

Yale-NUS Arts & Humanities Festival 2020

IT'S ABOUT TIME



CAPSTONE?

Every Arts and Humanities Major undertakes a Capstone project in their final year at Yale-NUS College.

The Arts and Humanities Capstone project will involve the development of a complete body of individual work. Depending on the student's area of focus, the project can take several different forms across a variety of different media including but not limited to painting, sculpture, photography, creative writing (poetry, fiction, drama, nonfiction), music, dance, and theater.

A Capstone Seminar module in Semester 1 supports the implementation of the Capstone project through the development of self-regulated research excellence. Students taking this module pursue their projects together, learning to critique and improve each other's written proposals in a seminar setting. Over the semester, students fine-tune research skills, oral and written communication skills collaboratively. Final projects are expected to create new knowledge in the Arts and Humanities. All students complete a project proposal at the end of Semester 1. Leading on from these proposals, the Capstone projects presented towards the end of Semester 2 aim to relate theory to practice as a mode of self-expression that explores the relationships of art to community, society, and traditions.



ART HISTORY

This track will introduce students to art as a historical and critical discipline. Students will examine artworks in their historical, social, political and religious contexts through a number of different theories, methodologies, and interpretative approaches. Students will gain both visual literacy and an understanding of the foundational principles of current art historical research and writing. They will engage important questions such as: What does a work of art mean, to whom, and why? How does the art-object function in culture, and how does culture function in art? In our global society today, how does the traditional history of art play a role in the context of new ideas? In tackling these questions, this track aligns with the broader objective of the Arts and Humanities major to equip students with the fundamental tools to critically think, analyse, and approach a wide range of artworks from different time periods and cultures.



KATHY POH

**27–30 APRIL
STUDIO 3**

Still Life for a Changing Climate

Printed Book

Maritime trade played a central role in enabling the Dutch Republic to flourish during the early modern Little Ice Age, and also provided many luxurious goods and exotic treasures that appeared in paintings of the time, especially in the still-life genre. There is a strong tension between these paintings' intricately resplendent details and the colonial violence embedded within their objects' material histories. By treating environmental exploitation as a form of neo-colonial violence, my project suggests that fresh explorations of Dutch still-life paintings may offer us new insights into our own times.

ART PRACTICE

This track focuses on integrating the plasticity and inter-relationship of space, time, and place from the perspective of an art practitioner. Students will be enriched by the artistic processes they experience, and learn to take risks with new modes of creative expression to become more familiar with positioning one's work in the contemporary world. This track consists of a synthesis of various methods, forms, processes and creative approaches concerning art practice. The projects that students will embark upon will involve individual and collaborative efforts that can push beyond the frontiers of current art practices and discourses. Student projects will engage in critical and reflective thinking in relation to community, context, and society. The breadth of exposure to various practices, as chosen by the students, will help shape meaningful projects that are presented publicly.

ALISTAIR RYAN
CHONG



After Life

Short Film, 15–18min

In a dystopian future, a man enters a memory simulation in an attempt to secure an afterlife for his son - under the watchful eye of the State.

Forget Me Not

(2D Animation, 3min)

Forget Me Not is a 2D animated short following a man visiting his wife with dementia. The animation aims to explore the emotions that come with memory, loss and erasure as we try to remember those that are forgetting us.



CHIA YAIM CHONG

day/ dreams

Music, 43min

what does it mean to grow up in a place where your day job will always be opposed to your dream? what does it mean to dream, as a nation, as an individual – as an artist, as a son? day/dreams is an album of songs centred around imperfect oppositions – day and dream, leaving and loving, runaway and home. the album's narrative flits through a string of day-dreams, capturing different experiences of dreams: of love, loss, sleeplessness and stasis. through expressing his struggles with doubt, dreams, stress and system, the artist paints his experience of growing up somewhere you're not sure you belong.



Replica

Comic book

We are the unfortunate heirs of our involuntary lives — forced to inherit the traumas of our familial histories, to carry the pains and burdens of others for as long as we live, until death brings us our liberation.

But what happens when death, the only key to fully abandoning these inheritances, is no longer an option to escape these inherited traumas?

