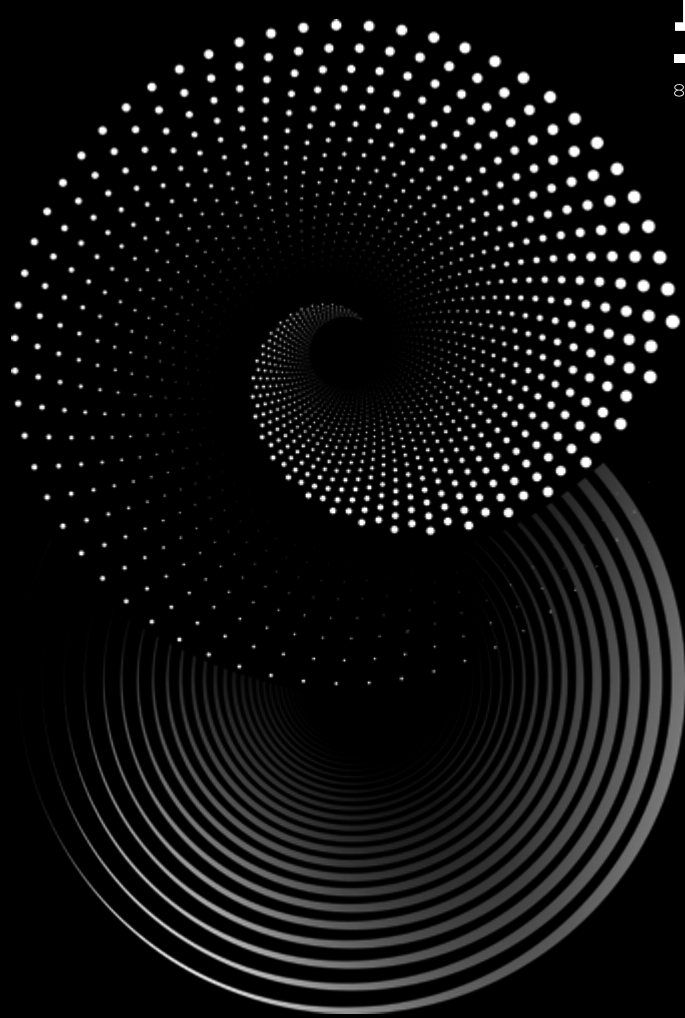


SENSORIUM OF INVERSION / IMMERSION (SENSORII)



DIS 1-28

80, JALAN SULTAN,
KUALA LUMPUR





MENGENAI CENDANA ABOUT CENDANA

Agensi Pembangunan Ekonomi Seni Budaya (CENDANA) telah dilancarkan secara rasmi pada 6 September 2017 untuk membentuk ekonomi seni budaya yang cergas, mampan, dan bercita-cita tinggi untuk Malaysia, seterusnya meningkatkan profil seni budaya Malaysia untuk membantu membentuk identiti Malaysia sebagai destinasi seni dan meletakkan Malaysia di peringkat global secara strategik. Ia disokong oleh Kerajaan Malaysia melalui MyCreative Ventures Sdn. Bhd. (sebuah syarikat milik penuh Menteri Kewangan Diperbadankan) dan melapor kepada Kementerian Komunikasi dan Multimedia.

Layari www.cendana.com.my untuk maklumat lanjut.

The Cultural Economy Development Agency (CENDANA) was officially launched on 6 September 2017 to shape a vibrant, sustainable, and ambitious cultural economy for Malaysia, further raising the profile of Malaysian arts and culture to help form the identity of Malaysia as an arts destination and strategically place Malaysia on the global stage. It is supported by the Malaysian Government through MyCreative Ventures Sdn. Bhd. (a wholly owned company of the Minister of Finance Incorporated) and reports to the Ministry of Communications and Multimedia.

Log on to www.cendana.com.my for details.

MENGENAI ART IN THE CITY

ABOUT ART IN THE CITY



Selaras dengan pengumuman pembukaan semula industri kreatif oleh YAB Perdana Menteri, Dato' Sri Ismail Sabri Yaakob, CENDANA membawa kembali edisi ketiga *Art In The City* dengan pelbagai program dan aktiviti menarik yang memberi tumpuan kepada artis, artisan, dan juga pekerja seni budaya. *Art In The City* akan berlangsung dari 14 Oktober sehingga 28 Disember 2021 bersempena Tahun Antarabangsa Ekonomi Kreatif untuk Pembangunan Mampan, yang menawarkan aktiviti khusus untuk mempromosikan kepelbagaian artistik, kreativiti, perikemanusiaan dan imaginasi warga Malaysia. YB Tan Sri Datuk Seri Panglima TPr Annuar Haji Musa, Menteri Komunikasi dan Multimedia telah melancarkan *Art In The City 2021* pada 30 September 2021 yang mewujudkan tambahan 2,000 peluang pekerjaan.

Art In The City bertumpu pada seni dan persembahan, dengan lebih daripada 100 program dinamik, berwarna-warni dan optimis yang akan dipersembahkan pada tahun ini. Sejak edisi pertama *Art In The City* pada tahun 2018, program ini berkembang untuk merangkumi pelbagai jenis muzik, tarian, kraf, teater, tarian filem, makanan, warisan, sejarah dan banyak lagi selama tempoh tiga bulan dari Oktober hingga Disember 2021. Dengan pembukaan industri kreatif, dan kerjasama komuniti seni, serta kolaborasi dengan rakan kongsi perniagaan dan kerajaan, CENDANA komited untuk menunjukkan impak seni, mempromosikan kekuatannya, mengatasi cabaran dan memupuk jiwa negara untuk masa depan. Untuk maklumat lanjut mengenai *Art In The City*, sila layari www.baskl.com.my/aitc.



Pursuant to the announcement of the reopening of the creative industries by the Honourable Prime Minister, Dato' Sri Ismail Sabri Yaakob, CENDANA brings back the third edition of *Art In The City* with a slew of exciting programmes and activities with a focus on artists, artisans, and cultural workers. *Art In The City* will take place from October 14 to December 28, 2021 in conjunction with the International Year of Creative Economy for Sustainable Development, offering curated activities aimed at promoting the diverse artistic, creativity, compassion, and imagination of Malaysians. YB Tan Sri Datuk Seri Panglima TPr Annuar Haji Musa, Minister of Communications and Multimedia launched the *Art In The City 2021* on September 30, 2021 which aim to create an additional 2,000 employment opportunities.

Art In The City is dedicated to art and performance, with more than 100 dynamic, colourful and optimistic programmes presented this year. The effort's first iteration in 2018 has since then spanned to include an array of music, dance, craft, theatre, film dance, food, heritage, history, and more spread across three full months from October to December 2021. With the opening of the creative industries, in collaboration with the arts communities, and partnerships from business and government partners, CENDANA is committed to demonstrating the impact of the arts, capturing its strength, overcoming challenges, and nurture the soul of the nation for the future. For more information on *Art In The City*, please log on to www.baskl.com.my/aitc.

