

<Fantasy and irony for war weapons> by Lim Anna

The images of war I had as a child were combinations of dramatic scenes delivered by the media, whether they were Fiction or Fact. In the tragic scenes, victims, enemies and heroes appeared. Along with my growth, the image of war has changed with the scenes provided by the media. People are disappearing in these scenes and the weapons that are appearing are becoming more and more spectacular. Languages in the media that describe weapons such as cutting edge, super power, super precision, super high speed, high performance, latest technology, artificial intelligence software, next-generation innovation, automatic detection system and unmanned system are unrealistic to me.

<Restructure of Climax> series in 2011 is about the perception in which worship, admiration and fear that go to weapons are mixed. I visualized the fantasy of a fetish towards weapons by combining real weapons with lighting devices used in movies and CFs in the frame. After the weapon became my concern, a large number of weapons in the space such as highway rest area, amusement park, university campus, amusement park, peace park and vacant lot started to be seen. The weapons of war, which symbolize war memories and peace protection, seem to be intrusive and unfamiliar with the existing natural environments and scenery created by them. The work of the <Frozen Hero> series, which began in 2014, was a collection of these landscapes, as well as images of people enjoying the weapons. The weapons exhibited at various venues and parks serve as popular items that provide people with the pleasure of seeing and taking pictures. It seems to me ironic how Homo Ludens (man the player) consumes weapons symbolizing war and peace which are the opposite concept as objects of play.