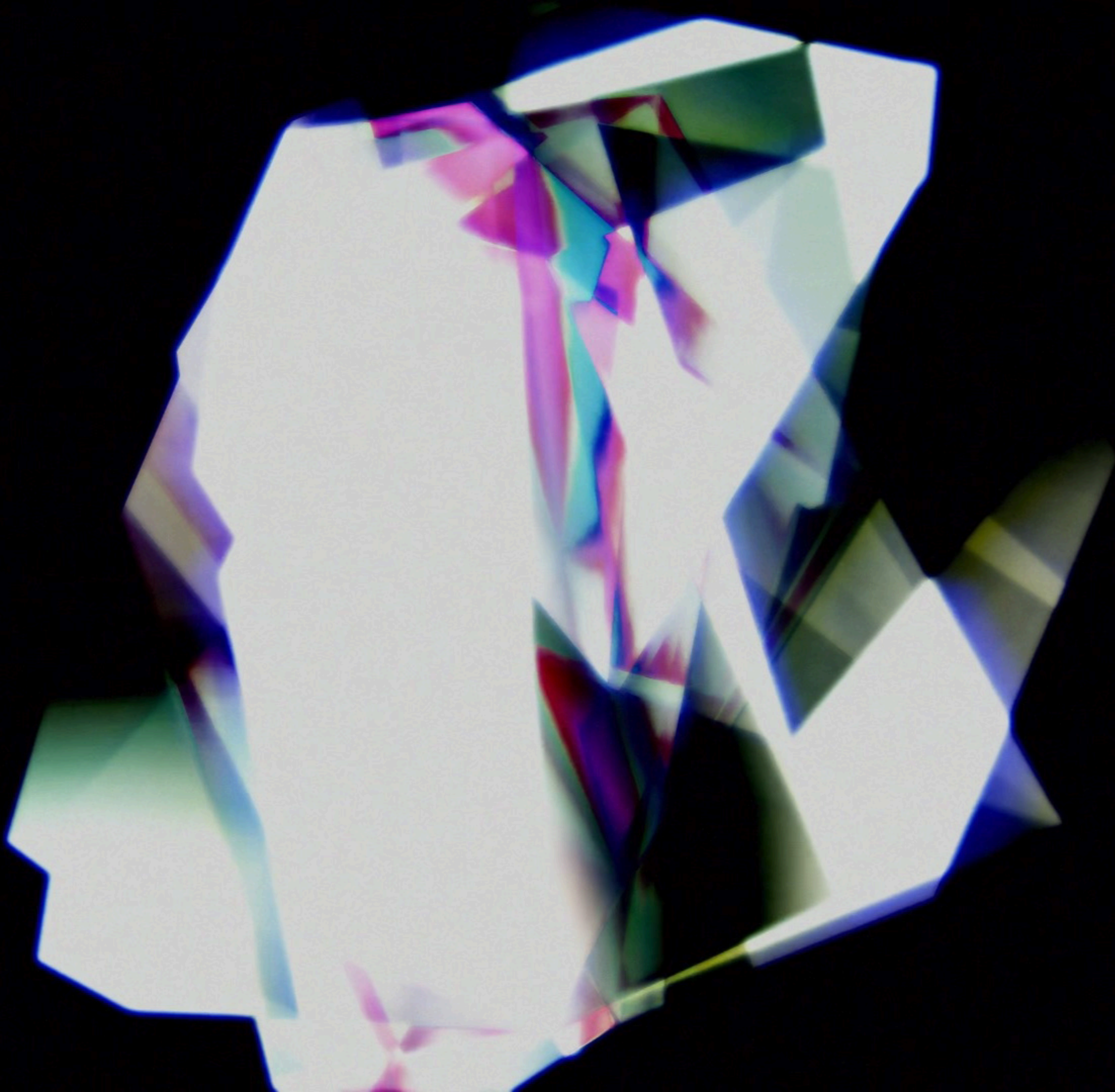


**EISUKE IKEDA ARTWORKS**  
Artist Portfolio 2026  
Moving Image / Digital Art



I understand moving image not simply as temporal change, but as a visual form that emerges in time while retaining the pictorial intensity of a painting. In my practice, I am concerned not only with movement itself, but with how color, light, and composition resonate together as a single image.

My decisions begin at the moment an image appears on the screen — when my eye and instinct respond to it. When colors begin to resonate, when my gaze is held, and when I am genuinely moved, I know I want to hold onto that image as a work.

In some works, I use vivid color; in others, I work with quieter images that are almost monochrome. I am drawn to subtle shifts of color, afterimages, and fluctuations of light that arise through movement.

Digital tools are not merely instruments of production for me. They are also collaborative presences that draw out chance and discovery. I catch the colors, forms, displacements, and fluctuations that appear unexpectedly during the process, and incorporate them into the work.

My aim is not to present a clear narrative or fixed interpretation, but to create an encounter in which the viewer's eye and attention can respond naturally — a direct, one-to-one engagement with the work.



# MOVING IMAGE

Selected moving image works composed through color, light, motion, and the accumulation of time.

012

## Visual Study 012

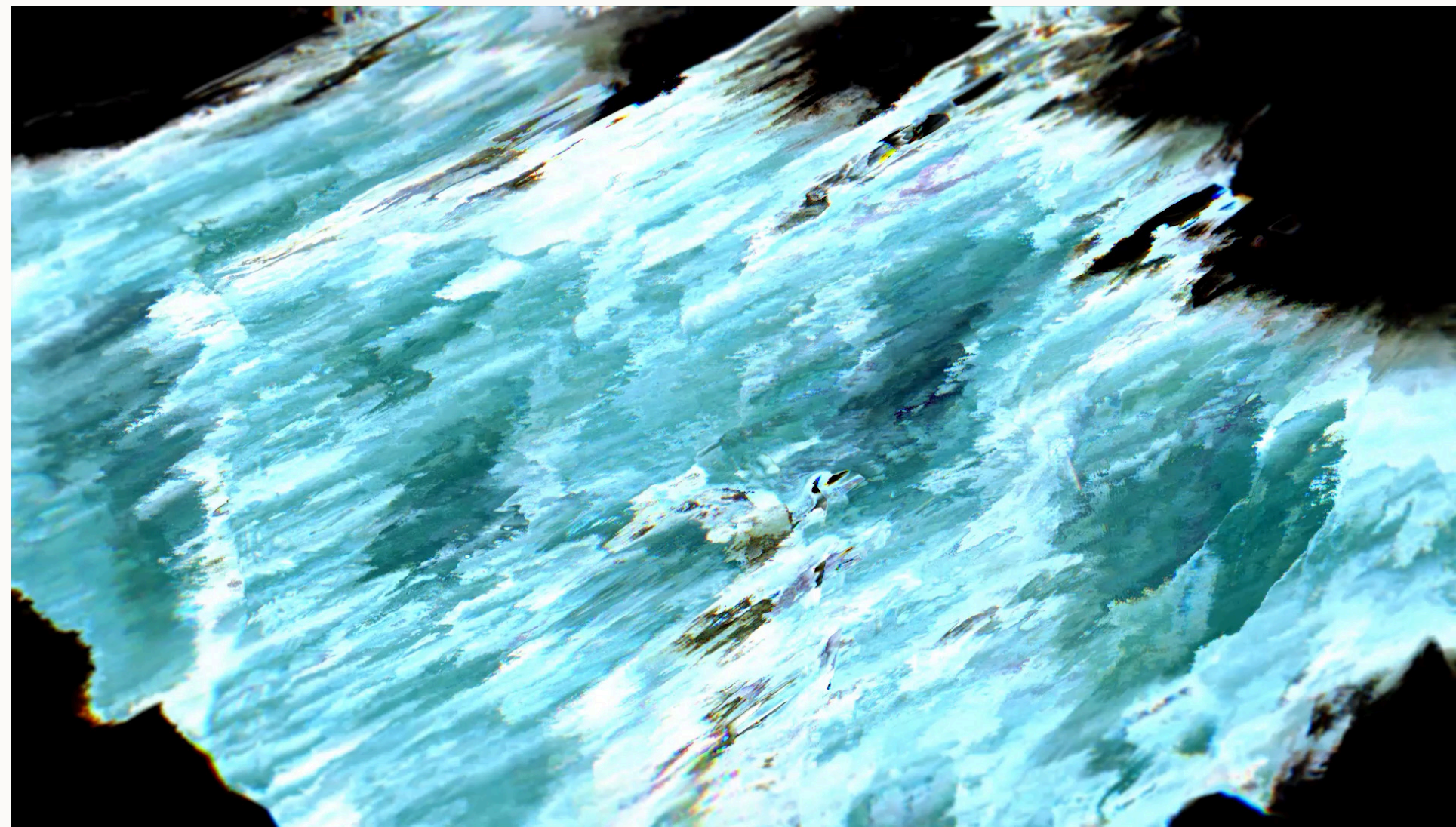
2026 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



011

## Visual Study 011

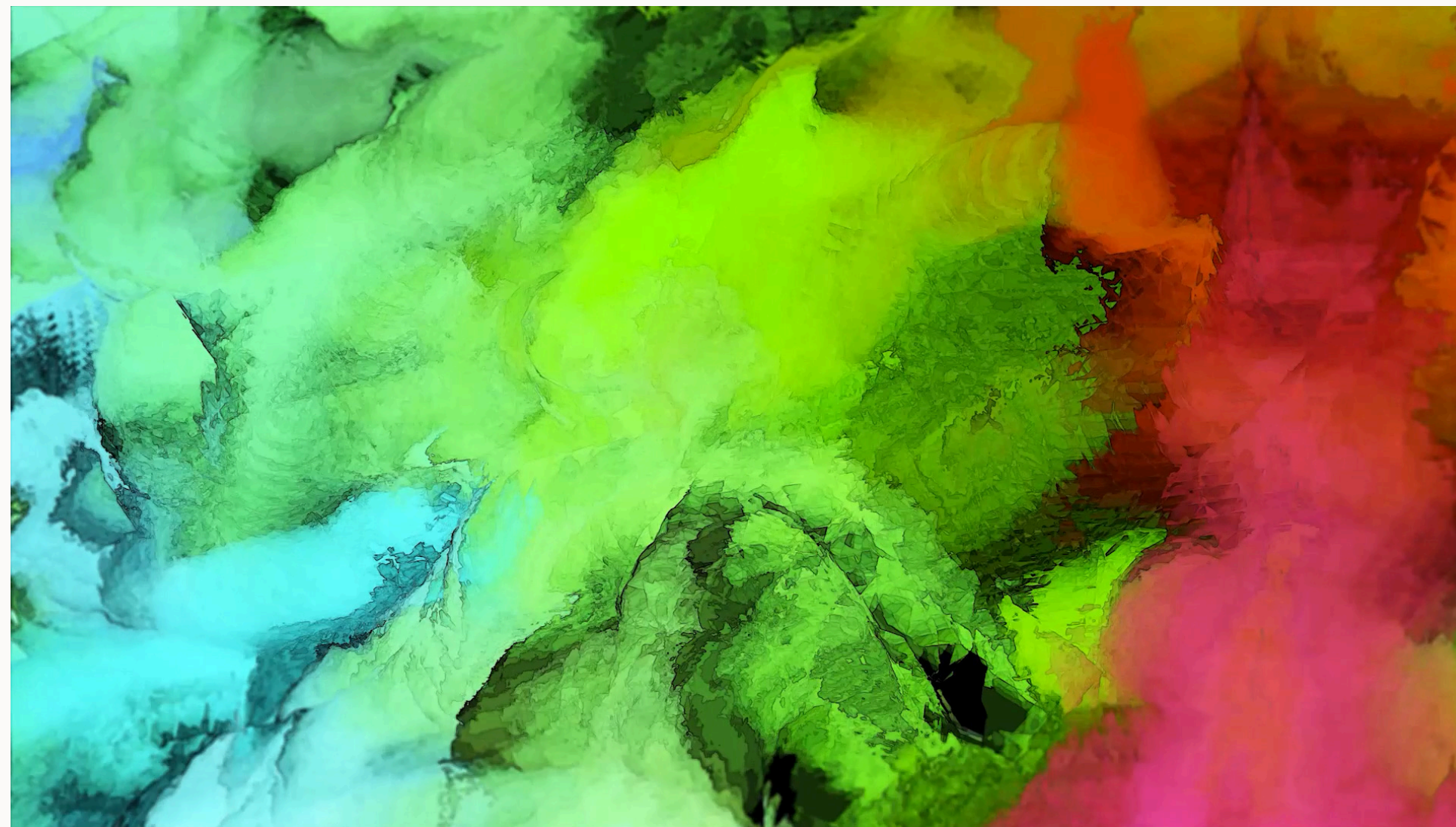
2025 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



