

SHINWA ARTEX

SHINWA DIGITAL ART WEEK 2022

SHINWA GROUP

SHINWA  
DIGITAL  
ART WEEK  
2022

22 - 27 FEB. 2022

SHINWA ARTEX

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ANDY YANG  
HAYATO KOGA  
MANABU KOGA  
YOICHIRO KAWAGUCHI  
TENMAI KANOU  
LA MANO FRIA  
TAHA RAZAVI  
KAREZIMAO

# SHINWA ARTEX

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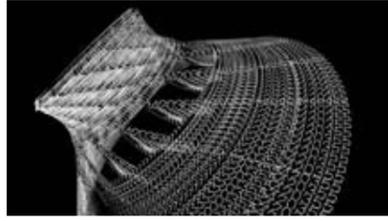
**SHINWA GROUP**

*Warren Wee*

Co-Sponsors

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**ART**

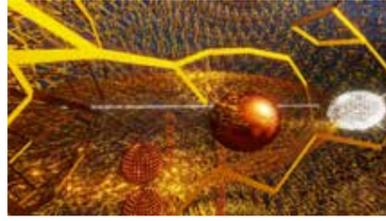
**FISCO**  
NFT Market Place



**"PAIN ILLUSION"**  
(2020)

Generative  
Edition 1

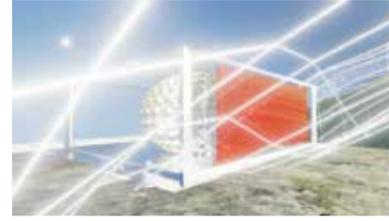
Created with creative code, Pain Illusion NFT is a special version of CHROMA as a continuous loop. Numbers are the core frame of all architecture and here numbers themselves become the circular structure. The music was created with artificial intelligence. The NFT in total form is new generation technology.



**"METAPHYSICAL 1"**  
(2021)

CG  
Edition 1

Metaphysical 1 is a long form NFT that illustrates architecture as utopia. The general idea of architecture is mainly for shelter and hibernation. Metaphysical 1 is utopia that becomes endless discovery. The shock of color should make the soul rest.



**"POLYQUI 3"**  
(2021)

CG  
Edition 1

Polyqui 3 is the third NFT in a trilogy. Taking numerous elements of CHROMA, the theme of the series was uniting chroma with natural environments. The great challenge in our generation is coexisting in natural with our urge for futurism.



**"SPHERE C:03 OBJEKT :  
VARIATION 2"**  
(2021)

CG  
Edition 1

In the fall of 2021, the artist decided to create a collection of new world Garden sculpture objekts called "SPHERE C:0X OBJEKTS", that would in the future be united together in a large form NFT (still uncompleted). Each object has its own characteristics that make them worlds within worlds.



**"SPHERE C:05 OBJEKT :  
CORE.EXTENDED"**  
(2021)

CG  
Edition 1

This is another object from the "SPHERE C:0X OBJEKT" collection. This is an "extended" work, meaning that it is longer and goes deeper into its details. Each 'objekt' has its own characteristics that make them worlds within worlds.

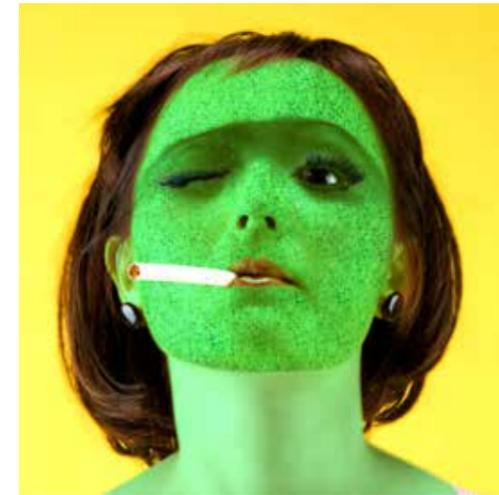
**CHROMA** is representation of our modern parametric generation. A generation of metal, metallic living spaces, digital life, and new world architecture. CHROMA is our ambition for futurism in our daily lives. CHROMA is my love of geometry and how geometry supports our lives and mental health.

**SPHERE C:0X OBJEKTS** Inspired by the unification/cross pollination of nature with chroma-tic lifestyles, these objekts are the new life objekts that appear as landscape items. These items are designed to be seen in 3D ultimately but can be enjoyed as stills, in intimate videos, and finally as 3D objekts.



**"Black Magic"**  
Series of 4  
(2011)

Digital Imaging  
Edition 1



**"Smoking Greens"**  
Series of 3  
(2005)

Composite Digital Imaging  
Edition 1



**"Shopping for plants"**  
(2021)

Digital photo collage  
Edition 1

Classical painting used:  
"Reflections"  
by Guillaume Seignac.



**"A windy walk"**  
(2021)

Digital photo collage  
Edition 1

Classical work used:  
"Night"  
by William-Adolphe  
Bouguereau, 1883



**"Lets vibe"**  
(2021)

Digital photo collage  
Edition 1

Classical work used:  
"The Watercarrier"  
by Eugene de Blaas, 1908



**"Modern Mona Lisa"**  
(2021)

Digital photo collage  
Edition 1

Classical work used:  
"Mona Lisa" by Apprentice of  
Leonardo da Vinci,  
between 1503 and 1516.



**"Huh? Can you repeat the question?"**  
(2021)

Digital photo collage  
Edition 1

Classical work used:  
"Self-Portrait, Grimacing"  
by Egon Schiele, 1910

**"Visitors of Singapore"** is a series of digital photo collages which reimagine classical paintings by re-staging their protagonists in contemporary settings where they live their lives as modern-day influencers. It is created by seamlessly superimposing the classical figures into photographs through Photoshop. The concept stems from a simple question, "What would the classical figures do in our time and space?".

This series represents more than creating interesting and relatable art. It is the democratisation of creativity where the original works that used to hang on the grand and sacred walls of the gallery space for the elites are now breathing and taking on new life in the social media realm for the masses. This art practice goes beyond a digital image as the artist utilises social media to focus on the conceptions of intimacies, and to generate new understandings of collaboration and participation between the artist and the viewer. This is achieved by involving the audience in the creation of his classical portraits, as well as giving the power of narrative over to them to express their own stories.

- Hafiiz Karim (The Next Most Famous Artist)



**"Crystal Castle"**  
(2020)

At a certain period of time during the COVID-19 Pandemic, the artist created this render of a flying city. This artwork represents the search for a home and finding a place in the world. The colours are in harmony and it's full of hope, however at the same time it's an isolated island far from everything up in the clouds. In Budapest there is a place called the Fisherman's Bastion in the Buda Castle, and this piece reminisce the artist of that place, a reminder of home.

CG  
Edition 1



**"Living Plants"**  
(2021)

The artist created this piece during a dark, cold and rainy day in the spring of 2021. It was in the middle of a lockdown, life was very limited and lonely and the artist was craving for the summer to begin and to feel the sunshine on her skin. She had been waiting for nature to start blooming and to make everything feel better. The title "Living Plants" was given as the artist wanted to be surrounded with happiness, nature and warmth - things that makes her feel alive.

CG  
Edition 1



**"No Place Like Home"**  
(2020)

This artwork is part of the "Parallel Universe" series. When the artist lived in the Czech Republic and felt she could not fit in. As the language was very difficult and she knew that at some point she and her family were going to leave. The artist always felt like she was "looking in from the outside". There are a few symbolic details in this piece as this is a house where you can't enter. The door is locked and, says the artist "It does not matter that you arrived somewhere, you have to move on if this is not where you were meant to be." - a poignant reminder of moving on in life.

CG  
Edition 1



**"The Happy Place"**  
(2021)

As the artist does not usually create her pieces from happiness, this is a unique piece in her collection that was created when the artist was genuinely happy. She created this piece after receiving her first Virtual Reality (VR) headset where she could create very interesting and organic 3D models in VR. During this time the artist had already lived in Germany and after moving around a lot, she created her own 'creative microenvironment'. A place where she loved being surrounded by all her favourite things, such as her books and gadgets. This artwork symbolises the freedom of the creative mind, and being safe to dream big.

CG  
Edition 1



**"Last Day of Summer"**  
(2021)

This is a calming piece that the artist created at the end of the summer of 2021. "Last Day of Summer" is a piece about the drawing end of a season, the solace after a busy period. This is a perfect, timeless, peaceful moment. The calm, and quiet that people experience before a big summer storm.

CG  
Edition 1



**"Patience"**  
(2021)

As all of the artist's pieces comes from a personal story, this is no exception. This piece draws inspiration from situations when one are forced to "wait for something to happen". That, to the artist is a personality test on how different people handle such situations. In her case, she creates art. This artwork was created when the artist was at a crossroad in her life and have been waiting impatiently for a sign to show her the way to go next.

