



Abstract

This project seeks to celebrate the development of artificiality and acknowledgment of natural time. I plan to create a walk-through exhibit that entices attracts participants towards replacing current issues with human-developed solutions. This will cover mainly the topics of the death of living organisms, the genetic defects, and the adulterated environment. Finally, participants, will be preserved as part of this exhibit.



Related Class Topic



I wanted to create an art installation that covers every topic from the Biotechnology and Art course in a cohesive manner. Working together with the class, we were able to produce an application from every aspect of the class under the general theme of humanity perfecting itself.

Of the concepts used, the main displays will include carbon, mycelium, plastic, light pollution, and hox genes.

Other topics including saffron and brain waves will also be included.

Context

This project was inspired by a class discussion about creating art out of death. This reminded me of two popular figures in modern entertainment who do this, including Hannibal lector from the show Hannibal. Similar figures like Jhin from League of Legends have followed.

However, turning this into an art installation requires a motive and a narrative. I wanted to make one on how artificial things replaces the parts of life we might not really like. There will be a sense of descent, reminiscent of Orpheus to the underworld. Or if there are more levels, like Dante's Inferno (but it's not all suffering).

Any images shown are generated with Stable Diffusion.

Audience

Not necessarily targeted at wealth, but it is an expensive setup so wealthy clients would be better

Maybe eccentric and old rich people who decide to participate

Unknowing clients

Honors 177 Students and faculty get free tickets

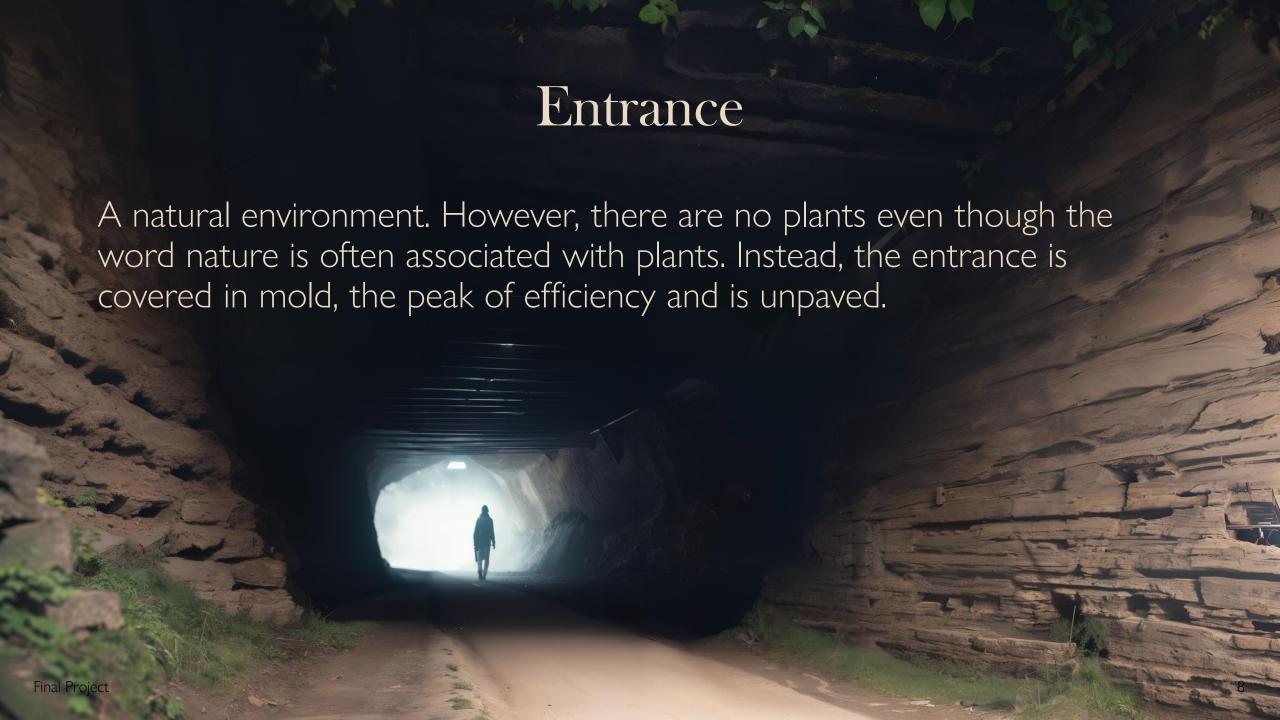
Location

Affluent developmental area with a low police score, such as Chicago, Long Beach, St. Louis, or Kanas City (if this were to take place in the United States) (Security.org)

