

## **Variation #1**

### **《變奏 #1》**

**Yuko Mohri**

毛利悠子

Gardening toy, solar panel, light bulb, lens, feather

Dimensions variable

2013

園藝玩具、太陽能電路板、電燈泡、鏡片、羽毛

尺寸不定

2013

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Yuko Mohri's work uses natural phenomena such as wind, light and magnetism as forces to switch her installations on and off. Several objects controlled by these switches gradually settle down in the exhibition space as time goes by. It is almost like an animal trail. For instance, a feather energised by a vibration motor moves for several days. Once the dust around it is cleared out, you may be able to see a light circle around it. These accidental phenomena are part of her work. Differently from the sort of kinetic art that deploys overall programming to control whole systems, she combines elements in the atmosphere (gravity, magnetic forces, bumpy floors and movements of the wind) found in each exhibition space and construct her installation with these elements. It might seem to most that the white cube is characterless; however, different elements actually exist and her objective is to amplify them by using both technology and old objects.

毛利悠子的作品利用了風、光和磁等自然能量作為開關裝置的動力。數個被如此操控的物件將隨著時間流逝在展覽空間中逐步安頓下來。這幾乎就是動物的踪跡。例如，羽毛被震動的機械移動了好幾天，把周圍的浮塵掃去，也許你就能看到平面上一個淡淡的圓形印記。這些偶然的現象成了她作品的一部分。有別於動力學藝術運用電腦程式來控制整個系統，她結合了展覽場地環境中的元素（重力、磁力、凸凹不平的地板、風的律動），並利用它們建構了她的裝置作品；對於大部分人來說，白色立方體的展覽空間也許了無特色，然而，不同的元素皆實際存在，而她的目標就是通過技術和舊物將它們放大。

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