CG  
Edition 1

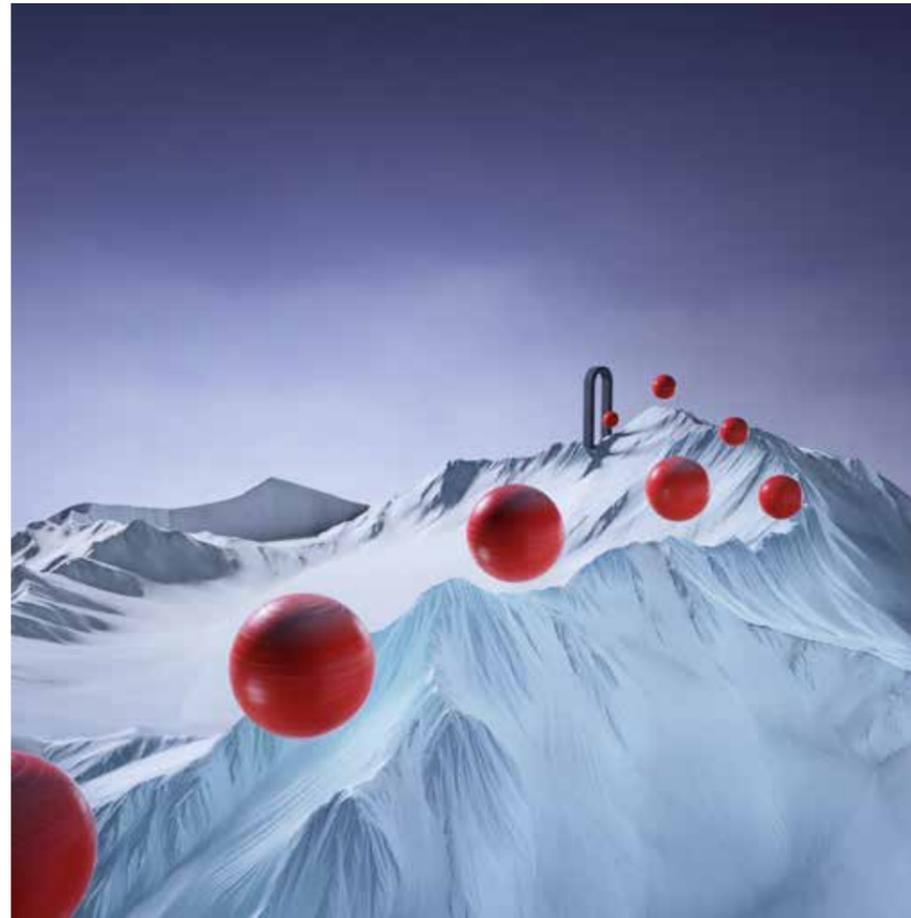
*"Dreamscape is a series of surreal 3D landscapes, devoid of people. Depending on the viewer, these environments evoke different responses; they can either be peaceful utopias or intensely lonely worlds. The viewer's state of mind is visualized."*

- Yana & JUN, Artists/Designers behind BÜRO UFHO



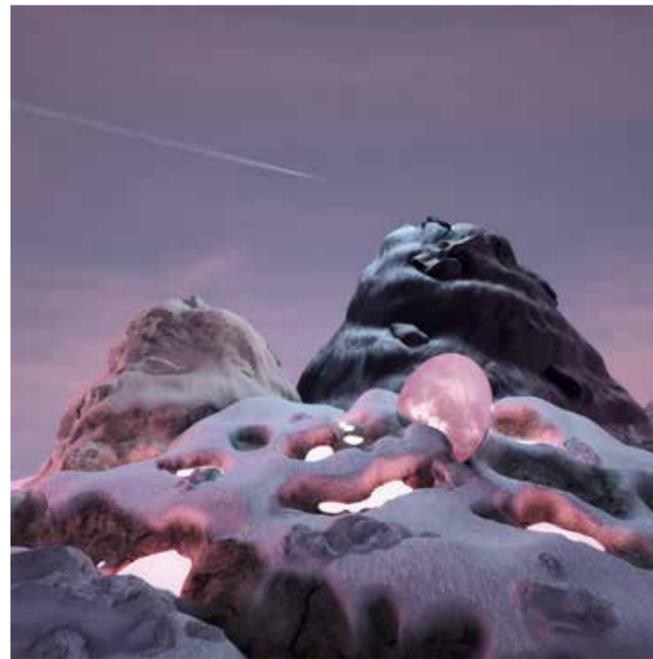
**"Vivid"**  
(2019)

CG  
Edition 1



**"Loop"**  
(2019)

CG  
Edition 1



**"Awaken"**  
(2019)

CG  
Edition 1



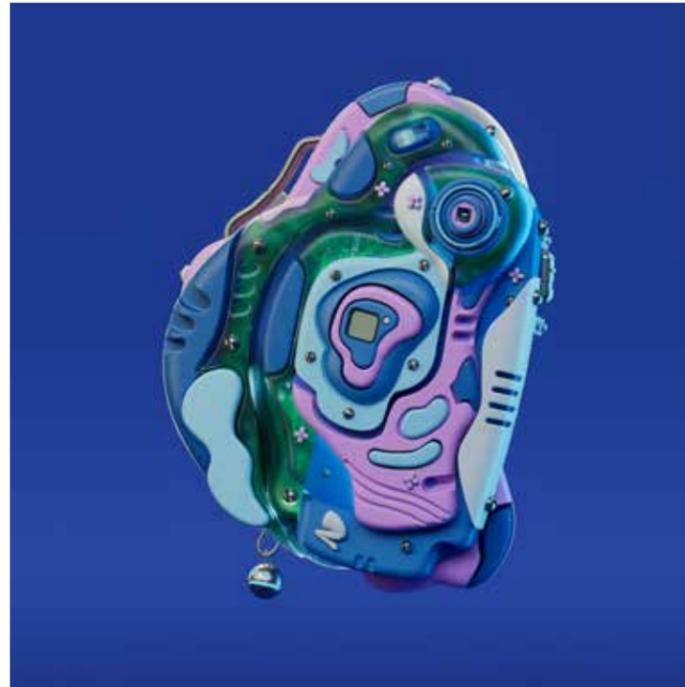
**"Heal"**  
(2019)

CG  
Edition 1



**"Lucid"**  
(2019)

CG  
Edition 1



" Time keeps going forward.  
Visualizations of the past could be lost,  
but pictures keep the memories safe.  
Take pictures with your loved ones with  
the new camFR09 with its KokaNOka  
Disk technology, it is able to store up  
to 1000 pictures. ++ smol LCD in the  
front for selfies and 2.7inch TPT LCD for  
touchscreen display. AND 2G INTERNET  
up to 100kbps!! So fast! Grab CamFr09  
now in stores nearby!"

**"camFR09"**  
(2021)

CG  
Edition 1



"Every single day at 9PM, things start popping up in my head.  
Ideas, expression, happiness, even silence.  
My brain works better at night.  
It gives me freedom..." - Rifqi Ardiansyah (rubahitam)

**"9PM"**  
(2022)

Digital Illustration, CG  
Edition 1

"Where has yesterday gone?  
We can't take back our time.  
But, traveling back to the  
beautiful moments in the past  
is possible, by listening to the  
songs we like."

**"Pocket Optolex"**  
(2021)

CG  
Edition 1



"2009... the year that I  
missed the most. I was  
sitting in front of my Dual  
Core computer with my old  
headset, imagining what  
devices would look like in  
the future.."

**"Take Me Back To 2009"**  
(2022)

CG  
Edition 1



**"In The Train"**  
(2020)

01 / 21 from Leaf series

Stop Motion  
Edition 1



**"Newton"**  
(2020)

02 / 21 from Leaf series

Stop Motion  
Edition 1



**"The headlong rush"**  
(2021)

19 / 21 from Leaf series

Stop Motion  
Edition 1



**"Birth of a mushroom"**  
(2020)

01 / 11 from Stone series

Stop Motion  
Edition 1



**"The stone drop"**  
(2020)

02 / 11 from Stone series

Stop Motion  
Edition 1

**"In The Train"** is a poetic vision of the landscape that passes by in the train. The leaves undulate, creating a wave, symbolizing the landscape that passes before our eyes, but also the time that stretches, inviting to a kind of contemplative meditation.

**"Newton"** This work refers to Newton's pendulum. It symbolizes the time that passes at the rhythm of nature. The time passes but the energy is transmitted through the seasons.