MENGENAI SENSORIUM OF INVERSION/ IMMERSION (SENSORII)

Sensorium of Inversion/ Immersion (SENSORii) adalah antara aturcara utama di bawah program *Art In The City*. Ianya ialah sebuah pameran seni media yang menampilkan karya seni artis dan kolektif multimedia Malaysia iaitu Lim Kok Yoong bersama KC Tan; Wee Jia Foong; FLUX 28 (Tsa Meera bersama Talha K); dan Ashly Nandong bersama Azarikh Amran.



Komponen muzik untuk Filharmonik Orkestra Malaysia. *SENSORii* dicipta oleh Ahmad Muriz Che Rose, konduktor untuk Filharmonik Orkestra Malaysia. *SENSORii* dikendalikan oleh kurator tersohor tanah air, Yap Sau Bin, yang pernah mempamerkan karyanya di *Havana Biennale*, *Venice Biennale*, *ShenZhen & Hong Kong Bi-city Biennale of Urbanism and Architecture* dan banyak lagi. Manakala, bahagian teknikal diterajui oleh Melissa Teoh yang telah mengendalikan produksi seni di peringkat antarabangsa — termasuk muzikal, opera, drama, dan konsert di Asia Tenggara, Amerika Syarikat, Australia dan Eropah. Fabu Design Sdn Bhd ialah unit teknikal artistik yang bertanggungjawab untuk teknik dan penyelesaian multimedia untuk *SENSORii*.

Konsep *Keluarga Malaysia* turut digambarkan di *SENSORii* melalui penyertaan yang pelbagai daripada pasukan artistik tidak mengira kaum, bangsa dan agama berserta dengan karya seni yang menyampaikan mesej murni dan positif seperti keharmonian dengan alam sekitar, diri, sejarah, masyarakat dan kekeluargaan yang menjangkau sempadan Borneo dan Nusantara.

Selain itu, *SENSORii* juga mengungkapkan kisah di kota ini, kehidupan seharian dan konteks urbannya, tempat dan persekitaran yang didiami dengan teknik artistik dan kepelbagaian teknologi yang mengubah dan mencerminkan realiti untuk menilai kembali keberadaan ini.

Pameran ini menjemput para seniman yang terpilih untuk meneroka idea untuk menterbalikkan persepsi *sensorial*, untuk mengenali kerumitan dunia dalaman/luaran yang kita lalui.

Dengan pendekatan teknologi digital dan media yang berbeza, seniman-seniman yang terlibat mempersembahkan karya yang cuba menjiwai dan mendalami dunia yang kita sedia kenal, melalui realiti fizikal dan persepsi yang kita alami dari penceritaan, imaginasi dan kenangan dalam lensa dan perspektif yang berlainan.



Foto oleh / Photo by Denial bin Fuaif

MENGENAI SENSORIUM OF INVERSION/ IMMERSION (SENSORII)

Sensorium of Inversion/ Immersion (SENSORii) is one of the key events under Art In The City. It is a media art showcase featuring spectacular assemblages of vibrant light projection artworks by several Malaysian multimedia artists and collectives: Lim Kok Yoong in collaboration with KC Tan; Wee Jia Foong; FLUX 28 (Tsa Meera and Talha K); and Ashly Nandong in collaboration with Azarikh Amran, with music accompaniment composed by Ahmad Muriz Che Rose, conductor of the Malaysian Philharmonic Orchestra.

Foto oleh / Photo by Daniel bin Fuaed



The showcase is curated by the prolific Yap Sau Bin, whose work has been featured in Havana Biennale, Venice Biennale, ShenZhen & Hong Kong Bi-city Biennale of Urbanism & Architecture and more. The technical lead is undertaken by Melissa Teoh who has managed a myriad of productions internationally — including musicals, operas, plays, festivals, and concerts in Southeast Asia, USA, Australia and Europe. Fabu Design Sdn Bhd is the artistic technical unit responsible for the multimedia technical and solutions for SENSORii.

The concept of *Keluarga Malaysia* is also reflected in SENSORii through the diverse participation of artistic teams regardless of race, ethnicity and religion along with artwork that conveys positive messages such as harmony with the environment, self, history, society and family that spans the borders of Borneo and the archipelago.

SENSORii expresses our story in this city, the daily life and its urban context, the places and environment we live in, the spaces we inhabit (and beyond) and are immersed in, with artistic technique and technological mediation which invert and externalise to reassess these sensations.

The project invites artists to explore the idea of inverting our sensorial-perception of the complexities of internal/external worlds which we inhabit. With different digital and media technological approaches, the artists share with us how we could sense and experience the world that we are familiar, the physical and perceived realities we experienced through stories, imaginations and memories in varied lens and perspectives.

MENGENAI KUMPULAN KREATIF DAN PRODUKSI ABOUT THE CREATIVE AND PRODUCTION TEAM

YAP SAU BIN

Yap merupakan peserta pada *Havana Biennale* ke-8 pada tahun 2006; "*Migration Addicts*", sebuah projek di *Venice Biennale* ke-52, dan di *ShenZhen & Hong Kong Bi-city Biennale of Urbanism & Architecture*, pada tahun 2007. Beliau adalah penerima anugerah Bakat Muda Sezaman dari Balai Seni Negara pada tahun 2000 dan 2002 dan terpilih untuk residensi penyelidikan di Jepun di bawah JENESYS Programme for Creators oleh Japan Foundation pada tahun 2008. Yap juga telah menyumbang pada siri buku "Naratif Seni Rupa Malaysia" yang diterbitkan oleh Rogue Art. Beliau juga pernah berkhidmat sebagai panel juri untuk Anugerah Bakat Muda Sezaman pada tahun 2013; sebagai ahli pencalonan untuk *Sovereign Asian Art Prize* 2014 ke 2016, *Arts Maebashi AIR Program* 2016-2018 dan *Hugo Boss Asia Art Award* pada 2017. Antara projek kuratorialnya termasuklah "*ESCAPE from the SEA*" yang juga dianjurkan oleh Japan Foundation yang diadakan di Kuala Lumpur pada tahun 2017, *BRANDNEW Art Project* di Bangkok University Gallery pada tahun 2019, sebagai interlokutor untuk *Asia Pacific Triennial* ke-10, di QAGOMA pada tahun 2020, dan akhir sekali beliau merupakan sebahagian daripada gabungan kuratorial dan penyelidikan untuk *Trans-Southeast Asia Triennial*, di Art Museum of Guangzhou Academy of Fine Art. Antara aktiviti lain beliau termasuklah sebagai peserta simposium pada 2017 di "*Sunshower: Contemporary Art from Southeast Asia Exhibition*" di Mori Art Museum, Tokyo dan persidangan *Hugo Boss Asia Art* pada 2018 di *Rockbund Art Museum, Shanghai*.