010

## Visual Study 010

2025 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



009

## Visual Study 009

2025 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



008

## Visual Study 008

2025 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects

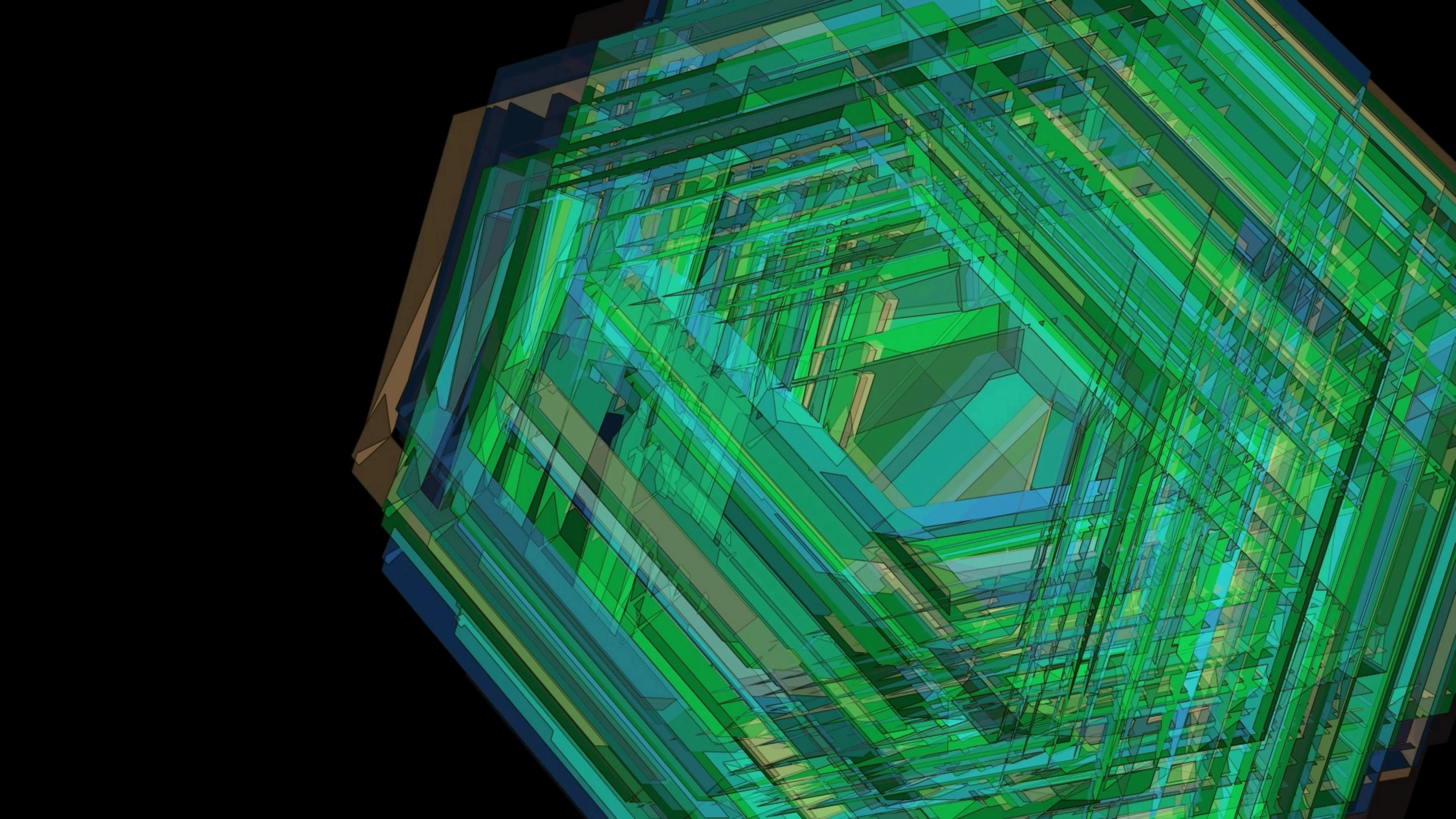


007

## Visual Study 007

2025 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects

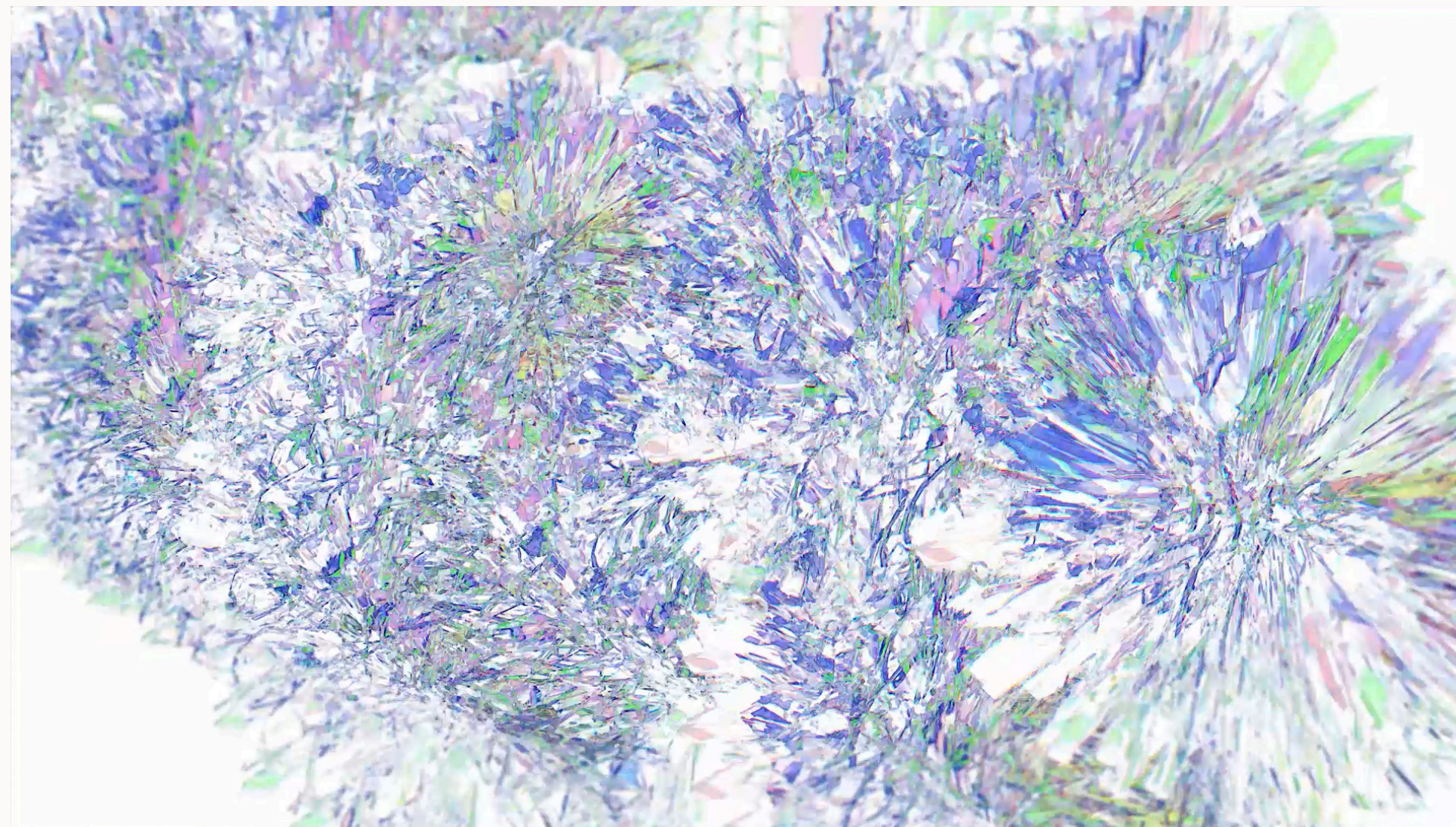




006

## Visual Study 006

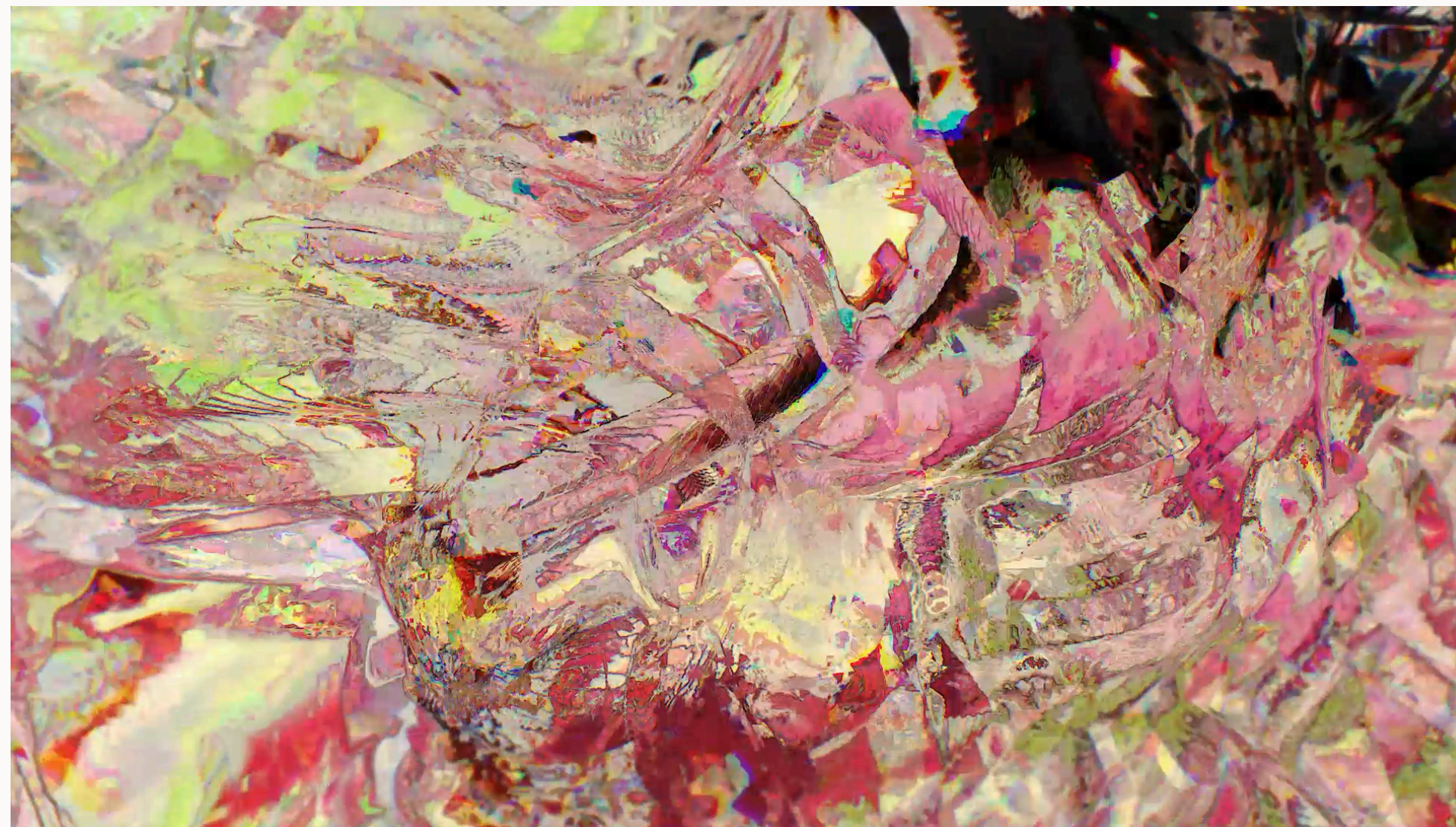
2025 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



005

## Visual Study 005

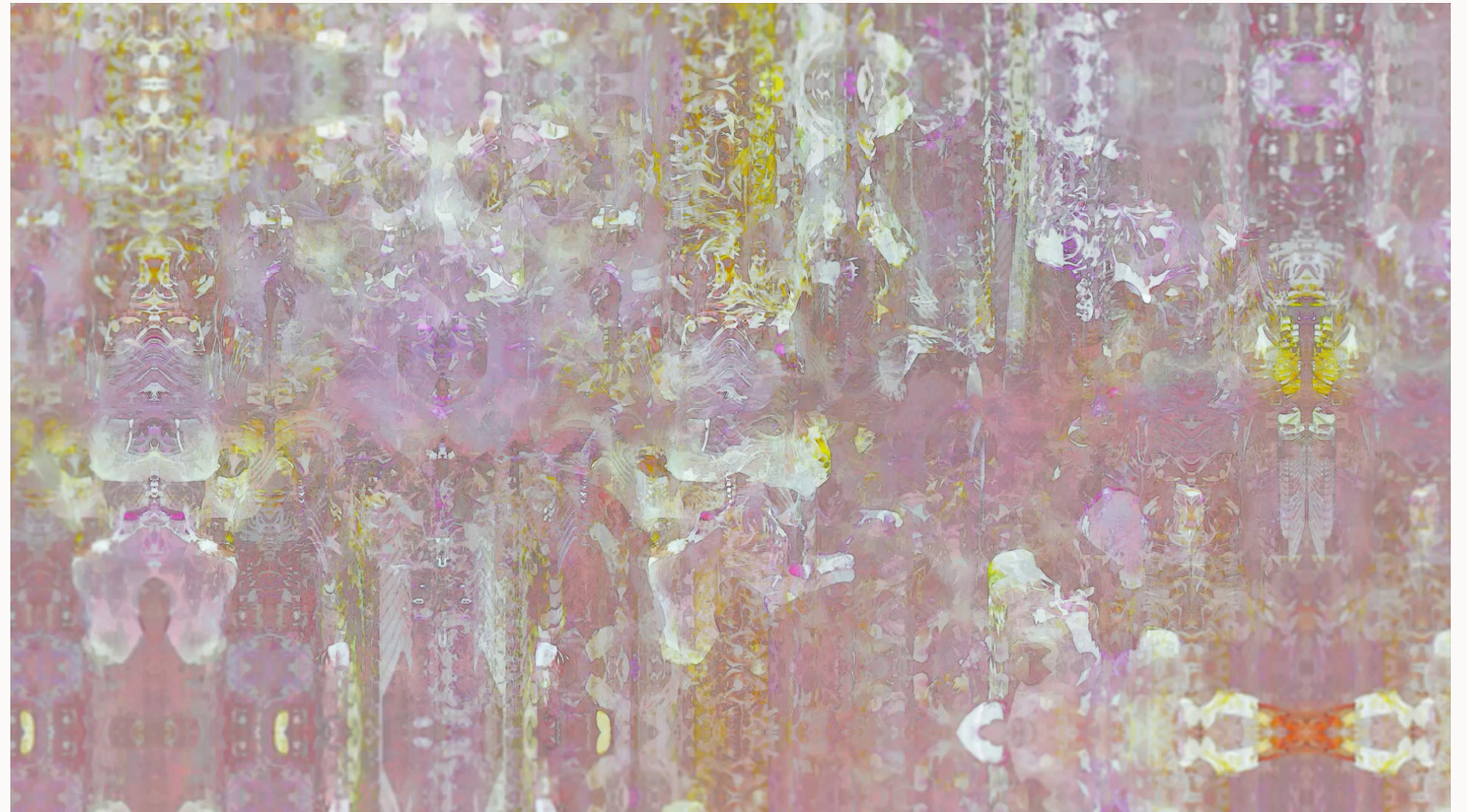
2024 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