Or

A private island (refer to The Menu)





Entrance - The Corridor

Getting to the actual exhibit is difficult. As it leads underground, there will be a bit of a maze through a repurposed sewage system (or in the case that this is an island, built from scratch). It will be easy to get to the exhibit though if clients follow the mold (Jabr 2012).

Waiting Room

Kombucha is served (it's nice) in a plastic cup. It's also fancy, with some saffron inside. There's no trash can here so clients are encouraged to hold onto it until they find one.

Also, they get some bread. Yum. Not moldy.

Wait until nighttime.

Exhibit 1 - Rot

Dead trees and rotting vines surround the exhibit and are scattered around the ground.

Exhibit 1 - Cancer

Displays show people and animals with cancer and defects. One exhibit shows bone cancer. I had the Mutter Museum in mind with this. There's a cure ahead.



Walking Under the Sky

There will be an open-air bridge linking the two exhibits. Ideally, if this project were to take place near the city, light pollution would drown out skylight so stars can't be seen (Hirsh 2023). If this were on an island, then more lights would be installed to mimic the effect to a lesser degree.

The Planetarium

As an intermediate area between the bridge and the second exhibit, clients will pass through a planetarium which they can take a break in. This shows the "true" night sky if there were no light pollution. It would be a scaled-up version of the UCLA Planetarium.

Exhibit 2 – Fixing Defects

The second exhibit will complement the first one, displaying mechanisms of fixing these bodily defects. One focus will be on the genetic aspect of this,

There will be a small recycling bin (smaller capacity than amount of people) with multiple display signs. One describes the anti-cancer properties of saffron (Lambrianidou 2020). Another describes how about only 10% of recycled plastic is only recycled (Fox 2019).

Exhibit 2 - Waveforms

Near the end of the 2nd exhibit will have projected waveforms on the wall, and some ambient sounds. The sound system should should be pretty nice, it will replicate the same system and tuning as AMC's Dolby Cinema.

Final Exhibit - Plastic

Clients exit into a large white room with an exponential incline that they do not see easily. The sign says that this is the exit. The white room is made of plastic, and the ground is coated with slippery layers of graphene (Filleter et al 2009).

There is a rounded bottom with a bit of 5W-30 high quality synthetic oil to keep it and client movement lubricated (Total Energies). After this, there isn't much to do. This is inspired by similar interactions between hermit crabs and plastic bottles.

The previous exhibit about waveforms uses state of the art non-local EEG scanners which reads the EEG signal of the room (including thoughts, sounds, movement) into what's previously displayed (Williams 2022).

Final Exhibit - Carbon

After a set number of days (depending on the amount of funding the place gets), clients are cremated and decomposed into their fundamental carbon constituents (Little 2021). It is most ideal if they are not alive during the process, but it depends on the time constraints of this exhibit.

About 10% of them will be compressed into diamonds to better scatter the light at the end of the final exhibit (Blake 2019). 90% will become the graphite / graphene layer on the floor. Like the self-renewing principal of a pitcher plant (Givnish 2014).

Possible Applications

This could also be made into a virtual reality display with a program like Unity (PM 2023).

It could also be an animated show or film.

I was recommended to make this a script, so there can be more creative freedom when modifying and implementing this in the future.



Summary

This exhibit is a testament to human improvement and the power that comes form the convergence of art, nature, and science. Clients of the exhibition will have the opportunity to experience deeper connection in their relationship to nature and artificiality by taking part in this art experience. Ultimately this proposal seeks to combine a lot of class topics into a fun project that everyone can take part in.



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