YAP SAU BIN

Yap has participated in the 8th Havana Biennale in 2006; in "Migration Addicts", a collateral event project in the 52nd Venice Biennale, and in the ShenZhen & Hong Kong Bi-city Biennale of Urbanism & Architecture, in 2007. He has received awards in the Young Contemporaries Arts Award by the National Art Gallery in 2000 and 2002. He has been selected for research residency in Japan under the JENESYS Programme for Creators by the Japan Foundation in 2008. Yap has also worked on the "Narratives in Malaysian Art" volumes published by Rogue Art. He has also served on the jury panel for the 2013 Young Contemporary Arts Award; as nominator for the Sovereign Asian Art Prize 2014 to 2016, Arts Maebashi AIR Programme 2016-2018 and the 2017 Hugo Boss Asia Art Award. Recent curatorial project includes "ESCAPE from the SEA" organised by the Japan Foundation in Kuala Lumpur in 2017; the BRANDNEW Art Project at the Bangkok University Gallery in 2019; interlocutor for the 10th Asia Pacific Triennial, QAGOMA in 2020; and in the Curatorial/Collaborator Research team for the first Trans-Southeast Asia Triennial, Art Museum of Guangzhou Academy of Fine Art. Other engagement includes "How Has Contemporary Art Represented Southeast Asia?" symposium at the 2017 "Sunshower: Contemporary Art from Southeast Asia Exhibition" at the Mori Art Museum, Tokyo. And the 2018 Hugo Boss Asia Art Conference by Rockbund Art Museum, Shanghai.



AHMAD MURIZ CHE ROSE

Dewan Filharmonik Petronas (DFP) ialah dewan konsert pertama di Malaysia yang dikendalikan oleh Orkestra Filharmonik Malaysia (MPO). Dengan kerjasama seniman SENSORii, komponen muzik untuk SENSORii dicipta oleh Ahmad Muriz Che Rose. Sebagai Pengarah, Pembangunan dan Pengurusan Bakat Muzik, Dewan Filharmonik Petronas Malaysia, beliau telah mengendalikan banyak orkestra termasuk peranan beliau sebagai konduktor untuk Filharmonik Orkestra Malaysia untuk Siri Patriotisme MPO: Malaysia Prihatin (*MPO Patriotism Series: Malaysia Prihatin*) untuk sambutan Hari Malaysia 2021; dan orkestra maya yang melibatkan 60 pemuzik dari 26 negara untuk sambutan Hari Kebangsaan ke-63 Malaysia, yang dihoskan oleh Kementerian Luar Negeri Malaysia pada tahun 2020. Beliau juga merupakan ahli Panel Penasihat Industri CENDANA.



AHMAD MURIZ CHE ROSE

Dewan Filharmonik Petronas (DFP) is Malaysia's first concert hall dedicated to classical music and home to the Malaysian Philharmonic Orchestra (MPO). In this project, CENDANA has partnered with DFP, who has appointed Ahmad Muriz Che Rose as the musical director for SENSORii. Ahmad Muriz Che Rose is currently the Director, Music Talent Development and Management at Malaysian Philharmonic Orchestra and has conducted numerous orchestras such as MPO Patriotism Series: Malaysia Prihatin for the Malaysia Day 2021 celebration; as well as a virtual orchestra that involved 60 musicians from 26 countries to mark Malaysia's 63rd National Day, hosted by the Ministry of Foreign Affairs of Malaysia in 2020. He is also a member of CENDANA's Industry Advisory Panel.

MELISSA TEOH

Melissa Teoh (Mel T Productions) telah terlibat dalam pelbagai produksi yang meraih anugerah dalam kapasiti beliau sebagai pengurus pentas selama beberapa tahun. Kekuatan praktis Melissa adalah ketelitian beliau dari segi estetik visual. Kepakaran beliau dalam pengurusan projek akan meningkatkan pengalaman mendalam yang diharapkan untuk SENSORii.

Melissa Teoh telah bermastautin di Los Angeles dan bekerja sebagai pengurus produksi/pentas dan pereka set pentas sebelum pulang ke Malaysia. Beliau telah menguruskan pelbagai produksi di peringkat antarabangsa — termasuk muzikal, opera, drama, festival dan konsert di Asia Tenggara, Amerika Syarikat, Australia dan Edinburgh.

Reka bentuk indah Melissa telah mendapat pencalonan dan pengiktirafan di *LA Weekly*, *NAACP dan Garland Awards di Amerika Syarikat*. Kredit reka bentuk terpilih di Malaysia termasuk: "Kabaret", "*Next To Normal*" (*PAN Productions*), "Air Con", "Nadirah", "Hero", "*D'State of D'Nation*", "*Gold Rain & Hailstones*" (*Instant Café Theatre*), "*Seussical Jr The Musical*" (*Enfiniti Vision Media*), "*License to Thrill – A Bond Concert*" (*Limelight Productions*), "*Perfect Circle*" (*Asia Musical Productions*), "*SHOUT! The Musical*" (*Broadway Academy*) dan "Hansel & Gretel" (*Dama Asia Productions*).

MELISSA TEOH

Melissa Teoh (Mel T Productions) has been involved in numerous award-winning productions in her capacity as a stage manager over the years. She has an eye for visual aesthetics and ambience. Her expertise in project management will enhance the immersive experience that SENSORii hopes to achieve.

Melissa Teoh spent a decade in Los Angeles as a production/stage manager and scenic designer before relocating home to Malaysia. She has managed a myriad of productions internationally — including musicals, operas, plays, festivals, and concerts in South East Asia, USA, Australia and Edinburgh.

Melissa's scenic designs have garnered nominations and recognition at the *LA Weekly*, *NAACP* and *Garland Awards* in the USA. Selected design credits in Malaysia include: "Cabaret", "Next To Normal" (*PAN Productions*), "Air Con", "Nadirah", "Hero", "D'State of D'Nation", "Gold Rain & Hailstones" (*Instant Café Theatre*), "Seussical Jr The Musical" (*Enfiniti Vision Media*), "License to Thrill – A Bond Concert" (*Limelight Productions*), "Perfect Circle" (*Asia Musical Productions*), "SHOUT! The Musical" (*Broadway Academy*) and "Hansel & Gretel" (*Dama Asia Productions*).

FABU DESIGN SDN BHD

Fabu Design Sdn Bhd menawarkan penyelesaian interaktif yang berkaitan dengan konsep Sensorii seperti pengalaman multisensori sebagai tarikan interaktif untuk persembahan seni budaya. Antara syarikat yang pernah mereka bekerjasama ialah Khazanah Nasional Berhad, Maybank Berhad, Bank Negara Malaysia dan Petronas.

FABU DESIGN SDN BHD

Fabu Design Sdn Bhd offers interactive solutions pertinent to the concept of *Sensorii* such as multisensory experiences as interactive attractions for cultural settings. Their proven track record includes servicing clients such as Khazanah Nasional Berhad, Maybank Berhad, Bank Negara Malaysia and Petronas, to name a few.

Lim Kok Yoong dengan kerjasama KC Tan

Primordial Memory



LIM KOK YOONG

Lim Kok Yoong (left) is currently dean and senior lecturer in the Faculty of Creative Multimedia, Multimedia University, Malaysia. He has 10 years of teaching experience in creative media related courses at university level. His teaching and research interest is driven by broad interests and genuine curiosity in new media and using them for creative expression. As a practicing media artist himself, he works with new media and technologies to create new media art works that are based on the existentialist perception of human conditions. His current research is to explore locative media and geospatial technologies as an autobiographical tool in art making. His research and practice has led him to build a substantial body of works for publications and exhibitions. The versatile range of his research is demonstrated by the collaborations with choreographers, technologists, engineers and fine artists. He always strives for quality and applies process and discipline towards optimizing performance in teaching, research and art making. He is a team worker and he can work positively and cooperatively in a teaching and research environment.