004

## Visual Study 004

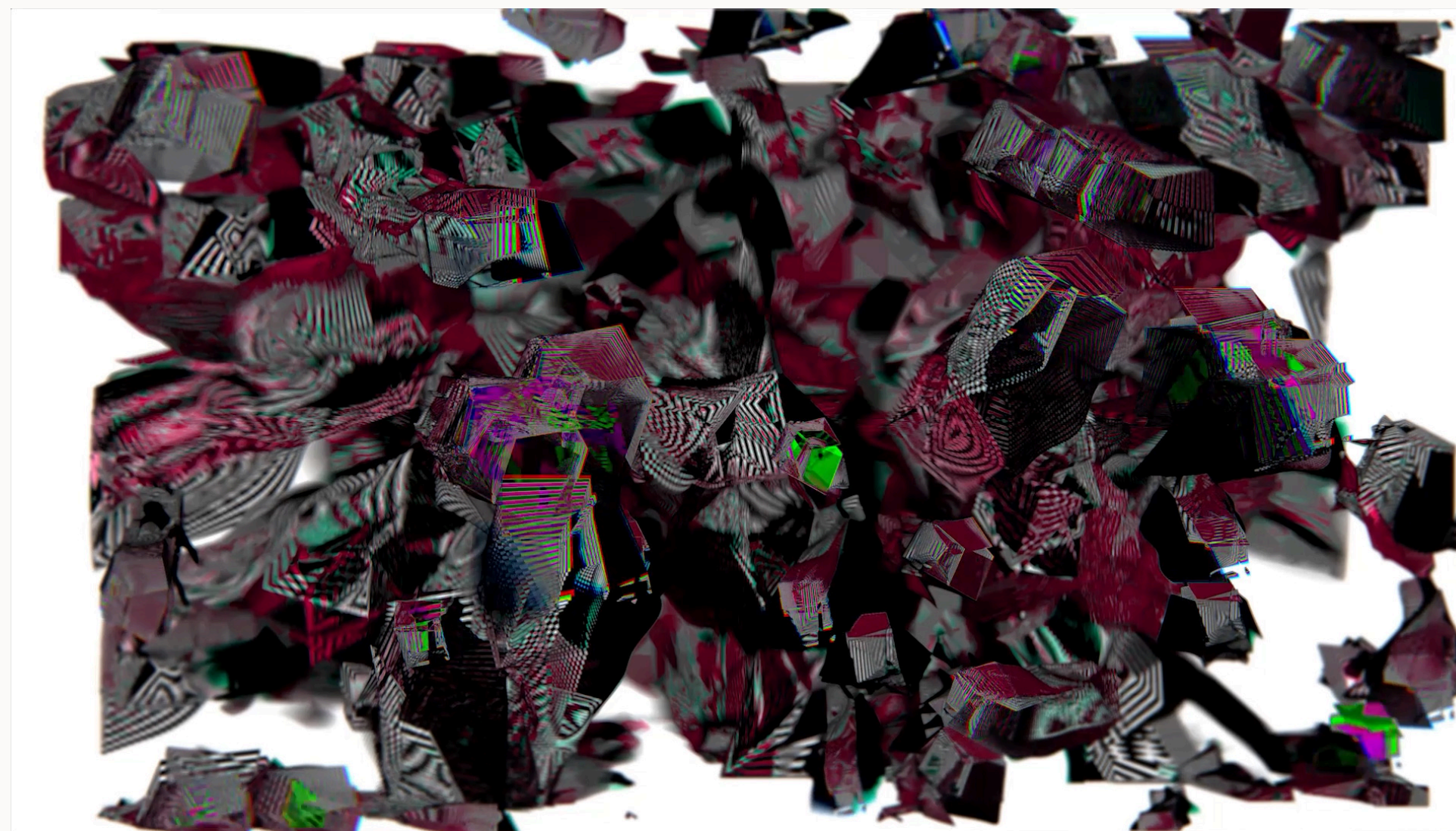
2024 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



003

## Visual Study 003

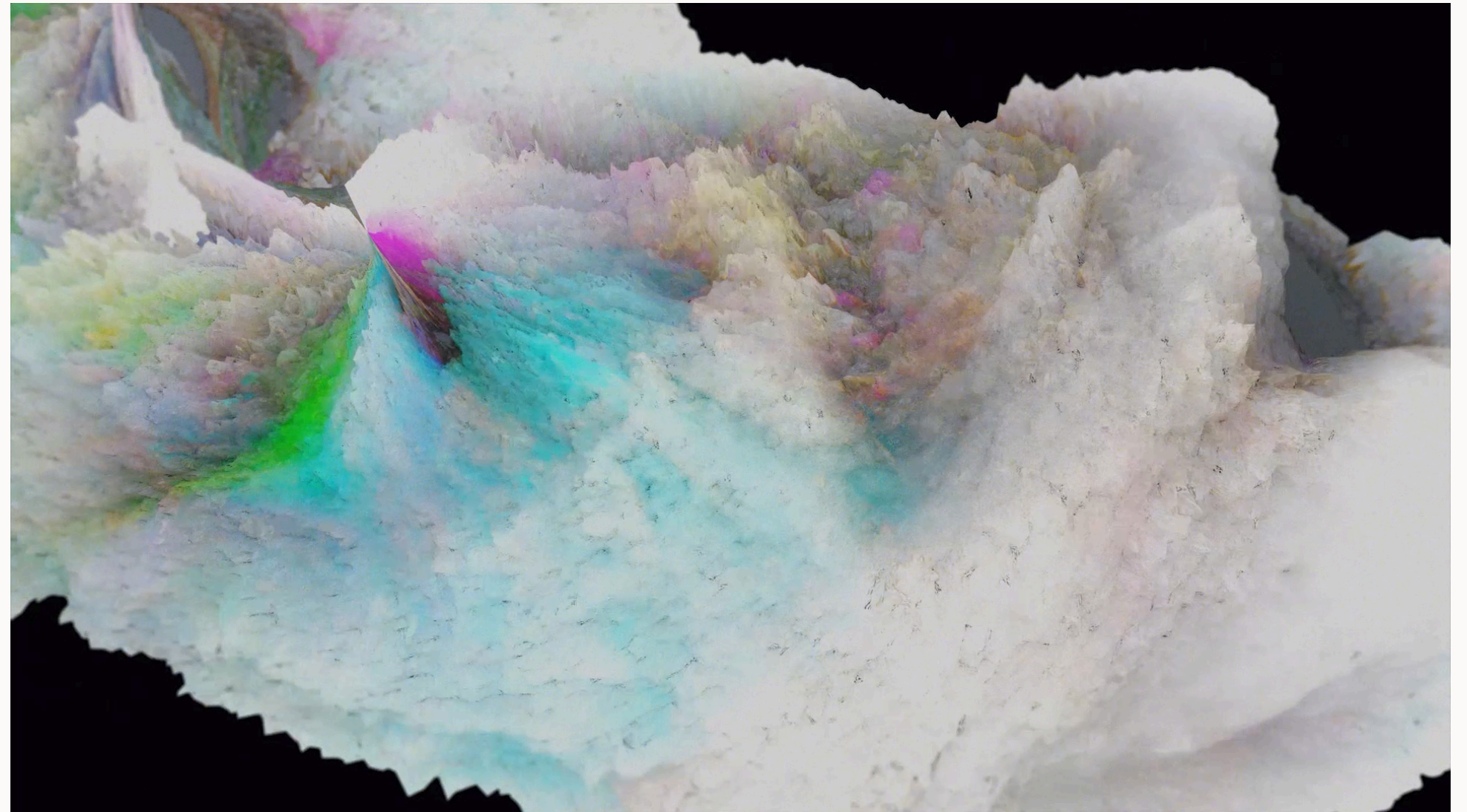
2023 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



002

## Visual Study 002

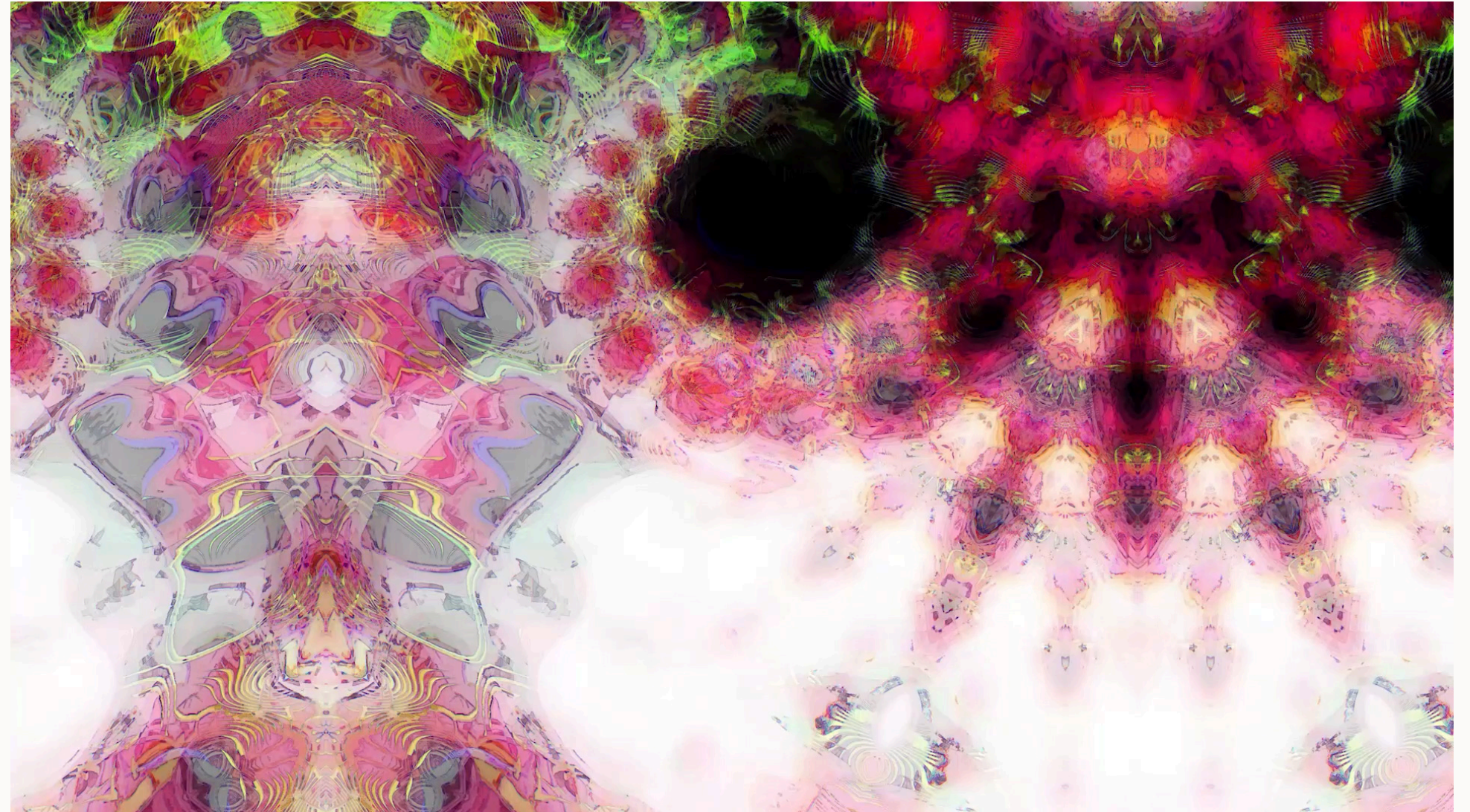
2023 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with Blender and Adobe After Effects



001

## Visual Study 001

2022 / Single-channel video / Color / 30 sec / 4K (3840 × 2160) / 24 fps /  
Sound: none / Created with TouchDesigner and Adobe After Effects