Replica explores the horrors of being eternally trapped in an ever-regenerative cosmos, forced to confront the once-forgotten histories of how our scars came to be in a universe with no way out and little room to run.

When one can no longer die, the assurance of a permanent escape is extinguished.

Is life in a universe without death then merely trying to co-exist with the absurd and the terrible? Can we attempt to forgive and to make peace with the sources of our hurt? Or is our appetite for vengeance made all the more ferocious now that we are doomed to carry these baggages forever?

ISABEL FANG



O

2D Animation

O is an animated fashion campaign film from the future, showcasing 'O': an innovative new ready-to-wear line featuring designer oxygen tanks and masks. Set in a post-climate-crisis stricken world, where toxic levels of air pollution has become the norm, the fashion industry has prevailed and is ready perpetuate consumerism. Because why not survive in style?

The Song of the Bow

Staged reading of a play, 120mins

The Song Of The Bow is a theatrical work of biblical fiction that follows King David — newly crowned as the king of Judah — as he struggles to compose a memorial song for the late King Saul and his son, Jonathan.

Heeding the advice of the prophet Nathan, David peruses the historical records, revisiting the past eight years of his life as a fugitive wanted by Saul. As he relives Saul's steep fall from grace, David is forced to grapple with the complex relationship they shared.



NICOLAS KANG

it'll be alright.

*Narrative Choice Video Game,
45min*

it'll be alright is a narrative choice video game that explores the concept of stasis. Play with the protagonist, Ellie, as you explore the lives of the people in Harvest Town, a place that has had half its population missing for the last 2 years. Break people from despair or further them into it. That is your choice. Listen to the pains of others and choose the 'right' things to say.



Letters to Finland

Short film, 15min

Letters to Finland is a short film about loneliness, imagination, and the end of the world.





mushroom soup

Picture Book

Mother turned Blue two years ago and Mai still hasn't figured out what to do. No one wants to talk about it and everyone just keeps pretending- maybe if they pretend not to see it, it can't really exist. However, one day the Blue gets too much and Mother is openly and apologetically Blue for the first time. Mai collects the Blue that spills out and sets off into the forest to bring it far far away, but along the way the Blue leaks out, and strange mushrooms grow where they fall. A new friend appears and offers to make Mai some mushroom soup to go.

CREATIVE WRITING

In the Creative Writing Track, students will initially familiarize themselves with a genre or genres, learning the history and traditions of the forms, using published models as touchstones for their own creative work. As they progress, students will gain experience through the workshop format. Students will also engage dynamically with aspects of voice and style in their work. Students will learn to view their work flexibly, emphasizing writing processes as opposed simply to produce. By the upper levels they should be able to develop and design writing projects that reflect a degree of professionalism that reflects their abilities to self-critique in a way that might eventually lead them to work of near publishable quality. They will likewise be expected to critique the work of others at a professional and constructive level. At all levels, craft at the sentence level will be emphasized and by the upper level, students should only be submitting work that displays an innovative approach in terms of form, content, and engagement with the world.

Avoid the Low-Hanging Fruit, and Other Frequently Ignored Advice

Young Adult Novel (Excerpt)

Meet Genevieve, a JC2 student and an esper with telekinesis who's just trying to live a normal life. She's well on track to getting a government scholarship: she has good grades, is the track captain, and is involved in a H3 physics project. Her plans, however, are becoming increasingly derailed by her childhood friend Jessica's distracting reappearance in her life. Things get even worse when she is forced to reveal her powers in public. With everything she worked for suddenly no longer available to her, Genevieve is forced to consider why she wants to succeed, anyway—and what she's willing to give up to get there.



CREDITS

We would like to extend our heartfelt appreciation to:

Yale-NUS College and the Humanities Division;

The Yale-NUS Arts & Humanities Faculty:
Maria Taroutina, Tom White, Diana Chester, Heidi Stalla, James Jack, Lawrence Ypil, Lee Chee Keng, Naoi Nozomi, and Yanyun Chen;

The Yale-NUS Arts team;

The Yale-NUS Artists-in-Residence: Andy Young and Christa Donner;

Jasmine Goh and Natalie Christian Tan;

And all who have supported the making of the Capstone projects.