

前言

PREFACE

如果要谈一谈《纪念碑谷》游戏系列，我更愿意称呼它为作品，而不是产品。

If we are going to talk about the "Monument Valley" game series, I would rather call it an artwork, not a product.

有一点我毫不怀疑，无论是硬核的游戏玩家，还是没有接触过电脑的小白，又或者是一个少年，《纪念碑谷》系列游戏都可以激发你的共鸣。我也是被如此共鸣过的一个粉丝，深深地被这款游戏打动，并把它推荐给身边的朋友和学生。2017年，我向《纪念碑谷》系列作品的创作团队——英国 USTWO 发出了邀请，很幸运的将《纪念碑谷 2》三位主创人员 Adrienne、Lauren 和 Lea 请到了北京，参与当年的中央美术学院游戏艺术论坛。和她们的交流使我的团队感到了再一次的共鸣，看到了艺术形式的万象归一。也是彼时，策划这样一个展览的想法在我的脑海浮现了。

One thing I never doubt is, whether you are a hardcore gamer or a guy who never touch computer games, the "Monument Valley" series of games can evoke your resonance. I am also a fan who has been so resonated as well as deeply impressed by this game. I recommended it to friends and students around me. In 2017, I sent an invitation to the team of the "Monument Valley" -USTWO from the UK. Honorably, the three founders, Adrienne, Lauren, and Lea were invited to Beijing to participate in the CAFA Game Art Forum. The communication does renew my team's thoughts. It was also the time when the idea of planning such an exhibition emerged in my mind.

筹备这个展览时，我一直在回想第一次玩《纪念碑谷》时那个共鸣到底源自何处？对一个艺术工作者而言，“矛盾空间”“视错觉”并不是新鲜事。比如荷兰版画家埃舍尔，日本视错觉大师北冈佳明，两位大师都有理工科的综合经验。虽然最终呈现的内容却是视觉作品，灵感的来源值得探究。后者的作品也收录在此次的展览内。他们的作品内核其实与《纪念碑谷》的核心点是有些相通的，而《纪念碑谷》当然也不是第一个运用这个错视觉原理来进行创作的。如果您莅临展览的二层空间，也会体验到我们围绕这个核心动念为您推荐更多将视觉、空间、交互体验融合为一的作品。一个共鸣的源点，被不同的创作者演绎，其实是很有趣的事情。

When preparing for this exhibition, I have kept thinking about where the resonance came from when I first played Monument Valley. Neither "Contradictory Space" nor "Optical Illusion" are fresh things towards artists. Both of Dutch printmaker M.C Escher and the Japanese illusion master Akiyoshi Kitaoka have comprehensive experience in science and engineering. Although their final content were visual work, the source of their inspiration is worth exploring. The core of their work is actually somewhat related to the core point of "Monument Valley", and "Monument Valley" is certainly not the first to use this principle to create. In this exhibition, you can chat with Akiyoshi's works face to face. When you get to the second floor, you will also experience more interactive works around this core idea which we recommend you. It will be such an interesting tour to see how different creators make things from a same source.

2019年，在爱马思艺术中心、中央美术学院城市设计学院、腾讯极光计划、USTWO 的共同支持下，由米迪未来的策展团队支撑，这个展览中呈现了诸多“不可能”的艺术体验。包括了：我们对视觉错的理

解、用心甄选的互动游戏，丰富视错觉空间呈现，以及中央美术学院青年艺术家们以《纪念碑谷 2》和视错觉为主题创作的作品。希望能让所有前来观展的观众，一起去复现 USTWO 的制作人们在创作《纪念碑谷》时灵感激发的初心。其实他们并不在意未来的作品形式是绘画、空间、还是艺术，甚至也不在意是不是个游戏，但这些因素交融在一起带来的最初的感受，是他们唯一在乎的东西——这也是我对《纪念碑谷》最大的共鸣。

CAFA 张兆弓

In 2019, with the joint efforts of IOMA, CAFA City Design School, A.C.E Program and USTWO as well as the curation team of MIDI FUTURE , lots of “impossibilities” will happen in this exhibition. Including our understanding towards Optical Illusion Art, various selected interactive games and theme artworks created by artists from CAFA . What we hope to reach is letting all the viewers come together to touch the initial inspiration of USTWO team. In fact, they don't care about the future form of their work or whether it's a game, but the original feelings brought by these factors. Which is the biggest resonance I got from “Monument Valley”.

CAFA Game Studio

Zhang Zhaogong