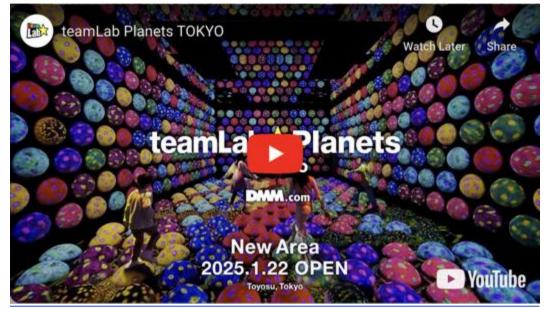
teamLab Planets TOKYO Reveals Entirety of the Newly Expanded Ar ea, Featuring "Catching and Collecting Forest" and "Athletics Forest". Opening January 22

The educational projects "Catching and Collecting Extinct Forest," "Athl etics Forest," and "Future Park" in the new area will feature over 20 in stallations



Highlight Vi*deo:* <u>teamLab Planets TOKYO DMM</u> © teamLab

A new large-scale "Athletics Forest" and more installations will open at <u>teamLab P</u> <u>lanets TOKYO DMM</u> in Toyosu, Tokyo (teamLab Planets) on January 22, 2025. The full new experience at <u>teamLab Planets</u>, featuring over 20 additional artworks, includin g the Athletics Forest and more, is being revealed.

The expansion increases the area of teamLab Planets by 1.5 times, introducing team Lab's educational projects in an extensive space. The new additions include Athle tics Forest, a complex, multi-dimensional creative athletic space; Catching and Co llecting Forest where visitors can capture and study extinct animals; and Future P ark, a collaborative space for co-creation. Over 20 new artworks will be exhibited across these spaces.

In addition, new spaces have been introduced to the museum, such as the 'Orchid Gl ass House,' where visitors can enjoy tea and drinks in an area where orchids, once fallen from the artwork *Floating Flower Garden*, are being regrown; the 'Living Art Store,' where visitors can take home the regrown orchids; and 'Sketch Factory,' wh ere visitors' drawings created within the artwork space are transformed into orig inal products to take home. Additionally, the outdoor area, featuring the "Black E mptiness Table" where visitors can enjoy Vegan Ramen UZU Tokyo, will undergo a maj or renovation.

Tickets through March 2025 are now available on the <u>official website</u>.

### Catching and Collecting Forest

Based on the concept of Catch, Collect, Research, people use their bodies to explo re, discover, gather knowledge, and expand their curiosity. Explore with your smar tphone, catch various animals, research them, and create your very own collection book.

The "Catching and Collecting Forest" at teamLab Planets is an Extinct Forest, inha bited by animals that are now extinct.

"Physically exploring with others, discovering and catching something, then takin g the chance to broaden interests based on what was caught. This is what we have b een doing naturally over the long course of human history.

For humanity, the acts of catching and gathering are fun, educational, and part of life."

- teamLab Founder, Toshiyuki Inoko

Read more about the Catching and Collecting Forest concept: https://www.teamlab.art/concept/catching/

### Catching and Collecting Extinct Forest



teamLab, <u>Catching and Collecting Extinct Forest</u> • teamLab

There are various extinct animals that live in this Extinct Forest. When you move close to the animals or touch them, they will run away or turn to face you.

When you use the smartphone's camera to look at an animal moving in the space, and release a Research Arrow at the animal in the camera's view, the arrow flies out from the phone into the real space. When the Research Arrow reaches the animal, it disappears from the space and is added to the smartphone collection. Information a bout the animals you catch will be stored in the app's collection book. When you swipe a captured animal towards a location you can see in the app's camera, the a nimal is released and returns to that location.

You can also throw a Research Net at your feet to catch animals. Work together wit h those around you, use your body to drive animals into the Research Net to captur e them, and watch as they disappear from the space and, at the same time, appear i n your collection book.

#### Athletics Forest

A high-dimensional thinking athletics space based on the concept of perceiving the world with your body and thinking about it high-dimensionally. In a complex and ch allenging space, you will be immersed in a physically challenging four-dimensional world where time changes with the presence of your body.

"Humans perceive the world with their bodies and think with their bodies. When yo u explore a complex, three-dimensional world with your own body, you physically pe rceive the world three-dimensionally and in turn your thoughts become three-dimens ional. We started this project, Athletics Forest, with the hopes to enhance threedimensional and higher-dimensional thinking.

