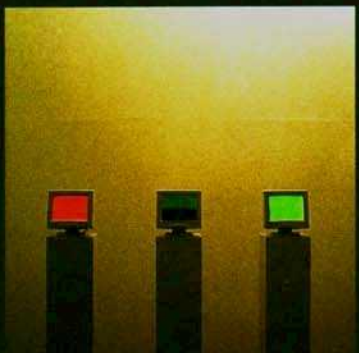




忽略的心/關於遺忘, 1994 畢·威席爾



信用藝術, 1996 奇斯·阿法傑斯



馬拉開波, 夜間行經船, 1995 彼得·班恩·穆勒



再生, 1995 克莉絲蒂安·茲華尼肯



荷蘭公共雕塑藝術台, 1995 賈波·德·揚格



時間/片段, 1994 波瑞斯·蓋瑞茲



目擊者, 1996 菲歐娜·唐



以眼運眼, 1993 畢爾·史賓荷本

錄影影像藝術自60年代初期經由白南準 (Nam June Paik)、弗斯特 (Wolf Vostell)、及金赫茲 (Edward Kienholz) 等人的推展, 首度呈現以影像與電子科技器材的架設做為創作語彙及媒材的運用。1969年白南準的作品「電視胸罩作為生活雕塑」(TV Bra for Living Sculpture), 更進一步運用影像與現場肢體行動來探討生活行為, 及觀賞者與表演者間的互動關係。誠如班傑明 (Walter Benjamin) 所言, 在藝術創作的領域與處理手法中, 錄影藝術的特質相較於繪畫、音樂與戲劇在於容易孤立出個別的組成元素, 此外借助科技的研發可以做更精細的分析、展現更多的視角層面。透過鏡頭與影像的剪輯等特殊處理, 可將我們週遭的事物用特寫放大, 對準那些隱藏於熟悉事物中的細節, 探索經驗中平凡的地方, 除了提醒我們去省視這些面向並幫助了解支配我們生活的一切日常必需品或經驗, 另一方面也引領我們進入、並開啓一扇意想不到的廣大生活空間。在即將邁入21世紀的藝術將如何延伸此新視覺風格, 呈現一個什麼樣的精神意涵? 此次於台北市立美術館展出的「秒—荷蘭科技藝術展」, 是一個探討「時間」觀念的藝術饗宴。

「時間的速度已不斷持續加速中。」保羅·維希里歐 (Paul Virilio)

時間無疑是宇宙最基本的元素, 事件未曾發生, 除非它進入時間的測量標準中。這是我們對時間的察覺, 我們對時間的認知, 是以人類生活狀況為依據。對於自然的瞭解會不斷隨歷史而改變, 我們對時間的觀念也歷經許多變化。比較「秒」在於今日的意涵, 相對於亞里士多德來說必定代表一種非常不同的意義。很明顯地, 我們對時間的瞭解與科技發展關係密切, 透過科技可將時間量化為縮較小或放大的單位, 使我們更進一步構築與時間有關的真實概念。但時間不僅是一種被原子鐘測量的物質實體, 它可以是測量事物的任何數字。當我們和一個天文學家、物理學家、生物學家、歷史學家或一個趕火車的人對話, 察覺時間架構的各種可能解釋歷程便因此展開。從個體的觀點來看, 時間是一種高度主觀的經驗, 而且它常是藝術家展現魅力的中心。透過現代科技作為媒介, 藝術家引領我們進入一個個時間被重新測量過的世界。「秒」是一被量化的計時單位, 但其量化的單位大小在人類歷史的演進中卻是不同的。從荷蘭藝術一貫的冷靜、精確風格與微觀的角度出發, 此次參展的藝術家巧妙地結合時間與空間, 在虛擬的時空中藉著具有速度感的動態畫面和各種不同的計時工具設計, 表現生物或大自然對時間概念的相對

物理性和精神性。如此令人驚奇的藝術可能性, 讓我們在所熟知的三度空間視覺感受能力外, 加入了對時間元素的感悟。而藉著攝影更可讓我們認識到平時無意識、或被漠視的現象, 經由剪輯、擬象這樣的提顯與轉換形式, 如同心理分析般, 使我們了解這些行為的衝動與發展。