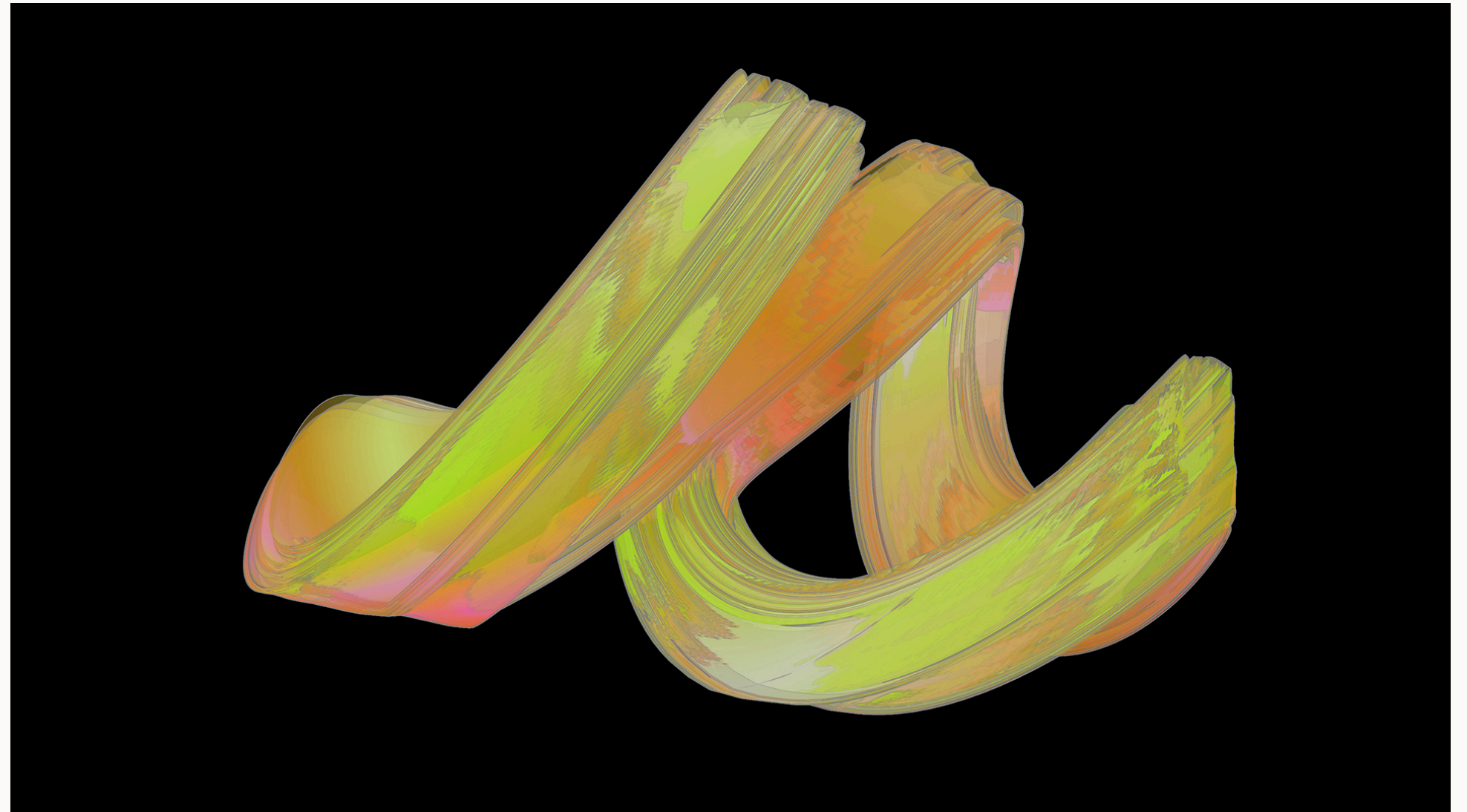


005

## Reframe 005 Series

The Reframe 005 Series unfolds within a single, continuous shot, where an image slowly rotates and transforms, quietly recalibrating the relationship between form and color over time. Outlined contours and the flattened, graphic quality of the color planes move alongside a sense of three-dimensional motion, creating a distinctive distance within the frame. At moments, the composition does not resolve toward the center; instead, broad fields of black negative space remain as part of the image's premise. The bordering lines further intensify the work's planar character, and the piece preserves as its core the subtle tremor at the boundary where depth-driven movement and the screen as a surface press against one another.

2020 (reworked 2026) / Single-channel video / Color / 1 min 30 sec / 4K (3840 × 2160) / 24 fps / Sound: none / Edition: 5 + 2 AP / Created with TouchDesigner and Adobe After Effects



004

## Reframe 004 Series

The Reframe 004 is a series that begins with the “slow change” contained within a single image, then rearranges the flow of time itself—reframing it as a visible structure.

By layering subtle distortions and tremors onto a master image that continues to move gently, the image gradually shifts its contours and starts to loosen its ties to what it depicts.

Over time, the work releases a narrative reading of events, bringing forward strata of color, bleeding edges, and differences in density.

As a result, the process of change itself rises into view—forming a space in its own right.

2020 (reworked 2026) / Single-channel video / Color / 1 min 30 sec / 4K (3840 × 2160) / 24 fps / Sound: none / Edition: 5 + 2 AP / Created with Adobe After Effects



003

## Reframe 003 Series

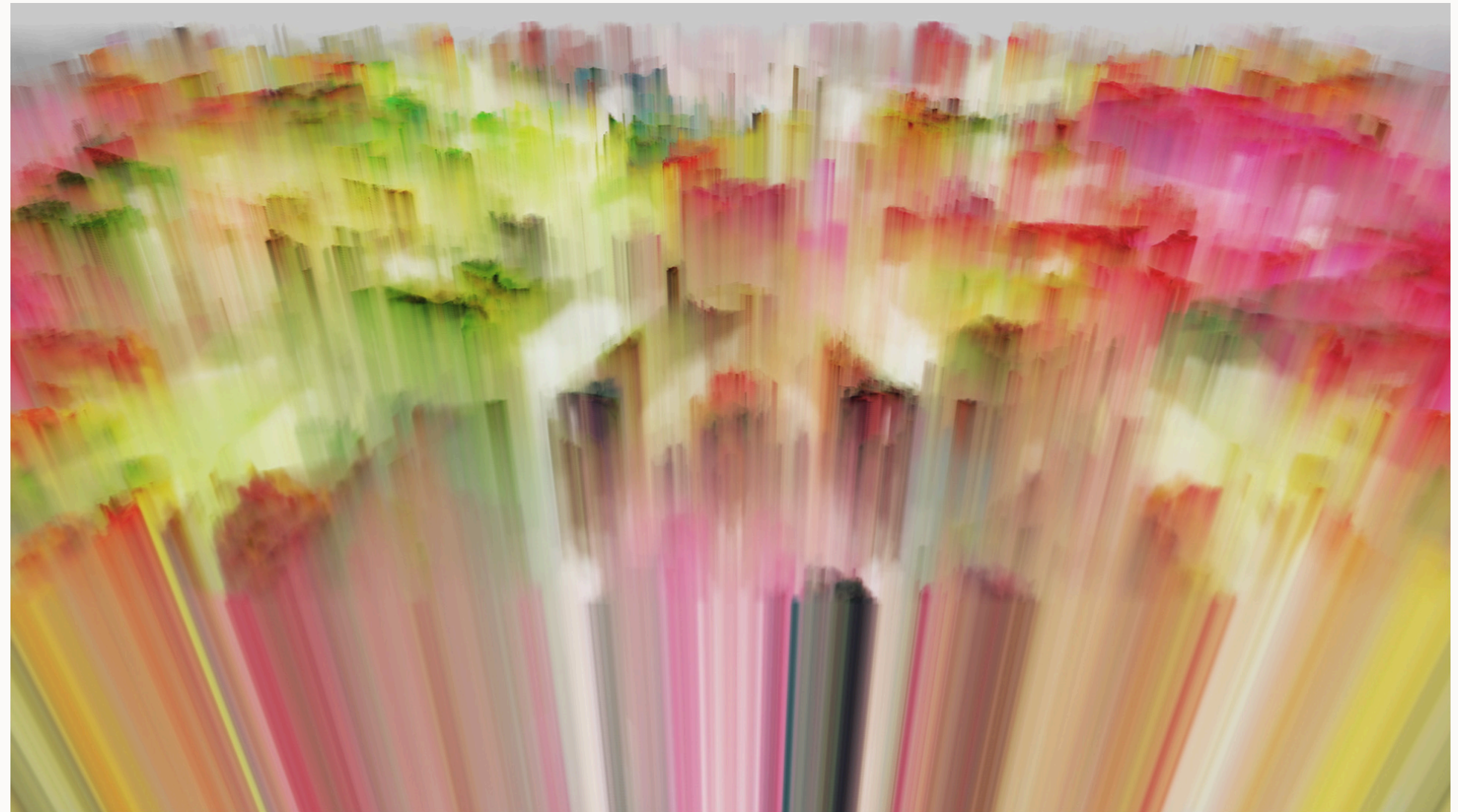
The Reframe 003 is a series that reconstructs the time contained within a single master image by shifting and layering it as thin strata.

Slightly desaturated, semi-transparent fragments accumulate, and the original footage releases its contours as an “event,” rising instead as traces of lines and planes—and as density.

By introducing new effects, the image further detaches from its referent, bringing the structure itself into the foreground.

Rather than following it as a sequence of changes, I invite you to encounter it as a “flat surface that contains time,” and to pause with the traces that emerge as lines and with the density that settles across the screen.

2019 (reworked 2025) / Single-channel video / Color / 1 min 30 sec / 4K (3840 × 2160)  
/ 24 fps / Sound: none / Edition: 5 + 2 AP / Created with Adobe After Effects



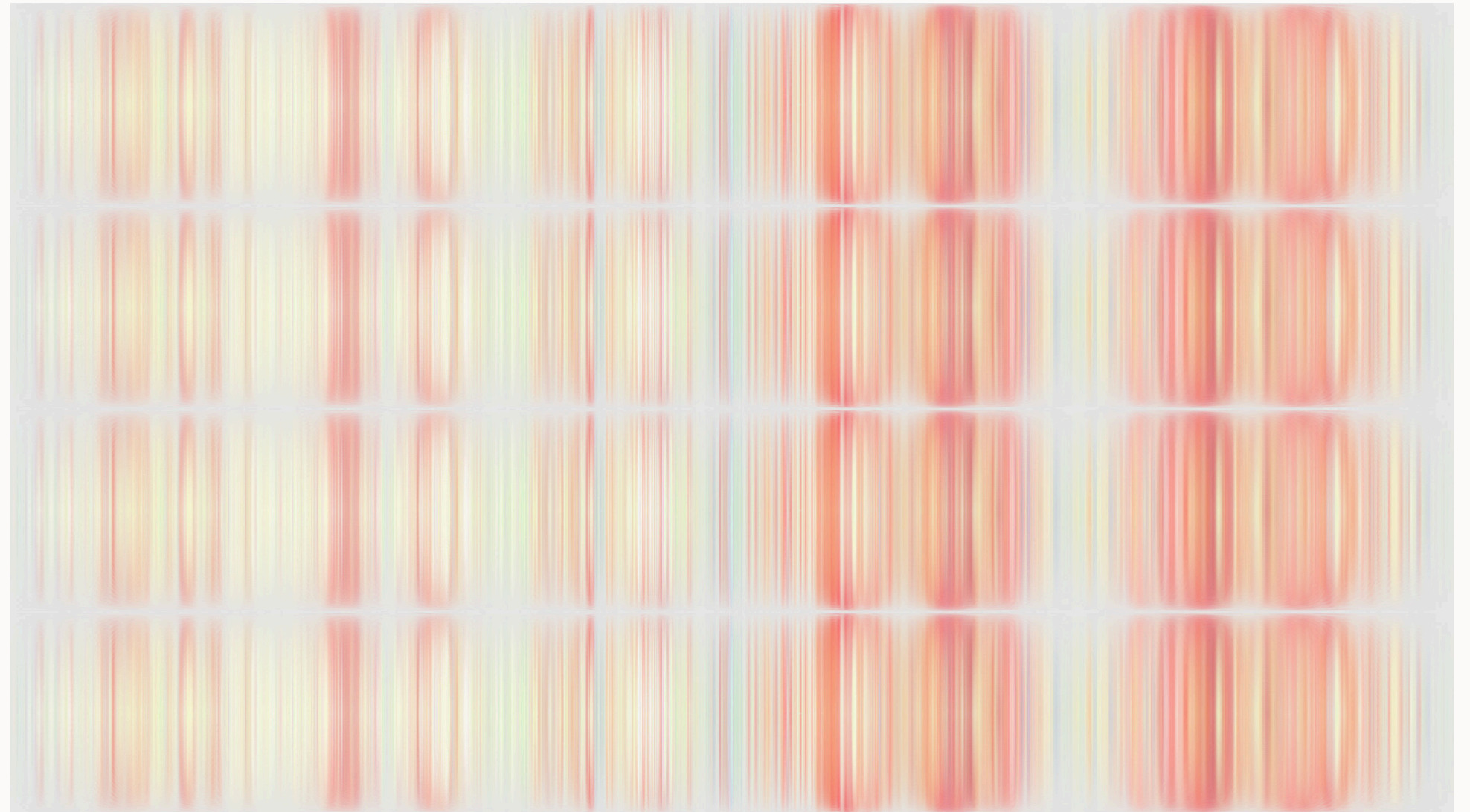
002

## Reframe 002 Series

The Reframe 002 Series reconstructs previously created abstract moving-image works by layering frames shifted by only a few pixels. Continuing the method developed in Reframe 001, the compressed accumulation of time emerges not only as lines and densities, but also as structural elements—divisions, intersections, and subtle “steps” within the image.

Rather than settling into a uniform grid, the composition changes with each way the frames overlap: planes split and rejoin, rhythms form, the visual center of gravity drifts, and spaces of pause and tension appear. Although it is video, I invite you not to follow it as a sequence of changes, but to encounter it as a “painting with a time axis,” lingering with the traces that surface as structure and with the overall density of the image.

