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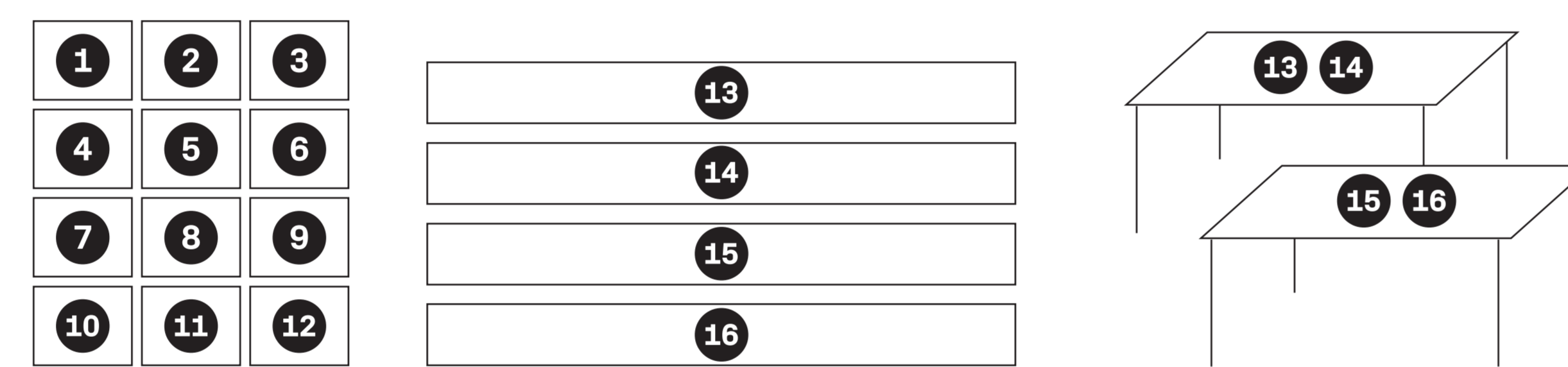
Images of everyday life from the urban landscape, signals of FAR Game battles won and lost, as captured and portrayed by artists.

Artist Perspectives on the FAR Game

In this section, drawings, photographs, and videos span the cityscape and bring its built structures into view, individually and collectively, to expose the scars of FAR Game battles won and lost. Each artist renders the vivid reality of the lived urban space from their own perspective, going beyond the analytical investigations held in board rooms and drafting rooms. This section puts a different face on the FAR Game, one which expresses the collective sentiments as well as collective desires of the citizens that inhabit the city.

Seongeun KANG

Using fine calligraphic brushes, Seongeun KANG details the façades of multi-family houses, with a simple elegance that belies their banal designs. Star and flower patterns on the façades appear detached from the buildings, which exude the compartmented functionality that is often a consequence of the FAR Game played haphazardly. *Their Houses* captures the anonymity created by builders who don't fully take ownership of their craft, and reflects a form of unconscious thinking that still pervades large swaths of everyday life in the city.