蒙特藝術中心的設立、宗旨與發展

媒體發展下的電視網很快地變成遊戲節目和「資訊娛樂」的軟弱綜合體; 眼睛的口香糖。基於此, 本著藉由藝術家的幫助將科技人性化的意圖, 於是在1978年組織成立「蒙特影像藝術中心」這樣的一個影像畫廊。

當畫廊開幕時, 在這裡有不同的人從事錄影有關的工作——一種可以被稱做錄影藝術的工作, 通常登記為表演藝術。表演藝術這幾年蔓延的非常迅速, 而且因為它是一種稍縱即逝的藝術形式, 藝術家很快地就沿用錄像來記錄它, 人們因此常常將表演藝術和錄影藝術相混合。

這個展出錄影藝術的畫廊後來成為了「蒙特影像—荷蘭媒體藝術中心」, 從影像藝術到媒體藝術的發展應提及兩要點: 媒體本身是自然發展的, 科技並非原地踏步, 而且電腦後來加入了這個領域, 接著是電訊、雙向互動模式、虛擬實境的來臨。而藝術界同樣也發生一些變化, 就錄影藝術家這方面說來, 他們有一種必須前進的傾向, 對於藝術, 你必須活動額外的腦力, 因為有些藝術品是對你有期望的。你必須將自己投入他人的世界, 在他人的想像外增加自己的想像。那是隨著藝術發生的趣事, 而非隨著電視。很快地, 藝術家要求比放映錄影帶更多的東西, 而且, 很快且合邏輯地發展到有關空間的作品。如果你能比較的話, 從錄影帶到裝置作品其實就如同從繪畫到雕塑一樣, 是一種延伸, 一種藝術形式的改革。

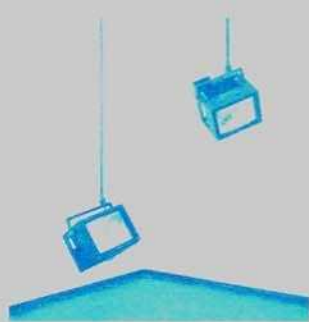
蒙特影像藝術中心為媒體藝術作了些什麼?

蒙特影像藝術中心提供所有實際呈現媒體藝術的有用設備。此中心的基本功能包括了記錄、製作、傳遞、研究、展覽和登記/保存等。設備的提供、製作及後製作使得藝術家瞭解他們的計畫在合理的價格下可行。此外亦將作品散置在荷蘭及海外, 而且在畫廊內舉行展覽, 並以「藝術實驗室的 forms」促成研究和發展。

參與展出的藝術家有——奇斯·阿法傑斯 (Kees Aafjes)、彼得·班恩·穆勒 (Pieter Baan Müller)、彼得·伯格斯 (Peter Bogers)、波瑞斯·蓋瑞茲 (Boris Gerrets)、賈波·德·揚格 (Jaap de Jonge)、A.P. 柯曼 (A.P. Komen)、伯特·休特 (Bert Schutter)、畢爾·史賓荷本 (Bill Spinhoven)、菲歐娜·唐 (Fiona Tan)、史坦娜·瓦茲卡 (Steina Vasulka)、畢·威席爾 (Bea de Visser)、克莉絲蒂安·茲華尼肯 (Christiaan Zwanikken)。



犧牲, 1994 彼得·柏格斯



辯論的方法, 1992 彼得·柏格斯

This exhibition, curated by René Coelho of the Monte Video/TBA, Amsterdam features 17 installations by 12 mostly young Dutch artists. Since 24 January 1997, starting from the Stedelijk Art Museum in Amsterdam, the Time Based Art from the Netherlands Exhibition has commenced a world tour that will continue through the year 2000, with stops including Taiwan, Japan, and Mexico.

As we approach the dawning of the new millenium, how will art in the 21st century extend this new visual style, and what kind of spiritual meaning will it offer? The Second, Time Based Art from the Netherlands Exhibition at the Taipei Fine Arts Museum, is a feast of art exploring concepts of time.

"The speed of Time has kept accelerating" (Paul Virilio).

Time is without doubt the most essential element in the universe. Everything that happens only happens because we measure it against the yardstick of time. It is our awareness of time, our ability to perceive its significance in relation to our lives that lies at the heart of our human condition. As our understanding of nature has continuously altered throughout history, so the very concept of time has undergone many changes. A 'second' must have meant a very different thing to Aristoteles compared to what it means to us today.

