MUSEUM OF FUTURE HUMAN

2016

LIQUID HUMANS

opening hours :
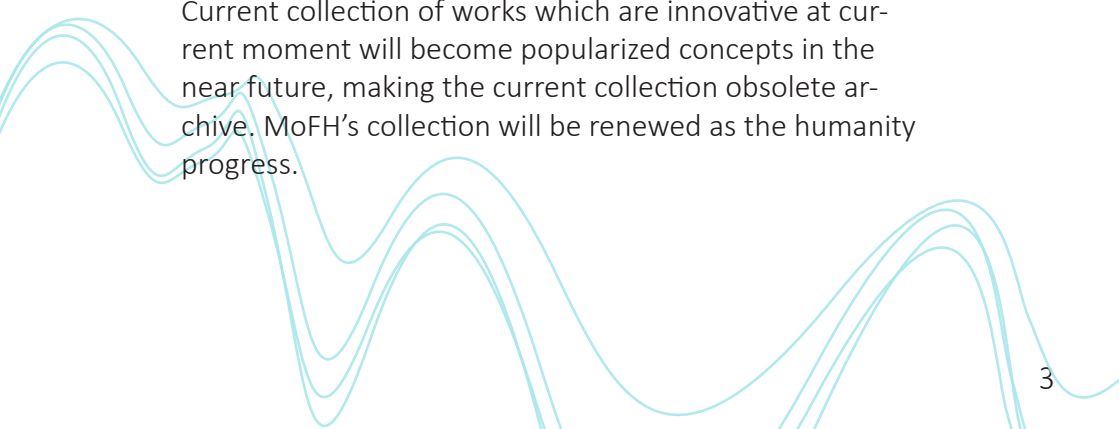11-6pm
Tues to Sun
(except holiday)

Free admission

MUSEUM OF FUTURE HUMAN

2016

Museum of Future Human takes an anthropological approach in essence. More specifically, MoFH takes the viewpoint of "cyborg anthropology" which believes that we are mixture of humans and non-human objects.

MoFH aims to record this historical moments in humanity where the definitions of humans are radically changing and expanding with the technologies, and to predict the future humanity upon reflection. MoFH brings collections of art regardless of genre which are at the forefront to explore current humanity.

Current collection of works which are innovative at current moment will become popularized concepts in the near future, making the current collection obsolete archive. MoFH's collection will be renewed as the humanity progress.

Museum of Future Human is a hemisphere shaped 4 story building which looks like a brain. Each floor is a cross-cut of the brain with flat and hollow cylindrical shape. Each floor only has entrance and exit without walls subdividing the space.

According to the exhibition, the space can be divided unrestrictedly with fake walls, just as adding the materials in and out of the binder. This concept simulates human brain's characteristics of expanding its capability limitlessly, which makes brain's gray mass to be covered with more wrinkles. The act of walking through the museum space is accordant with that of exploring the brain of museum.
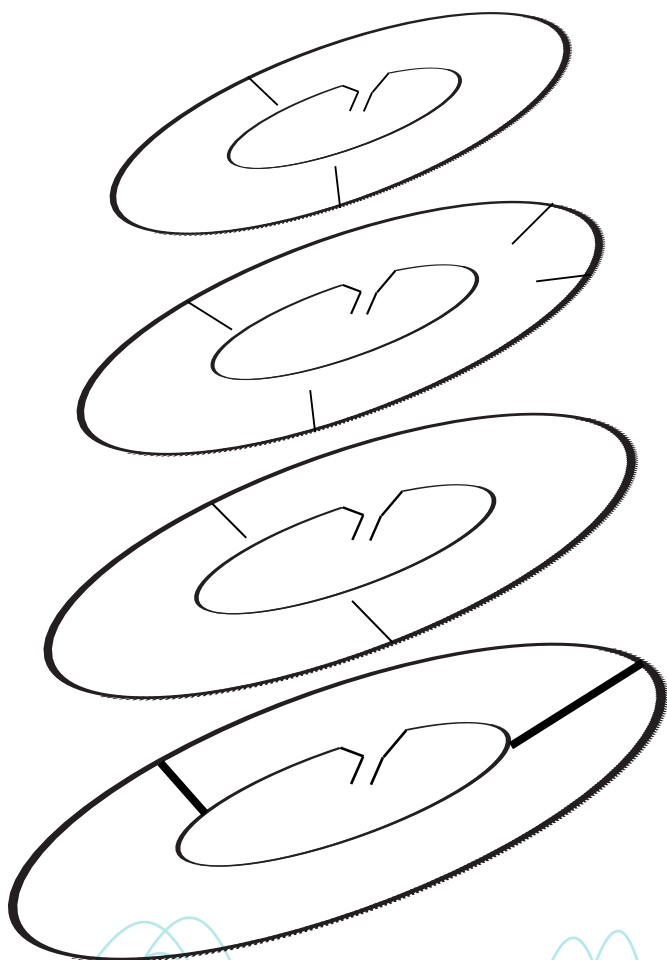
Third FLoor

