

Artist's statement

Artist Sungsoo Kim creates virtual stories through traces unearthed from old graffiti and records them through storyboards and sculptural media. The memories of animals, illustration books, amusement parks, and dioramas that directly and indirectly influenced in childhood were discovered and reproduced in three dimensions, and their own retro scene was implemented. Metallic materials, electric devices, and projection mapping are used to touch the work or induce boarding, thereby attempting a new contact from the interaction with the spectator. In recent years, he isolated himself from his childhood, but on the contrary, he is actively accepting the format of picture books and storyboards, which were tools of communication, creating virtual scenarios that connect personal records and historical events, and attempting to broaden the spectrum of expression.