It is obvious that our understanding of time is closely lined to the technological developments that allow us to quantify time in ever smaller (or larger) units and to organize our sense of reality around it. But time is not merely a relative physical entity, measured on an atomic clock. It can be any number of things. Once we speak to an astronomer, a psychologist, a biologist, a historian, or to the man running to catch his train, the gamut of possibilities for perceiving time-frames opens up.

From the perspective of the individual, time is a highly subjective experience. And, as such, it has always been at the centre of the artist's fascination. With modern technology as a medium, the artists lead us into a world in which time has been recalibrated. While the second as a unit of time has been quantified, its value has actually varied throughout human history. With their characteristic Dutch calm, precision, and meticulousness, the artists cleverly bring time and space together in a virtual realm, using dynamic images conveying speed as well as various timing devices to express the relative physicality or spirituality of living organisms and nature toward the concept of time. Apart from our capacity to experience the visual impact in our familiar three-dimensional world, such fantastic artistic possibilities include the experience of elements of time. Through video photography, we can get to know visual images we might ordinarily overlook or never become aware of. Like psychoanalysis, the highlighting and transforming of forms achieved through editing and image alteration gives us insight into the impulse and development behind these various behaviors.



秒，荷蘭科技藝術展

8. 15 - 10. 11, 1998

展覽室 Galleries B01 - B03

主辦 / 籌劃
台北市立美術館
荷蘭蒙特維多錄影藝術中心

Organized by
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TimeCapsule. Timewaitsfornoman. Timeout. Everyonehasthesameamount oftime. Time'sup. Timetogo. Whattimeisit? Timewilltell. Timetravel. Timeof yourlife. Justintime. Allthetimeintheworld. Timeflies. Timewarp. Savetime. Servetime. Losetime. Timestudy. Timetable. Timezone. Timetested. Timing is everything. Timekeeper. Timelapse. Timeless. Timelock. Timely. Time frame. Time bomb Timworn. Time limit. Time card. Time immemorial. Time consuming. Timeandahalf. Timeaftertime. TimeClock. Abreastofthetimes. Behind the times. Between times. Half time. Hard time. Form time to time. In goodtime. In notime. Make time. Time on your hands. Once upon a time. Long time. Short time. Time signature. Solar time. Greenwich time. Prehistoric time. Goodtime. Badtime. Time to get up. Provertime. Time at bat. Firsttime. Lastime. Keetime. Standardtime. Daylight saving time. Peacetime. Game time. Mytime. Yourtime. Hertime. Suitabletime. Convenienttime. Favorable time. Driving time. Lifetime. Military time. Time payments. Father Time. Quick time. Time piece. The usual time. Time is of the essence. Daytime. Nighttime. Meantime. Posttime. Timehealsallwounds. Oldtime. Timepiece. Realtime. Timemachine. Nick of time. Timeaftertime. Timehonored. Time is money. It's about time. TimeStretcher. Timeonmyhands. TimebasedArt. TimeCapsule. Timewaitsfornoman. Timeout. Everyonehasthesameamount oftime. Time'sup. Timetogo. Whattimeisit? Timewilltell. Timetravel. Timeof yourlife. Justintime. Allthetimeintheworld. Timeflies. Timewarp. Savetime. Servetime. Losetime. Timestudy. Timetable. Timezone. Timetested. Timing is everything. Timekeeper. Timelapse. Timeless. Timelock. Timely. Time frame. Time bomb Timworn. Time limit. Time card. Time immemorial. Time consuming. Timeandahalf. Timeaftertime. TimeClock. Abreastofthetimes. Behind the times. Between times. Half time. Hard time. Form time to time. In goodtime. In notime. Make time. Time on your hands. Once upon a time. Long time. Short time. Time signature. Solar time. Greenwich time. Prehistoric time. Goodtime. Badtime. Time to get up. Provertime. Time at bat. Firsttime. Lastime. Keetime. Standardtime. Daylight saving time. Peacetime. Game time. Mytime. Yourtime. Hertime. Suitabletime. Convenienttime. Favorable time. Driving time. Lifetime. Military time. Time payments. Father Time. Quick time. Time piece. The usual time. Time is of the essence. Daytime. Nighttime. Meantime. Posttime. Timehealsallwounds. Oldtime. Timepiece. Realtime. Timemachine. Nick of time. Timeaftertime. Timehonored. Time is money. It's about time. TimeStretcher. Timeonmyhands. TimebasedArt.