**"The headlong rush"** This running bear refers to the polar bear threatened by global warming. His body made of leaf symbolizes his fragility in the face of these changes despite his strength and power. He is trying to escape this uncertain future.

**"Birth of a mushroom"** The idea is to create a surprise: a stone egg gives birth to a mushroom. The artist enjoys playing with materials by bringing fluidity and elasticity with rigid elements such as stones. The paradox between the image of the soft mushroom and the rigid material of the stones symbolizes the idea that nature always manages to adapt to its environment. The stones used in this stop motion were collected along a beach in Portugal.

**"The stone drop"** Here, the artist wanted to recreate the fluidity of a drop of water with rigid stones. The idea is to play with opposite materials, on appearances that are sometimes deceptive, and to create a kind of confusion in the mind of the person who is watching the video. Stop motion made with stones from a river in Auvergne, France.

**"Loading"** The three little flowers symbolize the famous three little dots when waiting for a message. It is about making a parallel between nature (the blooming) and the current daily technology, between the daily waiting that we often impose on ourselves, and that of the blooming of a flower, is inevitable. Stop motion realized with a real flower in timelapse.

**"The octopus"** Here again, the idea comes from a desire to create a surprise effect. The artist wanted to work around the harmony and fluidity of the movement of an octopus in the water, again with an element that we don't expect. Stop motion made with a real mushroom.



**"Loading"**  
(2021)

01 / 03 from Flower series

Stop Motion  
Edition 1



**"The octopus"**  
(2020)

02 / 03 from Mushroom series

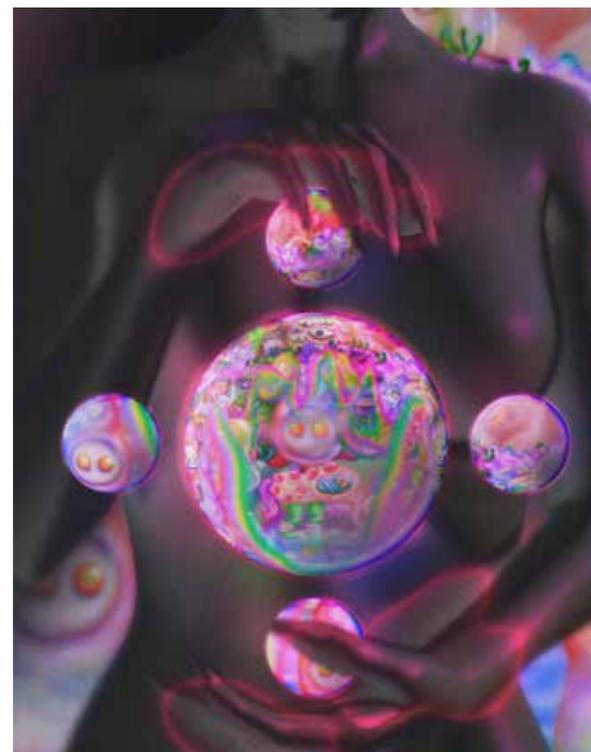
Stop Motion  
Edition 1



**"Heart Throb"**  
(2021)

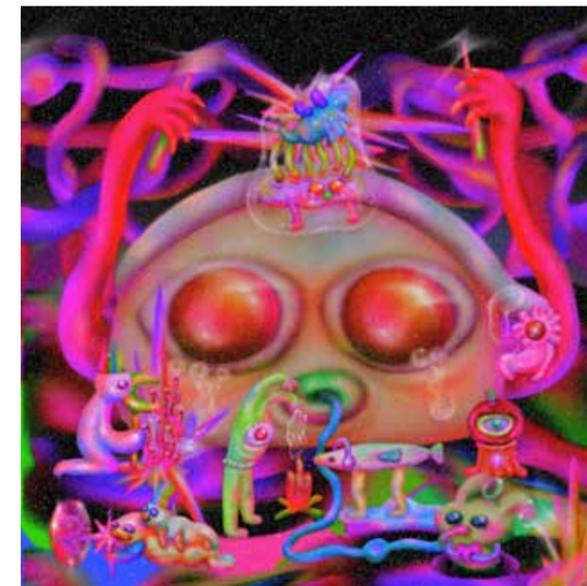
Digital Illustration  
Edition 1

Whether it's the scale of the Milky Way or the distance between microscopic cells in our bodies, we are often fascinated by things that are either so large or so small that they defy logic. Riniifish's works play with the idea of the microscopic world just beyond our senses. She depicts bugs and other alien-like creatures inhabiting this strange land and presents them in a palette of highly saturated fluorescent colors. Fluorescent colors are vibrant and rare in the natural world; people who wear them are often trying to stand out and be seen. In Riniifish's works, Florescence represents an artificial power in the will of individuals struggling against the natural world around them.



**"Dizzy Spells"**  
(2022)

Digital Illustration  
Edition 1



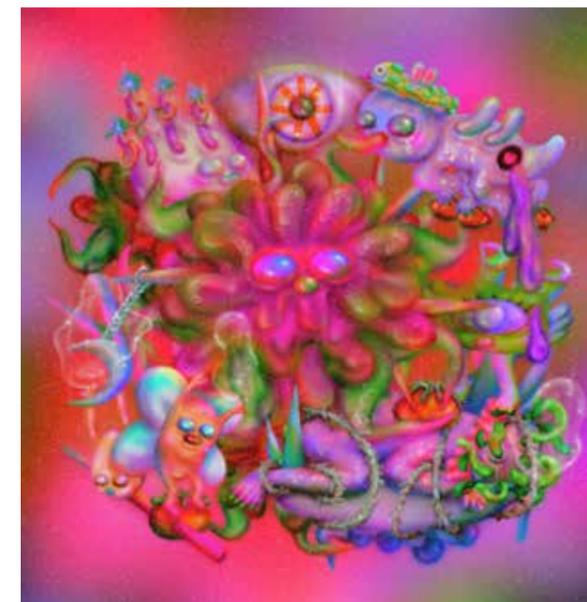
**"Jealousy - Sense Slugs"**  
(2022)

Digital Illustration  
Edition 1



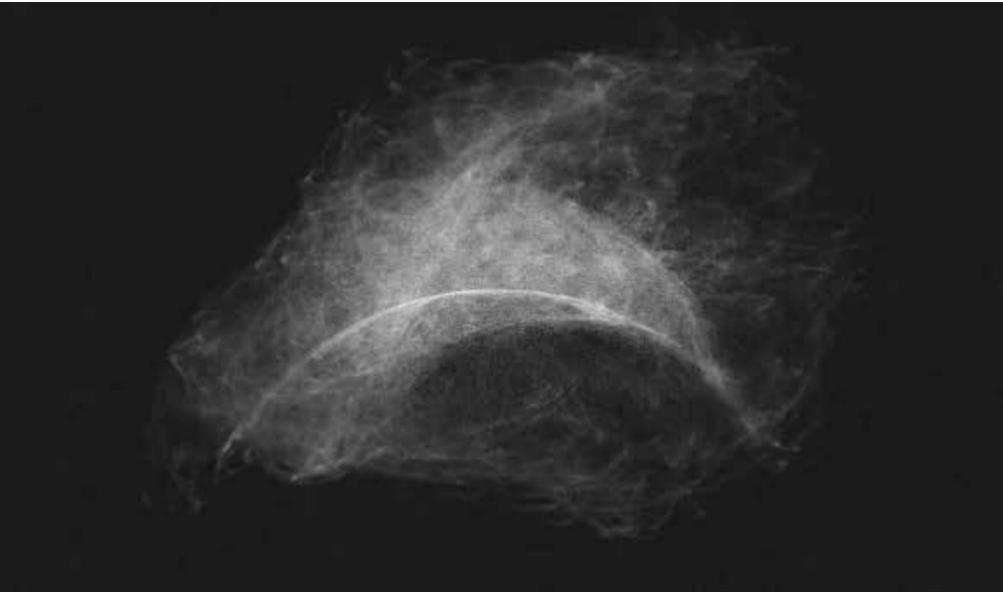
**"Delude - Sense Slugs"**  
(2022)