Spatial awareness is said to be correlated with innovation and creativity. I grew up in a rural area and played in the mountains, but in today's society and school s, the body is stationary. I think cities are surrounded too much by flat informat ion such as books, TV, and smartphone screens. That is why we created a three-dime nsional space that excessively demands the physical body. It is a space where peop le can perceive art with their physical bodies."

- teamLab Founder, Toshiyuki Inoko

Read more about the Athletics Forest concept: https://www.teamlab.art/concept/athleticsforest/



Rapidly Rotating Bouncing Spheres in the Caterpillar House

teamLab, <u>Rapidly Rotating Bouncing Spheres in the Caterpillar House</u> (c) teamLab

Rapidly Rotating Bouncing Sphere is a space made up of spheres that people can jum p on. The spheres rotate at high speed, but when people approach them, they stop r otating and become easier to step on.

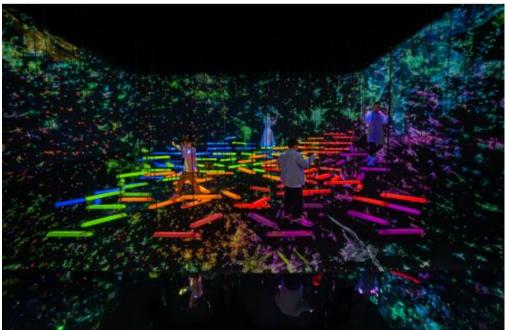
#### Multi Jumping Universe



teamLab, <u>Multi Jumping Universe</u> (c) teamLab

Multi Jumping is a flexible surface that people can jump on, and sink or jump high er than usual.

When you stand on Multi Jumping, the surface beneath your feet sinks, creating war ps in space and time. This distortion attracts stardust from the universe and birt hs new stars. If you jump on top of a star, it begins to move, and if you continue to jump on the star it will grow and you will be able to experience the entire lif e cycle of the star.



Aerial Climbing through a Flock of Colored Birds

teamLab, <u>Aerial Climbing through a Flock of Colored Birds</u> (c) teamLab

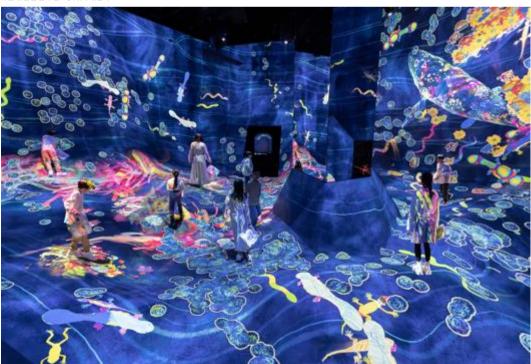
Aerial Climbing is a space where horizontal bars of varying colors are suspended b y ropes and float three-dimensionally in the air. People use these bars to navigat e the space in mid-air through three dimensions, trying not to fall.

Balance Stepping Stones in the Invisible World



teamLab, <u>Balance Stepping Stones in the Invisible World</u> (c) teamLab

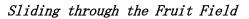
Balance Stepping Stones are stepping stones that interactively change when a perso n steps on them, emitting a color and tone that affect the space. When a person st eps on a stone, it wobbles in various ways.



## Graffiti Nature

teamLab, <u>Graffiti Nature</u>, <u>Sketch Waterfall Droplets</u>, <u>Beating Earth</u> (c) teamLab

All the various creatures drawn by everyone live in the inverted globe. Color in a creature on the paper provided, and see the picture you have drawn come to life an d move in front of you.

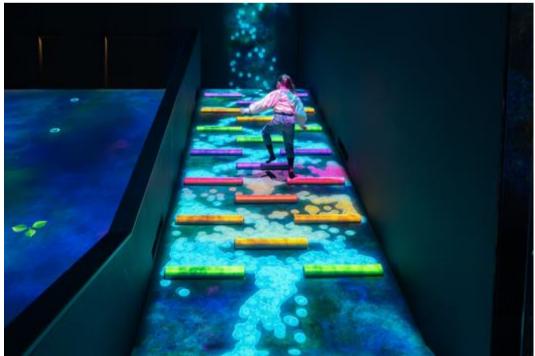




teamLab, <u>Sliding through the Fruit Field</u> (c) teamLab

This is a slide where fruit grows.

You become the sunlight and slide down the slope. When your body collides with the water balls and honey bee balls, your energy will be transferred to them, and they will go flying off in all directions. When the balls collide with the fruit, the f ruit will begin to grow.