2019 (reworked 2025) / Single-channel video / Color / 1 min 30 sec / 4K (3840 × 2160)  
/ 24 fps / Sound: none / Edition: 5 + 2 AP / Created with Adobe After Effects

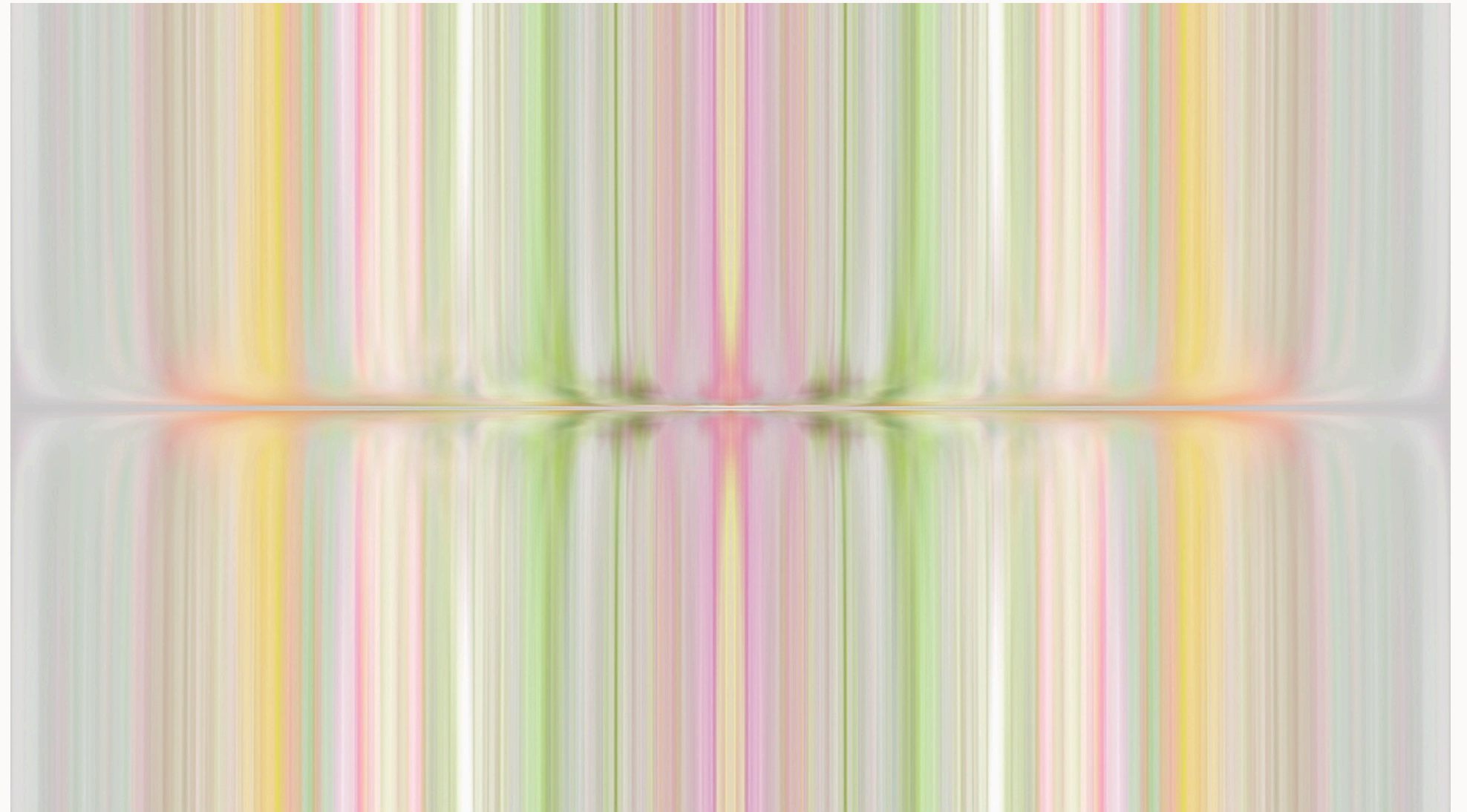


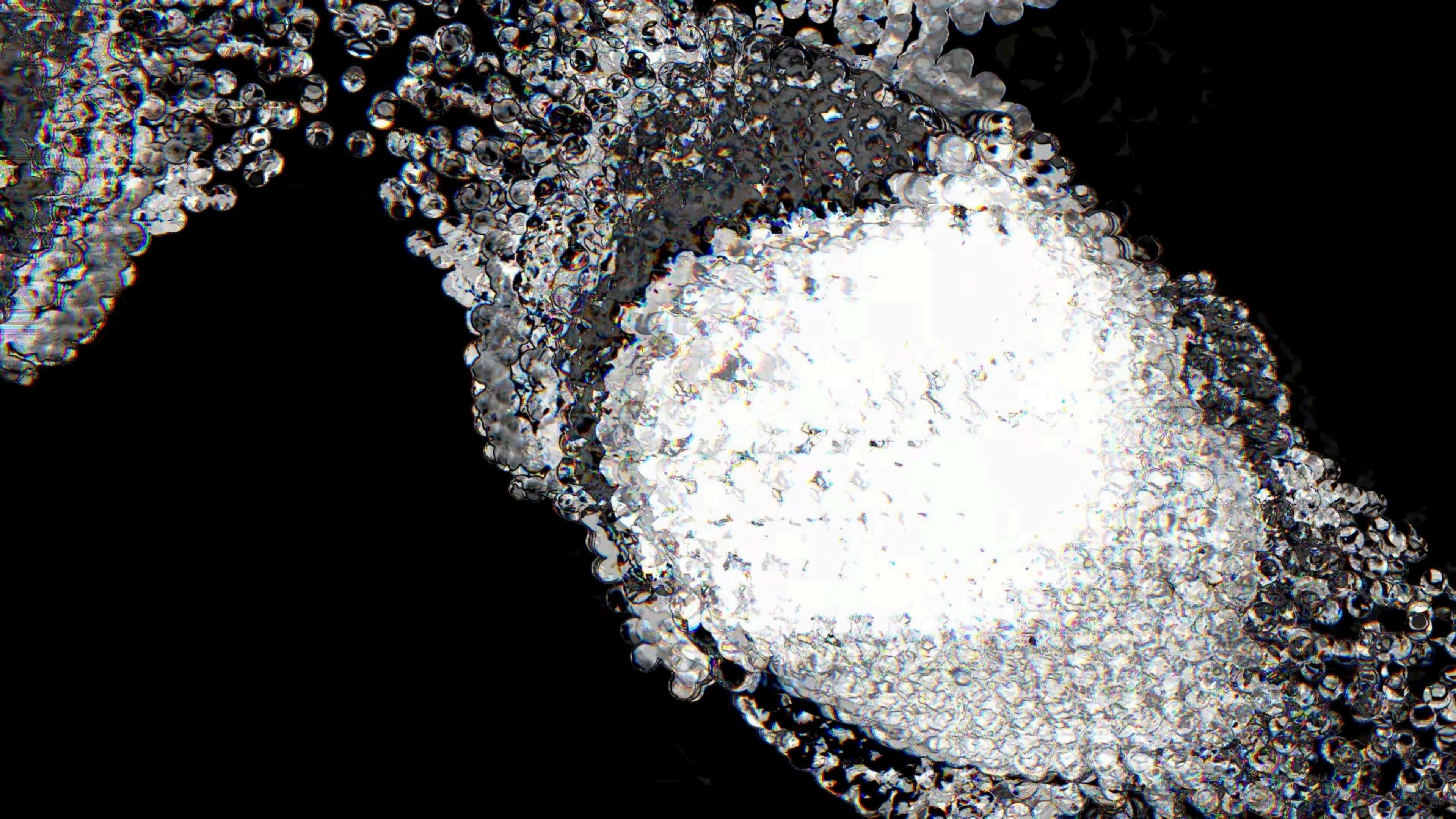
001

## Reframe 001 Series

This series reconstructs previously created abstract moving-image works by layering frames that are shifted by just a few pixels. The resulting accumulation—like a compression of time—emerges on the screen as lines and densities, transforming the original footage into a new abstraction. Although it is video, I invite you not to follow it as a sequence of changes, but to encounter it as a “painting with a time axis,” lingering with the traces that rise as lines and with the overall density of the image.

2019 (reworked 2025) / Single-channel video / Color / 1 min 30 sec / 4K (3840 × 2160)  
/ 24 fps / Sound: none / Edition: 5 + 2 AP / Created with Adobe After Effects





# LIGHT ECHOES

Still Works Derived from Moving Image

# Light Echoes

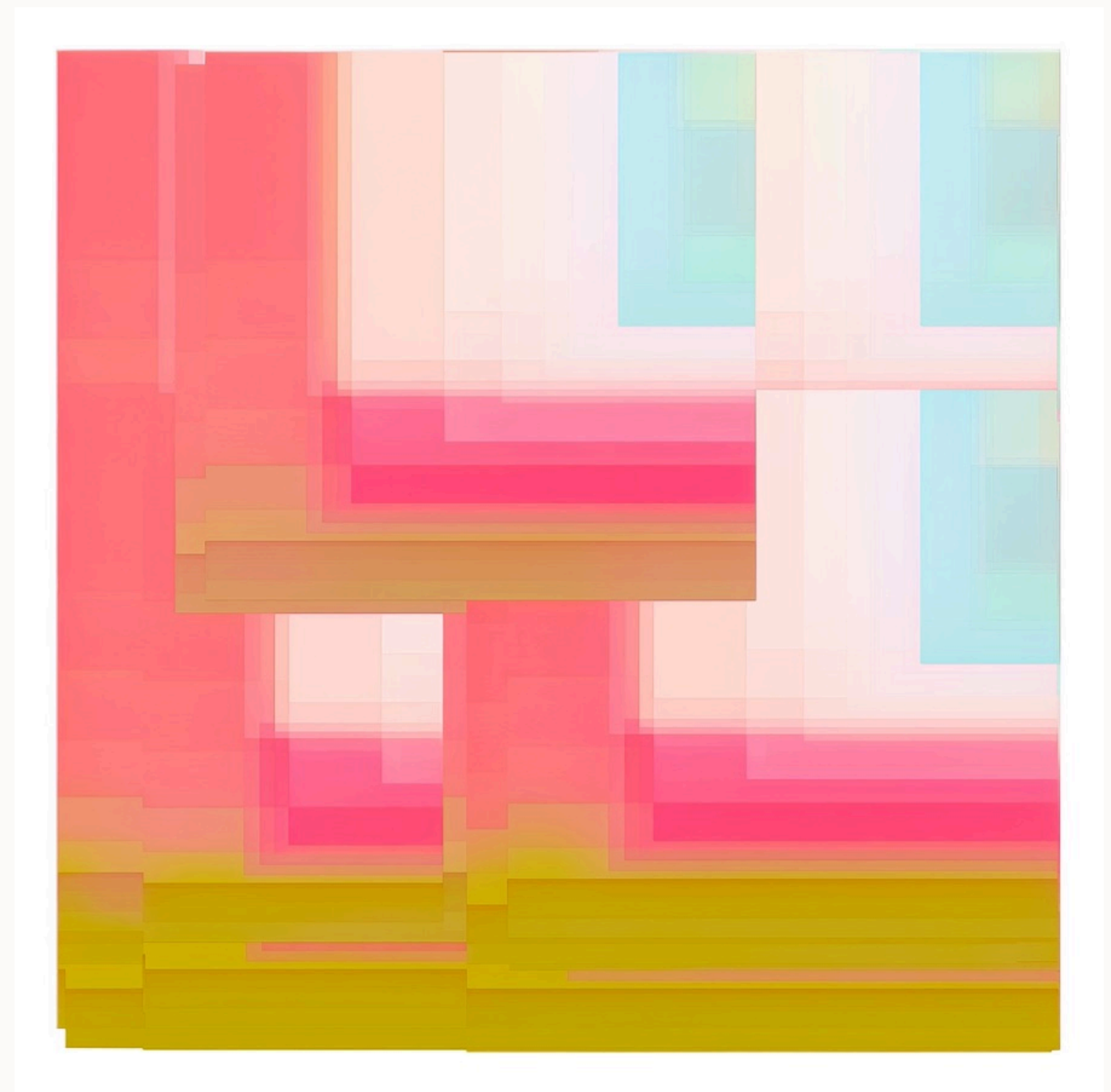
## Still Works Derived from Moving Image

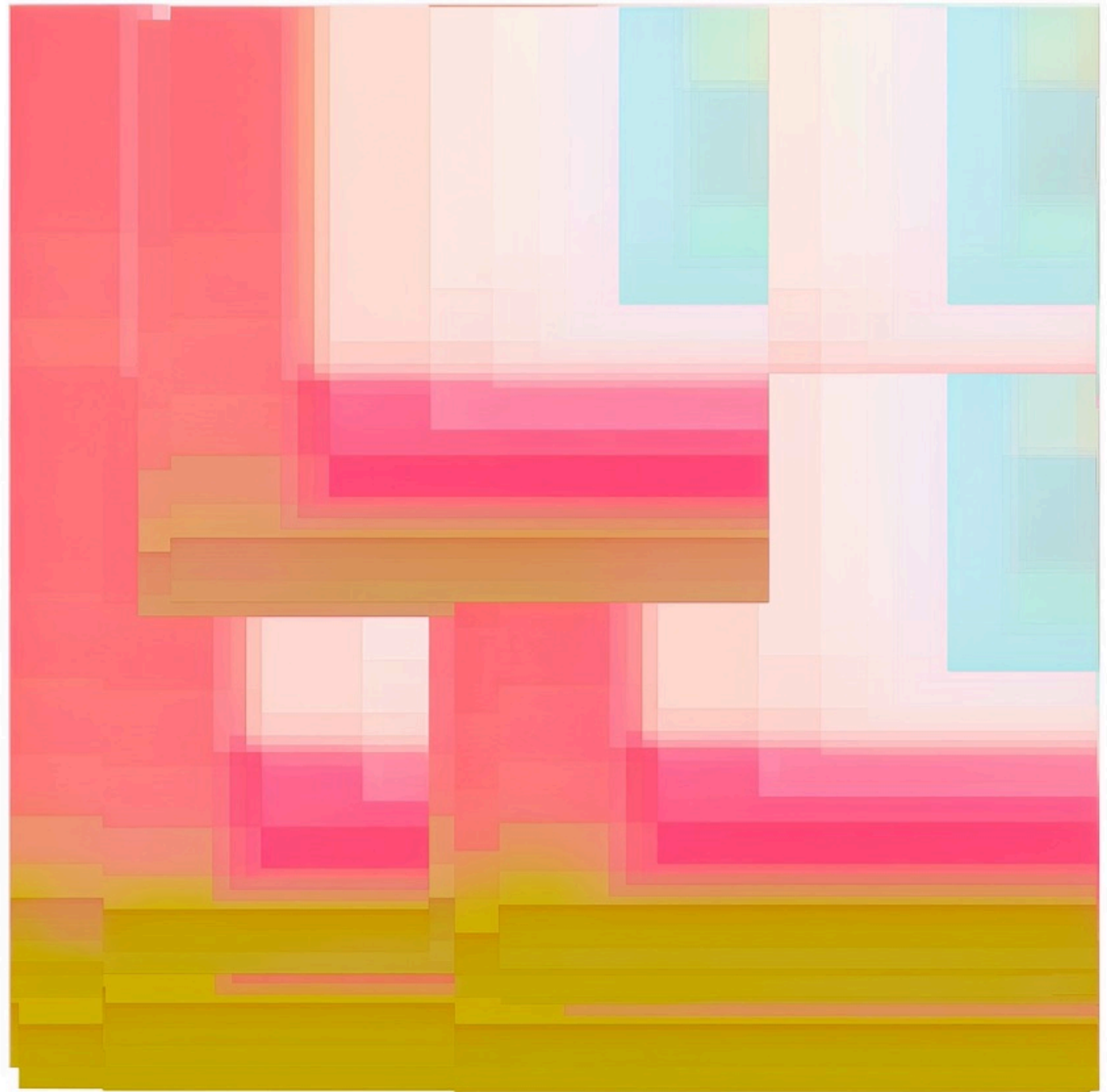
I have consistently focused on moving images throughout my practice. I approach each work first and foremost as visual art, and I am less interested in narrative than in the forms of the objects that appear within the frame and the ways in which colour shifts along their contours. I construct each piece by closely observing how lines and planes drift over time, and how neighbouring colours bleed into and blend with one another.