Digital Illustration  
Edition 1



**"Conflict - Sense Slugs"**  
(2022)

Digital Illustration  
Edition 1



**"Liquid Moon"**  
(2018)

Generative  
Real Time WebGL  
Edition 1

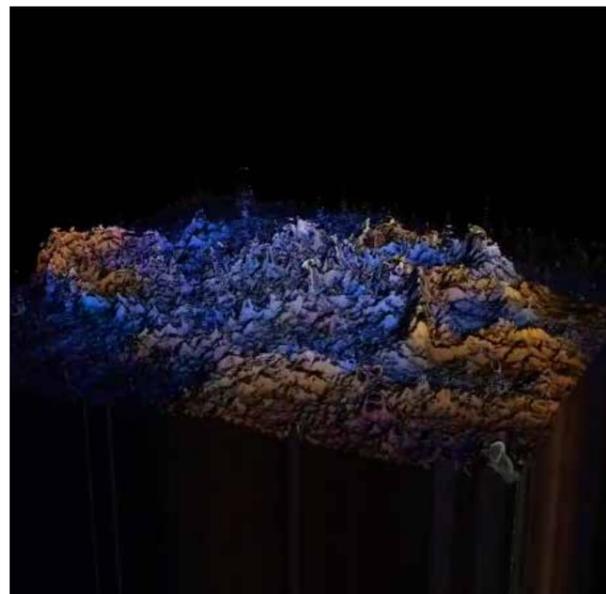


**".seastorm"**  
(2018)

Generative  
Real Time WebGL  
Edition 1

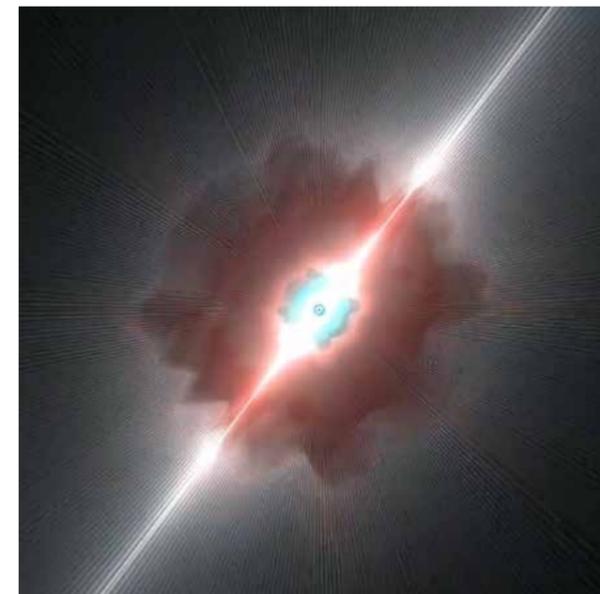
*Working extensively with Generative Art and Neural Networks makes for compelling artworks where the unpredictability of randomness and fortuity is mixed with the order and aesthetics of math, in a combination that leads to poetic hallucinations. There are many ways to reach the same goal, and the possibilities offered by newcoming technologies are endless. My workflow goes beyond pure code and embraces a perfect balance of code poetry and computational aesthetics inspired by the uncanny quality of complexity and cyberpunk and sci-fi imaginary. My focus is the exploitation of Artificial Intelligence algorithms to seek machine creativity through its imperfection.*

- Giovanni Muzio (KESSON)



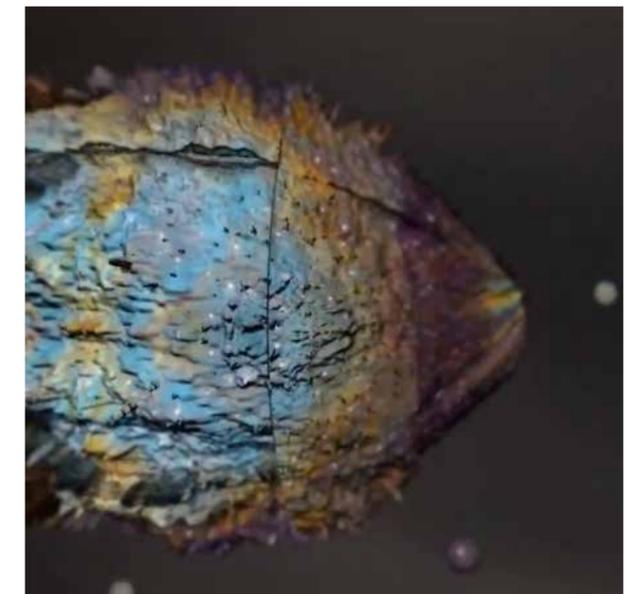
**"Liquid Dreams"**  
(2020)

Generative  
Real Time WebGL  
Edition 1



**".hyperkosmo"**  
(2019)

Generative  
Real Time WebGL  
Edition 1



**"Ecopoiesis"**  
(2020)

4K digital loop  
Edition 1



**"Division Factory #2"**  
(2022)

Generative  
Edition 1



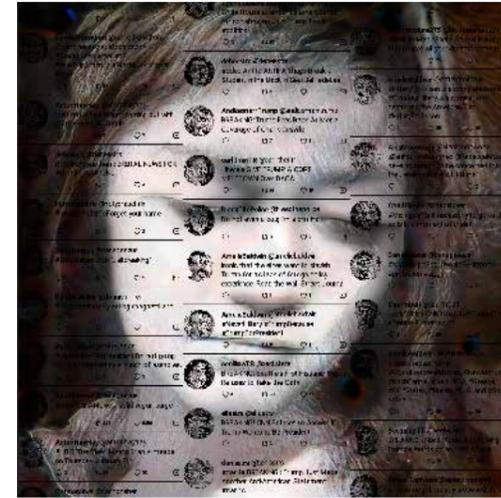
**"Division Factory #3"**  
(2022)

Generative  
Edition 1



**"Division Factory #4"**  
(2022)

Generative  
Edition 1



**"Division Factory #5"**  
(2022)

Generative  
Edition 1



**"Division Factory #6"**  
(2022)

Generative  
Edition 1



**"Division Factory #7"**  
(2022)

Generative  
Edition 1

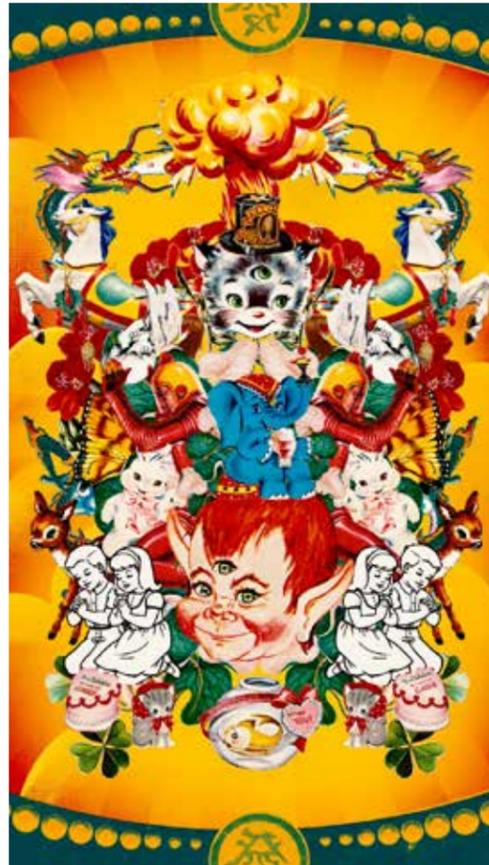
*"Division Factory" consists of tweets and avatars generated by two AI algorithms. One was trained on two hundred thousand tweets from accounts identified as bots after the 2016 US presidential election. The other on thousands of Flickr images to fill the avatars that were lost after the account suspensions. The work reminds us that much of what we experience online is deliberate and manufactured manipulation of our thoughts and emotions, designed to polarize us.*

Insert coin to play



**"insert coin"**  
(2021)

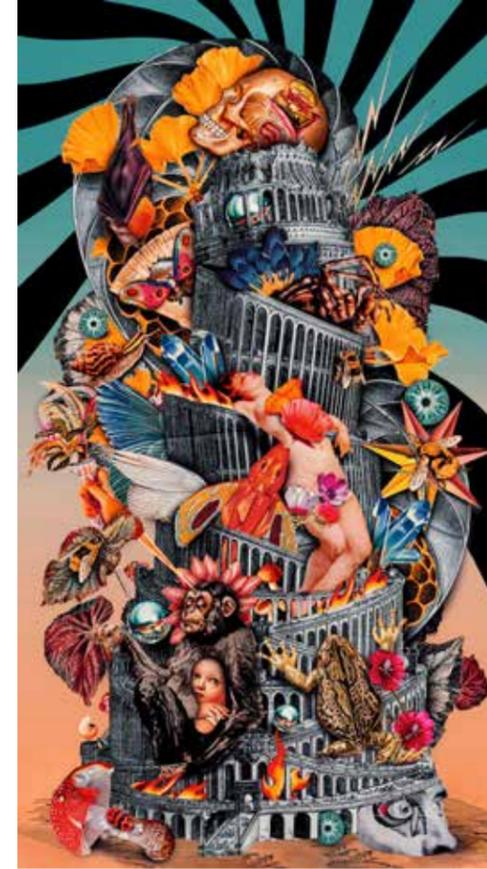
Digital Animated Collage  
Edition 1



**"The greatest show of the jade circus"**  
(2021)

Digital Animated Collage  
Edition 1

Welcome, Ladies and gentlemen!  
the show is about to begin.



