Young Creator Elena Huang Presents 'Day & Night 2099,' a Cross-Media Art Exhibition Exploring Future Humanity in Japan

The Fukuoka exhibition explores storytelling, technology, and future human experience through writing, painting, installation, and AI-generated moving image.



Elena, LiLi and □□ from Asphalt Republic

FUKUOKA, JAPAN, September 10, 2026 /EINPresswire.com/ -- 'Day & Night 2099', an original cross-media art project created by young writer and artist Elena Huang, opened at Roppaco Art Space in Fukuoka, Japan. The exhibition presents Huang's speculative fiction universe through multiple artistic forms, including writing, painting, installation, and AI-generated moving image.

Born in 2013, Huang created 'Day & Night 2099' as an ongoing exploration of how technology may reshape human experience over the course of the 21st century. Through storytelling and visual experimentation, the project examines questions surrounding identity, emotion, morality, belonging, and the relationship between humans and emerging technologies.

Curated by LILI, a Japan-based Chinese artist, the exhibition brings together four interconnected sections — text, painting, installation, and AI-generated moving image — alongside a participatory public creation area. Rather than presenting different mediums as separate forms, 'Day & Night 2099' explores how a single narrative can evolve through different artistic languages.

The project is structured around four chapters: Difference, Duality, Choice, and Homeland. Each chapter approaches a different aspect of future society. Difference explores social boundaries and inequality through the metaphor of 'little white dots' and color-based hierarchies. Duality examines technology ethics and moral complexity through a time-reversing pocket watch and

the poem 'Darkness.' Choice follows a journey through an interworld transit station, reflecting on free will and decisions across possible realities. Homeland considers identity, belonging, and emotional connection through the stories of a tide girl and a blue-and-green village.

For the exhibition, Fukuoka-based artist collective Asphalt Republic created new visual interpretations of Huang's stories through painting, expanding the original narrative into a regional artistic context. The exhibition also features an original soundtrack composed by Weston Pan, a Toronto-based creator, whose immersive sound design further develops the emotional atmosphere of the work.

The exhibition's concept grew from the idea that a story can continue to transform when viewed through different creators, cultures, and mediums. Through collaboration between artists from different backgrounds, 'Day & Night 2099' explores how imagination can cross boundaries of geography, artistic discipline, and technology.

A key feature of the exhibition is its interactive creation space, where visitors are invited to respond to the artwork through writing, drawing, and personal interpretation. The project encourages audiences to become participants in the ongoing development of the narrative rather than simply observers.

'Day & Night 2099' represents Huang's exploration of storytelling as an expanding artistic practice, connecting literature, visual art, technology, and collective creativity. The exhibition reflects a new generation of creators who are exploring interdisciplinary approaches to imagine possible futures.

Exhibition Information

Title:'Day & Night 2099'
Creator:Elena Huang
Venue: Roppaco Art Space, Fukuoka, Japan
Opening Date: August 2026
Curator: LILI
Participating Artist Collective: Asphalt Republic
Original Soundtrack: Weston Pan

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