KC TAN

KC Tan (right) is a co-founder of Fabu Design Sdn Bhd, a maker by profession and an artist at heart. His practice involves creative coding where he creates visuals through code. His works are often experimental and improvise along the process. A minor change of values and tweaking of iteration, could output into different possibilities. He addressed his concerns and expression through algorithms and visuals. He believes that art has to be more than just eye-candy, it has to relate and provoke more conversations.

LIM KOK YOONG

Lim Kok Yoong kini merupakan dekan dan pensyarah kanan di Fakulti Multimedia Kreatif, Universiti Multimedia, Malaysia. Beliau mempunyai pengalaman mengajar selama 10 tahun dalam kursus berkaitan media kreatif di peringkat universiti. Fokus kuliah dan penyelidikannya didorong oleh minat yang luas dan rasa ingin tahu yang tulen pada media baru untuk ekspresi kreatif. Sebagai seniman media, beliau berkarya dengan media dan teknologi baru untuk membuat karya seni media baru yang berdasarkan persepsi eksistensial terhadap keberadaan manusia. Kini penyelidikan beliau adalah untuk meneroka media tempatan dan teknologi geospasial sebagai alat autobiografi dalam pembuatan seni. Penyelidikan dan praktis beliau mendorongnya untuk mencipta sejumlah besar karya untuk penerbitan dan pameran. Rangkaian kajiannya yang luas boleh dilihat melalui kerjasamanya dengan koreografer, pakar teknologi, jurutera dan seniman. Beliau menekankan kualiti dan menerapkan aspek proses dan disiplin untuk menaikkan taraf prestasi dalam pengajaran, penyelidikan dan pembuatan seni. Beliau adalah seorang yang gemar bekerja dalam kolektif secara positif tidak kira dalam persekitaran pengajaran mahupun penyelidikan.

KC TAN

KC Tan ialah pengasas Fabu Design Sdn Bhd dan seorang pereka dan seniman. Praktis seninya melibatkan pengekodan kreatif dimana beliau membuat visual melalui kod. Karya-karyanya ialah eksperimental dan spontan sepanjang prosesnya. Perubahan kecil dalam prosesnya dapat menghasilkan kemungkinan yang berbeza. Beliau mengatasi masalah dan ekspresinya melalui algoritma dan visual. Beliau percaya bahawa seni harus lebih daripada sekadar manisan mata, ianya harus dialami dan membuahkan lebih banyak perbualan.



Kredit Karya Seni dan Penghargaan
Para artis ingin merakamkan ucapan terima kasih kepada pihak berikut:

Artworks Credit and Acknowledgement
The artists would like to express their gratitude to the following parties:

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Tang Lit Yang
Abdul Shakir
Iman Sarah

Primordial Memory oleh Lim Kok Yoong dan KC Tan

SENSORii bermula dengan *Memori Primordial*, penerokaan penumpuan antara hidupan biologi dan buatan. Menggunakan rakaman mikroskopik dan teknik sinematografi, artis bertujuan untuk menyampaikan dimensi pemerhatian berubah-ubah bagi zarah dan organisma hidup melalui pengalaman pemetaan meta-unjuran. Imej bergerak lapan minit dan lima puluh enam saat menceritakan kisah kehidupan alternatif dan makna hidup atau “ALive” (Kehidupan Buatan). Muzik sinematik dan atmosfera melengkapkan bunyi harmoni persekitaran semula jadi dengan alam digital.

Primordial Memory by Lim Kok Yoong and KC Tan

SENSORii starts off with *Primordial Memory*, an exploration of convergence between biological and artificial life. Using microscopic footage and cinematographic techniques, the artists aim to convey variable observational dimensions of living particles and organisms via meta-projection mapping experience. The eight minutes and fifty-six seconds moving image tells an alternative story of life and what it means to be alive or “Alive” (Artificial Life). The cinematic and atmospheric music complement the harmonious sound of the natural environment with the digital realm.



FLUX 28 (Tsa Meera & Talha K)

Checkpoint



Checkpoint oleh Flux28 (Tsa Meera and Talha K)

Memandangkan lensa mikroskopik *Primordial Memory* berkembang ke dunia luar *Checkpoint*, pengalaman mendalam diteruskan dengan perjalanan eksistensi seseorang individu. Petikan surealis meneroka penglihatan dunia luar dalam konflik dari dalam diri sendiri. Perjalanan itu diiringi dengan penceritaan dan muzik yang memikat yang merangsang deria emosi. Filem eksperimental ini dihasilkan dengan imejan yang dijana komputer yang menjangkau sembilan minit dan lima puluh sembilan saat.

Checkpoint by Flux28 (Tsa Meera and Talha K)

As the microscopic lens of *Primordial Memory* expands to the outer world of *Checkpoint*, the immersive experience continues with the existential journey of an individual. The surreal passage explores visions of the outer world in conflict from within oneself. The journey is accompanied with narration and enthralling music that stimulates the emotional senses. The experimental film is produced with computer-generated imagery that spans nine minutes and fifty-nine seconds.

TSA MEERA

Tsa Meera memperoleh Ijazah Sarjana Muda dalam Multimedia (Kepujian) dalam Media Digital (Universiti Multimedia) dan Sarjana dalam Seni Halus dan Teknologi (Universiti Institut Teknologi Mara) di mana beliau meneroka *Op Art* sebagai ekspresi dualitinya. Beliau berfokus untuk menggabungkan seni tradisional dan teknologi digital demi memanfaatkan yang terbaik dari kedua-dua dunia berbeza ini. Tsa Meera terus bereksperimen dengan metafora dan sains dalam konsep dan tema karya seninya. Beliau mengambil bahagian dalam program Artist Residency, Waley Art, Taiwan dimana beliau mempamerkan OCCUR, sebuah pameran solo mengenai penerokaannya di bandar yang baru serta kesedaran tentang keasyikan bermain.

TSA MEERA

Tsa Meera (left) received a Bachelor in Multimedia (Hons) in Digital Media (Multimedia University) and Masters in Fine Arts and Technology (Universiti Institut Teknologi Mara) where she explored *Op Art* as her expression of duality. She aims to merge traditional art practices with digital technology, taking the best of both worlds. Tsa Meera continues to experiment with metaphors and science in her concepts and themes throughout her artistic development. She participated in an Artist Residency programme with Waley Art, Taiwan where she held OCCUR, a solo showcase on the discoveries of being in a new town and the sense of play that awakens.

TALHA K

Talha K ialah pengarah Flux 28 dan berkecimpung dalam pembuatan filem pendek, video muzik dan kandungan berjenama. Beliau mempunyai kemahiran menggunakan perisian seperti Adobe Premiere Pro, Adobe After Effects, Adobe Audition dan Davinci Resolve. Beliau juga berpengalaman sebagai pengendali kamera. Beliau terlibat dalam penghasilan karya sejak tahun 2014 dan menamatkan pengajiannya di peringkat Sarjana Muda Sastera dalam Filem & TV Digital dari Universiti Lim Kok Wing pada tahun 2015.

