



Telling a Story with You: Once Upon a Time in the Future Family Guide

Start from a simple question to think and talk about your interpretation of the artwork. Asking each other questions to understand each other's point of view will be very interesting. You will discover that everyone has their own ideas, and the other person's answers will exceed your expectations.

You can use the following prompts for conversation:

Observe—Relaxing and objectively describing the work can help generate discussion.

Think—Discuss the ideas that you think the artist wants to convey and support your opinion.

Imagine—Use your imagination to engage with the work and explore other points of view.

Choosing Is Very Important!

Every corner in the venue...

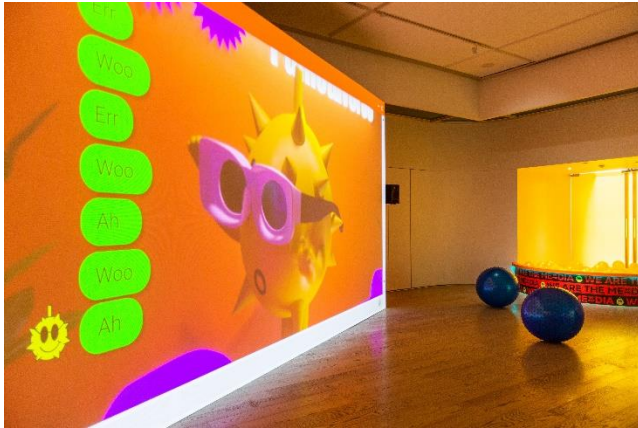
is an opportunity for a visitor to choose a direction.

There is no fixed path that must be followed.

Let your participation and will become the keys that unlock the impetus for the story.

Tip: Search for the study cards in the venue and create your own sequence and let this guide you in choosing a name for your story.

FAMEME



Observe

- Who is singing? How does this song make you feel? (relaxed? happy? angry?)
- What kind of dance is he doing? Can you dance? Do you want to try?
- What are the lyrics of the song?

Think

- Who is FAMEME? What is he doing? Who is Me-Dia?
- Why does he use a durian as his logo?

Imagine

- How does creativity influence Me-Dia's moves?
- What kind of fruit would you use to represent yourself?

Today's Storytelling Style

The artist Yu Cheng-Ta created an imaginary influencer—the Asian durian big shot FAMEME, who is declaring to the world that the time for his community has arrived! FAMEME's metaverse child Me-Dia was born on the same day the iPad was. You are invited to sing “Ah woo err woo” and sway to the mesmerizing rhythmic meme with digital native Me-Dia!

Tip: Try defining the words “meme” and “metaverse” to help you understand the artwork.

Ting Tong Chang



Observe

- Please observe. What materials has the artist used to make the artworks?
- What do you notice when you stand in the footprints? What changes do you notice as you shift positions? Look around. How many stories are there?

Think

- What elements do you think are in a myth?
- Who do you think the main character is in this story? Why? What clues do you see?

Imagine

- What do you associate that long, spotted object with in your mind?
- What do these large round objects make you think of? Take a step back and combine these elements. What do you think they look like?

Choices in the Story

There are many myths that feature large snakes. Ting Tong Chang collected these stories to develop different plots. The way you choose to move around the venue will determine your story experience. Use your imagination and the way that you combine the settings, sounds, and lights in your mind to form an interesting story, and after that, try a different path through the venue to discover a different story.

Little Dictionary: The giant snake Bā Shé from an ancient Chinese myth was chosen for this story. In the myth, Bā Shé eats an elephant and then spits out its skeleton three years later. After Bashe makes a surprise attack on humanity, the Yellow Emperor dispatches the Lord Archer to kill the snake, which turns into a mountain after it is killed and is now called Baling Mountain. This story was the inspiration for this artwork.

Isa Ho

Observe

Please observe. What are each of their roles or occupations?
Are they the same person?

Think

How many different roles can one person have?
What roles do you play in real life? Please try to come up with three to five different identities.
What stereotypes exist in real life?

Imagine

Which person in the painting would you most want to be?
If you could choose anyone, what role would you most like to play?

Playing Multiple Roles

Isa Ho took pictures of herself dressed as a bride, teacher, Snow White, a fashionable cosmopolitan woman, and a pregnant woman. These different roles embody Ho's values.

Tip: Move your body! Imitate the poses of three to five of the characters in this work. Imagine you are playing these roles and think about the poses you would strike.



