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ArtScience Museum unveils
City in a Garden at *Future World*
Introducing a new themed gallery and artwork, along with the return of favourite installations

SINGAPORE (5 September 2019) – As part of its commitment to refresh its landmark permanent exhibition, ArtScience Museum will be introducing a new themed gallery with new artworks by teamLab, as well as the return of popular installations at *Future World: Where Art Meets Science* on 5 September 2019.

City in a Garden, the new opening section of *Future World*, explores the integral relationship between people and nature and how cities provide a space for a variety of biospheres. Inspired by Singapore, *City in a Garden* demonstrates the nation's distinctive relationship with nature, and the importance of flora and fauna to the city's identity.

The refreshed exhibition has four galleries – *City in a Garden*, *Sanctuary*, *Park* and *Space*. *City in a Garden* features the brand new artwork, *Inverted Globe, Giant Connecting Block Town*, and a dramatic new presentation of one of teamLab's best known artworks, *Sketch Aquarium*. Elsewhere in *Future World*, visitors can also look forward to the return of *Story of the Time when Gods were Everywhere* in the *Park* gallery.

"We have always envisioned *Future World* to be an exhibition that evolves over time. The latest changes we have made embed the exhibition in the narrative of Singapore. In the 1960s, Singapore's founding Prime Minister Lee Kuan Yew introduced the 'garden city' vision to transform Singapore into a city with abundant lush greenery and a clean environment. Since the 1990s, Singapore's greening policy is guided by the 'city in a garden' ethos, which strives to integrate greenery into the daily lives of the people. The phrase, City in a Garden, is now commonly used to describe Singapore. It emphasises the unique relationship between the city and nature. Our *City in a Garden* gallery positions nature as something that includes, enfolds, and embraces people and the things they make. The new artworks we are revealing today underscore our commitment to continuously enhance *Future World*, giving our visitors new reasons to return," said Honor Harger, Executive Director of ArtScience Museum.

(i) _City in a Garden_

Inside *City in a Garden*, visitors are invited to become immersed in nature, by walking through a field of flowers in the Transcending Boundaries gallery. They continue by interacting with a lush meadow in Sliding through the Fruit Field, before arriving at the shore to explore aquatic life in *Sketch Aquarium*. Throughout *City in a Garden*, urban structures are embedded into the landscape, illustrating how people can live in a more harmonious relationship with nature. Artworks such as *Inverted Globe, Giant Connecting Block Town* and *A Table Where Little*

People Live show that nature's nurturing embrace allows for people to thrive, cultivating their creative impulses, allowing for the production of art, science and technology.

New artworks to look out for in *City in a Garden* include *Inverted Globe, Giant Connecting Block Town* and a new presentation of *Sketch Aquarium*.

Inverted Globe, Giant Connecting Block Town
teamLab, (2018), Interactive Digital Installation, Sound: Hideaki Takahashi

Visitors are encouraged to work together to design their own transportation network in this interactive artwork. Giant building blocks, representing various urban infrastructures, are used to create roads, railways and rivers. Blocks of the same shape and colour placed near one another will automatically connect the elements together. Cars, airplanes, boats and helicopters can be added to bring life to the network. As more blocks are connected, the space becomes busier, ultimately developing a bustling cityscape, as projected on an overhead screen in real time.

Sketch Aquarium
teamLab, (2013), Interactive Digital Installation, Sound: Hideaki Takahashi

A favourite among children, this installation features a digitally rendered aquatic world where the two-dimensional sea creatures that visitors colour on paper come to life in a virtual ocean. The artwork grows and evolves constantly with the different images that the visitors add. Visitors can feed the fish and sea creatures by touching specific images of fish food bags on the screen. In *Sketch Aquarium*, individual creative processes become part of a unified, shared experience.

(ii) *Story of the Time when Gods were Everywhere* returns to Park gallery

Story of the Time when Gods were Everywhere
Sisyu + teamLab, (2013), Interactive Digital Installation, Calligraphy: Sisyu, Sound: Hideaki Takahashi

In this digitally projected world, visitors of all ages can create their own environment by touching Chinese and Japanese characters, which then transform into natural elements such as wind, rain, trees and mountains. When visitors touch the characters, the story begins and the movement of their bodies further changes and evolves the world. Just as in nature where no two moments are repeated, the visitor experiences a new story each time he encounters the artwork.

Please refer to the appendix below for the full list of artworks in each gallery of *Future World*.

Tickets to *Future World* are available for purchase now from at all Marina Bay Sands box offices and website. Terms and Conditions apply.

Ticket prices as follows:

	STANDARD TICKET (SGD)	SINGAPORE RESIDENT (SGD)
Adult	19	16
Senior (65 years and above)/ Student/ Child (2-12 years)	14	12
Family package (2 kids & 2 adults)	54	45

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For more information, please visit https://www.marinabaysands.com/museum.html.