TALHA K

Talha K is the director of Flux 28 and specialises in directing short films, music videos and branded content. He has knowledge in editing softwares such as Adobe Premiere Pro, Adobe After Effects, Adobe Audition and Davinci Resolve. He is also an experienced camera operator. He has been involved in content production since 2014. He graduated in Bachelor of Arts in Digital Film & TV from Lim Kok Wing University in 2015.



Wee Jia Foong Through The Lens Of Fire



WEE JIA FOONG

Wee Jia Foong merupakan graduan Seni Media dan kini melanjutkan pelajarannya ke peringkat Sarjana di Universiti Multimedia, Cyberjaya Malaysia. Beliau dilahirkan dan dibesarkan di Batu Caves, Selangor. Praktis beliau kini merangkumi minatnya terhadap teknologi dan seni. Bidang kepakaran beliau termasuk karya video, seni instalasi dan persembahan.

WEE JIA FOONG

Wee Jia Foong graduated with a BA (Hons) in Media Arts and is currently pursuing his Masters degree at Multimedia University, Cyberjaya Malaysia. Born and raised in Batu Caves, Selangor, Foong's current practice is informed by his interest in technology and the arts. After dropping out from architecture school, he majored in Media Arts at Multimedia University. Areas of expertise include moving images, installations and live performance.

Kredit Karya Seni dan Penghargaan
Para artis ingin merakamkan ucapan terima kasih kepada pihak berikut:

Artworks Credit and Acknowledgement
The artists would like to express their gratitude to the following parties:

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Rajam Kallyyappan
Muhamad Hazim Mikhail bin Fadzil
Fadzil bin Hashim
Wee Kee Hun
Ng Lih Peng
Wee Jia Jin
Wee Jia Xing



Through the Lens of Fire oleh Wee Jia Foong

Daripada falsafah kewujudan *Checkpoint*, penonton kini diangkut ke *Through the Lens of Fire* yang meneroka hubungan manusia, nilai keluarga dan perjalanan seorang ibu. Teknik pengimejan yang digunakan oleh artis menggambarkan perasaan bimbang apabila representasi realiti diubah melalui dekonstruksi imejan. Menurut artis, “ketidaksempurnaan dalam proses pengambilan data, algoritma manipulasi gambar, dan kerawakan digital tidak dikaburkan malah diperbesarkan, diperkuat, dan disatukan ke dalam proses pembuatan gambar, mengungkapkan kepalsuan dalaman sambil mengetengahkan bentuk penghayatan estetika alternatif.”

Through the Lens of Fire by Wee Jia Foong

From the existential philosophy of *Checkpoint*, viewers are now transported to *Through the Lens of Fire* that explores human relations, family values and a mother's journey. The imaging technique employed by the artist depicts the feeling of anxiety when representations of realities are altered through the deconstruction of imageries. According to the artist, “errors and imperfections in data capture, image manipulation, and digital noise are not obscured but rather exaggerated, amplified, and integrated into the image-making process, revealing its inner artifices and clockwork while suggesting an alternative form of aesthetic appreciation.”



Ashly Nandong & Azarikh Amran

Dream Wandering with Guardian Spirits of Borneo



ASHLY NANDONG

Ashly Nandong ialah seorang seniman Malaysia, yang kini berpusat di Kuching, Sarawak. Beliau memperoleh Ijazah Sarjana Seni dalam kajian Seni Tradisional dari *Prince's School of Traditional Arts*, London, England pada tahun 2018 di bawah tajaan Persatuan British Malaysia dan merupakan seorang seniman independen dan penyelidik budaya. Beliau juga di saat ini bertugas di Yayasan Tun Jugah di Kuching, melaksanakan perintisannya khususnya dalam bidang tekstil tenun tradisional Iban Dayak, Pua Kumbu. Beliau bercita-cita untuk melanjutkan pengajian MA akademik dalam Sejarah Seni dan Arkeologi pada masa akan datang dan sedang menyediakan bahan penyelidikan bagi subjek seni tradisional Borneo dan kajian arkeologi Malaysia. Dalam praktis seninya, Ashly jinak berkecimpung dalam kegiatan seni lain terutamanya seni pertunjukan dan muzik kontemporari, dimana dia mempersembahkan muzik kecapai perahu 'Sapeh' Sarawak dan juga menggabungkan tarian tradisional Dayak (tarian sub-etnik Iban dan Orang Ulu, Dayak Sarawak). Sebagai seniman visual kontemporari, reka bentuk dan simbol Dayak yang diwarisinya terus dijalin ke dalam karyanya. Subjek penyelidikan dan pameran lukisan pada tahun akhir MA Tradisional Seni beliau memberi fokus pada "Kajian Perbandingan Motif Pohon Kehidupan (Tree of Life) Di Kepulauan Asia Tenggara".

AZARIKH AMRAN

Azarikh Amran ialah seorang seniman grafik yang kini bekerja di Kuala Lumpur. Kepakarannya adalah dalam karya animasi 2D dan 3D. Inspirasi karyanya dari genre sci-fi, cyberpunk dan retro-futuristik. Azarikh juga ialah seorang *video jockey*. Beliau amat terkesan dalam melihat bagaimana objek yang bergerak berinteraksi secara serentak dengan bunyi. Azarikh juga ialah penggemar dan peminat grafik animasi, dan kerap bereksperimen dengan apa yang memberi inspirasi dengan menafsirkan/menceritakan semula rangsangan visualnya dalam bentuk baru. Beliau sering mewujudkan animasi objek pada sudut dan perspektif berbeza untuk mencipta makna baru. Antara anugerah dan penghargaan yang diraih adalah Anugerah Industri Muzik 2013 (AIM): Video muzik terbaik, kru di belakang tabir untuk lagu Pretty Ugly lagu "No.1", 2014 *Adobe - Design Achievement and Max Awards*: Semi-finalis untuk grafik, Pereka Visual 2018 ALTIMET AJL 32 LIVE VISUAL: Anugerah prestasi terbaik, dan baru-baru ini 2021 *Mapping From Home Festival / Celestial*: Anugerah Penghargaan.



ASHLY NANDONG

Ashly Nandong is a Malaysian artist, who is currently based in Kuching, Sarawak. He graduated with a Masters of Art degree in Traditional Arts studies from the *Prince's School of Traditional Arts*, London, England in 2018 under the sponsorship of the British Malaysia Society and is a practicing independent artist and cultural researcher. He is also currently attached to the Tun Jugah Foundation in Kuching, undertaking an apprenticeship in the Iban Dayak Pua Kumbu traditional warp weaving textile. He aspires to pursue an academic MA study in Art History and Archaeology in the future and is slowly building potential research material on subjects in Borneo traditional arts and Malaysian archaeological studies. In his artistic pursuits, he occasional branches out into other artistic fields, mainly contemporary performance art and music, where he performs the Sarawak 'Sapeh' boat lute music and also incorporate Dayak traditional dance (performs dances of the Iban and Orang Ulu sub-ethnic Dayak people group of Sarawak) into his performance art repertoires. As a contemporary visual artist, Dayak designs and symbols which he inherits are continually inter-woven into his bodies of work. His MA Traditional Arts final year research and painting exhibition subject focuses on "A Comparative Study of Tree of Life Motifs In Archipelago Southeast Asia".

