

KABEKUI

Born / Lives and works in Tokyo.

SOLO EXHIBITIONS

2019 "SAI KAI TEN" at SQUASH DAIMYO, Fukuoka

2019 "IN THE PAST DAYS" at OPPA-LA, Kanagawa

2017 "DAI KAI TEN" at Kit gallery, Tokyo

2014 "DAI GYAKU TEN" at BOOYA BOXX, Tokyo

SELECTED GROUP EXHIBITIONS & WORKS

2019 "ART POINT in London" at Espacio Gallery, London

2018 "hsz 16th" Title Art at heavysick ZERO, Tokyo

2018 "858 MUSHITEN" at Senju Yakoya, Tokyo

2018 "FUKUOKA ARTBOOK MARKET" at art space tetra, Fukuoka

2016 "GINZA GL" Group Paint at AURUM Ginza, Tokyo

2016 "Shape Your City" Paint at UltraSuperNew Gallery, Tokyo

2016 "B-BOY PARK" Title Art at Yoyogi Park, Tokyo

2014 "Around the World" at UltraSuperNew Gallery, Tokyo

2014 "EXPRESSION" at ZAKAI HQ, Tokyo

2014 "do it your self" at ZAKAI HQ, Tokyo

2012 "My Daily Necessities" at INVADE 3, Tokyo

2012 "ASSORTMENT 2" at PANGAEA SENDAI, Miyagi



MELTING POT, 2019
Acrylic on shaped plywood
W400 x H600 mm

BIOGRAPHY

KABEKUI started his career in 2008.

His characters manifest somewhere between 2D and 3D as „2.5D creatures“, proliferating in a polymorphic fashion. The name KABEKUI is derived from the Japanese word [KABE KUI MUSHI] and translates to „wall eating worm“ in English.

KABEKUI has big eyes, four hands, its body being seemingly infinitely long and its end never being shown.

KABEKUI's style is rooted in Japanese Manga, Anime and subcultures. His prolific character however only found its distinct, final form when KABEKUI entered the medium of graffiti.

The outlines of his work are characterized by extreme contrast. This is supported by the flow of lines that is inherent to spray painting, providing his character's life force, dynamic look and streamline. His characters, always in the process of crossing each other and existing in complexly intertwined states, seem to be a symbol for man's sprawling and expanding ego. This approach also seems to scrutinize modern human society – rich in contradictions and illogic acts – and performs as a metaphor transcending the concept of KABEKUI's worm character.

In recent years KABEKUI has been focussing on his [POP OUT] series, 2.5D works of his piled up characters emanating from a shaped wooden board. The project, again deeply rooted in KABEKUI's graffiti art background, seems to reflect a spirit and desire of wanting to step forward to the outside world in an unconventional and physical way.

This concept is an attempt of stepping through the wall that exists between him and spectators.