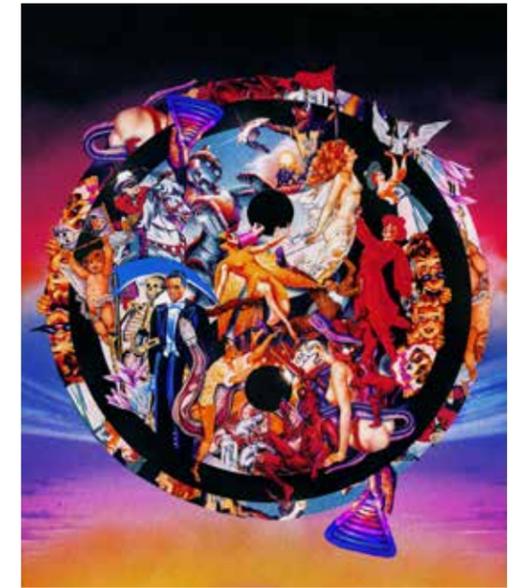
**"The Tower of Babel"**  
(2021)

Digital Animated Collage  
Edition 1



**"Agaligo"**  
(2021)

Digital Animated Collage  
Edition 1



**"The community"**  
(2021)

Digital Animated Collage  
Edition 1



**"The 4 disgracers"**  
(2021)

Digital Animated Collage  
Edition 1



**"Satu Nyawa, Dua Badan (till death do us apart)"**  
(2021)

Digital Illustration  
Edition 1



**"III"**  
(2021)

Digital Illustration  
Edition 1



**"II"**  
(2021)

Digital Illustration  
Edition 1



**"I"**  
(2021)

Digital Illustration  
Edition 1



**"Heartless"**  
(Galaxy Eater Collection)  
(2022)

Digital Imaging, CG  
Edition 1



**"Homer"**  
(Power Shower Collection)  
(2022)

Digital Imaging, CG  
Edition 1



**"Dark Crystal Jayder"**  
(RAISE Collection)  
(2022)

CG  
Edition 1



**"Jayderism Shopping"**  
(RAISE Collection)  
(2022)

Digital Imaging, CG  
Edition 1



**"Touch"**  
(Sweet Touch Collection)  
(2022)

Digital Imaging, CG  
Edition 1



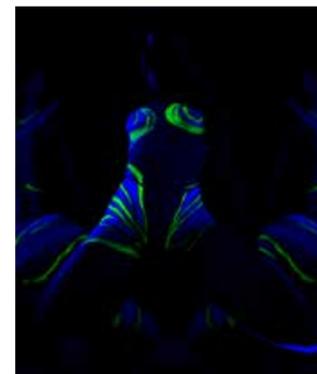
**"Wash"**  
(Sweet Touch Collection)  
(2022)

Digital Imaging, CG  
Edition 1



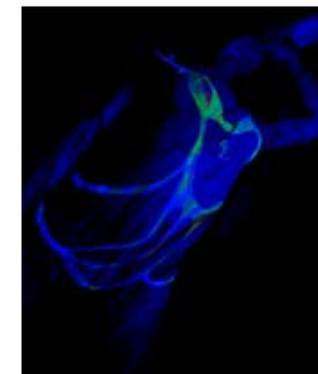
**"JWear Drench"**  
(The Dark Collection)  
(2022)

Digital Imaging, CG  
Edition 1



**"JWear Curious"**  
(The Dark Collection)  
(2022)

Digital Imaging, CG  
Edition 1



**"JWear Freedom"**  
(The Dark Collection)  
(2022)

Digital Imaging, CG  
Edition 1



**"JWear Passion"**  
(The Dark Collection)  
(2022)

Digital Imaging, CG  
Edition 1



**"Sealed by Time"**  
(2021)

CG, Edition 1



**"Chaotic Resolver"**  
(2020)

CG, Edition 1



**"Within Cells Interlined"**  
(2020)

CG, Edition 1



**"Duck Pool"**  
(2021)

CG, Edition 1



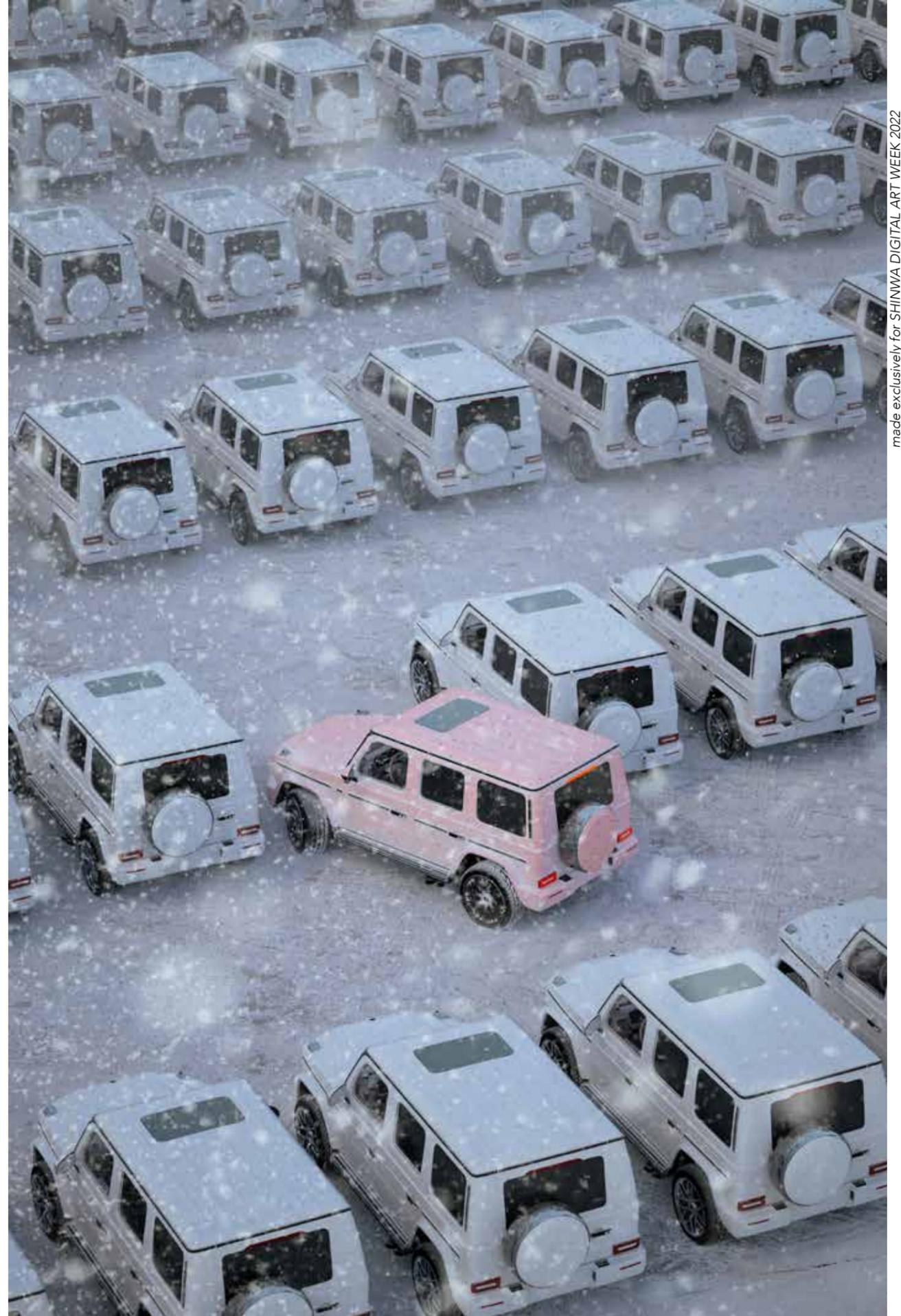
**"Super8"**  
(2022)

CG, Edition 1



**"Does it come in pink?"**  
(2022)

CG, Edition 1



**"Snow Sakura"**  
(2021) CG, Edition 1

**Chance Encounter** "One of the vast and vital parts of our lives are interpersonal relationships, regardless of the nature of the relationship. Ranging from intimate, close, to distant and challenging relationships. As we navigate through the vast digital network, our dependency on artificial intelligence in our lives is felt. I have observed that relationships have gone beyond what we have been taught or perceive them to be. This series explores that unique relationship that developed while learning to draw on an app from scratch. From freedom to chaos. Frustrations of losing control. Numerous failed attempts to establish contact to eventually reach a truce. Finally, a balance of working in harmony. Creating worlds that would not exist had the relationship ceased to live in the first place."