AZARIKH AMRAN

Azarikh Amran is a motion graphics artist currently working in Kuala Lumpur. He specialises in 2D and 3D animation works. His body of work and source of inspiration touches on sci-fi, cyberpunk, retro-futuristic and art genre alike. At liberty, Azarikh also works as a Video Jockey on the side. Seeing how an object in motion interacts in perfect synchronicity with sound gives him the ultimate satisfaction. He is an avid admirer and enthusiast of animated graphics, and regularly experiments with what inspired him by reinterpreting/retelling his visual stimuli in a new light. The act of actualising animated objects with different angles and perspectives enables Azarikh to create new meanings in his works that gives these animated objects a new breath of uniqueness. Awards and accolades received are the 2013 Anugerah Industri Musik (AIM): Best music video — behind the scenes crew for the band Pretty Ugly song "No.1", 2014 *Adobe - Design Achievement and Max Awards*: Semi-finalist for motion graphics, 2018 Visual Designer ALTIMET AJL 32 LIVE VISUAL: Best performance award and most recently the 2021 *Mapping From Home Festival/Celestial*: Honourable Mention Award.

Ashly Nandong & Azarikh Amran

Dream Wandering with Guardian Spirits of Borneo



Ashly Nandong's research acknowledgements: Penghargaan bagi penyelidikan Ashly Nandong kepada:

The Tun Jugah
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Zurairi bin Hanip,
Assistant Director,
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Sarawak

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Curator of Collection
Section, Sarawak
Museum Department

Dr Nicholas Gani,
Anthropologist &
Lecturer, &

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Anthropologist &
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Malaysia Sarawak
(UNIMAS)

Robinson Bin
Benedict,
Ethnographer, &

John Ling Bin Jirid
Tira, Ethnographer,
Majlis Adat Istiadat
Sarawak

Arthur Borman,
Bidayuh
Ethnomusician &
Cultural Advocate
Kpg. Annah Rais

Steward Sayong,
Head of Licensing,
Inspectorate &
Enforcement Unit,
Sarawak Multimedia
Authority

Bombastic Borneo

Perpustakaan Desa
Kpg. Minansad

Wandering with Guardian Spirits of Borneo oleh Ashly Nandong dan Azarikh Amran

Untuk mengakhiri perjalanan hidup di SENSORii, penonton kini dibawa ke landskap mimpi digital – ekspedisi mistik yang menerokai “warisan tersirat” masyarakat Malaysia yang merangkumi Borneo dan kepulauan Nusantara yang berluasan. Tema utama adalah berdasarkan intipati perkataan Melayu “Keramat” (Penjaga) dan peranan budayanya dalam kepercayaan tradisional yang dihubungkan dengan semangat di bawah pohon besar. Naratif animasi *Dream Wandering with Guardian Spirits of Borneo* meraikan semangat pelindung tanah dengan tujuan penyembuhan, perlindungan dan hasil tuaian yang baik untuk suku asli Borneo seperti Bidayuh; Iban; Melanau; Kayan; dan Dusun. Bab terakhir SENSORii yang menjangkau sepuluh minit empat puluh sembilan saat berakhir dengan frasa: “Serumpun Budaya, Keluarga Nusantara”.

Untuk Kenyataan Artis yang lengkap, sila layari www.baskl.com.my/kenali-barisan-artis-di-balik-tabir-sensorii-meet-the-artistic-team-behind-sensorii/.

Dream Wandering with Guardian Spirits of Borneo by Ashly Nandong and Azarikh Amran

To conclude the journey of life in SENSORii, viewers are now transported to a digital dreamscape – a mystical expedition that explores the “shared intangible heritage” of Malaysia that includes Borneo and the wider Nusantara archipelago. The central theme is based on the Malay word “Keramat” (guardian) and its cultural role in traditional beliefs connected in spirit under a great big tree. The animated narrative of *Dream Wandering with Guardian Spirits of Borneo* celebrates the protectors of the land and their offerings of healing, protection, good harvest for the indigenous tribes of Borneo such as Bidayuh; Iban; Melanau; Kayan; and Dusun. The final chapter of SENSORii that spans ten minutes and forty-nine seconds ends with the phrase: “Serumpun Budaya, Keluarga Nusantara” (Allied Cultures, Archipelago Family).

For the expanded Artists' Statements, please visit www.baskl.com.my/kenali-barisan-artis-di-balik-tabir-sensorii-meet-the-artistic-team-behind-sensorii/.



MAKLUMAT AM GENERAL INFORMATION

LAWATAN ANDA

Akses ke ruang pameran memerlukan:

- Bukti pendaftaran (atas talian) untuk sesi pameran;
- Sijil vaksinasi digital yang membuktikan kitaran vaksinasi lengkap dan tempoh yang diperlukan selepas suntikan terakhir;
- Pemakaian pelitup muka sepanjang lawatan.
- Pastikan anda tiba sekurang-kurangnya 15 minit sebelum sesi. Kemasukan terakhir adalah satu jam sebelum penutupan.
- Kedai Studio C akan dibuka sepanjang tempoh operasi pameran.
- Tempoh pameran adalah 40 minit.

KADAR KEMASUKAN

Percuma. Pra-pendaftaran boleh dilakukan di pautan www.baskl.com.my/aitc/sensorii/.

Anda boleh mendaftar di ruang pameran sekiranya masih ada kekosongan.

AKSES

- Pameran ini mempunyai akses untuk pelawat yang berkerusi roda.



- Kereta sorong bayi tidak digalakkan atas sebab keselamatan. Kami mengalu-alukan *baby carrier*.
- Binatang peliharaan tidak dibenarkan sama sekali.
- Pameran ini mungkin akan berisiko terhadap penghidap penyakit epilepsi dan tidak sesuai untuk kanak-kanak yang kecil.

MOD PENGANGKUTAN AWAM KE RUANG PAMERAN

- Bas Nombor: 103, 104, 710, 851, P701
- Perhentian Bas (minit berjalan kaki ke REXKL)
 - Kota Raya (2 minit)
 - Hab Lebuah Pudu (3 minit)
 - Lai Foong Restaurant (3 minit)
 - Menara Maybank (4 minit)
 - Pudu Sentral (5 minit)
- Melalui Tren: Stesen MRT Pasar Seni (8 min) dan Stesen LRT Masjid Jamek (9 min)

- Melalui Grab: Masukkan nama destinasi: REXKL untuk diturunkan di hadapan ruang pameran. Kod Promosi: GRABTOAITC
- Pengangkutan sendiri: Terdapat beberapa tempat letak kereta dalam jarak 5 minit berjalan kaki ke REXKL. Sila rujuk peta lokasi.

WAKTU PEMBUKAAN

1 – 28 Disember 2021

Hari biasa
(Selasa, Rabu, Khamis)
*Hari hujung minggu
(Jumaat, Sabtu, Ahad)
Tutup pada setiap hari Isnin

7 sesi pada hari biasa
*8 sesi pada hujung minggu

Sesi 1 – 12:00 ptg – 12:40 ptg
Sesi 2 – 1:10 ptg – 1:50 ptg
Sesi 3 – 2:20 ptg – 3:00 ptg
Sesi 4 – 3:30 ptg – 4:10 ptg
Sesi 5 – 4:40 ptg – 5:20 ptg
Sesi 6 – 5:50 ptg – 6:30 ptg
Sesi 7 – 7:00 mlm – 7:40 mlm
*Sesi 8 – 8:10 mlm – 8:50 mlm

YOUR VISIT

Access to the venue requires:

- Presentation of an online registration to the show;
- Presentation of a digital vaccination certificate attesting to a complete vaccination cycle and the time needed after the last injection;
- Wearing a mask is compulsory at all times.
- Please make sure that you arrive 15 minutes in advance. Last entrance 1 hour before closure.
- The Studio C shop is open during the exhibition opening hours.
- Duration of the exhibition: 40 minutes

RATES

Free. Pre registration is required through www.baskl.com.my/aitc/sensorii/.