Cheng Yeon Doo

Observe

- Do any two works on the wall look alike?
- Please talk about one of the two artworks you have chosen. What is depicted in this artwork?

Think

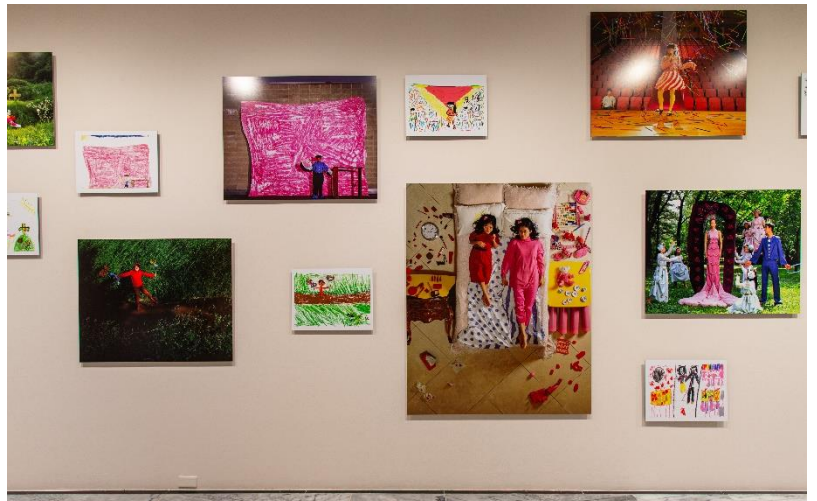
- Which do you think came first, the drawing or the photograph? Support your opinion with reasons.
- What kinds of dreams have you had? How do you know that you are dreaming?
- Which artwork do you prefer? Why?

Imagine

- Choose one of the artworks and study its movement. Try to imitate the movement with your body.
- What do you want to be when you grow up? What do you want your dream to become?
- If you had a pink crayon, what would you draw?

Telling a Story with a Picture

Cheng Yeon Doo uses photography to tell stories found in children's drawings. For these photos, a designer was asked to design clothing for high school students, who dressed up and posed for the artist. In this way, the artist created a unique feeling of alternation between reality and fiction.



Chang Chia-Ying

Observe

- Please observe. What characters from fairy tales do you see in the artwork?
- What do you see aside from these characters? Who is the main character in this painting? Why do you think so?



Think

- What do these artworks have in common? (characteristics)
- What do you think the artist wants to express?

Imagine

Why is the character wearing a mask? What does the mask suggest to you?

If you could, which painting would you enter? Which character in the paintings do you wish you could be?

Painting Fairy Tales in a Fairy Tale Land Painting

Chang chose characters from fairy tales to be her main characters, but viewers cannot follow the original stories from these paintings. Look carefully and you will find many other interesting characters, from which a fantasy without beginning or end can be inferred.

Tip: Scan the QR Code to choose a character for yourself, then go to your favorite part of the exhibition and take a picture.

Lee Wen-Cheng

Observe

- Who is the main character in this artwork?
- If the items in this environment are attacked by sound waves, what will happen? What will happen if extraterrestrial creatures are attacked?
- Do extraterrestrial creatures like to have food thrown to them? Or do they prefer the sound waves?

Think

- What do we need to do to peacefully coexist with extraterrestrial creatures?

Imagine

- The artist uses a video game to tell a story. If it were you, what method would you use?

Story and Choice

Lee Wen-Cheng is good at making video games that respond to our current lives. In this artwork, he creates a game where players encounter extraterrestrial creatures in a wilderness. While searching for lost partners in the game, players learn how to make good choices to better interact with others. Lee provides a new perspective on the events in a game to show us how to get along with the world.

Tip: Think about how Asian video games differ from those of Europe and North America.



Liu Yu

Observe

- Say what you see. What animal patterns do you see?
- Count the number of different sculptural forms.
- What materials are used in the artwork to tell a story?



Think

- What do you think the subject is of the story that this artwork tells?
- Guess what these small sculptures do. Why do you think the artist made them?
- Why did the artist make these small sculptural forms? What do you think they look like?

Imagine

- Look at these sculptures. What do they remind you of?

Familiar Myths

Liu Yu uses a big flood and the origin of people as materials for her story, which has three stages and a unique narrative style. Here, she shares her observations of myths, and her ideas about how myths spread and change.

Tip: Use clay to create something on the theme of Mother Earth.