- Andy Yang

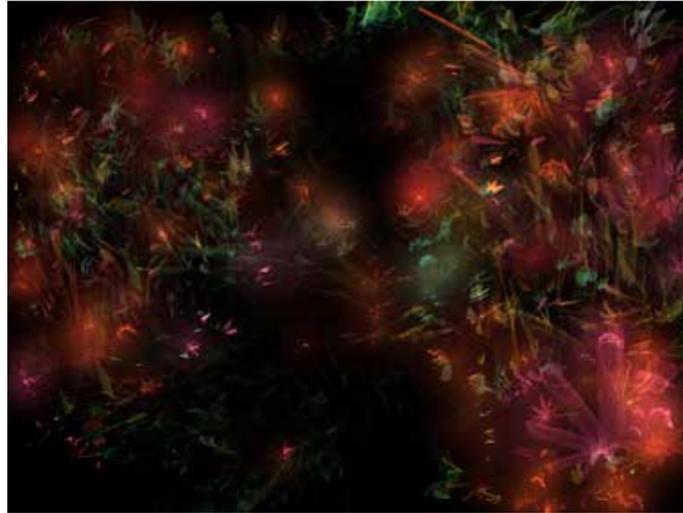
**"A Better Place"**  
(2022)

Digital Illustration  
Edition 1



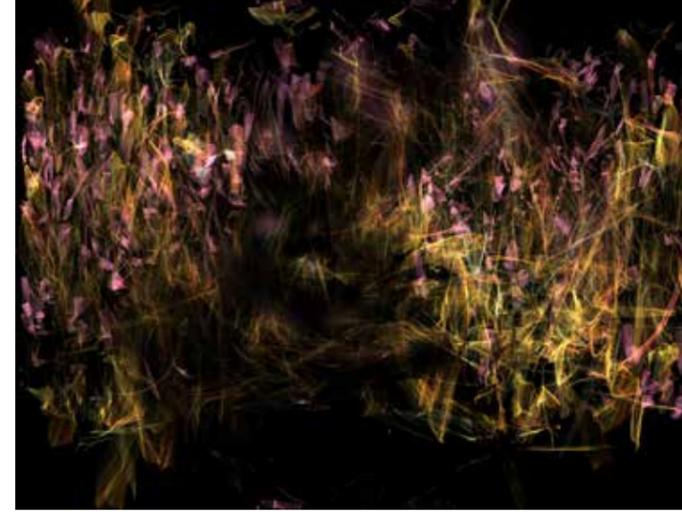
**"Celebration"**  
(2022)

Digital Illustration  
Edition 1



**"Moving On"**  
(2022)

Digital Illustration  
Edition 1



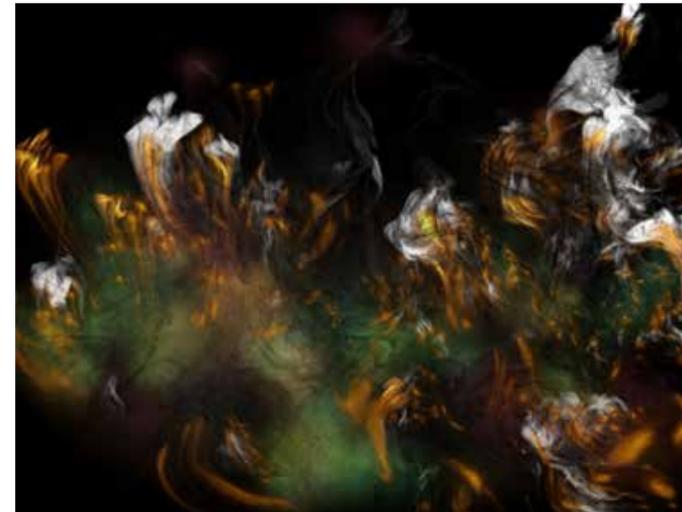
**"Glowing In The Wind"**  
(2022)

Digital Illustration  
Edition 1



**"The Great Escape"**  
(2022)

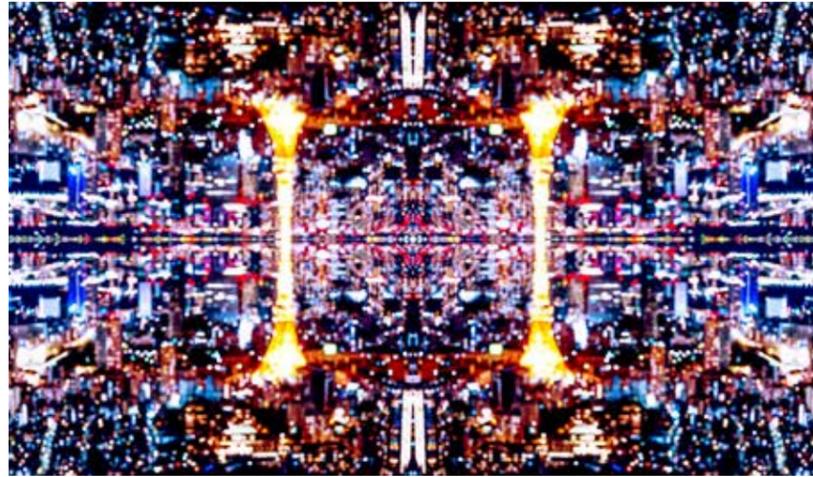
Digital Illustration  
Edition 1



**"Valley Of Broken Dreams"**  
(2022)

Digital Illustration  
Edition 1

HAYATO KOGA  
(JAPAN)



**“SANCTUARY | urbanized nature  
No.0377  
(Roppongi Tokyo Japan)”**

(2021)

Composite Digital Imaging  
Edition 1 of 2

Shot by FUJIFILM GFX100 + GF45-100mm F4 R LM OIS WR



Shot by FUJIFILM GFX100 + GF45-100mm F4 R LM OIS WR

**“SANCTUARY | urbanized nature  
No.0440  
(Roppongi Tokyo Japan)”**

(2021)

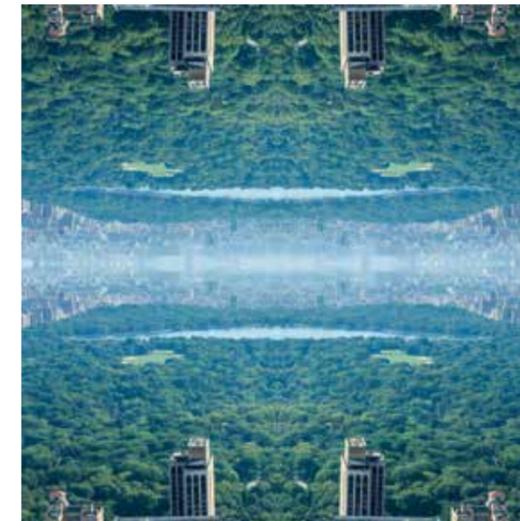
Composite Digital Imaging  
Edition 1



**“SANCTUARY | urbanized nature  
No.3254  
(Manhattan New York US)”**

(2021)

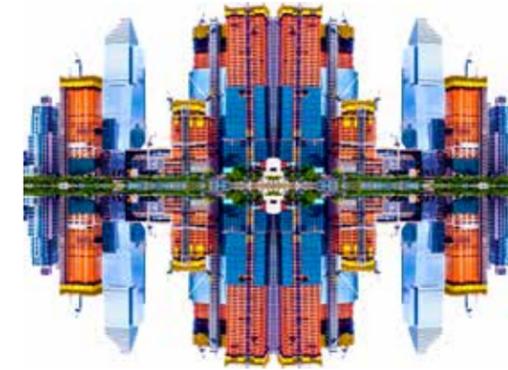
Composite Digital Imaging  
Edition 1 of 4



**“SANCTUARY | urbanized nature  
No.3366  
(Manhattan New York US)”**

(2021)

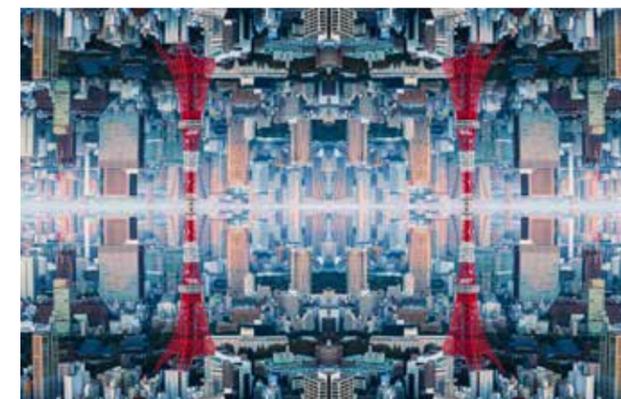
Composite Digital Imaging  
Edition 1 of 3



