

受験番号

平成 30 年度
東京藝術大学 大学院 映像研究科 メディア映像専攻 修士課程入学試験

第 2 次試験

筆記試験

この表紙含めて 3 枚

(解答用紙は 3 枚)

1. 試験時間は 60 分 (13:00~14:00)。
2. 解答は日本語に限る。
3. 辞書等の持込禁止。
4. 配布物は全て回収しますので、持ち帰らないでください。

【問 1】

以下は英語版ウィキペディアに掲載されている語です。この中から 1 つの語を選び、一般的に用いられている日本語に訳してください。

(1) Appropriation

Appropriation in art is the use of pre-existing objects or images with little or no transformation applied to them. The use of appropriation has played a significant role in the history of the arts (literary, visual, musical and performing arts). In the visual arts, to appropriate means to properly adopt, borrow, recycle or sample aspects (or the entire form) of human-made visual culture. Notable in this respect are the Readymades of Marcel Duchamp. Inherent in our understanding of appropriation is the concept that the new work recontextualizes whatever it borrows to create the new work. In most cases the original ‘thing’ remains accessible as the original, without change.

(2) Deep learning

Deep learning (also known as deep structured learning or hierarchical learning) is part of a broader family of machine learning methods based on learning data representations, as opposed to task-specific algorithms. Learning can be supervised, semi-supervised or unsupervised.

Deep learning models are loosely related to information processing and communication patterns in a biological nervous system, such as neural coding that attempts to define a relationship between various stimuli and associated neuronal responses in the brain.

(3) BioArt

BioArt is an art practice where humans work with live tissues, bacteria, living organisms, and life processes. Using scientific processes such as biotechnology (including technologies such as genetic engineering, tissue culture, and cloning) the artworks are produced in laboratories, galleries, or artists’ studios. The scope of BioArt is considered by some artists to be strictly limited to “living forms”, while other artists would include art that uses the imagery of contemporary medicine and biological research, or require that it address a controversy or blind spot posed by the very character of the life sciences.

(4) Sound sculpture

Sound sculpture (related to sound art and sound installation) is an intermedia and time based art form in which sculpture or any kind of art object produces sound, or the reverse (in the sense that sound is manipulated in such a way as to create a sculptural as opposed to temporal form or mass). Most often sound sculpture artists were primarily, either visual artists or composers, not having started out directly making sound sculpture.

Cymatics and kinetic art have influenced sound sculpture. Sound sculpture is sometimes site-specific.

Grayson described sound sculpture in 1975 as “the integration of visual form and beauty with magical, musical sounds through participatory experience.”

【問2】

あなたがこれまで影響を受けたアーティストを1名あげ、その理由を600字程度で述べてください。

以上