You can register on site if the exhibition tickets for the show you hope to attend is still available.

ACCESS

- The exhibition is accessible to visitors in wheelchairs.
- Buggies are discouraged for safety reasons. We advise you to bring a baby carrier.
- Pets are not allowed in the exhibition.
- The exhibition may present risks for people with epilepsy and is not suitable for very young children.

GETTING THERE

- Via Bus No. 103, 104, 710, 780, 851, P701
- Bus Stops:
 - Kota Raya (2 mins walk)
 - Hab Lebuah Pudu (TSS) (3 min walk)
 - Lai Foong Restaurant (3 min walk)
 - Menara Maybank (4 min walk)
 - Pudu Sentral (5 min walk)
- Via Train: MRT Station Pasar Seni (8 Min Walk) and LRT Station Masjid Jamek (9 Min Walk)
- Via Grab: Enter destination REXKL for drop-off at venue. Promote code: GRABTOAITC

- Via Car: There are multiple car park spaces within 5 min walking distance to REXKL. Please refer to location map.

OPENING TIMES

1 – 28 December 2021
Weekdays
(Tuesday, Wednesday, Thursday)
*Weekends
(Friday, Saturday, Sunday)
Closed on Mondays

7 sessions on weekdays
*8 session on weekends

Session 1 – 12:00 pm – 12:40 pm
Session 2 – 1:10 pm – 1:50 pm
Session 3 – 2:20 pm – 3:00 pm
Session 4 – 3:30 pm – 4:10 pm
Session 5 – 4:40 pm – 5:20 pm
Session 6 – 5:50 pm – 6:30 pm
Session 7 – 7:00 pm – 7:40 pm
*Session 8 – 8:10 pm – 8:50 pm



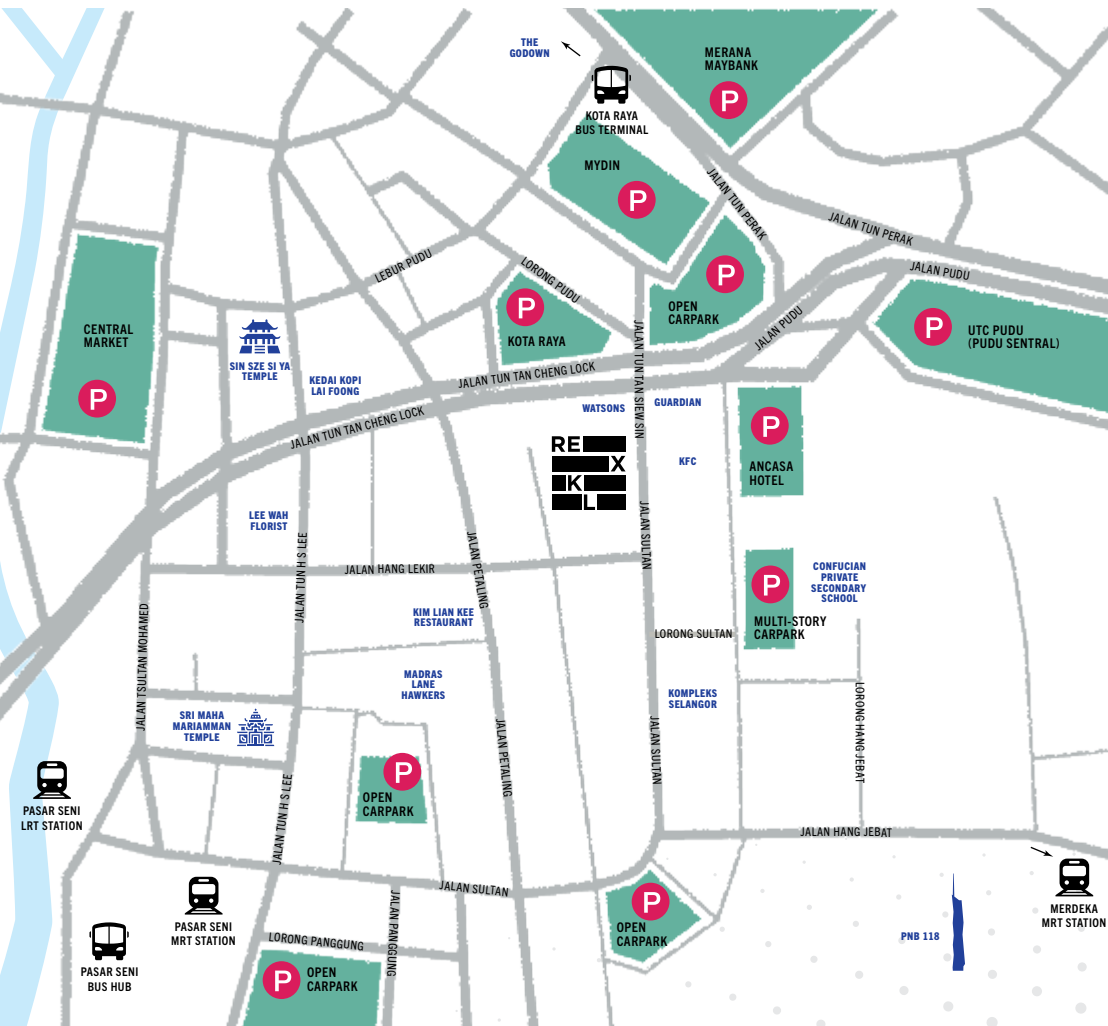
PETA LOKASI LOCATION MAP

SENSORii akan dipamerkan di dewan utama REXKL. Berikut adalah peta lokasi REXKL, lokasi pengangkutan awam dan tempat letak kenderaan berdekatan.

**REXKL, 80, Jalan Sultan,
50000 Kuala Lumpur**

SENSORii will be shown at the main hall of REXKL. Below is the location map of REXKL, nearby public transport and parking bays.

**REXKL, 80, Jalan Sultan,
50000 Kuala Lumpur**



KEDAI STUDIO C THE STUDIO C SHOP



Studio C ialah sebuah jenama baru oleh CENDANA yang bertujuan untuk memilih dan membentuk produk kraf Malaysia kontemporari yang berkualiti tinggi, meriah dan memberi inspirasi. Ianya mencerminkan warisan seni kita yang kaya, komitmen terhadap tanggungjawab sosial dan fokus pada masa depan yang lestari.

Dengan slogan *Kraf Kami, Dunia Mu*, usaha ini diharapkan dapat menyumbang kepada kelangsungan hidup para artisan dan seni mereka, selain memulihara warisan budaya negara dengan membawa pelbagai kisah, warisan dan tradisi ke pasaran yang lebih meluas melalui platform e-dagang tempatan, kedai *pop-up*, serta acara sosial dan konseptual.

