

巴古斯·潘德加 Bagus Pandega

巴古斯·潘德加，1985年生于印尼雅加达，2008年从万隆理工学院雕塑系毕业，取得艺术学士学位。作品曾在雅加达、新加坡、马尼拉、斯图加特、乌得勒支、贝鲁特等地展出。他参与的近期展览包括：“随机的黑色”（Random Black），雅加达ROH Projects（2016）；“审慎的视觉区域”（Prudential Eye Zone），新加坡（2015）；“因果”（Causality），马尼拉1335 Mabini（2014）。他的创作主要运用动力学、声音与光，以此强调观者周围的物理空间，从而挑战物件与观者之间的预设关系。他倾向于将各类电子系统作为“模块”组合在一起，持续探索录音机、磁带与唱片播放器、电灯、电子线路板等各类媒介，以丰富作品的感知体验。他的许多作品借助动作、声音与光来鼓励观众互动。在荣获第二届万隆当代艺术三等奖后，潘德加于2012年赴法国拉罗歇尔的Intermondes中心首次驻地。2015年，他取得了万隆理工学院的艺术硕士学位。同年，他在香港巴塞尔艺术博览会艺聚空间单元展出了他的个人项目，并于印尼日惹的Cemeti艺术馆举办了个展。2016年，他入围Sovereign艺术奖。近期，潘德加与Adi Purnomo和Irwan Ahmett合作参展2016年伦敦设计双年展印尼馆。潘德加现生活和作品于印尼万隆。

Born in 1985 in Jakarta, Indonesia, Bagus Pandega graduated from Institut Teknologi Bandung (Bandung, Indonesia) with a Bachelor of Arts (Fine Art) in 2008, majoring in Sculpture. His work has been exhibited in Jakarta, Singapore, Manila, Stuttgart, Utrecht, and Beirut with recent exhibitions including *Random Black* at ROH Projects, Jakarta (2016), *Prudential Eye Zone*, Artscience Museum, Singapore (2015) and *Causality*, 1335 Mabini, Manila (2014).

Working primarily through kinetics, sounds and lights, Pandega often challenges the pre-conditioned relationship between objects and their audience by emphasizing the notion of the physical space around the latter. His inclination in assembling together various electronic systems as ‘modules’ in his work and constant medium explorations of voice recorders, cassette and record players, lamps and electronic circuit boards to name a few, plays with the accumulation of perceptions. Many of his artworks encourage audience interaction through movement, sound and light.

After winning third place at Bandung Contemporary Art Awards #2, Pandega completed his first residency at Le Centre Intermondes, La Rochelle, France in 2012. Having finished his Masters in Fine Art at Institut Teknologi Bandung in 2015, he went on to having his solo presentation at Art Basel Hong Kong’s Discoveries section in the same year, as well as another solo exhibition at Cemeti Art House, Yogyakarta.

A nominee of the 2016 Sovereign Art Prize, most recently Pandega had collaborated with Adi Purnomo and Irwan Ahmett in presenting Indonesia’s pavilion at the London Design Biennale 2016. The artist currently lives and works in Bandung, Indonesia

《童年综合幻想》 *Childhood Mixed Fantasy*

巴古斯·潘德加的近期实践旨在通过运用并转换现成品、动力学、光和声音等不同媒介，以创造“奇观”或“总体艺术”。潘德加通过警示观众，探索能够提升一个总体剧院可能性的机械资源，创造出一个参与和“体验”的空间。声音的形式和材料引发他创造出一种新的物，一种非静态的形式，一种随扩张这一理念而成形的形式，就像一棵树。在感官上，视觉与声音彼此重叠；这是一种实时体验，但取决于个人联想，每个人都不一样。采用视觉（光、颜色、物体）、声音和运动，有助于增强我们对周遭物理空间的理解：此时此地。观者一站在身临其境的装置前，就会同时成为旁观者和参与者，从而延伸并刺激其空间感知。在作品《童年综合幻想》中，他采用了一个特别定制的循环运动机械装置，用以激活嵌入其中的一系列音乐盒梳齿：为观者提供其所熟悉的多种曲调，然而渐渐地会越听越觉得陌生。在昏暗的房间里，我们的感官被由音乐所触发的LED灯进一步挑逗、点燃——使我们如孩子般惊讶地追忆着，慢慢地意识到听觉与视觉这两种感官之间的联系。该装置借鉴了基本的自然能量，其中的出乎意料和不确定性，在且尤其在和世界显现规律相关时，起着重要作用。

Bagus Pandega’s recent practice has been aimed toward creating ‘spectacles,’ or ‘total works of art’ by using and thus transforming different media such as found objects, kinetic, light, and sound. Pandega explores mechanical resources that increase the possibilities of a total theatre by alerting the audience and creating a space for involvement and ‘experiencing.’

The form as well as material with sound led him to develop a new object, a sort of non-static form, a form that was shaped with the idea of expansion, like a tree. The visuals and sounds overlap with each other in the sensory department; an experience in real time, but depending on personal associations, differ between each person. The use of visuals (light, color, objects), sound and movement help to emphasize the notion of the physical space around us: the here and now. The audience become spectator and participant at the same time whilst standing in front of his immersive installations, thus extending and stimulating the viewer’s perception of space.

In Childhood Mixed Fantasy, he employed a customized looping movement mechanism that activates the comb teeth embedded in a series of music boxes: offering multiple tunes that is auditorily familiar to the viewers to listen to, yet progressively acknowledged as sounding random. In the darkened room, our senses are further teased by the presence of LED lights ignited by the music – prompting us to reminisce in a child-like astonishment, slowly realizing the relationship between the two senses: the audio and the visual. This installation thus references to elementary natural energies in which the unexpected and uncertainty play an important role, especially with relation to the apparent orderliness in the world.

Roh Projects

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《童年综合幻想》 *Childhood Mixed Fantasy*, 2016

柚木桌子, 丙烯, 不锈钢螺栓, 开关系统, LED, DMX灯光, 铁, 声卡, 麦克风 Teak table, acrylic, stainless bolts, switching system, LED, DMX lighting, iron, soundcard, and microphone

尺寸可变 Dimensions variable

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