



MISATO KURIMUNE

Press Kit 2025 – 2026



ARTIST

Misato Kurimune

BASED IN

Japan

MEDIUM

Photography

Lenticular

Mixed Media

Algorithmic / AI

KEY THEMES

Perception

Memory

Constructed Image

Misato Kurimune is a contemporary artist whose practice explores how images construct and destabilize perception itself.

Working across photography, lenticular structures, and algorithmic processes, her works examine the instability of visual recognition and the transformation of memory in the post-digital condition.

SHORT (50 WORDS)

Misato Kurimune is a contemporary artist exploring perception, memory, and the construction of images. Through photography, lenticular structures, and algorithmic processes, her work questions how visual reality is formed and destabilized in the post-digital condition.

MEDIUM (120 WORDS)

Misato Kurimune is a contemporary artist whose interdisciplinary practice investigates the relationship between perception, memory, and image construction. Working across photography, lenticular media, and algorithmic processes, she creates images that shift depending on the viewer's position and cognitive interpretation. Her works move between physical and computational systems, questioning the stability of vision in an era where images are continuously generated, altered, and circulated. By treating the image as a structure rather than a representation, Kurimune reveals how reality is actively reconstructed through perception.

LONG (approx. 250 WORDS)

Misato Kurimune is a contemporary artist whose work examines how images construct, mediate, and transform perception and memory. Her practice operates at the intersection of photography, material systems, and algorithmic processes. By combining photographic fragments, lenticular structures, and AI-generated imagery, she produces images that shift depending on the viewer's position and temporal experience. These works do not function as stable representations but as perceptual systems that continuously reconfigure themselves. Central to her practice is the idea that vision is not passive but constructed. Rather than documenting reality, her works expose how images generate a sense of reality through cognitive interpretation, memory, and technological mediation. Recent works extend this inquiry through algorithmic processes, where AI is treated not simply as a tool but as a system that mirrors and distorts human memory. In this context, images emerge as unstable entities situated between material presence and computational transformation. Across her projects, Kurimune investigates how perception moves from image to memory, revealing the instability of both seeing and remembering in the post-digital condition.

What are we really looking at?

My practice examines how perception, memory, and images are continuously constructed and reconfigured.

Photography has long been understood as a medium of recording reality.

However, in a contemporary environment saturated with images, visual experience is no longer fixed. It is shaped by fragmented memory, shifting viewpoints, and algorithmic mediation.

By combining photographic images with lenticular structures, I introduce physical instability into the image. The work changes depending on the viewer's

movement, revealing that perception is not singular but multiple and contingent.

In recent works, I incorporate algorithmic image generation as a conceptual element.

These images, produced through statistical processes, resemble the way human memory reconstructs past experiences.

At the intersection of physical material and computational systems, the work questions the stability of vision itself.

Through this process, I explore the space between reality and interpretation, asking how images shape what we believe we see.