Kedai Studio C di REXKL dibuka setiap hari (kecuali hari Isnin) bersempena pameran *SENSORii*, dari 1 – 28 December 2021. Studio C juga boleh didapati dalam talian di www.poptron.co/studio-c-en/



Studio C is a socially-conscious retail brand created by CENDANA that aims to curate and shape a contemporary, lively and inspiring selection of high-quality Malaysian craft products that reflect our rich artistic heritage, commitment to social responsibility and focus on a more sustainable future.

With the slogan, *Our Craft, Your World*, this initiative hopes to contribute to the development of Malaysian craft and the preservation of cultural heritage by providing a platform for artisans and bringing their stories, legacy and craft traditions to a wider market via homegrown e-commerce platforms, pop-ups, and social and conceptual events.

The Studio C Shop at REXKL will be open daily (except Mondays) in conjunction with *SENSORii*, from 1 – 28 December 2021. Studio C is also available online at www.poptron.co/studio-c-en/

SEJARAH REXKL HISTORY OF REXKL



Pawagam Rex di Jalan Sultan pada mulanya dicipta untuk Towkay Cheong Yoke Choy, JP, OBE, pada era sebelum perang tetapi rancangan itu telah ditangguh semasa pendudukan Jepun. Direka oleh arkitek James Robert Vethavanam, pawagam itu dibuka secara rasmi pada 28 Julai 1947, dengan tayangan perdana 'Song of Scheherazade', hasil tayangan ditawarkan kepada Tabung Peneroka Padi Malayan Union Welfare Council. Pawagam Rex dikendalikan oleh Shaw Brothers (KL) Ltd. bersama beberapa syarikat lain di Kuala Lumpur pada masa itu; Madras, Capitol, Sun, Central, Moonlight dan Sky. Pawagam Rex popular di kalangan penonton wayang dan memperoleh keuntungan purata \$100,000 sebulan.

Pada 10 September 1975, kira-kira empat jam selepas menutup tayangan 'Gone in 60 Seconds', percubaan pecah masuk yang gagal oleh empat orang perompak berakhir dengan kebakaran di pawagam itu. Bumbung dewan pawagam runtuh, dan bahagian dalam yang tinggal hanyalah lobi, bilik projektor, pejabat, gerai tiket dan unit penghawa dingin. Kerosakan dianggarkan sekitar \$700,000.

Permohonan untuk membina semula pawagam telah dikemukakan oleh Shaw Brothers pada bulan berikutnya. Pawagam Rex baharu telah siap dibina di tapak yang sama pada tahun 1976. Malangnya, struktur itu turut musnah dalam kejadian kebakaran pada 5 November 2002.

Rex Cinema at Jalan Sultan was initially conceived for Towkay Cheong Yoke Choy, JP, OBE, in the pre-war era but plans were abandoned during the Japanese Occupation. Designed by architect James Robert Vethavanam, the cinema was officially opened on 28 July 1947, premiering 'Song of Scheherazade', with proceeds from the screening offered to the Malayan Union Welfare Council's Padi Settlers Fund. The Rex Cinema was operated by Shaw Brothers (KL) Ltd. along with several others in Kuala Lumpur at that time; Madras, Capitol, Sun, Central, Moonlight and Sky. Rex Cinema was popular among moviegoers and was making profits averaging to \$100,000 a month.

On 10 September 1975, about four hours after closing the screening of 'Gone in 60 Seconds', a failed burglary attempt by four robbers ended with them setting the cinema ablaze. The cinema hall roof caved in, and the only remaining portions of the interior were the lobby, projector room, office, ticketing booths and air conditioning units. Damage was estimated at \$700,000.

Application to rebuild the cinema was submitted by Shaw Brothers the following month. The new Rex Cinema was completed on the same site in 1976. Unfortunately, the structure was also destroyed in a fire incident on 5 November 2002.



DENGAN KERJASAMA IN PARTNERSHIP WITH

Terima kasih keatas kolaborator *SENSORII*:
Thanks to collaborators of *SENSORII*:



Mel T Productions
Fabu Design Sdn Bhd
Ahmad Muriz Che Rose
Yap Sau Bin
Dr. Lim Kok Yoong
KC Tan
Flux28
Wee Jia Foong
Ashly Nandong
Azarihk Amran

bzBee Consult Sdn Bhd
BrandonHo Productions
KentaWorks Graphic
Trinergi Sdn Bhd (Trinamite)
J&J Perhiasan Sdn Bhd
Chan Lee Sound & Light
Pascale Resource Centre
Ee Chee Wei (Lighting Designer)
Firdaus Mahmud

JADUAL PROGRAM AWAM PUBLIC PROGRAMMES SCHEDULE

Pameran seni *SENSORii* turut membawakan program-program awam yang memberikan peluang dan ruang kepada kumpulan artistik, para seniman dan juga pengunjung pameran untuk berkongsi pendapat dan renungan bersama. Program awam ini dapat mewujudkan perbincangan kritikal berkaitan pemerhatian mendalam terhadap proses kreatif yang terlibat. Pendaftaran boleh dilakukan melalui pautan: www.baskl.com.my/aitc/sensorii/.

In conjunction with *SENSORii*, there will be complementary public programmes that provides an opportunity for the artistic team and artists to connect with the audience and to reflect on the exhibition. The public programmes aim to generate critical discussions on key topics and provide insights into the creative processes. Registration is required through www.baskl.com.my/aitc/sensorii/.

4 Disember 2021

Sabtu, 2:00 petang
(1 jam)

**Di Sebalik Tabir
SENSORii:**

**Proses Kuratorial
& Produksi**

*Fabu Design Sdn Bhd,
Melissa Teoh,
Ahmad Muriz Che Rose,
Yap Sau Bin*

12 Disember 2021

Ahad, 2:00 petang
(1 jam)

Bicara Artis:

PRIMORDIAL SPIRIT

Artis: Dr. Lim

*Kok Yoong & KC Tan,
Ashly Nandong &
Azarikh Amran*

4 December 2021

Saturday, 2:00 pm
(1hr)

Making SENSORii:

Curatorial and

Production Process

*Fabu Design Sdn Bhd,
Melissa Teoh,
Ahmad Muriz Che Rose,
Yap Sau Bin*

12 December 2021

Sunday, 2:00 pm
(1hr)

Artists Talk:

PRIMORDIAL SPIRIT

Artists: Dr. Lim

*Kok Yoong & KC Tan,
Ashly Nandong &
Azarikh Amran*

18 Disember 2021

Sabtu, 2:00 petang
(1 jam)

Bicara Artis:

CHECKPOINT FIRE

Artis: FLUX28,

Wee Jia Foong

18 December 2021

Saturday, 2:00 pm
(1hr)

Artists Talk:



CHECKPOINT FIRE

Artists: FLUX28,

Wee Jia Foong

Agensi Pembangunan Ekonomi Seni Budaya (CENDANA)

G-15-01, Mercu Mustapha Kamal,
No. 1 Jalan PJU 8/1, Bandar Damansara Perdana,
47820, Selangor Darul Ehsan, Malaysia
www.cendana.com.my

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