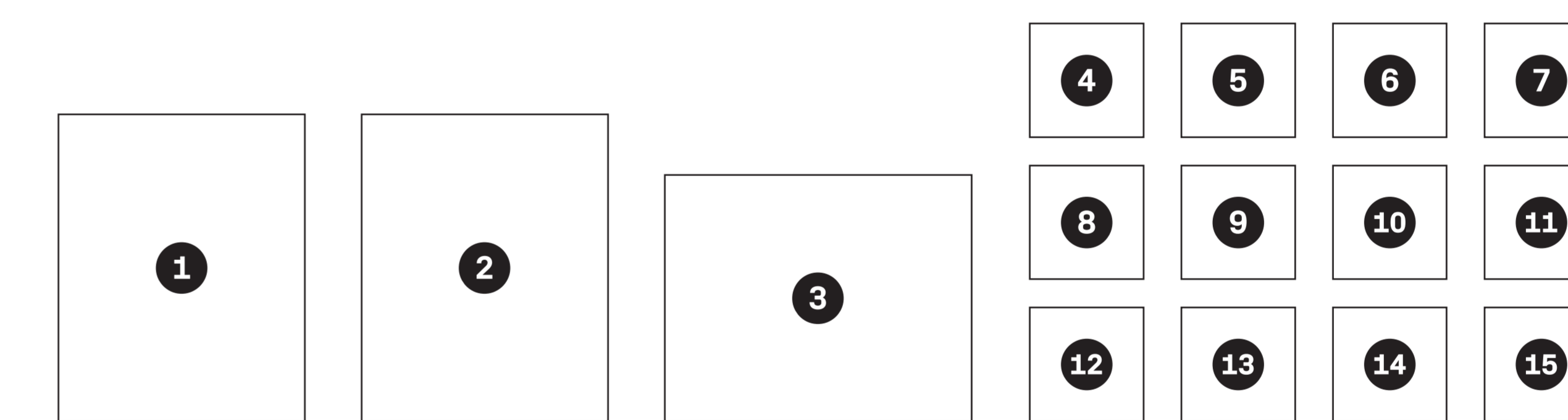


Their Houses

- 4327 Houses-#0182, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#0550, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#1511, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses, 2014-. Digital Pigment Print, 30.5 x 3000 cm
- 4327 Houses-#0183, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#0551, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#2001, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses, 2014-. Digital Pigment Print, 30.5 x 3000 cm
- 4327 Houses-#0184, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#1509, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#2002, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses, 2014-. Digital Pigment Print, 30.5 x 3000 cm
- 4327 Houses-#0549, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#1510, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses-#2003, 2014-. Digital Pigment Print, 40 x 50 cm
- 4327 Houses, 2014-. Digital Pigment Print, 30.5 x 3000 cm

Seung Woo BACK

Seungwoo BACK has photographed thousands of multi-family houses in Korea over the years. He often creates images that capture a tinge of the poverty that Koreans have tried to erase from their memories. While Seoul tries to measure up to the prestige other global cities, the awkward and disjoint appendages in these buildings mock such an endeavor, as they chronicle a disorganized and desperate search for additional living space. While the FAR Game can result in the continuation of a cultural identity rooted in a difficult past, these photographs can serve as a clarion call to the next generation of Korean architects, who are tasked with reshaping the urban battleground to reflect the nation's highest aspirations for a new identity, even as they continue to be tethered to the reins of the FAR Game.

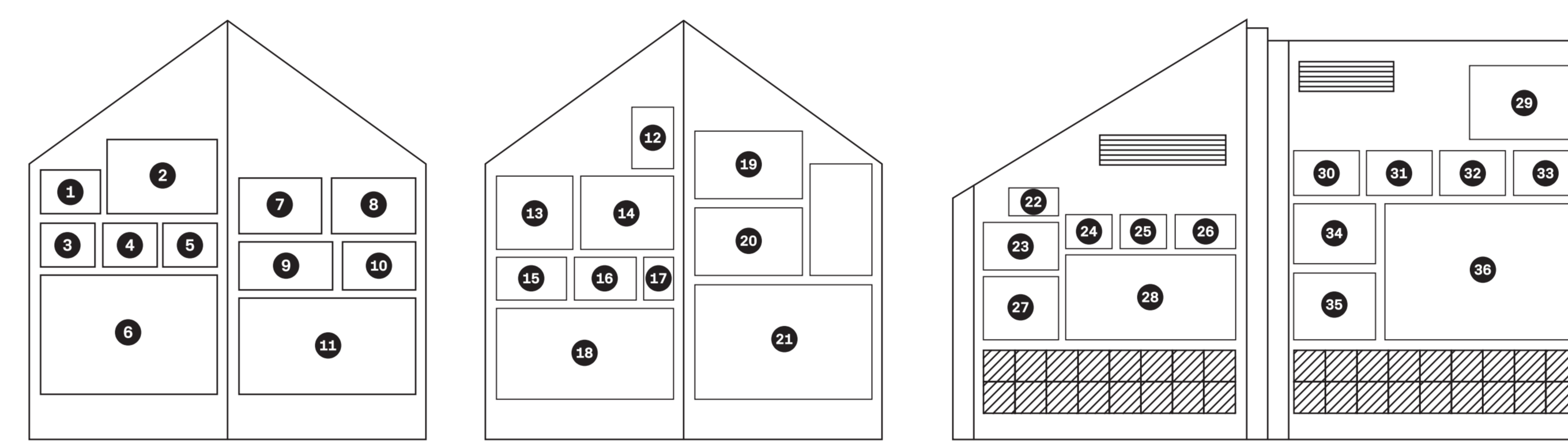


4327 Houses

- The tile-roofed house, 2010. Chinese ink on Korean paper, 162 x 130 cm
- The house 03, 2007. Chinese ink on Korean paper, 60 x 60 cm
- The house 13, 2016. Chinese ink on Korean paper, 60 x 60 cm
- The house 17, 2016. Chinese ink on Korean paper, 60 x 60 cm
- 387-31, Yeonnam-dong, 2016. Chinese ink on Korean paper, 162 x 130 cm
- The house 04, 2007. Chinese ink on Korean paper, 60 x 60 cm
- The house 14, 2016. Chinese ink on Korean paper, 60 x 60 cm
- The house 18, 2016. Chinese ink on Korean paper, 60 x 60 cm
- 8-107, Yongmun-dong, 2016. Chinese ink on Korean paper, 130 x 162 cm
- The house 05, 2007. Chinese ink on Korean paper, 60 x 60 cm
- The house 15, 2016. Chinese ink on Korean paper, 60 x 60 cm
- The house 19, 2016. Chinese ink on Korean paper, 60 x 60 cm
- The house 02, 2007. Chinese ink on Korean paper, 60 x 60 cm
- The house 12, 2016. Chinese ink on Korean paper, 60 x 60 cm
- The house 26, 2016. Chinese ink on Korean paper, 60 x 60 cm