Environmen Dress
Computer Watching Movies

Second Floor

The Machine to be Another
Archpelago

First Floor

Re-Wired / Re-Mixed
Becoming Dragon

Ground Floor

Human Study

Media Facde

Stranger Community

A cyborg is
      a cybernetic organism,
      a hybrid of machine and organism,
      a creature of social reality as well as
      a creature of fiction.

We are all chimeras, theorized and fabricated hybrids of machine and organism; in short, we are cyborgs. (...) new kinds of unity across race, gender, and class....

"A Cyborg Manifesto: Science, Technology, and
Socialist-Feminism in the Late Twentieth Century"
Dona Haraway (1985)

Hailey Kim

Liquid Humans

We are no longer "humans" that we thought we were. Definitions of We are no longer "humans" that we thought. Definitions of humans expand everyday with the help of technology, creating new landscape, ecosystem, and culture. We are changing what's surrounding us, but we ourselves are also revised simultaneously.

This exhibition uses methodological skepticism to redefine humans in every aspects: What defines humans? Can we still remain certain about things we used to believe? Are our bodies still suitable for this world? Do we exist in a single place? Can the biological representation of human bodies represent multifaceted identities of humans?

The exhibitions questions about humans in order to understand ourselves better in objective perspective and to acknowledge the blurring boundaries which might first come bizarre. Artworks which are at the forefront of these boundaries are brought to this exhibition. Question and embrace liquid identities.

