

Man Becoming Landscape: A Response to Donna Haraway's A Cyborg Manifesto

Part 1. Permeating Membrane Between Humans and Machines

1) Sculpting Bodies To Expound Corporeal Potentiality

- Prosthetics is no longer a replacement of a missing limb but a new narrative with an alternative body. In The Alternative Limb Project, Sophie Oliveira Barata creates prosthetics that expand our preconceived notions of clinical and realistic limbs. Barata initiates a new conversation surrounding what used to be considered a physical challenge and handicap through her creation of a prosthetic arm. Inspired by the video game Metal Gear Solid, this arm unveils the previously hidden personality of an actual amputee gamer. Through an intervening point (the prosthetic arm) introduced by Barata, the narrative of an imaginative body is made flesh (pun intended) in spite and because of the initial 'lack'.
- There is an inert desire to look beyond what our eyes can see, hear beyond the inaudible, and climb beyond where we can reach. We are always unhappy with our inhabitations. From Icarus and his wax wings to Iron Man, we seem to have this symbiotic relationship with the relentless discontentment with our bodies.
- Our discontentment should not be undermined but celebrated.

Phantom Limb

Source: <http://www.thealternativelimbproject.com/project/phantom-limb/>
Photo by Omkaar Kotedia

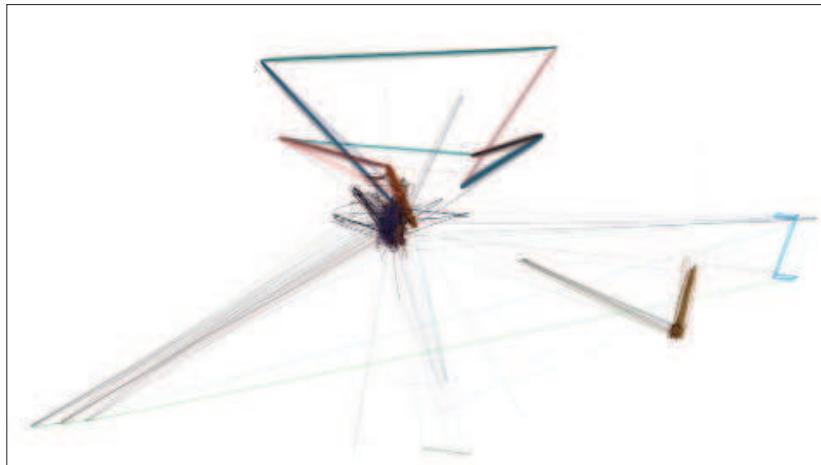


2) Unbinding Desires Beyond Life Deem Artificial

- What we myopically terms as artificial in the temporal now will not be artificial in time to come.
 - When our desires are met, sentient life negates real and what is artificial.
 - The suspension of disbelief will become more robust as we yield to our base instinct and desires.
 - What if computers start watching movies and television shows on their own? What would they be watching and how different would that be from us? Benjamin Grosser's Computers Watching Movies utilises computer vision technology and artificial intelligence to create visualizations that suggest the implications if computers started "seeing" for us. We negate ourselves and surrender the pleasure generating activities to our Twin.
- For what purpose and to what ends? For more time? More time for what? More time to exist.

Still Frame from Computers Watching Movies 2001: A Space Odyssey

Source: <https://bengrosser.com/projects/computers-watching-movies/>



3) Misting Identities With Beings In Valley Uncanny

- Who is real? Who is not? Am I still human? What makes me human? Or am I an artificial intelligence programmed with infinite possibilities actions and reactions?
- What is almost but not yet me?
- Can consciousness ever be recreated? Or would it come to a point when my consciousness can be replicated and there will be many of me?
- Or should the Valley Uncanny and uneasiness continue to exist since it is the one emotive point that differentiates us from robots or androids?


Part 2. Woollily Demarcating Between Physical and Non-Physical

1) Pervading Lives With Miniaturizing Technology

- We assume technology that is invisible is pervasive.
- What technology hints towards is more than 'being invisible'.
- Rather than invisibility, the affect of pervasive technology is being made more apparent. It was the medical industry that first took interest in the world's smallest computer (as of December 2016) – smaller than a grain of rice and powered by light, this programmable computer can "take pictures, read temper atures and record pressure readings..."
- When objects are miniaturised there is an unspoken desire to amalgamate technology with flesh, be it via incision or ingestion techniques.

2) Superseding Light With Portable Devices

- The beauty of pervasive computing lies in its continuous connectivity between objects, data, and network, anytime anywhere.
 - What are the implications of this constant connectedness to this network of digital artefacts?
 - Why is there a relentless need to account for one self through self-generated narrative to an imagined community? Are we oblivious to the invisible threads of intertwined relationships penetrating our lives?
 - Just like we take for granted the presence of the sun and our dependency on its light for subsistence.
 - Will we stop questioning the omnipresent existence digital artefacts and networks as we become more no madic and migratory ourselves?
- "Though there were few great cities on Earth where men could not see one of the silver ships glittering against the zenith, after a little while they were taken as much for granted as the Sun, Moon..." Childhood's End, Arthur C. Clarke



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