Kyungsub SHIN

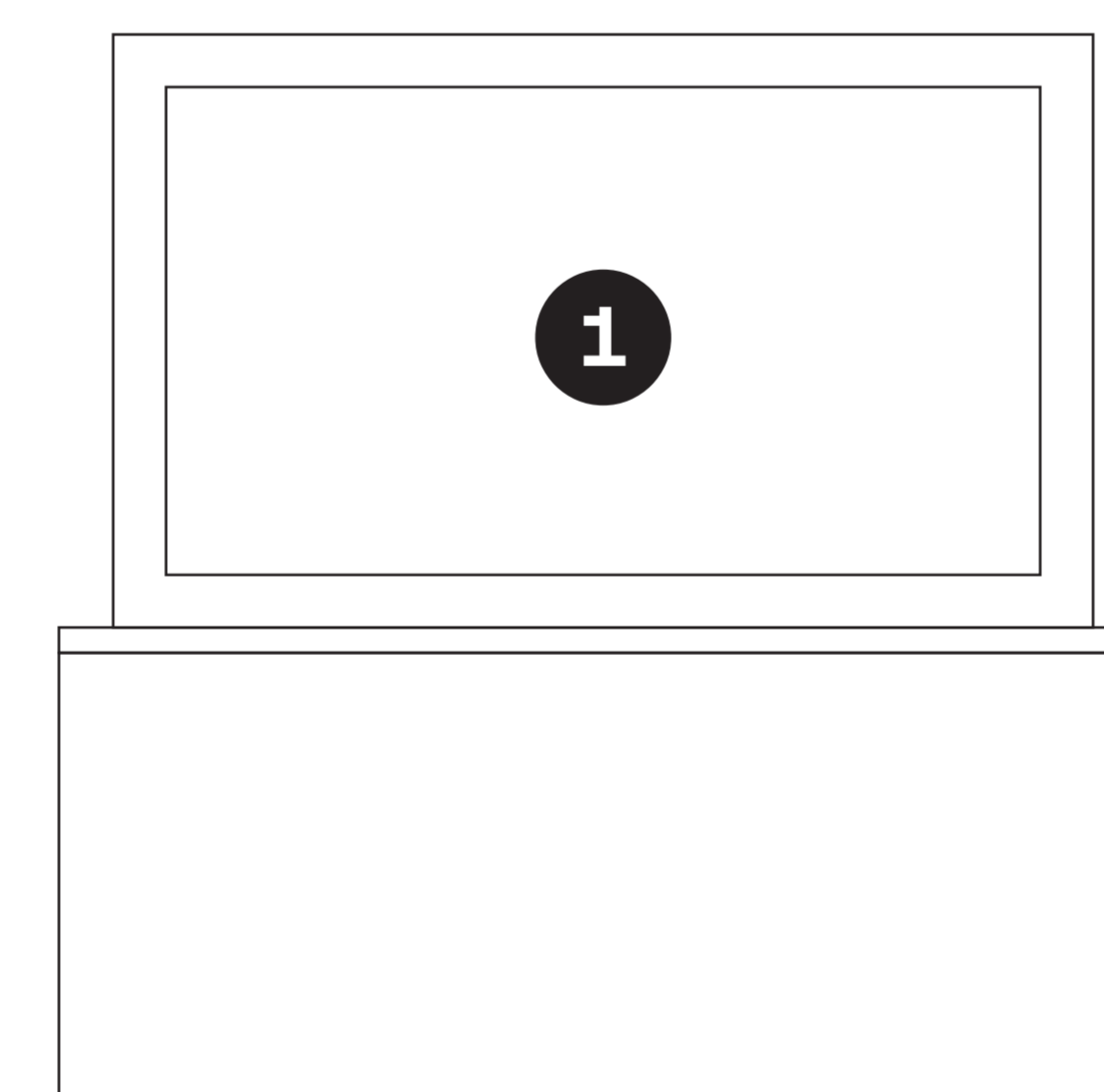
Kyungsub SHIN provides a macro view for each of the 36 buildings in the main exhibit with photographs from a distance, sometimes from the sky. While the backdrops to most of the buildings look fairly standardized and flat at first, a heterogeneous and chaotic fabric soon comes into view. More difficult is to actually discern the buildings designed by architects, those which purport to impose themselves positively on the cityscape. It underscores the breadth of the task ahead for today's architects, who mostly play the FAR Game one building at a time, hoping to slowly transform the identity of the city.



