

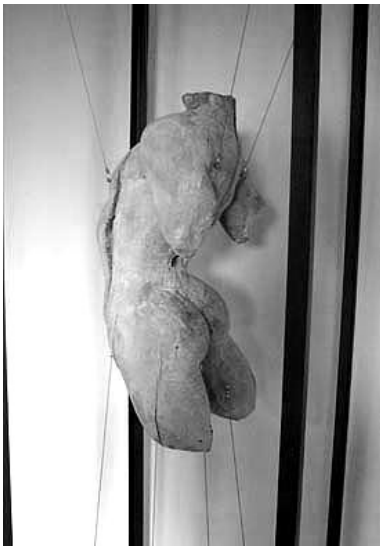
November 8th ~ November 20th

"Sculpture and Three-dimensional Art" release exhibition part 1:
 OHNO KOUJI & SHU KONISHI ~ Modeling membrane~
 opening party - Monday, November 9th, 17:00~ 18:30

November 22nd ~ December 4th

"Sculpture and Three-dimensional Art" release exhibition part 2:
 Group exhibition
 opening party - Monday, November 23th, 17:00~ 18:30

『 Sculpture and Three-Dimensional Art 』 Release exhibition Ohno Kouji & Shu Konishi ~ Modeling Membrane ~



Ohno Kouji

Born in Tokyo. In 1996 he graduates in sculpture from Tama Art University Graduate School,
 In 1995 his work is selected for the Nika Association Exhibition, and then he participates to many international exhibitions such as the Japan - South Korea International Exchange Exhibition "Hadoh 1999-2000", the 2nd World Art Delft Poetry II (Holland).
 He also holds many solo exhibitions especially in Tokyo and Yokohama, in galleries such as Gallery ef, Gallery Simon, Gallery Q, etc

Involved in Stage Art as well, he participates to the Kazuo Ohno festival "So koku bu tai" with a collaboration with Christopher Yohmei Blasdel (shakuhachi), Hideo Arai (dance) and Mika Kimura (voice) in BankArtNYK.

As an artist that does not hesitate to link sculpture to literature, music or stage, his approach is remarkably avant-garde.

"The forms of the wood sculpture of torsos by Kouji Ohno are not only all too unique, but they also send a shockwave to the viewer for the density of the thinking behind them."
 Kouji Ohshima, Art critic

Shu Konishi

Born in Kyoto.
 Graduates from Graduate School of Tokyo University of the Arts, in art research.
 Starts a career in special effects make-up at Make Up Bianco. he then leads the special effects make up section of Toni's Labo SFX in make-up and modeling.
 In 1997, he establishes his own company, Shu Design.
 In 2000, Shu Design becomes Atelier Shu.

Presently, apart from his work, he is also developing the contact point between SFX make-up and fine art. Using the shape of the human body as a model, he gives reality to various type of object.

In "Modeling Membrane", he will exhibit his "vases".

"I don't think that making art is something special, but the extension of my everyday work."
 Shu Konishi

