happiness, or fulfillment. Desires can be for a wide range of things, such as material possessions, experiences, achievements, relationships, or personal goals.
Freelance artist	A freelance artist is an individual who works independently, offering their artistic skills and services on a project-by-project basis.
Illustration	Illustration is when artists use drawings, paintings, or digital images to make ideas, stories, or concepts more interesting and understandable. It's like adding cool pictures to help tell a story or explain something. Illustrations are used in books, ads, and even movies to grab your attention and make things more fun to look at.
Perspective	A technique that enables artists to add the illusion of depth to a painting or drawing / A particular attitude toward or way of regarding something; a point of view.
Provocative	Provocative means something that makes people stop and think, or react in a strong way. It's like when something catches your attention and makes you want to ask questions or express your opinions.
Subject	In general, the subject may be thought of as the “what” in a piece of art: the topic, focus, or image. – New Mexico Museum of Art
Subjectivity	Subjectivity refers to the idea that personal perspectives, opinions, and experiences can influence how we understand and interpret things. It means that different people may have different viewpoints or interpretations of the same situation, event, or piece of information.
Superrealism	Superrealism, also known as hyperrealism or photorealism, is a type of art where artists create paintings or drawings that look incredibly realistic, almost like photographs. They pay very close attention to all the tiny details, like the texture of objects and the way light and shadows fall on them.

About the artist...

Hajime Sorayama (b.1947, Japan) is an artist and **illustrator** from Imabari, Japan. He is known for a unique style of art called **superrealism** which he says "deals with the technical issue of how close one can get to one's object." Sorayama began his career in 1969 working in **advertising**, after which he became a **freelance artist** in 1972. Sorayama is renowned for his remarkable talent in creating **realistic** artwork that combines the beauty of the human body and machines. Through his artworks, Sorayama explores themes of **desire**, curiosity, and the complex relationship between humans and technology. His work has gained international recognition, especially through his famous "Sexy Robot" series, which started in 1978. In 1999, he received the Good Design Award and the Media Arts Festival Grand Prize for his concept design work on Sony's entertainment robot, 'AIBO.' The first-generation 'AIBO' was later included in the collections of prestigious institutions like the Smithsonian Institute and the Museum of Modern Art (MOMA). Sorayama is also known for collaborating with the popular rock band Aerosmith, Canadian musician The Weeknd, The Marvel Comic Universe, as well as major fashion houses like Dior. From Paintings to 12-foot-tall sculptures, music videos to comic books, Sorayama's impressive body of work has reached all corners of the globe.



Gallery Activity (all ages)

"MY FAVOURITE ARTWORK"

Objective:

1. Participants will develop their observation skills and attention to detail through close examination of different artworks.
2. Participants will be encouraged to express their own opinions and preferences regarding artwork and to articulate why certain pieces appeal to them.
3. Participants will be encouraged to think critically and creatively about the artwork they encounter and to consider how it relates to their own experiences and perspectives.

Materials Needed:

1. My Favourite Artwork worksheet.
2. A pencil or pen.

Instructions:

As a family, explore the gallery and ask your child which artwork they like best. Take time to look at the artwork together and ask three questions: 1) What do you see in the artwork? 2) How does it make you feel? 3) What questions would you ask the artist who made it? You can do this for one artwork together or each family member can pick their own favourite and compare and contrast what you find in each work.



My favourite Artwork:

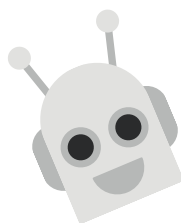
artist name:

title:

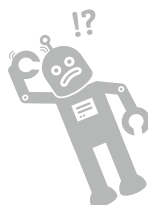
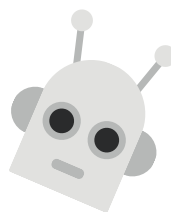
materials:



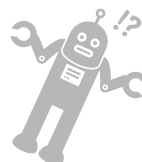
What I See:



What I feel:



What I wonder:



Gallery Activity: All Ages

DRAW YOUR FAVOURITE ARTWORK...