- *Scrutable Landscape Series No.38, 2018 (White Cube Mangwoo : ArchiWorkshop)*
 - *Scrutable Landscape Series No.31, 2014 (The Rabbit : Society of Architecture)*
 - *Everyday Architecture No.67, 2016 (Interobang: Bang by Min)*
 - *Everyday Architecture No.58, 2016 (Chinese Boxes : thescape)*
 - *Scrutable Landscape Series No.52, 2016 (Gureumjeongwon Housing Coop. : INTERKRD Architects)*
 - *Scrutable Landscape Series No.44, 2013 (Stocky Bundle Matrix: EG : Mass Studies)*
 - *Scrutable Landscape Series No.51, 2016 (Nothyun Matryoshka : L'EAU Design)*
 - *Everyday Architecture No.28, 2014 (Yeoksam Building : DIA Architecture)*
 - *Everyday Architecture No.90, 2016 (ArchFiore : IROJE KHM Architects)*
 - *Scrutable Landscape Series No.33, 2016 (Gap House : Archihood WXY)*
 - *Scrutable Landscape Series No.57, 2016 (Sky House : TRU Architects)*
 - *Everyday Architecture No.45, 2016 (Tennis House : BOUNDLESS)*
 - *Everyday Architecture No.13, 2013 (o.d Building : odtaa Architects)*
 - *Everyday Architecture No.77, 2016 (3P House : Design Group OZ)*
 - *Everyday Architecture No.9, 2013 (Beyond the Screen : OBBA)*
 - *Everyday Architecture No.66, 2016 (Piso 1 : KYWC Architects)*
 - *Everyday Architecture No.68, 2016 (Uhhjjhdah House : SAAI Architects Office)*
 - *Scrutable Landscape Series No.29, 2016 (Gablepack : AND)*
 - *Everyday Architecture No.60, 2016 (White Cone : apparat - c)*
 - *Scrutable Landscape Series No.26, 2016 (Y House : WISE Architecture)*
 - *Scrutable Landscape Series No.34, 2014 (SH Housing : poly.m.ur)*
 - *Scrutable Landscape Series No.43, 2016 (Chongsueck Church : EUK Architects + ANM)*
 - *Scrutable Landscape Series No.61, 2016 (Hanyu Group Building : OCA Architects)*
 - *Everyday Architecture No.61, 2016 (YOAP White House : designband YOAP)*
 - *Everyday Architecture No.78, 2016 (Alley House : BAU Architects)*
 - *Scrutable Landscape Series No.47, 2016 (Residence L-Ga : Samhyun)*
 - *Everyday Architecture No.59, 2016 (Gilmosey : Archium)*
 - *Scrutable Landscape Series No.53, 2016 (Dagong : AnLstudio)*
 - *Scrutable Landscape Series No.46, 2016 (Sugar Lump House : UTAA)*
 - *Everyday Architecture No.21, 2014 (Sanggye 341-5 : N.E.E.D Architecture)*
 - *Everyday Architecture No.57, 2016 (Songpa Macro Housing: S&S)*
 - *Scrutable Landscape Series No.39, 2016 (Silver Shack : CHAE-PEREIRA Architects)*
 - *Scrutable Landscape Series No.49, 2016 (Oceanus Group Office : UnSangDong Architects)*
 - *Everyday Architecture No.60, 2016 (KHatec Headquarter : The System Lab)*
 - *Everyday Architecture No.63, 2016 (INTERS Properties : Doojin Hwang Architects)*
 - *Scrutable Landscape Series No.27, 2016 (Marble_jmg Office : JOHO Architecture)*
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Yeondoo JUNG

Yeondoo JUNG's *Building Recollections* documents fragments of streetscapes in an aging urban neighborhood. Images of buildings composed of a series of photographs seem frozen at first, but upon closer observation the images crawl slowly across the screen, as if to emphasize the plodding persistence of an impoverished identity. Monologues from everyday people reinforce the way residents identify with their homes, and in that way are also caught maintaining a stagnant sense of self. Here the FAR Game is a context for the accumulated memories of their lives, which follow in lock-step the notion that desires for space and freedom will never fully be realized.



1 *Building Recollections*, 2016, UHD Single Channel Video with Sound, 7minutes