LIGHT ECHOES is a series that grows out of this moving-image practice. I extract moments that have stayed with me from my past video works as individual frames, then rework their colour and composition to transform them into still images. By fixing forms and colours that once changed continuously within the flow of a video onto a single plane, I explore how passing time can take on a visible form, and how far a fleeting instant can be visualised as a kind of eternity within a single moment.

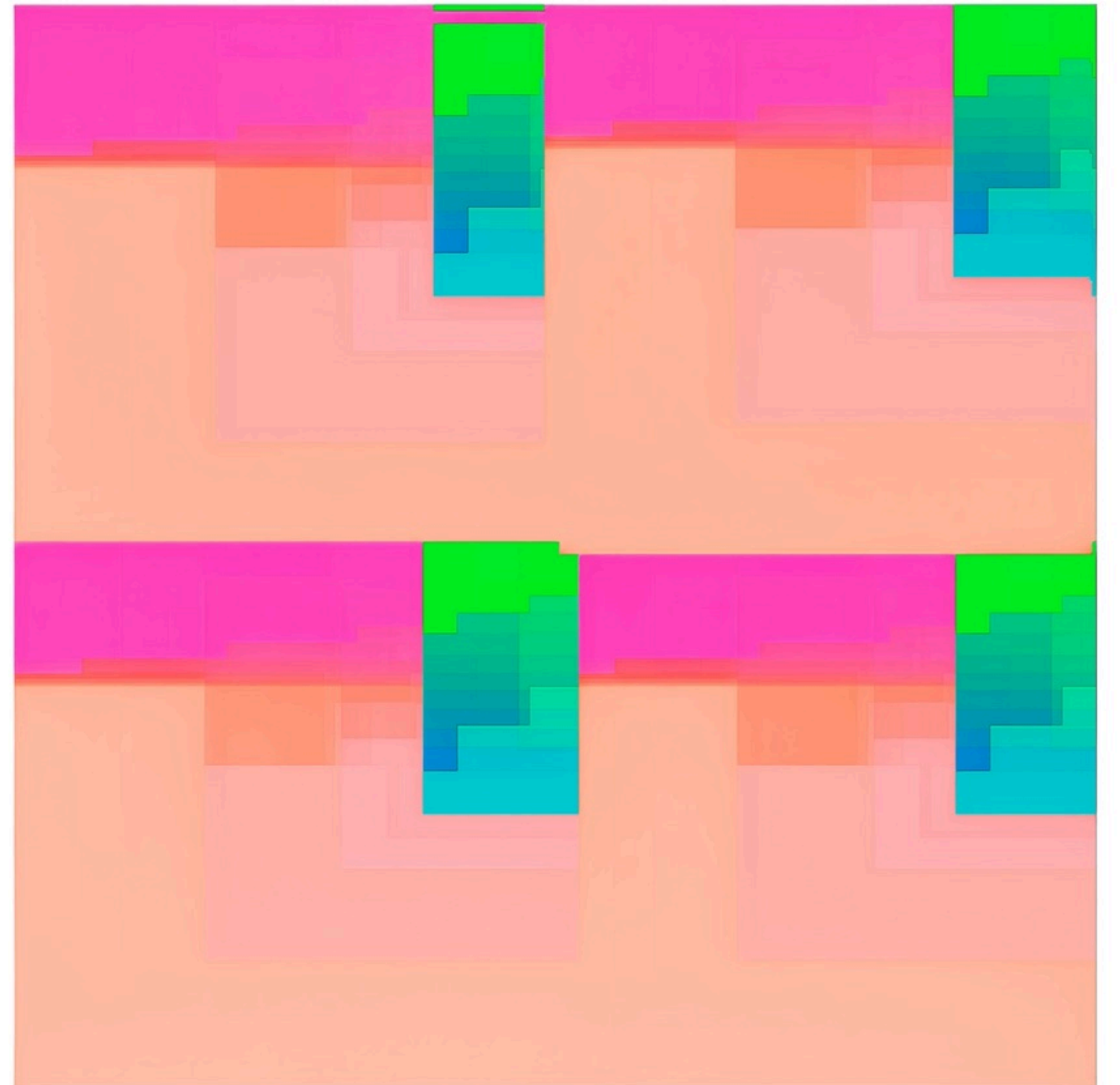
Each work in this series is a fragment selected from the countless frames that pass through my moving images, and at the same time an image reconstituted as a concentration of light cut out from the flow of time. While stripping away as much narrative and before-and-after motion as possible, I am interested in how far the faint movement and rhythm that once lay behind the footage can still surface through colour and composition alone. By deliberately reconstructing moving images as still images, I interrupt time that has been continuously flowing and fix only that cross-section onto a flat surface as visual art. That act itself lies at the core of this series.

2025 / Digital still image / 12000 × 12000 px (dimensions variable)