**“SANCTUARY | urbanized nature  
No.4484  
(Manhattan New York US)”**

(2021)

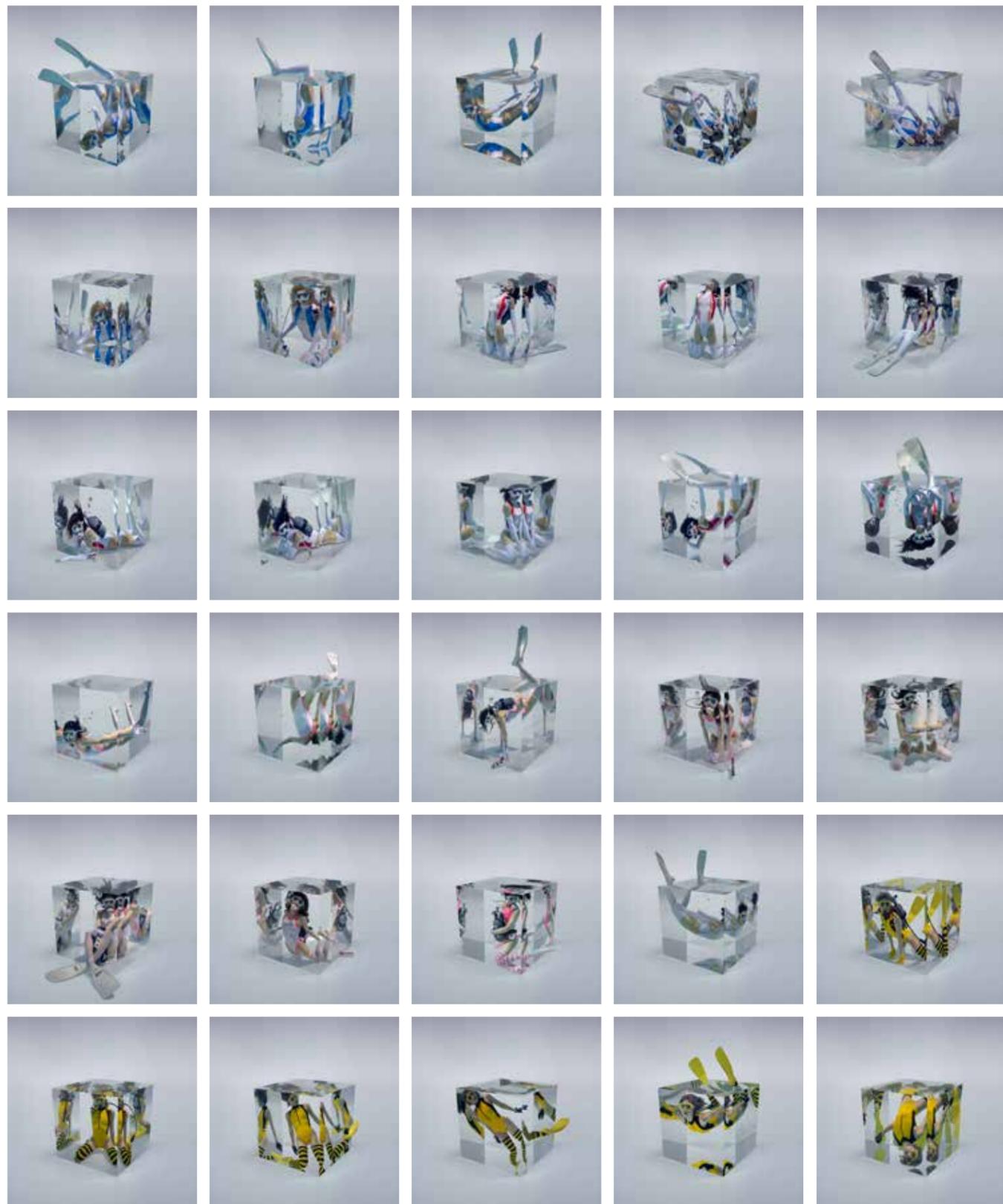
Composite Digital Imaging  
Edition 1



**“SANCTUARY | urbanized nature  
No.8839-1  
(Roppongi Tokyo Japan)”**

(2021)

Composite Digital Imaging  
Edition 1 of 2



**"Cubism" 01 ~ 30**  
(2019)

Animated Composite Digital Imaging  
Edition 1



**"CB001"** (2019)  
Lambda-print in frame

Edition 1 of 3

100 cm x 100 cm (unframed)  
103 cm x 5.4 cm (framed)



**"Bathtub (Mint)"** (2021)

60 mins video loop in digital  
photo frame, ABS resin, plastic  
plate, lacquer paint

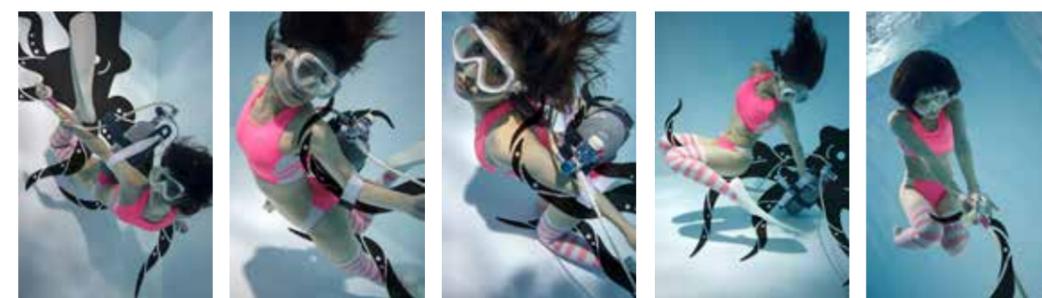
Edition 1

29 x 25 x 95.4 cm (including stand)  
22 x 14.2 x 6.4 cm (bathtub only)



