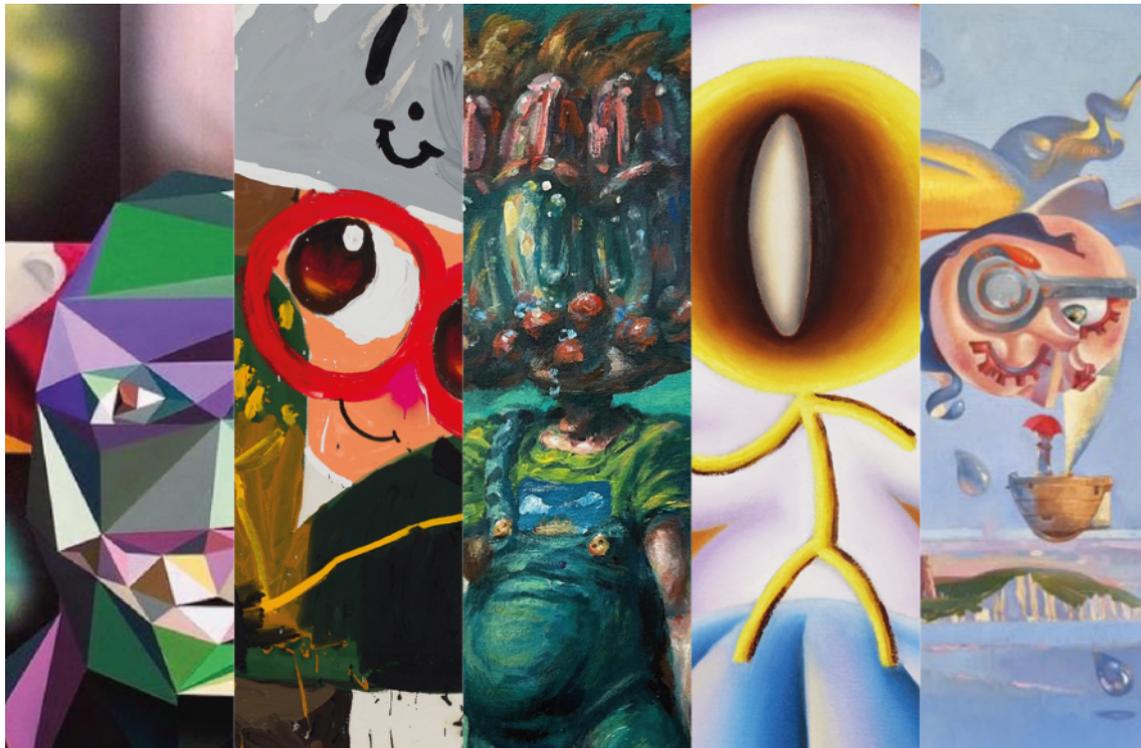


For immediate release

“Saper vedere” (“knowing how to see”)

8 May - 7 June, 2022

Opening reception: Saturday, 7 May 2022, 5 - 8pm



"Leonardo da Vinci (1492-1519) believed that sight was mankind's most important sense and that "saper vedere" ("knowing how to see") was crucial to living all aspects of life fully."¹

Taking inspiration from da Vinci's phrase when describing his accomplishments in science and art, this exhibition focuses on the primary aspect of our sense of sight and delivers visual stimulation that evokes a reaction and burst of emotions.² The group exhibition "Saper vedere" ("knowing how to see") brings together five inquisitive contemporary artists — Antonio J. Ainscough, Edu Carrillo, Natan Heber, Gab More and Qin Tan. On view at JPS Gallery, Tokyo, the artists have been asked to demonstrate their understanding of 'seeing'.

Featuring works created in five diverse circumstances by five artists who are strangers to one another, each of them takes on a role of a figurehead. This group exhibition delves into the trials and tribulations of contemporary humans and their convoluted emotional states. Presenting paintings that challenge more than just our sense of sight as each of the artist's work, both

¹ History.com Editors, "Leonardo Da Vinci," History.com (A&E Television Networks, December 2, 2009), <https://www.history.com/topics/renaissance/leonardo-da-vinci>.

² Marcus Wilson, "Knowing How To See," Medium (Medium, March 31, 2018), <https://medium.com/@marcusw1422/knowing-how-to-see-d328508a77ab>.

individually and collectively, reflects the aesthetics and experiences associated with their generation.

Qin Tan explores the symbiotic nature of science and mythology — the intersection of natural and virtual phenomena, contemplating the ideas regarding the human condition. Gab More investigates the aesthetical, iconographical, and sociological influences contemporary post-internet culture holds on his and our perception of the human condition. Natan Heber spills out his attraction to the game of life — the idea of being free to decide where to go, observe and let yourself be observed, be reborn, make choices, face challenges and make decisions. Antonio Ainscough creates a cocktail of chaos with tongue-in-cheek light-hearted humour. Edu Carrillo approaches the show with the intention to present light-hearted and naive scenes that invite us to experience the fluidity of forms and to flee from premeditated.