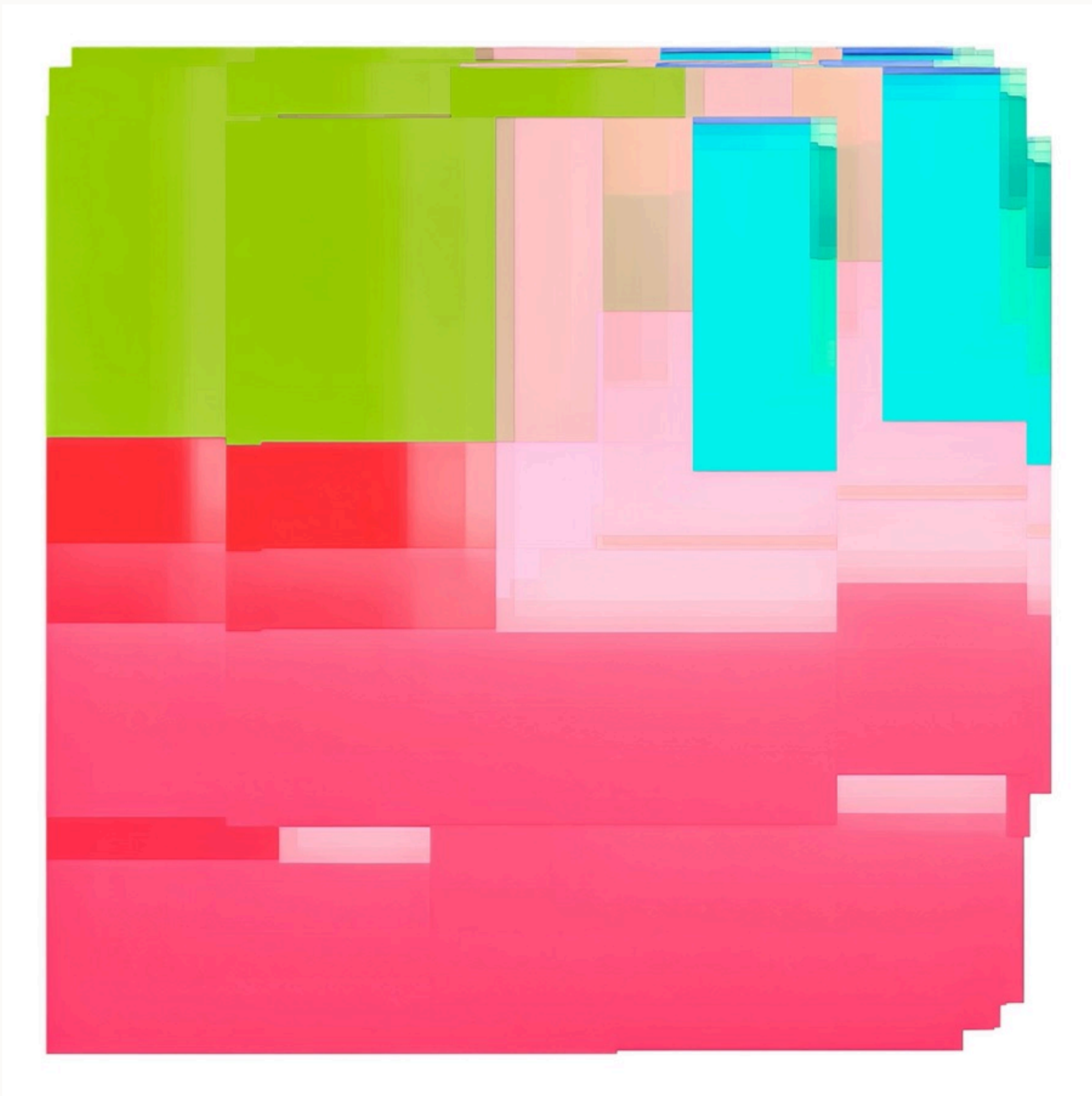




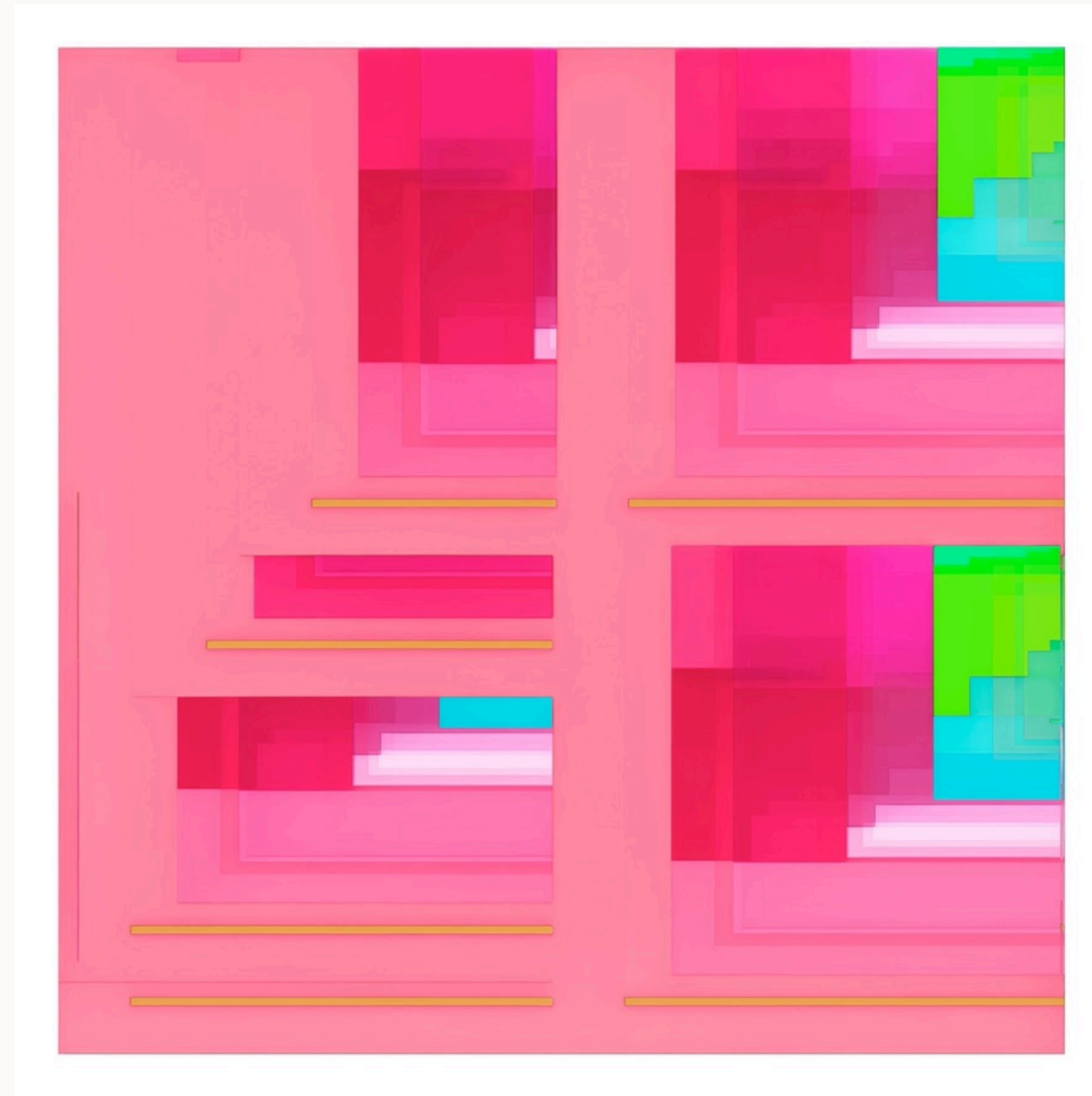
LIGHT ECHOES 001 | 2025



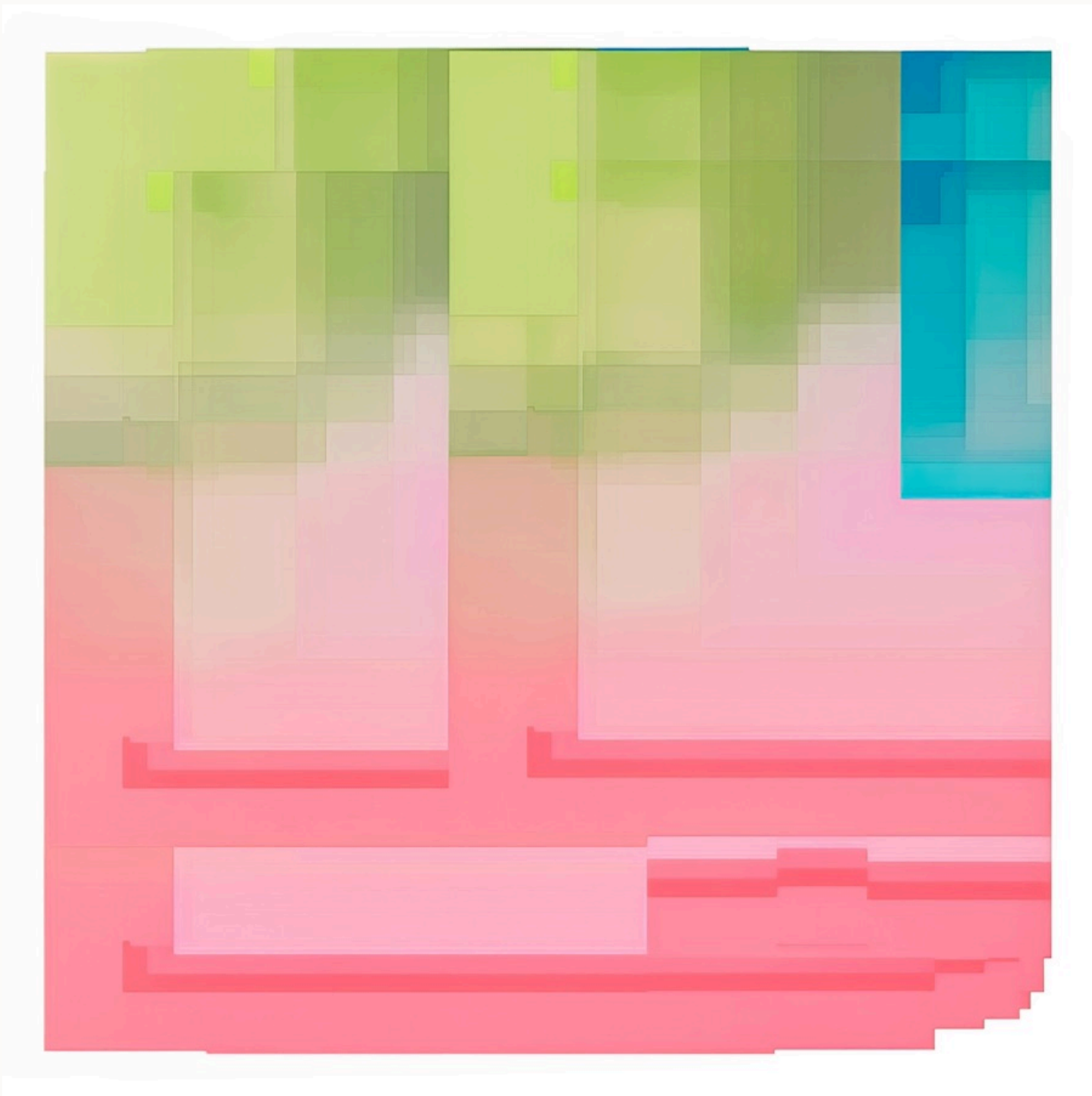
LIGHT ECHOES 002 | 2025



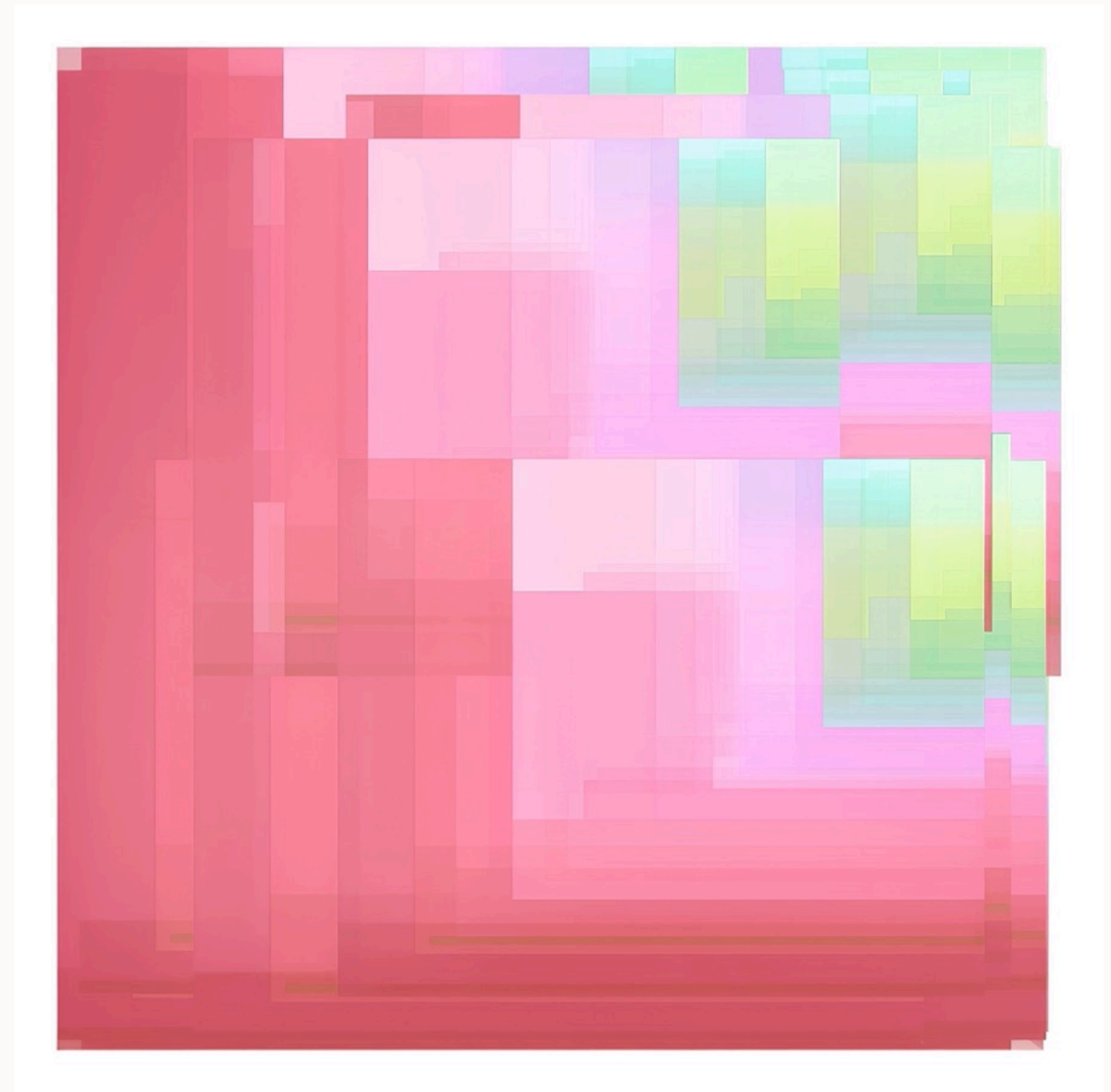
LIGHT ECHOES 003 | 2025



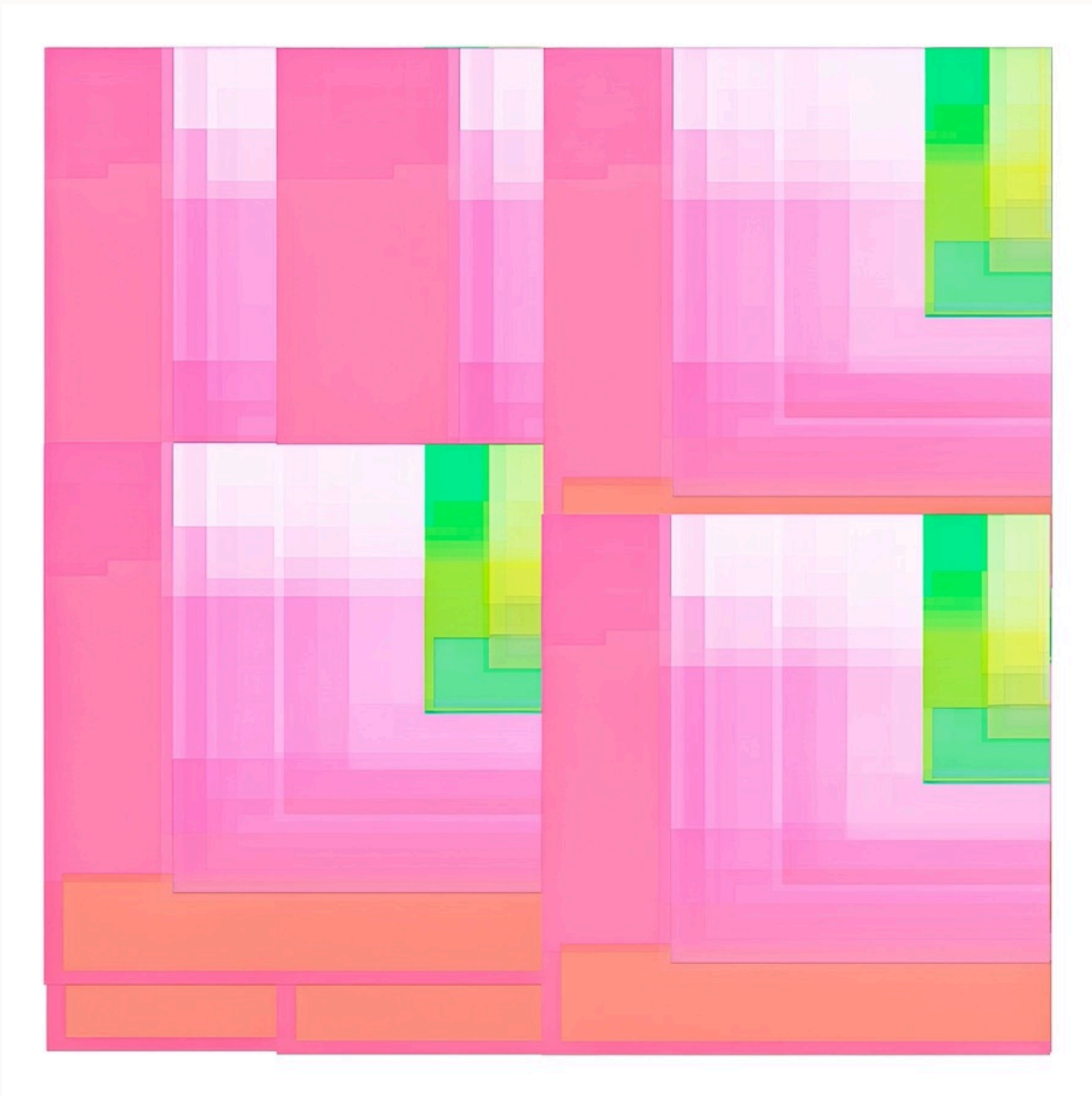
LIGHT ECHOES 004 | 2025



LIGHT ECHOES 005 | 2025



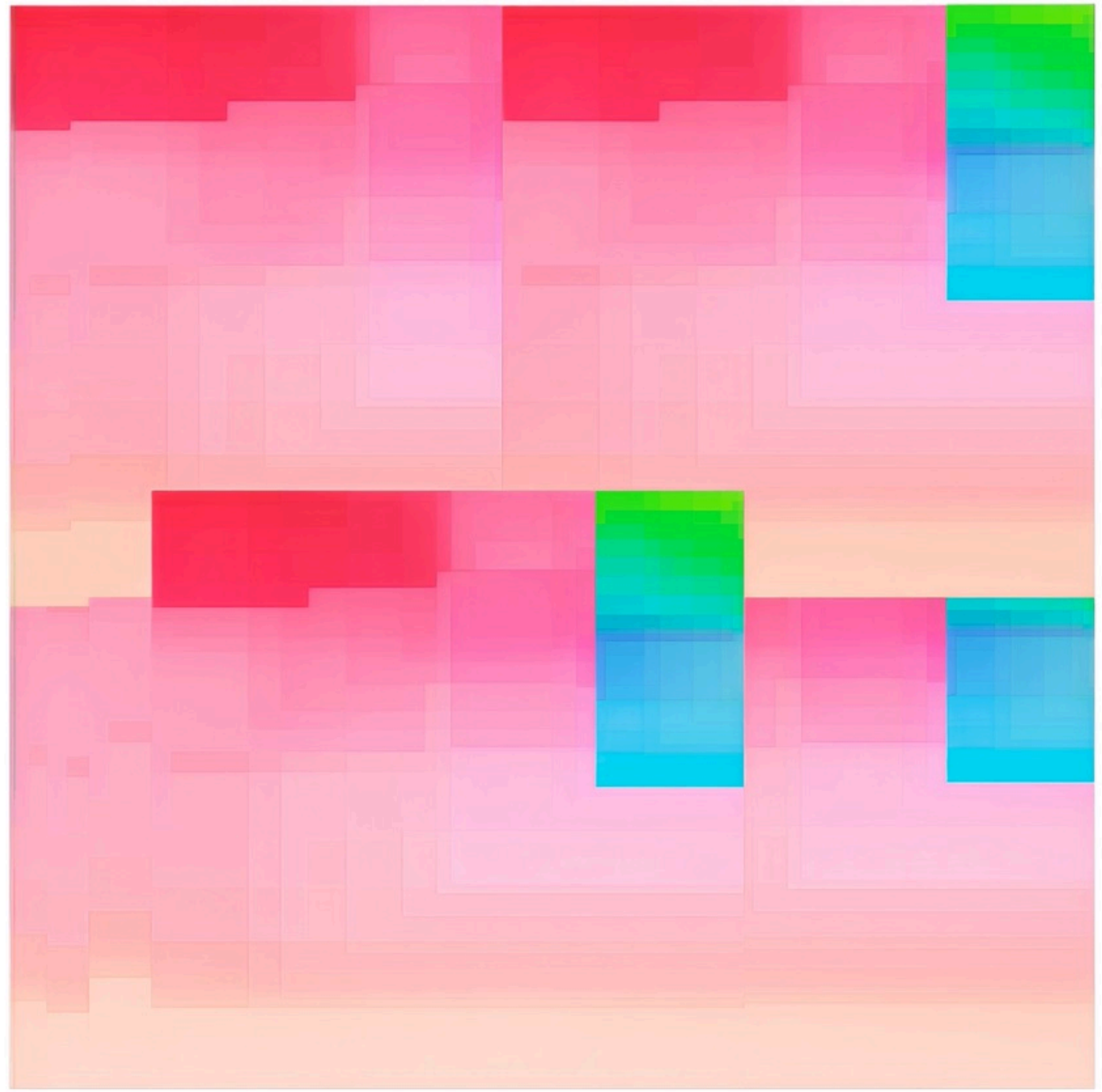
LIGHT ECHOES 006 | 2025



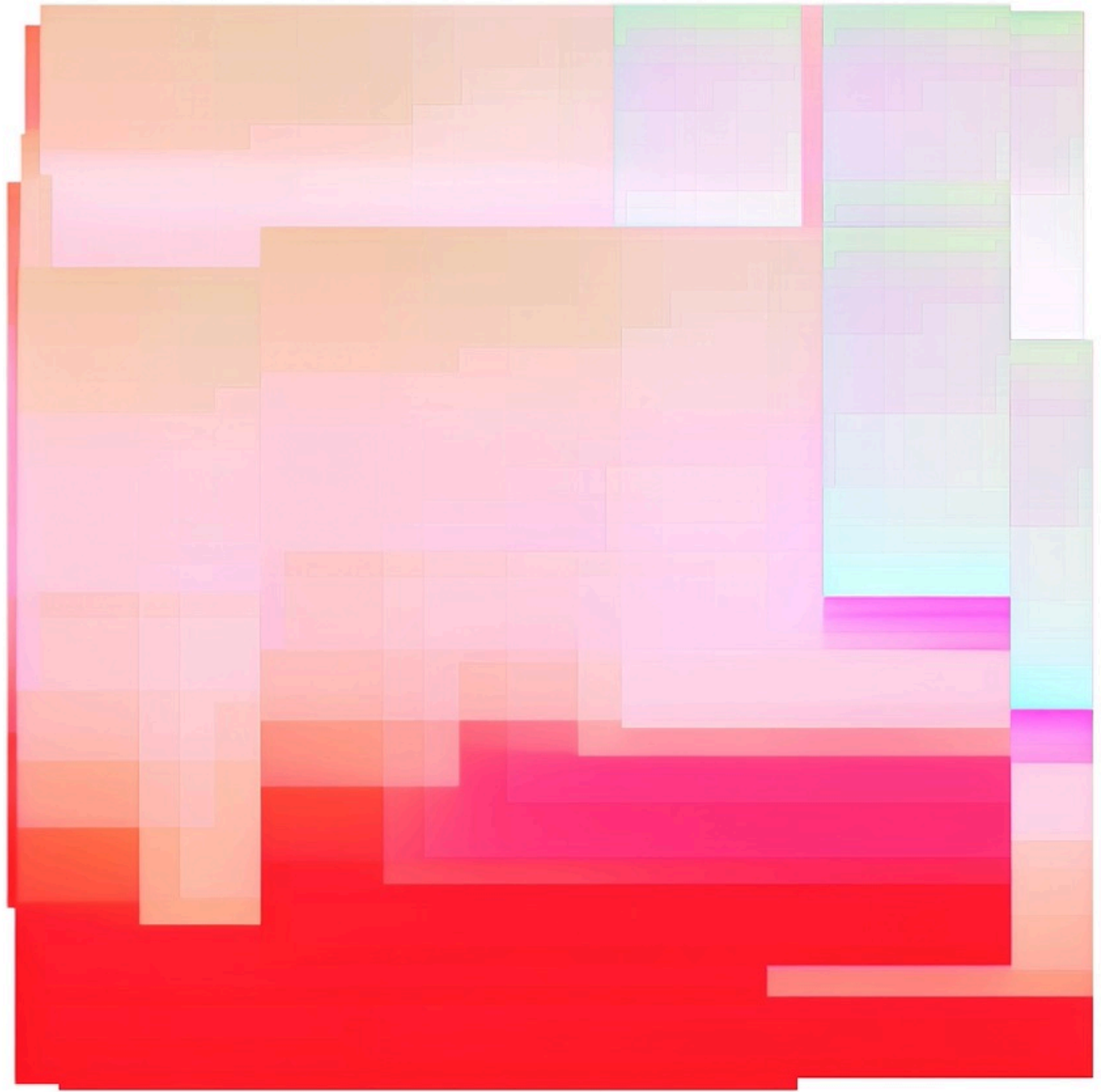
LIGHT ECHOES 007 | 2025



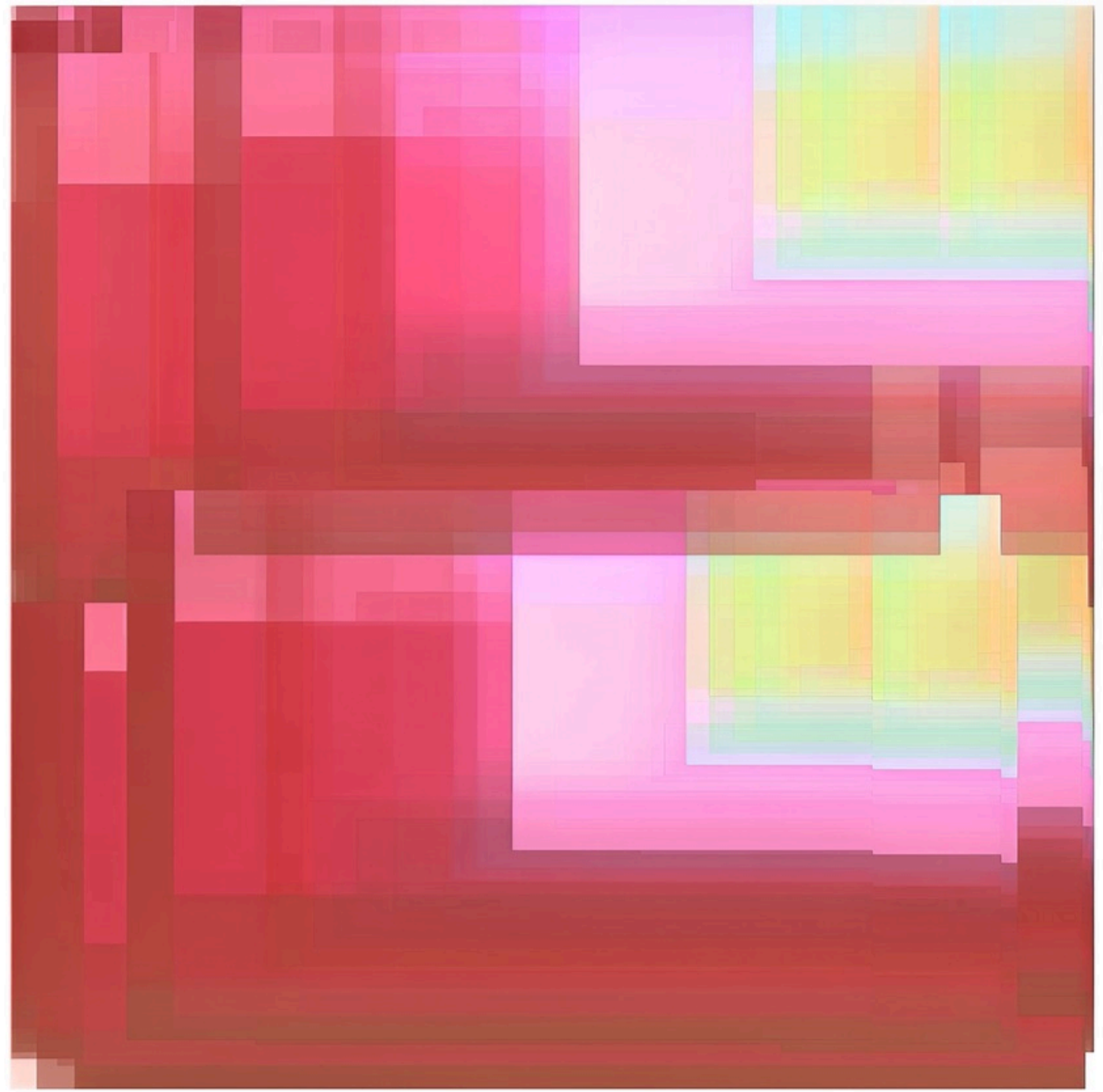
LIGHT ECHOES 008 | 2025



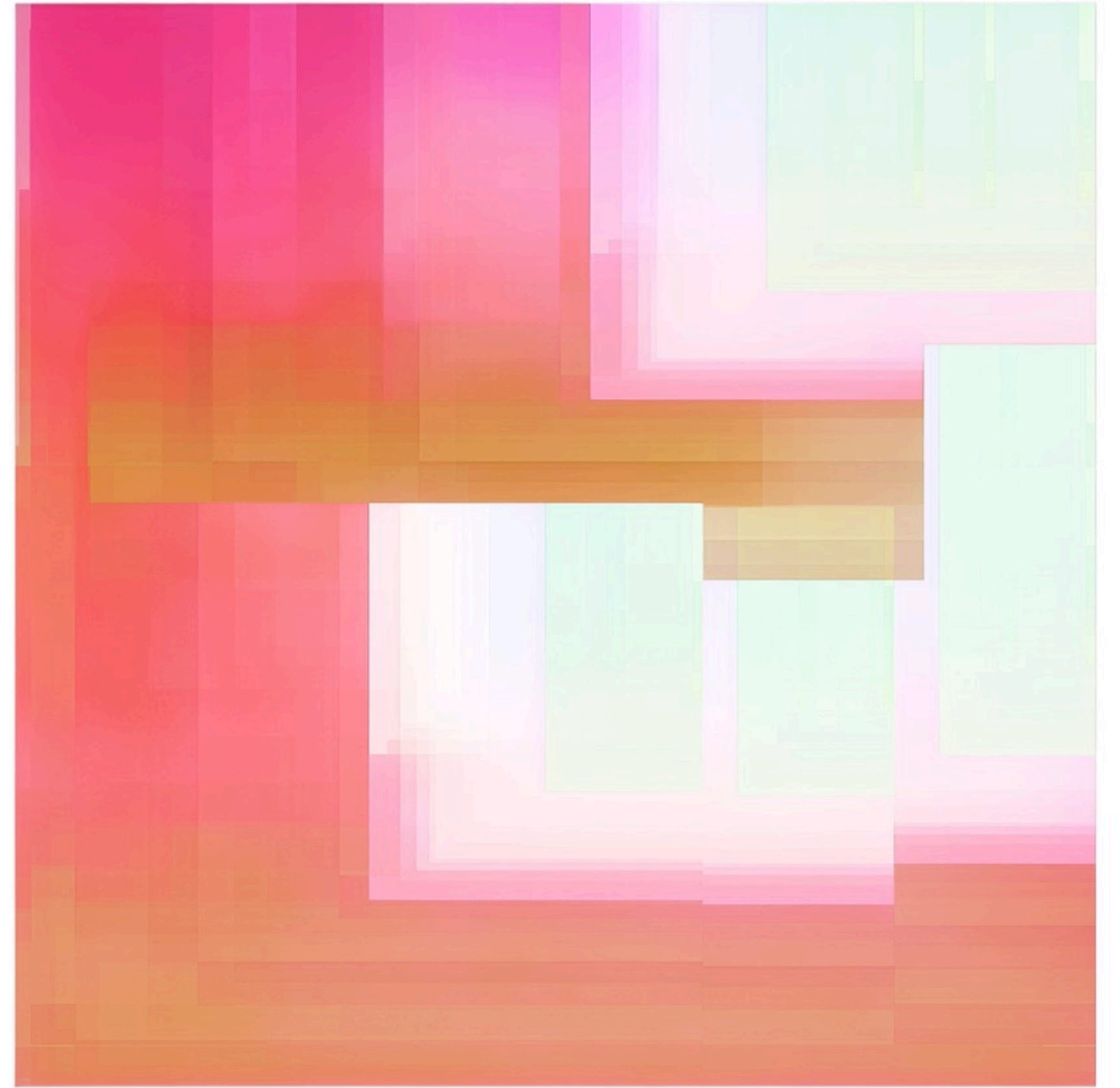
LIGHT ECHOES 009 | 2025



LIGHT ECHOES 010 | 2025



LIGHT ECHOES 011 | 2025



LIGHT ECHOES 012 | 2025



SCREENING VIEW

A video exhibition screened in 2018 on an outdoor large-scale screen approximately 100 meters in length at DONG Gallery Taipei.

# EISUKE IKEDA

MOVING IMAGE ARTIST

Based in Japan.

Grounded in the relationship between light and color, he reconstructs moments that arise through chance into immersive visual experiences that invite quiet, sustained attention.

PROFILE

Born in 1976, Japan

Based in Japan

EDUCATION

2000 Bachelor's degree in Video Design, Faculty of Fine Arts, Kyoto Seika University, Japan

