

## **JIRO YONEZAWA**

### **Bio**

Jiro Yonezawa has been a bamboo craftsman and artist for almost 40 years. He trained at the Beppu Vocational Arts Training Center in 1981 and spent a year as an apprentice to Masakazu Ono. He continued his training at the Oita Prefectural Beppu Industrial Art Research Institute. In 1989 he moved to the United States and lived and worked there for almost 20 years. While in the US, his work became bolder and larger and he started making sculptural pieces influenced by art he saw there. In 2008 he returned to his hometown in Japan and built a new studio in Saiki City, Oita Prefecture. Since his return he has been active in the Japanese New Art & Craft (Nihon Shinkogei) organization and has received several national awards. He has also shown in Nitten, the annual National Fine Arts Exhibition.

He has had numerous solo exhibitions and has shown in group exhibitions internationally. His work is in many public and private collections such as the Microsoft Corporation in Seattle, the Mint Museum of Art in Charlotte, North Carolina, the Portland Art Museum in Oregon, and the National Gallery of Victoria in Melbourne, Australia. He is one of the bamboo artists selected to participate in an exhibit of Japanese bamboo art at the Musée de quai Branly in Paris this coming November.

### **Statement**

Bamboo when cut, grows back. Its regenerative quality and infinite potential stirs my spirit. For close to 40 years, I have been making sculptural pieces with bamboo using traditional Japanese bamboo craft techniques, often incorporating other structural materials and techniques. Bamboo has incredible flexibility as a material and its design potential is limitless.

After all these years I am still searching for new ways to use this material to express different emotions. In this sculptural series I've used wide, flattened strips make a simple organic line. It's an unusual use of bamboo and I've discovered that I am able to create a multitude of simple, abstract forms in a unique way.