The artists were asked to work with a character of a unique identity familiar to them, answering to their current circumstances and projecting their emotions which resulted in complex narratives. Each artist summoned to the show an authentic version of their alter ego giving us their interpretation of body, mind and spirit premeditated in their practice to manifest a remarkable world they each own. The characters originate with elemental emotions known to us all and by placing them in extraordinary situations that may look common at first glance, they invite us to celebrate this amazing gift of seeing. The characters are not simply set in an imaginary world, they are part of its creation. They have been brought to existence for our indulgence and exist in the worlds they are brought into with their confessions along with ours. Blurring the boundary of what's real and mostly what's not, "*Saper vedere*" offers a perception of the highs, lows and in-betweens that life throws at us whilst displaying the peculiar superiority as well as the defects of living as humans.

As Alexander Graham Bell once said, "We are all too much inclined to walk through life with our eyes shut. There are things all around us and right at our very feet that we have never seen because we have never really looked."³

Participating Artists

Antonio J. Ainscough (United States)

Antonio creates cartoonish figures which he uses as subjects to explore the highs, the lows, and in-betweens that life throws at us. Through narratives, each work explores the possibilities and potential of characters that emulate feelings familiar to us all. Best way to describe his work is a cocktail of chaos with tongue in cheek light-hearted humour.

Edu Carrillo (Spain)

³ Ibid.

In Edu's work, themes such as love, break-up, magic and fantasy, music, friendship, dance and nature envelop his canvases and drawings. Through primitive gestures and vivid colour palettes, the artist generates a universe where the characters are carefully dressed in the most trendy contemporary fashions, such as the skater style influenced by the 90s. The sense of energy that the works instil in the viewer reveals the artist's intention to represent light-hearted and naïve scenes that encourage us to experience the fluidity of forms and flee from the premeditated.

Natan Heber (United Kingdom)

Natan has a contemporary artistic eye and a love for the old Master's ways which brings to the canvas not only refined painting techniques but the character and intellect, sorry and happiness of his creations. Without losing his roots, Natan is not yet self-satisfied and will continuously grow and seek ways to move forward, staying true to his values.

Gab More (Canada)

Gab is a multidisciplinary painter and artist interested in investigating the aesthetically, iconographical and sociological influences contemporary post-internet culture holds on his perception of the human condition. Through his creative process, Gab crosses the line between digital and tangible, back and forth, until the resulting works sit in purgatory between the two as non longer belonging to either.

Qin Tan (China/United States)

Qin's works explore the symbiotic nature of science and mythology- the intersection of natural and virtual phenomena. Though she is trained as a traditional painter, her explorations have bloomed into different methods of expression, including experimental video narratives, sculptures and installations. These works reflect her introspective and contemplative ideas regarding the human condition since modernity, like notes left by an observer that has witnessed the development of scientific tools and the creation of virtual landscapes.

About JPS Gallery

Established in Hong Kong (2014) and in Tokyo (2018), **JPS Gallery** is an independent contemporary art gallery presenting works of emerging and established artists from around the world.

The gallery was founded with a passionate spirit that dedicates to the new digital age and the exploration of fine art and pop culture. We aim to create an innovative environment for a new generation of artists and collectors, fostering a creative space for all. We focus on fun and playful works of the era that span across different medium and disciplines, showcasing a discerning selection of works that embody the aesthetics of today.

We are committed to supporting the culture and art scene both in Hong Kong and Japan, creating a vibrant local art community. The gallery regularly presents works of emerging artists in our

JPS GALLERY

gallery spaces in Hong Kong and Tokyo as well as international art fairs, giving them a platform to gain global exposure and supporting young artists to launch their careers. JPS has also been an active contributor to society and the local art scene by sponsoring various charity events and auctions.

Location

1/F, Tobu 2nd Building, 6-27-4, Jingumae, Shibuya-ku, Tokyo 150-0001, Japan

Media Enquiry

For media enquires and press preview, please contact

Yuri Nagai | yuri@jpsgallery.com

Social Media Hashtags

[@ajainscough](#) [@edwurrdd](#) [@natan_heber](#) [@gabxmore](#) [@qinntann](#) [@jpsgallery](#)

[#AntonioJ.Ainscough](#) [#EduCarrillo](#) [#NatanHeber](#) [#GabMore](#) [#QinTan](#) [#Sapervedere](#)