**"Girl Diver  
and Octopus  
(Capsule Q) "**  
01 ~ 18  
(2014)

Animated Composite  
Digital Imaging  
Edition 1

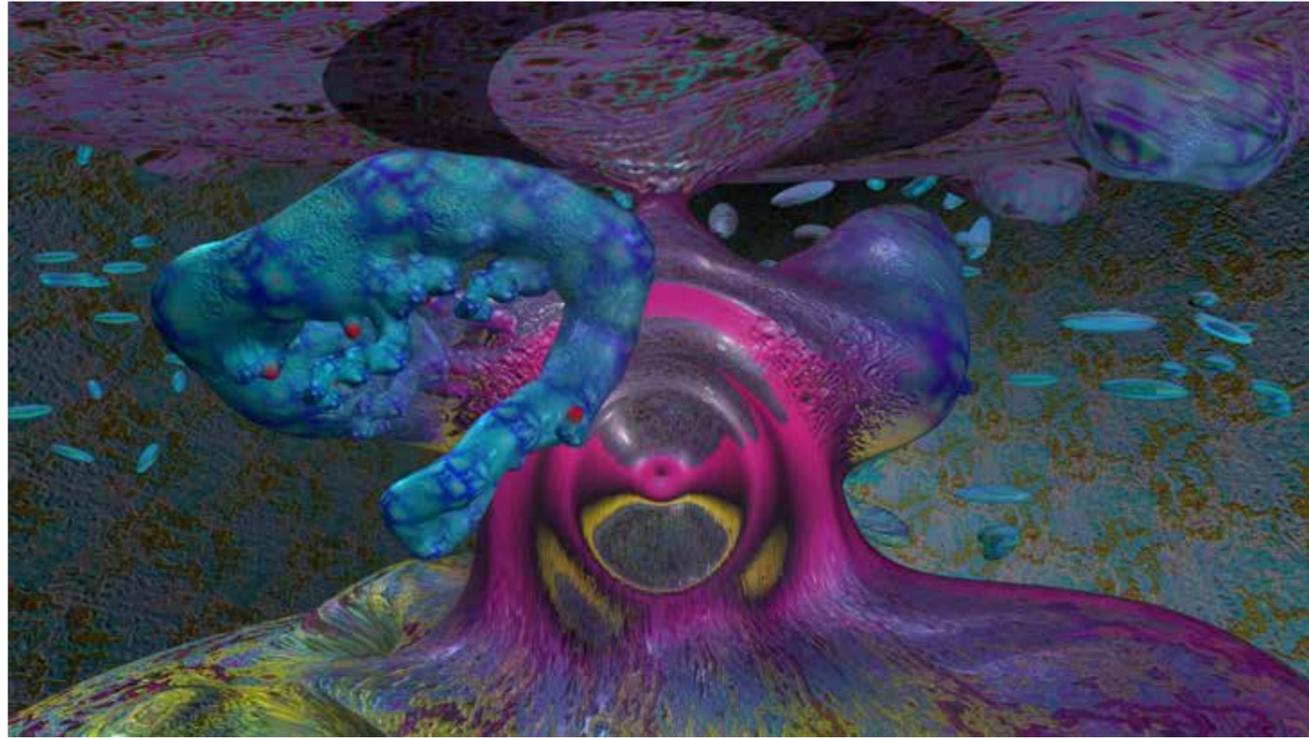


**"Girl Diver  
and Octopus  
(Game & Watch) "**  
01 ~ 21  
(2018)

Animated Composite  
Digital Imaging  
Edition 1



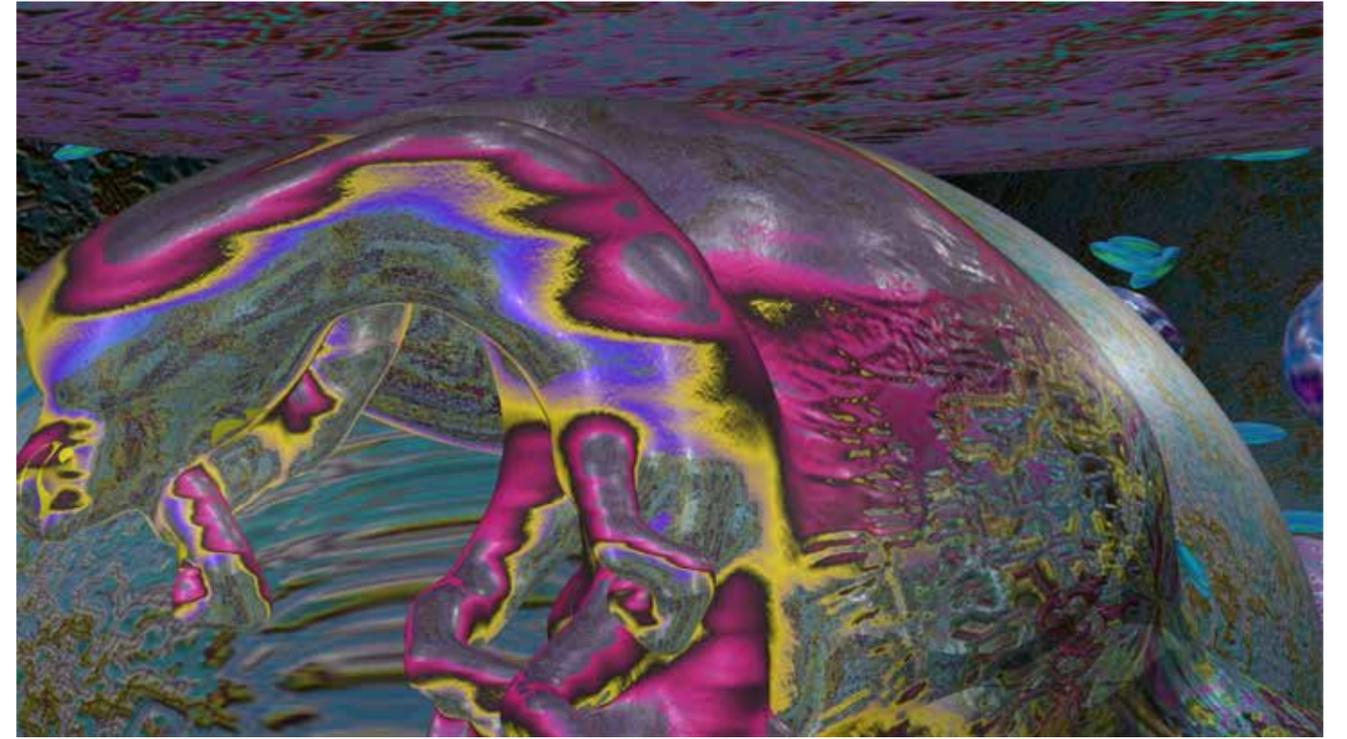
グロース作品は、光線追跡法によるレイトレーシングで、濃度球のメタボールを用い



"Growth Eggy: Magma 1" (1990)

CG, Edition 1

A revolutionary piece at that time, this work was first shown at the Dallas, TX 1990 Association for Computing Machinery (ACM) SIGGRAPH conference to much fanfare



"Growth Eggy: Magma 3" (1990)

CG, Edition 1



"Growth Eggy: Magma 2" (1990)

CG, Edition 1



"Growth Eggy: Magma 4" (1990)

CG, Edition 1

TENMAI KANOU  
(JAPAN)

FUCK is an internationally acclaimed series of work where a performance by Yayoi Kusama in New York's East Village turned out to be an impromptu orgy where body parts were splayed around. "I had no choice but to shoot!", the prolific photographer said. It was the 1960s, where waves of protests by artists campaigning for a sexual and moral revolution were ongoing and he had never seen such radical performance embodying the free love zeitgeist of 60s American counterculture, so he went straight to work. Converted digitally, this grunge monochrome aesthetic images takes a fresh breath of life when displayed on ultra high definition screens.



**"FUCK"**  
(1969)

Monochrome  
Digital Imaging  
Edition 1

*BOTANICA: oceanSEAS 1.0 is based on "orishas", beliefs based in Africa, Cuba and then American cities like NYC/Miami. Orisha (also given as Orisa and Orishas) are supernatural entities usually referred to as deities in the Yoruba religion of West Africa, though they are actually emanations or avatars of the supreme being Olodumare and sent to assist humanity and to teach them to be successful on Ayé (Earth)*



**"Yemaya Olodo"**  
BOTANICA: oceanSEAS 1.0  
(2022)

Edition 1  
Graffiti, Animated Composite

*ocean is where I found my Holy*



**"Assessu Yemaya"**  
BOTANICA: oceanSEAS 1.0  
(2022)

Edition 1  
Graffiti, Animated Composite

*another layer where the sun can reach me*



**"Kai kai kai Yemaya Olodo"**  
BOTANICA: oceanSEAS 1.0  
(2022)

Edition 1  
Graffiti, Animated Composite

*the ocean mean more than water*



**"Changó ta veni"**  
BOTANICA: oceanSEAS 1.0  
(2022)

Edition 1  
8" x 6" Graffiti, Digital Imaging

*son of thunder, mama was seven seas*



**"Changó y Yemaya"**  
BOTANICA: oceanSEAS 1.0  
(2022)

Edition 1  
8" x 6" Graffiti, Digital Imaging

*let it burn on repeat, but not*



**"Glitchy Samurai  
(The Death King)"**  
(2022)

CG  
Edition 1



**"Glitchy Samurai  
(The Mad Ronin)"**  
(2022)

CG  
Edition 1



**"Method man"** (2022)

Augmented Reality  
Edition 1



**"All I need"** (2022)

Augmented Reality  
Edition 1



**"right here right now"** (2022)

Augmented Reality  
Edition 1



**"Get Ur  
Freak On"**  
(2022)

Augmented  
Reality  
Edition 1

KAREZMAD  
(JAPAN)



**"Who you think I am"** (2022)

CG  
Edition 1

STARBOY is a collection of information born in the Metaverse  
A boy who has an ego and travels in a virtual world with an ego  
in a world where the concepts of time and space are abstracted.

# INDEX

PAGE 2 - 3	KINNARA: DESI LA
PAGE 4 - 5	WARREN WEE
PAGE 6 - 7	HAFIZ KARIM
PAGE 8 - 9	ANNA NATTER
PAGE 10 - 11	UFHO
PAGE 12 - 13	RUBAHITAM
PAGE 14 - 15	BENOÎT LEVA
PAGE 16 - 17	RINIIFISH
PAGE 18 - 19	KESSON
PAGE 20 - 21	MIKE TYKA
PAGE 22 - 23	FXAQ27
PAGE 24 - 25	RUKMUNAL HAKIM
PAGE 26 - 27	THEJAYDER
PAGE 28 - 29	KEFAN404
PAGE 30 - 31	ANDY YANG
PAGE 32 - 33	HAYATO KOGA
PAGE 34 - 37	MANABU KOGA
PAGE 38 - 39	YOICHIRO KAWAGUCHI
PAGE 40 - 41	TENMAI KANOU
PAGE 42 - 43	LA MANO FRIA
PAGE 44 - 44	TAHA RAZAVI
PAGE 45 - 47	KAREZMAO