About Marina Bay Sands Pte Ltd
Marina Bay Sands is the leading business, leisure and entertainment destination in Asia. It features large and flexible convention and exhibition facilities, 2,560 hotel rooms and suites, the rooftop Sands SkyPark, the best shopping mall in Asia, world-class celebrity chef restaurants, a theatre and an outdoor event plaza. Completing the line-up of attractions is ArtScience Museum at Marina Bay Sands which plays host to permanent and marquee exhibitions. For more information, please visit www.marinabaysands.com

About ArtScience Museum
ArtScience Museum is a major cultural institution in Singapore that explores the intersection between art, science, technology and culture. It is the cultural component of Marina Bay Sands. Since its opening in February 2011, ArtScience Museum has staged large-scale exhibitions by some of the world's major artists, including Leonardo da Vinci, M.C. Escher, Salvador Dalí, Andy Warhol and Vincent Van Gogh, as well as exhibitions that explore aspects of science and technology – including particle physics, big data, robotics, palaeontology, marine biology and space science. For more information, please visit www.marinabaysands.com/museum.html

About teamLab
teamLab (f. 2001) is an art collective, interdisciplinary group of ultratechnologists whose collaborative practice seeks to navigate the confluence of art, science, technology, design and the natural world. Various specialists such as artists, programmers, engineers, CG animators, mathematicians and architects form teamLab.

teamLab aims to explore a new relationship between humans and nature, and between oneself and the world through art. Digital technology has allowed art to liberate itself from the physical and transcend boundaries. teamLab sees no boundary between humans and nature, and between oneself and the world; one is in the other and the other in one. Everything exists in a long, fragile yet miraculous, borderless continuity of life.

teamLab: https://www.teamlab.art/
Instagram: https://instagram.com/teamlab/
facebook: https://www.facebook.com/teamLab.inc
twitter: https://twitter.com/teamLab_net
YouTube: https://www.youtube.com/c/teamLabART

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Featuring 17 specially selected cutting-edge digital art installations by teamLab, *Future World* takes visitors on a journey of discovery through four key narratives – ***City in a Garden***, ***Sanctuary***, ***Park*** and ***Space***.

Chapter 1: City in a Garden

Universe of Water Particles, Transcending Boundaries; *teamLab, 2017, Interactive Digital Installation, Sound: Hideaki Takahashi* ***Flowers and People, Cannot be Controlled but Live Together –- Transcending Boundaries, A Whole Year per Hour;*** *teamLab, 2017, Interactive Digital Installation, Sound: Hideaki Takahashi* ***Flutter of Butterflies Beyond Borders, Ephemeral Life Born from People;*** *teamLab, 2018, Interactive Digital Installation, Endless* ***The Void;*** *teamLab, 2016, Digital Work, 4 channels* ***Four Seasons, a 1000 Years, Terraced Rice Fields – Tashibunosho;*** *teamLab, 2016, Digital Work, 6 channels, more than a 1000 years* ***Life Survives by the Power of Life*** *teamLab, 2011, Digital Work, 6 min 23 sec. (loop), Calligraphy: Sisyu* 	Visitors will be greeted by a stunning six-meter high interactive waterfall that serenely cascades down the wall and onto the floor when they enter the space. The water particles are digitally programmed and generated to produce an accurate water fall simulation of water particles. The direction of the water changes with the lightest touch. Also in the gallery is an ecosystem of flowers that gently bloom and die. The lifecycle repeats itself and visitors can experience all four seasons of the year within an hour. A kaleidoscope of butterflies fluttering around the space grows in number as more people enter the room. But they die when touched, serving as a reminder of the destructive side to humanity.

Giant Connecting Block Town, Inverted Globe *teamLab, (2018), Interactive Digital Installation, Sound: Hideaki Takahashi* 	Visitors are encouraged to work together to design their own transportation network in this interactive artwork. Giant building blocks, representing various urban infrastructures, are used to create roads, railways and rivers. Blocks of the same shape and colour placed near one another will automatically connect the elements together. Cars, airplanes, boats and helicopters bring life to the network. As more blocks are connected, the space becomes busier, ultimately developing a bustling cityscape, as projected on an overhead screen in real time.

Sketch Aquarium* *teamLab, 2013-, Interactive Digital Installation, Sound: Hideaki Takahashi* 	A favourite among children, this installation features a digitally rendered aquatic world where the two-dimensional sea creatures that visitors colour on paper come to life in a virtual ocean. The artwork grows and evolves constantly with the different images that the visitors add. Visitors can feed the fish and sea creatures by touching specific images of fish food bags on the screen. In *Sketch Aquarium*, individual creative processes become part of a unified, shared experience.

