

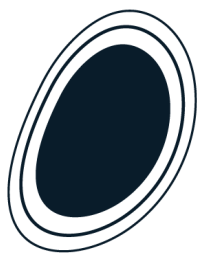
News & Information

Sony Music Entertainment (Japan) Inc.

Announces Launch of "Art × Entertainment Project"

Inaugural Solo Exhibition "SHIGETO KOYAMA CCMS experiment OBAKE"
to Debut in New York

Sony Music Entertainment (Japan) Inc. (Headquarters: Chiyoda-ku, Tokyo, Representative Director: Syunsuke Muramatsu, hereinafter referred to as "SMEJ") is excited to announce the launch of an Art × Entertainment project.

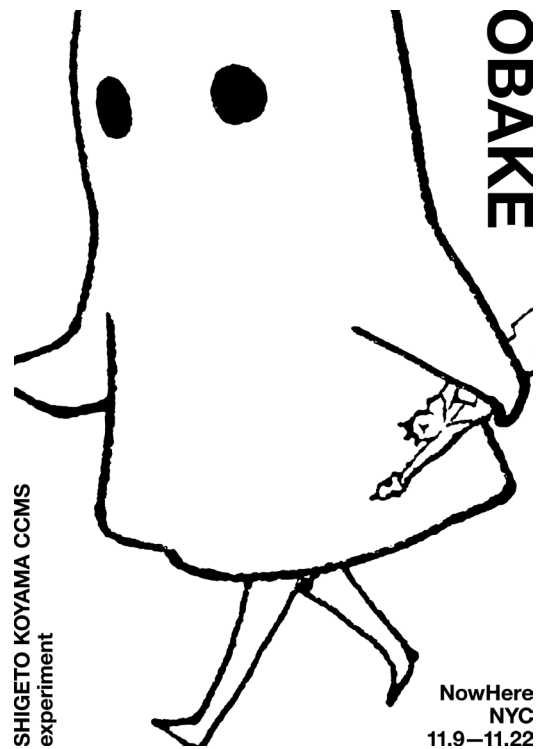


Art × Entertainment

This is a part of SMEJ's new "Art Entertainment Project," which aims to expand the value of art in previously unexplored directions, honor unique talents, and create a platform for expressing individual "essences," much like ripples spreading through water.

The inaugural project, titled "SHIGETO KOYAMA CCMS experiment OBAKE," will be held in New York, USA, at the contemporary art gallery NowHere from November 9th to November 22nd, 2023.

Through this project, we aim to cultivate an environment where art can thrive and explore uncharted territories, resulting in a vibrant intersection of art and entertainment.



—Exhibition Details—

Name: SHIGETO KOYAMA CCMS experiment OBAKE

Date: November 9th - November 22nd, 2023

During this period, the following events are scheduled. Details regarding the content and registration procedures will be announced at a later date.

- Talk Session 1: November 11th (Saturday) from 2:00 PM to 4:00 PM (EST).
- Talk Session 2: November 20th (Monday) from 6:00 PM to 8:00 PM (EST).

Location: NowHere (40 Wooster Street, First Floor, New York)

Admission Fee: Free

Website : <https://linktr.ee/artentjapan>

—Concept & Exhibition contents—

In this exhibition, Mr. Koyama aims to focus on the animation works and projects he has been involved in, as well as the hidden intermediate processes within them. The goal is to bring new perspectives and value to the realm of animation." As the main artist, Mr. Koyama has been actively engaged in a wide range of fields, including character design for animation, manga, games, and figures. His contributions span various roles, such as concept, color design, and art direction. Simultaneously, his creations transcend the boundaries of animation and offer insights into the values of art and design.

During the first half of the exhibition, the emphasis will be on Mr. Koyama's distinctive "multidisciplinary activities". The primary purpose is to provide a deeper understanding of animation works as "mass-produced products born from collaborative efforts." On the other hand, the latter half will shed light on the creative unit known as CCMS, allowing visitors to savor their innovative thinking and expressions. Through this "experiment," we aspire to not only share the allure of animation and its new potential and value with a broader audience but also to expand the realm of expression and possibilities.

■About CCMS:

CCMS is a group of creators formed in 2010. The members are Shigeto Koyama, Tsuyoshi Kusano and Ai Nonaka.

The three, known as professionals in animation and design, began producing original works through a series of zines called "dojinshi," which are derivative works of their original creations.

In 2015, their short animation work "Obake-chan" was shown at the "Japan Anima (tor) 's Exhibition," and now they produce not only books but also merchandising goods, original products. In addition to CCMS's own works, they sometimes collaborate with other artists in production, art direction, and creating illustration books.

CCMS has a solid underground and experimental character. Since 2021, the group has opened an e-commerce site called "SHOP CCMS" to sell original products produced in limited quantities.

About Shigeto Koyama:



Designer

Shigeto Koyama was born in Tokyo in 1975. Koyama participated in "Aim for the Top2! DIEBUSTER" in 2004 and, since then, has worked on many animation projects.

In addition to character design, he has also worked on mechanical design for animations. He is currently involved in design, art direction, color control, etc., for many projects in addition to animation works.

Works in which he has participated include:

"HEROMAN"

"STAR DRIVER"

"Psalms of Planets Eureka seven"

"GURREN LAGANN"

"Rebuild of Evangelion"

"Panty & Stocking with Garterbelt"

"Kill la Kill"

“Gundam Reconquista in G”

"BIG HERO 6"

"Promare"

etc.

At CCMS, Koyama is in charge of illustration and direction.

About Tsuyoshi Kusano:



Graphic designer

After working for ASCII Corporation, Kusano established Tsuyoshi Kusano Design Office in 2003. He has been involved in art direction in various fields, from animation, manga, and light novels to corporate identity, fashion, and art exhibitions.

He is also a part-time lecturer at Musashino Art University's College of Art and Design Design Informatics department and Chuo University's Faculty of Global Informatics.

Since 2015, he has also served as a board member of the JMAG (Japanese Association of Manga, Anime, Game Creators) Creators Association.

Works in which he has participated include:

"BLEACH"

"Fullmetal Alchemist"

"THE IDOL M@STER"

"Re:ZERO -Starting Life in Another World"

BEAMS-T

MANGA City TOKYO Exhibition

etc.

At CCMS, Kusano is mainly in charge of design and direction.

About Ai Nonaka:



Art director

Nonaka studied editing and producing at Club King Inc. and joined Tsuyoshi Kusano Design Office in 2005. She has worked as an animation and two-dimensional content designer and is currently active mainly in art and content direction.

Works in which she has participated include:

“Mobile Suit Gundam Unicorn”

“WORKING!!”

“A Channel”

“Berserk: The Golden Age Arc”

“Sword Art Online”

“Blast of Tempest”

“Space Patrol Luluco”

etc.

At CCMS, Nonaka is mainly in charge of editing and management.

About "Obake-chan":

"Obake-chan" is CCMS's first original work.

Tsuyoshi Kusano wrote the story, and Shigeto Koyama drew the illustration for this picture book for adults.

Three titles have been distributed as doujinshi at the Comic Market.

"Obake-chan" was first published in 2012, followed by the second title, "Obake-chan desu," and the third title, "Obake-chan,"

In 2015, Shigeto Koyama directed and produced a short animation, "Obake-chan," for the short animation distribution project "Japan Anima (tor) 's Exhibition," presented by khara, Inc., and Dwango.

For inquiries on this release

Corporate PR Section

Corporate communications & sustainability Dept., Sony Music Entertainment (Japan)

<https://www.sme.co.jp/s/SMEen/>