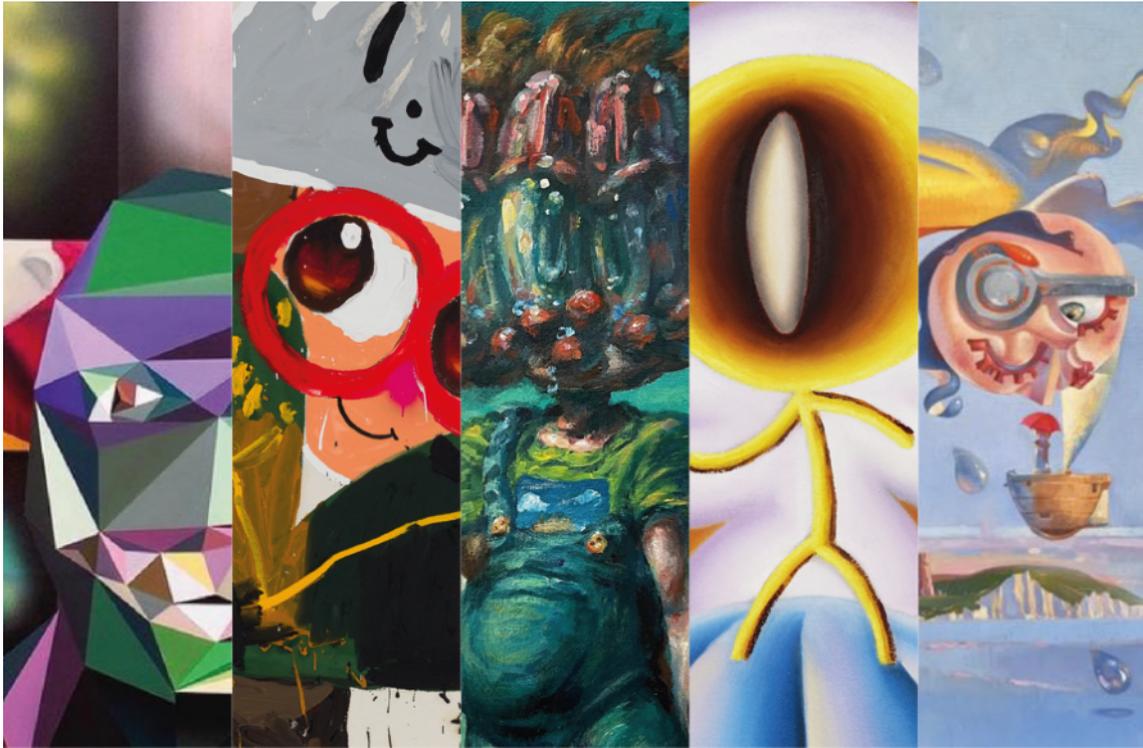
[#KnowingHowToSee](#) [#jpsgallery](#)

即時發佈

《“Saper vedere” 觀看之道》

2022年 5月8日 - 6月7日

開幕酒會：2022年 5月7日（星期六），下午 5 - 8 時



「李安納度·達文西（1492-1519）認為視覺是人類最重要的感官，而“saper vedere”（觀看之道）則為美滿人生至關重要的一環。」⁴

本次展覽靈感取自達文西形容其在科學和藝術方面的成就的措辭，以視覺為關注重點，以視覺衝擊喚起情感的波動和爆發。⁵ 群展《“Saper vedere” 觀看之道》匯集了五位好奇的當代藝術家——Antonio J. Ainscough、Edu Carrillo、Natan Heber、Gab More 和 Qin Tan，於在東京 JPS 畫廊中展出一系列作品，展示他們對「觀看」的理解。

⁴ History.com Editors, “Leonardo Da Vinci,” History.com (A&E Television Networks, December 2, 2009), <https://www.history.com/topics/renaissance/leonardo-da-vinci>.

⁵ Marcus Wilson, “Knowing How To See,” Medium (Medium, March 31, 2018), <https://medium.com/@marcusw1422/knowning-how-to-see-d328508a77ab>.

五位互不相識的藝術家在五種不同的環境中創作，並在展覽中分別扮演著領袖的角色。是次群展目的為深入探討了當代人類在遇到考驗和磨難時，其錯綜複雜的情緒狀態。呈現的畫作不僅挑戰我們的視覺，同時每位藝術家的作品，無論是個人還是集體呈現的狀態，都反映了與他們在不同年代，對於美學和經驗的了解。

沁譚的作品探索了科學與神話的共生本質——繪出自然與虛擬現象中交集，思考各種人類狀況。Gab More的作品探討了當代後互聯網文化的美學、形像和社會學對其自身和我們狀況的影響。Natan Heber的作品傾訴了他對遊戲人生的熱愛——一個容許他可自由決定去哪裡、可觀察他人並讓同時可被觀察、可重生、可自由選擇、可面對挑戰和做出決定的理念。Antonio Ainscough的作品用詼諧輕鬆的幽默創造了一種交融的混亂。Edu Carrillo的作品接呈現一個輕鬆和天真的場景，使我們可體驗到形式的流動性和自主的可能。

