

My body of work explores ideas about chaos in the urban environment. My work has a modern, urban feel. In urban areas, many elements are intricately intermingled. For example, these elements are the people, traffic, economic activity, and their emotions. I wanted the audience to consider the chaos of the urban area by creating the work with the characteristics of the turmoil of the man-made world.

I grew up in Tokyo, which has the highest population density in the world. Some people were laughing and some were tired of work, and the atmosphere I felt in Tokyo was just chaos. I was tired of the atmosphere of seeing the scenery where many people were busy every day, but at the same time, I was attracted to it. I used a variety of techniques to express the busyness of urban areas. The exhibition included a variety of forms from abstract to realistic works, digital, charcoal, and canvas works. The exhibition is intended to give the audience a sense of the urban atmosphere in which I grew up, and to draw them into that worldview.

My work was strongly influenced by the Precisionism of Charles Sheeler. I was inspired by his minimalism and abstract style of capturing complex structures of urban buildings. In this way, I expressed the "beauty" latent in materialistic urban areas. Also, Katsuhiro Otomo's movie and manga work "Akira" has a strong influence on my work. His "cyberpunk" style of work has a complex urban worldview with a complex structure. With this view of the world in mind, I focused on creating a complex structures with urban elements when making the work. Also, In order to create that unique atmosphere, I observed the characteristics of the urban environment and expressed it in my work. For example, many of my works are constructed using rigid and straight lines. Many urban human-made objects have few curves and have a regular structure and this creates the modern impression. I concentrated on "Human made texture" in adding fine patterns and details to the work, in this way the atmosphere of the city was expressed. These details create a complex image and urge the audience observe more closely. Also, "Back alley" played an important role in the direction of my work. This work realistically captures the features of urban pipes and complex structures, and creates an abstractly chaotic atmosphere with colors and structures.

When exhibiting my work, I concentrated on the atmosphere of the work rather than the meaning. I wanted the audience to feel like they are in a futuristic urban place. The alcove structure of the exhibit is reminiscent of the intricate structure of an urban area. The exhibition starts with realistic works and gradually becomes more abstract. The realistic works at first led the audience into the urban worldview, and then gradually the abstract and impactful works were displayed to deepen this impression, and the cyberpunk works drew them into the futuristic worldview. In terms of color, there are monotone exhibits such as Chaos Reality and colorful, high-impact exhibits such as Minimal neon, and the two are alternated evenly so that the audience does not get bored. Many works have small details, and when the audience looks at those details, they should understand the chaotic atmosphere.

Some people like the urban atmosphere and others don't so I wanted to leave it to the subjectivity of the audience how to feel about the atmosphere of the urban area. For that reason, the work has a neutral atmosphere, and instead of intentionally creating a dark atmosphere or

intentionally brightening it, I created realistic and simple details that created a chaotic atmosphere.