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Sliding through the Fruit Field *teamLab, 2016-, Interactive Digital Installation* 	*Sliding through the Fruit Field* is a playful artwork that is projected onto a slide. Visitors become a beam of life-giving sunlight, and as they glide down the slope, their energy is transferred to the fruit field, causing flowers and fruit to blossom and grow. As the different elements interact in the field, new seeds are sown, leading to new life.

A Table Where Little People Live *teamLab, 2013-, Interactive Digital Installation* 	*A Table Where Little People Live* is a miniature community, which comes to life as visitors play with its inhabitants. Visitors can place objects on the table, and change the behavior of the little people. As each object is introduced, the movements of the little people change; they interact with the objects by jumping, climbing, and sliding onto them.

Sketch Piston – Playing Music *teamLab, 2015-* 	In this interactive artwork, visitors can be a music composer for a day. They can compose their own musical masterpiece by drawing lines of varying heights to determine the musical scale, and tap the wall to drop a ball onto the drawn lines to create a symphony of sounds. As more adults and children come together to inspire one another to create music in a shared space, it will create a more vibrant, animated and lively musical environment.

Chapter 2: Sanctuary

The *Sanctuary* section of *Future World* allows for reflection and meditation, away from the bustling activities in *City in a Garden*, and before setting off for the noisy joviality of *Park*. *Sanctuary* is an oasis of calm in the centre of *Future World*.

Impermanent Life: People Create Space and Time, at the Confluence of their Spacetime New Space and Time is Born *teamLab, 2018, Interactive Digital Installation, Sound: Hideaki* 	In this interactive artwork, cherry blossoms bloom and scatter, playing out the cycle of life and death. Responding to human interactions, the radiating circles form around visitors' feet will either illuminate or darken the entire space.

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Chapter 3: Park

The four artworks in *Park – Sketch Town*, *Story of the Time When Gods were Everywhere*, *Light Ball Orchestra* and *Create! Hopscotch for Geniuses* – represent various manifestations of recreation avenues for people.

Sketch Town *teamLab, 2014-, Interactive Digital Installation, Sound: Hideaki Takahashi* 	This installation is a depiction of a fictitious town based on Singapore that includes recognisable landmarks such as Marina Bay Sands, ArtScience Museum, the Merlion and the Singapore Flyer. Participants color in and add drawings of buildings, cars, spaceships and even UFOs. When the two-dimensional pictures are placed on the scanner, they enter the town becoming 3-D animated objects, bringing the town to life.

Story of the Time when Gods were Everywhere *Sisyu + teamLab, 2013-, Interactive Digital Installation, Calligraphy: Sisyu, Sound: Hideaki Takahashi* 	*Story of the Time when Gods were Everywhere* is a mesmerising digital projection of hieroglyph symbols cascading from ceiling to floor. Activated by touch, these characters will transform into nature motifs associated with the meanings of the characters. These motifs include wind, rain, trees and mountain. As the viewers continue to interact with the motifs, the artwork will transform to reflect an ever-changing landscape.

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Light Ball Orchestra (2013) *teamLab, 2013–, Interactive Installation, Sound: teamLab* 	A fun and delightful installation, *Light Ball Orchestra* blends vivid lights with beautiful music together to create an orchestra of colours and sounds that change constantly. Children can experiment with creating their own music freely as they run and play among a multitude of light balls, changing their sounds and colours as they touch them, creating a rippling change in the audio-visual dynamics of the space.

Create! Hopscotch for Geniuses *teamLab, 2015–, Interactive Digital Installation, Sound: teamLab* 	Create your own game of hopscotch by arranging different shapes on a tablet, which are then projected onto the floor. As you make your way through the course, a variety of light and sound effects are triggered. The effects become increasingly more vibrant as your accuracy improves.

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Chapter 4: Space

The journey through the exhibition ends by embarking outward and upward into astronomical space. Thanks to extraordinary advances in technology and radical new theories, we are now living through a golden age of discovery in astronomy.

Crystal Universe *teamLab, 2015, Interactive Installation of Light Sculpture, LED, Endless, Sound: teamLab* 	The final chapter of the exhibition puts viewers at the heart of the Universe, enabling them to experience astrophysical phenomena such as planets, stars, galaxies, and even the very recently detected gravitational waves, which Einstein predicted would exist a century ago. Utilising teamLab's Interactive 4-D Vision technology, this artwork allows users to affect over 170,000 LED lights to give the illusion of stars moving in space. Experiencing the Universe from within, the spatial environment will respond to the presence of the visitors, helping them understand themselves as part of the vastness of celestial space.