## Selected Exhibitions and Installations

### SELECTED EXHIBITIONS AND INSTALLATIONS

2025 Video installation, construction company headquarters, Japan

2025 Video installation, Cisco, France

2023 Video installation, WILCO, France

2022 Video installation, Banque Palatine, France

2022 Video installation, HINES / Eurosquare 1 / 223 Saint Honore, France

2020 Video installation, Pullman Paris Tour Eiffel, France

2019 Video installation, Dong Gallery Taipei x FRAMED, Taiwan

2010 Video installation, KUMANOKODO NAKAHECHI MUSEUM, Japan

## Awards / Screenings / Collaborations

### AWARDS AND PRIZES

2011 JAPAN MEDIA ARTS FESTIVAL in KYOTO "PARALLEL WORLD KYOTO", Selected Work, Japan

2009 NAKAYA UKICHIRO MUSEUM OF SNOW AND ICE, 5th SNOW DESIGN Competition,  
Encouragement Award, Japan

2009 Art of the moon, Vol. 8, Selected Work, Japan

2008 Livedoor Net Anime Week, Award, Japan

2007 EIZO FES PART 9, Selected Work, Japan

### SELECTED SCREENINGS / COLLABORATIONS

2008 Sapporo International Short Film Festival, Official Selection, Japan

2008 "Digital Stadium", television broadcast, Japan

2023 foryu "feel the same", music video, United States



CONTACT

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YOUTUBE

<https://www.youtube.com/channel/UCwjeflhYrp3ZcnDVMCk7Ypw/videos>

