About the Exhibition

With a kite form serving as his central organizing principle, Jacob Hashimoto creates complex artworks that range from large installations to small-scale prints. Through meticulous craftsmanship, he creates abstract, layered, geometric compositions and modular constructions that reference video games, virtual environments, and cosmology. His designs are deeply rooted in art historical traditions, notably landscape-based abstraction, Minimalism, and handcraft.

This artist scales microscopic imagery from the digital perspective of video games into macroscopic, stylized, gridded landscapes with repeated patterns that often reference the hard-edge style of mid-century modern Color Field paintings. The use of circles and hexagons reference traditional kite forms from around the world. His drawings, prints, and paper sculptures evoke recollections of pixels and kaleidoscopes, along with fractals in nature, such as snowflakes, raindrops, clouds, and star systems. More>>

This exhibition was organized by the Boise Art Museum

Additional Resources:

- Curricular Connections and Extensions >>
- Make It! Activity >>
- Printable Activity Sheet>>
- Video | Jacob Hashimoto: Meet a Minecrafter >>
- Video | Time Lapse of Installation at BAM >>
Self-Guided Visit: Art-Talk Suggestions

Consider structuring your visit so students have an opportunity to interact with a few works of art. Pick one or two general questions to engage students. Encourage group discussions that focus on meaningful themes and encourage personal connections. Below we have included general questions as well as two featured artworks with specific questions for your use.

General Questions:

- What colors do you think stand out the most in this artwork?
- What kinds of shapes does the artist use in the artwork?
- How is this artwork similar to the one beside it / the one we just looked at?
- How is this artwork different from the one beside it / the one we just looked at?

Gallery 6

Jacob Hashimoto (American)
*Jacob Hashimoto Index I*, 2017
96 woodblock prints on Igarashi Kozo 450 g., edition of 19.
Courtesy of the artist

Jacob Hashimoto says that the circular shape with the “X” through the middle is inspired by kites from a variety of cultures around the world.

- How is this circular shape similar to /different from kites you have seen before?
- Do any of these designs remind you of anything from your own experience?
- Which design is your favorite? Why?
- Why might someone create an artwork that is inspired by kites?

Sculpture Court

Jacob Hashimoto (American)
*The Fractured Giant*, 2023
paper, bamboo, acrylic, cotton thread, stainless steel wire, and wood.
Courtesy of the artist

Jacob Hashimoto says that Minecraft inspired the art in this installation.

- Have you played Minecraft? What did you do in the game?
- How do you imagine playing Minecraft is similar to the process of making this installation?
- What does this installation look like to you?
- How does your experience change when you move your position in the room?
- Will someone please explain using math how you might estimate the number of individual pieces in this artwork?
- Based on these ideas for estimation, how many individual pieces do you think might be in *The Fractured Giant*? (more than 20,000)
Self-Guided Visit Checklist

Reserve your visit two weeks in advance. Please find information about reservations [here](#).

**In preparation for your visit, please:**

- Review the “Museum Manners” hand-out and our video with your students (see page 3).
- Share the following information with chaperons in a handout or email:
  - Chaperons should not bring infants, younger children, or siblings with them on the visit.
  - During the visit, chaperons should help manage student behavior and encourage students to follow the Museum Manners.
  - Please keep cell phones turned off or silenced during the visit.
  - Photography is generally not permitted in Museum exhibitions.

- Provide one adult for every ten students:
  - Admission cost is dependent on a variety of factors.
  - Please refer to the [Boise Art Museum website](#) for additional information.

**On the day of your visit, please:**

- Arrive at the front of the Museum.
- Check in with Admissions.
- Please leave backpacks behind or on the bus and be prepared to leave large bags—such as first-aid kits or purses—in the coat closet. Boise Art Museum has multiple first-aid kits on site.
- Wear small first-aid kits and bags (11” X 15” or smaller) on the front of your body to keep the artwork in the Museum safe.

**One last reminder for the day of your visit:**

The Museum has no indoor or outdoor lunch facilities. Additionally, there is no on-site location for storing food during your group’s visit.

**After your visit, please:**

- Do the Post-Visit Make It! Activity or use related ideas listed in the Curricular Connections to extend the visit and integrate it with your classroom curricula. There may also be additional activity suggestions associated with this exhibition on the BAM website that are tied to Idaho State Standards.
Pre-visit Information for Students

Please share and discuss these “Museum Manners” with your students.

Remembering to follow these manners during your time at the Boise Art Museum will help keep the artwork safe and make sure everyone has a positive experience during the visit.

- No food, drinks, and gum
- Give the artwork space
- Don’t lean on walls, pedestals, or platforms.
- Photography is not allowed in the Museum
- Use indoor behavior
- Leave your art and writing materials

Watch Boise Art Museum’s “Museum Manners” video here: http://www.boiseartmuseum.org/hours-admission/#1590606692645-69e82421-658c