Waterfall Droplets, Flowing Down a Slope

teamLab, <u>Waterfall Droplets, Flowing Down a Slope</u> (c) teamLab

Many water droplets flow down a slope.

A single droplet bounces like a ball, but when many are gathered together, they be have like water. When they break apart, they behave like a ball again. When people climb the steps up the hill, the droplets near the step receive energy and break apart.



Flutter of Butterflies from the Caterpillar House

teamLab, Flutter of Butterflies from the Caterpillar House (c) teamLab

Caterpillars born from the <u>Rapidly Rotating Bouncing Spheres in the Caterpillar Ho</u> <u>use</u>, emerge and transform into butterflies which gather into groups. When people t ouch the butterflies, they scatter and die.

### FUTURE PARK

Future Park is an educational project based on the concept of collaborative creati on (co-creation).

It is an amusement park where people can enjoy creating the world freely with othe rs. An artwork comes to life through the process of people creating something toge ther with others. As people continue to co-create, the artwork evolves endlessly.

Read more about the Future Park concept: https://www.teamlab.art/concept/future-park/

### Sketch Umwelt World

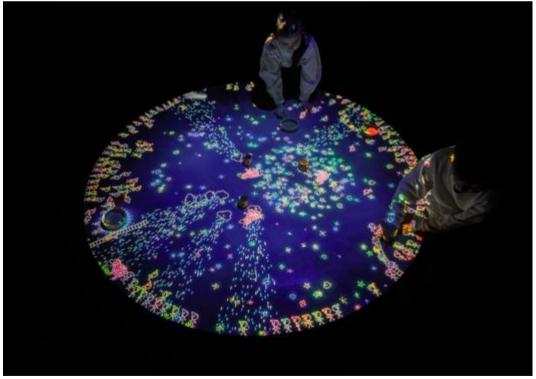


teamLab, <u>Sketch Umwelt World</u>(c) teamLab

Color in an airplane, dolphin, hawk, or butterfly on the paper provided and see th e picture you have drawn appear three-dimensionally, flying through the world. If you touch them, they speed up or fly away.

You can control the plane, dolphin, hawk, or butterfly with your smartphone and se e the world from their perspectives on the screen.

A Table where Little People Live



teamLab, <u>A Table where Little People Live</u> (c) teamLab

This is a table where little people live. If you put something, such as your hand, on top of the table, the little people will jump on to it. Depending on the shape of the objects you place on the table, the little people will slide, jump, or clim b. A Musical Wall where Little People Live



teamLab, <u>A Musical Wall where Little People Live</u> (c) teamLab

This is a musical wall where little people live. When stamps of various shapes suc h as mushrooms, sheep barns, or long sticks of ice are attached to the wall, these objects appear in the world of the little people. The little people notice these a nd start jumping onto them.



A Window to the Universe where Little People Live

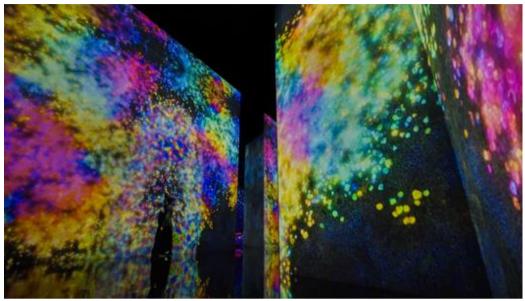
teamLab, <u>A Window to the Universe where Little People Live</u> (c) teamLab

This is a window into the universe where little people live. You can create a pict ure by drawing lines with a light pen or creating shapes with a light stamp. Each line has a special power depending on its color, and influences the little peopl e's world. The shapes created by the light stamps appear in the little people's world and start to move.

### <u>ART</u>

The Athletic Forest will also feature two new art installations: <u>Autonomous Abstra</u> ction, and <u>Existence in the Flow Creates Vortices</u>.

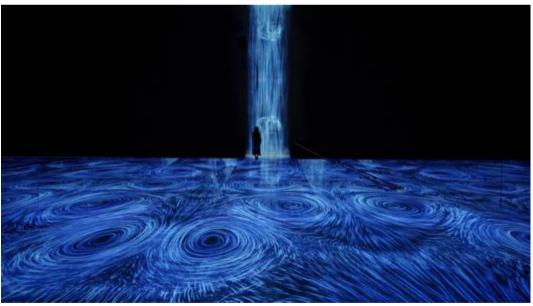
#### Autonomous Abstraction



teamLab, <u>Autonomous Abstraction</u> © teamLab

The dots of light blink and change color in cycles unique to each dot. A spontaneo us order phenomenon occurs between dots that are close to each other, and their hu es and the rhythm at which they blink gradually synchronize.

