It has been more than 30 years since I organized a group exhibition at VOICE Gallery (Kyoto) when I was a student.

After studying computer graphics under Masao Kohmura, I became fascinated with media art production, but by the time PC performance improved and the Internet and smartphones became commodities, my interest in creating artwork with computing began to wane. At that time, I met Akio Suzuki through Prof. Kohmura, and while experiencing with all my senses a live performance that manipulated delicate and subtle sounds, my conception of appreciation of art and conception of what is a work of art expanded as if I were retracing art history.

Compared to the history of how human beings have used their bodies to express themselves since ancient times, expression through electronics and computing seemingly has only just begun. Yet the diversity of computer art seems to have matured considerably.

We will once again focus on two of our mentors, Masao Kohmura, who "formed Japan's first computer art group," and Akio Suzuki, "one of the pioneers of sound installation in Japan," as the originators of our activities. The group exhibition will include three young artists, each of whom has been trained by one of our mentors. What is our cultural code today as seen in the works of these two generations of artists, who are active in programming language, body language, and fashion language?

We hope that many visitors will participate in this exhibition and take this opportunity to imagine and discuss where the next 30 years will lead considering what has transpired from the past to the present. - Tomohiro Ueshiba