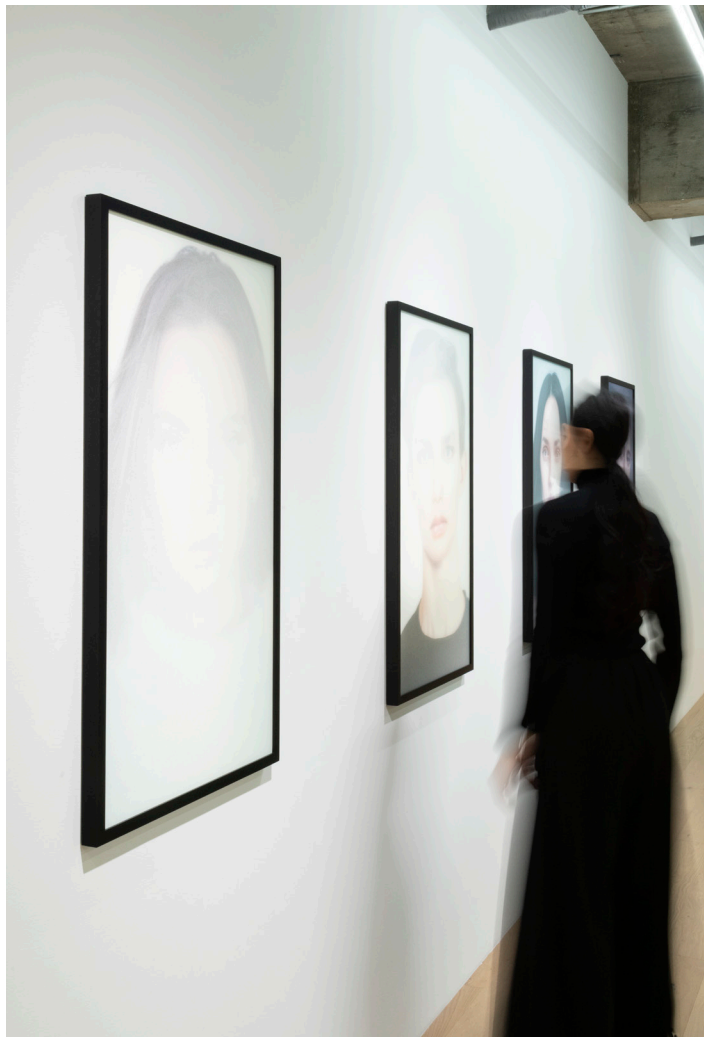
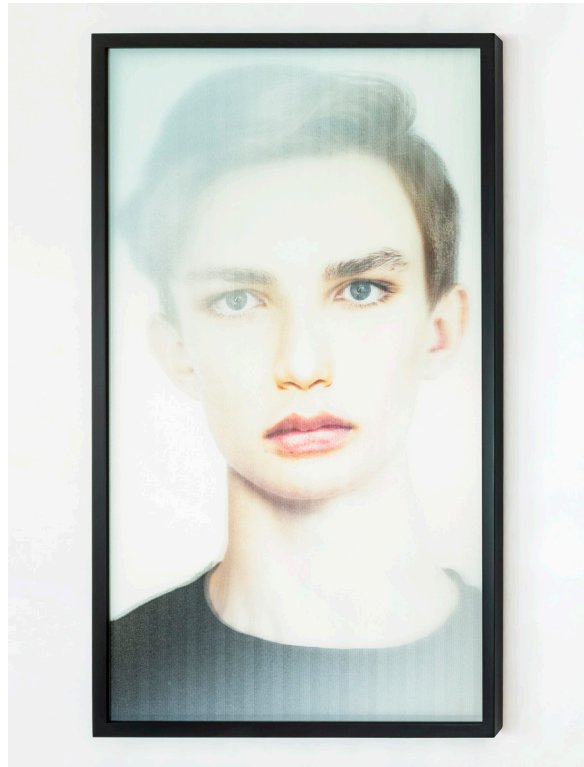
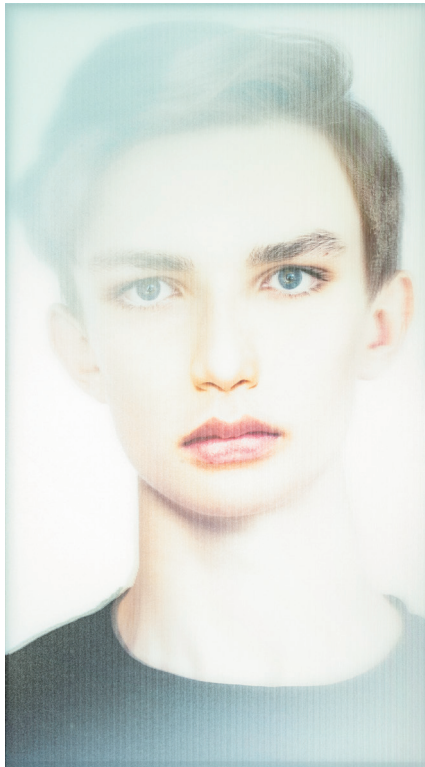




Photo: Hyogo Mugyuda

You may be in this world. Or you may not be.

2020 / ink-jet print, lenticular lens / 190×120cm / unique per size 10 size variations



Images/Portrait #28

2025 / UV print on clear acrylic plate / 95.6×54×0.3cm / unique per size 10 size variations



Display #03

2025 / UV print on clear acrylic plate / 67.6×120×0.5cm / unique per size 10 size variations



Still 02



Still 05



Still 10

Flashback #20250318 – Still Images 2025



Flashback #20250318 – Motion A

2025 / Single channel video / 30 sec



SOLO EXHIBITION

2026

What are we really looking at?

TEZUKAYAMA GALLERY, Osaka



Photo : LAN Chung-Hsuan

GROUP EXHIBITION

2025

MA

AKI Gallery, Taipei

For curatorial, exhibition, press, acquisition, and
licensing inquiries:

ARTIST

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WEBSITE

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GALLERY

TEZUKAYAMA GALLERY

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RESPONSE TIME

3–5 business days

LANGUAGE

English / Japanese