藝術家被要求與他們熟悉的獨特身份的角色合作，回應他們當前的情況並投射心中的情感，從而創作出複雜的敘述。每位藝術家都在展覽中召喚了他們另一個版本的真我，向我們展示了他們對肉體，詮釋了他們的思緒和精神，在實踐過程中展示他們各自擁有的非凡世界。這些角色起源於我們所有人都認知的最基本情感，通過將他們置於乍一看平常的特殊情況，藝術家們邀請我們一同慶祝這種非凡之禮——視覺。這些角色不僅僅是處於一個虛構的世界，而它們是其創作的一部分。因為我們的放縱，所以他們存在，並且活在屬於他們和我們的世界和懺悔中。《“Saper vedere”》使真實與非真實的界限變得模糊，給我們提供了生活裡的高低起落，或介於兩者之間時更鮮明的感知，同時亦展示了作為人生裡的優勢和缺陷。

正如亞歷山大·格拉漢姆·貝爾 (Alexander Graham Bell) 曾經說：「我們都太傾向於閉著眼睛過活。我們周圍和腳下都有一些我們從未見過的東西，因為我們從未真正地看過。」⁶

參與藝術家

Antonio J. Ainscough (美國)

Antonio創造的卡通人物探索我們生活中的高低起落，或介於兩者之間的狀態。通過畫面敘述，探索著角色的可能性，以像真的擬人模仿了我們所有人都所熟悉的感覺。以詼諧輕鬆的幽默創造了一種交融的混亂。

Edu Carrillo (西班牙)

在Edu的作品中，愛情、分手、魔法和幻想、音樂、友誼、舞蹈和自然等主題圍繞著他的畫布。通過原始的手勢和豐富的用色，藝術家創造了一個宇宙：其中的人物都被精心打扮成最

⁶ Ibid.

³ Ibid.

時尚的代表，如受 90 年代影響的滑板風格。他的作品接呈現一個輕鬆和天真的場景，使我們可體驗到形式的流動性和自主的可能。

Natan Heber (英國)

Natan是一位具有當代藝術眼光，並熱愛古代大師的方式的藝術家，這不僅帶來了精緻的繪畫技巧，還帶來了他作品中的性格和智慧、遺憾和快樂。不忘初衷，Natan 尚未自滿，自覺要不斷成長並尋求前進的道路，堅守自己的價值觀。

Gab More (加拿大)

Gab是一位他熱衷研究當代後互聯網文化的美學、形像和社會學對其自身和我們狀況的影響的藝術家。通過他的創作過程，Gab來回跨越了數字和有形之間的界限，直到最終的作品可於兩者之間遊走，不再屬於任何一個。

沁譚 (中國/美國)

沁譚的作品探索了科學與神話的共生本質——作品常在自然與虛擬現象中交集。雖然她受過傳統畫家的訓練，但她的藝術探索則從不同的表達方式發展，當中包括了實驗性的影像敘事、雕塑和裝置作品。這些 品反映了她對現今人類狀況的反省和沈思的想法，猶如一個觀察者一般，在現代科學工具的發展和虛擬景觀下，畫寫著見證的筆記。

關於JPS畫廊

JPS畫廊始創於二零一四年，先後在香港和日本成立畫廊空間，是一所主打當代藝術的畫廊，代理來自世界各地的新晉及知名藝術家。

畫廊旗下的藝術家大玩流行文化，從現代生活文化符號取材，以不同媒介創作出獨特的當代藝術品，趣緻玩味，呈現當代美學。本畫廊不但為新一代藝術家提供自由的創作空間，亦為收藏家提供別樹一幟的藝術品，更為香港藝術品市場帶來緊貼時代潮流的作品。

我們矢志於推動香港及日本的文化與藝術界發展，為本地建立充滿活力的藝術社區。我們會定期為藝術家於香港和東京兩地的畫廊設置展覽，亦會安排他們的作品於國際藝術節展出，讓新晉藝術家得以於國際舞台嶄露頭角，同時維持知名藝術家在全球藝術市場的熱度。除了貢獻本地藝術界，畫廊亦熱心公益，積極參與和贊助各項慈善和義賣活動以回饋社會。

地點

〒150-0001 東京都渋谷区神宮前6-27-4 東武第二ビル1階 日本



媒體查詢

媒體查詢及導覽，請聯絡

Yuri Nagai | yuri@jpsgallery.com

社交媒體標籤

[@ajainscough](#) [@edwurrdd](#) [@natan_heber](#) [@gabxmore](#) [@qinntann](#) [@jpsgallery](#)

[#AntonioJ.Ainscough](#) [#EduCarrillo](#) [#NatanHeber](#) [#GabMore](#) [#QinTan](#) [#Sapervedere](#)

[#KnowingHowToSee](#) [#jpsgallery](#)