Home Activity: all ages

WORLD OF THE FUTURE

Introduction:

Hajime Sorayama's art creates a futuristic world filled with chrome creatures. Robotic humans and animals spot the land and sea, glistening in the sunlight. From humans with metal skin and LED lightbulb eyes, to dinosaurs with metal claws and hydraulic joints, these creatures are specially adapted for the futuristic world that they inhabit, what do you think this world looks like?

Objective:

- Students will explore the futuristic art of Hajime Sorayama and engage in world-building by imagining and creating their own futuristic worlds.
- Students will develop their creativity, critical thinking, and artistic skills while expressing their ideas through visual art.

Materials Needed:

- Art supplies (such as pencils, markers, coloured pencils, or watercolours)
- Drawing paper or sketchbooks

Instructions:

- Ask students to imagine and describe what they think Sorayama's futuristic world might look like based on the chrome creatures he portrays.
- Instruct students to brainstorm ideas and sketch their own futuristic worlds inspired by Sorayama's art.
- Encourage them to think about the environment, climate, architecture, landscapes, and creatures that exist in their imagined worlds.
- Prompt students to consider the physical features, movements, textures, and any unique abilities of the creatures inhabiting their world. They should also think about the overall atmosphere and mood of their imagined setting.
- Instruct students to choose their favourite sketch and start creating a finished artwork of their imagined world.
- Remind students to consider the colours, shapes, and textures that best represent their world and its inhabitants.
- If they choose, students can write short narratives, stories, or descriptions to accompany their artwork, further developing the details of their imagined world.

Home Activity: all ages

WORLD OF THE FUTURE

My world is called:

The climate on my world is:

The year on my world is:

Would humans survive on my world?:

About my world:

[illegible]



Center of International
Contemporary Art
VANCOUVER

**CREATIVE
LEARNERS**

Home Activity: 4-10 yo **RECYCLED ROBOTS**



RECYCLE



Home Activity: 4-10 yo

RECYCLED ROBOTS

Introduction:

Get ready to dive into the imaginative world of Hajime Sorayama and his futuristic robotic art! In this exciting lesson, students will explore Sorayama's unique style and learn how to create their own recycled robots inspired by his iconic designs. Through hands-on construction using recycled materials, students will unleash their creativity, develop problem-solving skills, and gain a deeper understanding of the importance of sustainability and environmental consciousness.

Objective:

1. To explore the art of Hajime Sorayama and his futuristic robotic creations.
2. To inspire creativity and critical thinking through the creation of robots using recycled materials.
3. To promote environmental awareness and encourage the use of recycled materials in art projects.

Materials Needed:

- Assorted recycled materials such as cardboard boxes, bottle caps, plastic containers, aluminium foil, etc.
- Scissors, glue, tape
- Markers, paints, or other colouring materials
- Optional: additional decorative materials like buttons, feathers, or beads

Instructions:

- Engage students in a discussion about Sorayama's artwork and the characteristics of his robotic creations.
- Encourage students to brainstorm ideas for their own recycled robots, considering the futuristic elements seen in Sorayama's art.
- Provide each student with their collected materials and necessary art supplies.
- Instruct students to start constructing their robots, guiding them with suggestions and answering questions.
- Encourage students to consider the form, structure, and futuristic qualities of their robots, drawing inspiration from Sorayama's artwork.
- Once the basic robot structure is complete, students can use markers, paints, or other colouring materials to add details and bring their robots to life.
- Encourage students to incorporate metallic or shiny elements to capture the futuristic aesthetics seen in Sorayama's art.

Gallery Activity: All Ages

QUESTIONS FOR ACTIVE OBSERVATION

What does this artwork remind you of, have you seen something like it before?

How does seeing the work close up and far away change the look of the art?

What do you think the world that these characters live in could be like?

What is the very first thing that you noticed when you looked at this painting?

What does this artwork suggest about the relationship between humans and technology?

What stories or narratives do you imagine when viewing this artwork?

How does Sorayama's use of futuristic imagery challenge or redefine traditional notions of beauty?

What do you think is the artist's intention behind this artwork?

How does this painting make you reflect on the impact of technology on society and the environment?

If you could ask the artist a question what would you want to know most?

How does this artwork make you feel?