Existence in the Flow Creates Vortices



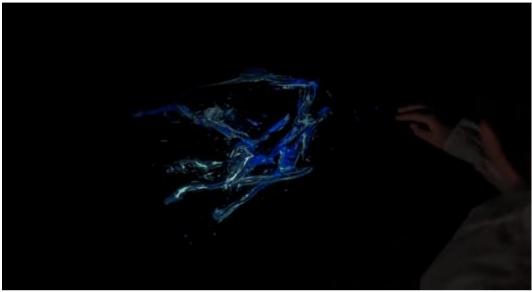
teamLab, <u>Existence in the Flow Creates Vortices</u> • teamLab

Vortices are created behind people as they climb against the flow. Although a vort ex is steady, it is constantly moving and swelling like a powerful life-form. Outdoor spaces have undergone a major renewal as well.

#### Black Emptiness Table

A new space where visitors can enjoy Vegan Ramen UZU while surrounded by artworks.

Reversible Rotation in the Black Emptiness



teamLab, <u>Reversible Rotation in the Black Emptiness</u> © teamLab In Black Emptiness, because it is empty, infinite possibilities open up where anyt hing can enter it.

When you sit down, Spatial Calligraphy is drawn in front of you. The Spatial Calli graphy in this artwork space rotates in the same direction, but because of the cha racteristics of Ultrasubjective Space, visually, the clockwise and counterclockwis e rotation are equivalent. Hence, the work can appear to be rotating in either dir ection depending on how the viewer chooses to see it.

#### Orchid Glass House

A new area where visitors can enjoy tea and drinks in an area where orchids, once fallen from the artwork <u>*Floating Flower Garden*</u>, are being regrown.

Nursery Lamps in Spontaneous Order



teamLab, <u>Nursery Lamps in Spontaneous Order</u> © teamLab

The orchids from <u>Floating Flower Garden</u> whose flowers have fallen come to this spa ce and are nurtured surrounded by lamps.

Each lamp glows to its own rhythm. Over time, nearby lamps and <u>Tea and Sake in Spo</u> <u>ntaneous Order</u> cause a spontaneous order phenomenon, and they influence each othe r.

Tea and Sake in Spontaneous Order



teamLab, <u>Tea and Sake in Spontaneous Order</u> © teamLab

When a cup of tea or sake is poured, the tea or sake begins to glow with its own u nique rhythm and produce a tone.

A spontaneous order phenomenon occurs between the teas, sake or the lamps of <u>Nurse</u> <u>ry Lamps in Spontaneous Order</u> that are close by. As they influence each other, gra dually the rhythms of light and color of the teas or sake synchronize. You drink a part of that order.

# Living Art Store

A flower shop with a wide variety of orchids that bloomed as part of the artwork <u>F</u> <u>loating Flower Garden</u>.



teamLab, <u>Living Art Store</u> © teamLab

## Sketch Factory

Sketch Factory has been newly added, where visitors can turn their own drawing int o an item to take home.



teamLab, <u>Sketch Factory</u>, <u>Cognitive Solidified Sparks</u> © teamLab

This is a factory where the creatures that you draw can be made into an original i tem (tin badge, hand towel, T-shirt, tote bag or papercraft) and taken home. Make an order at the Sketch Factory with your drawing from <u>Graffiti Nature</u> and <u>Ske</u> <u>tch Umwelt World</u>, and the drawing will appear inside the Sketch Factory and begin to move about. When the drawing enters the printer production will begin and it wi 11 turn into a tin badge, hand towel, T-shirt, tote bag or papercraft.

## teamLab Planets TOKYO DMM

<u>https://www.teamlab.art/e/planets/</u> #teamLabPlanets July 7, 2018 - End of 2027 Toyosu, Tokyo (<u>teamLab Planets TOKYO, Toyosu 6-1-16, Koto-ku, Tokyo</u>)

## Highlight Video

https://youtu.be/F7nODEETR4s

## Press kit

https://www.dropbox.com/sh/ir7d2aui794eo6z/AAChbzX5wPsQm8cgkQ2ViFD4a?d1=0

## Media Inquiries

https://forms.gle/fAtnDKLpQKFME6XR9