Stelarc
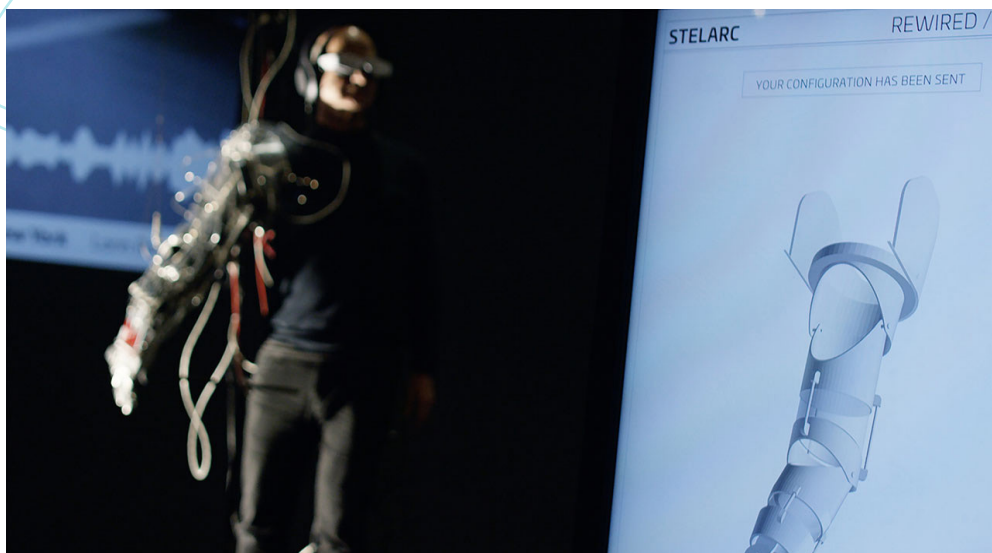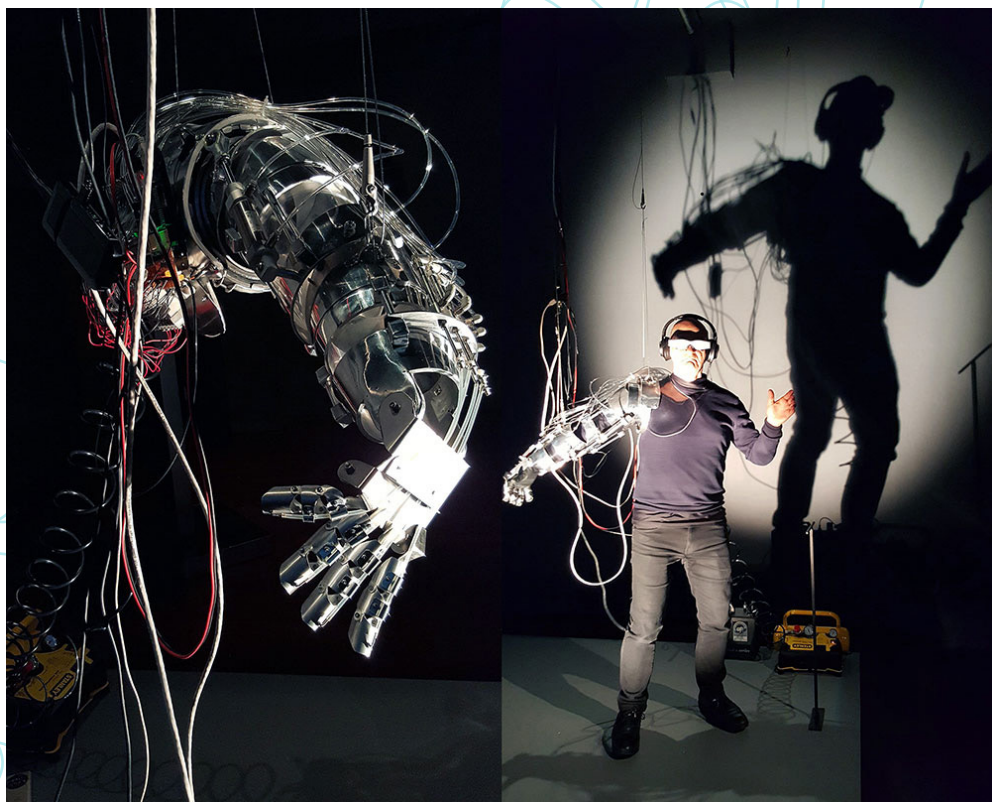
Re-Wired / Re-Mixed
: Event for dismembered body

performance, installation, device

       "Re-Wired/Re-mixed" is a performance and installation to experiment the chimeric human being, 'a theorized and fabricated hybrid of machine and organism', and the telepresence.

       During the performances (five days six hours a day), Stelarc wears HUD device, headphone, and the robotic right arm. Through these devices, Stelarc is physiologically present in three different places. He sees through the eyes of someone in London, hears through the ears of someone in New York, and moves his hybrid arm involuntarily in 8 degrees-of-freedom exoskeleton according to the movements directed by anonymous user of his software program. Stelarc's vision, audition, and movements will be live-streamed through the projection in the gallery space and through online platform. His bodies are fragmented into different parts, his movements are sensory inputs are under control, and he is under the surveillance of numerous people.

       The presentation of chimeric post-human beings, desynchronized and dismantled into different parts is a process of adapting his obsolete human bodies and predicting the future human body. This whole experimentation of adapting to de-synchronization will provide unique experience as a post-human.

*This is opening performance for the museum and the exhibition will be performed for the first five days.
** Exoskeleton will be displayed with the touch-screen interface in the gallery space and online interface (please refer to QR code) to remotely control the arms will be displayed through the exhibition.

Patrick Tresset

Human Study

device, installation

       "Human Study" is a theatrical installation which simulates a portrait drawing situation in a different context. Number of old tables and chairs are installed with the cameras (tracking the face of the visitor) and robotic arms (drawing the portraits according to the computer algorithms). By putting robots as an artist and humans as a passive model for this artistic practice, "Human Study" disorients visitors about the common belief that machines are cold, far from artistic and creative practice.

       "Human Study" is a general introduction to the exhibition which aims to expand the human boundaries. Human and machine symbiosis is inevitable. Machines are expanding their limits and gaining expressive and artistic qualities. Humans are living in a new ecosystem and building new relationships and cultures with machines. "Human Study" is a warm greetings to the exhibition to observe humans in an objective position.

Micha Cárdenas
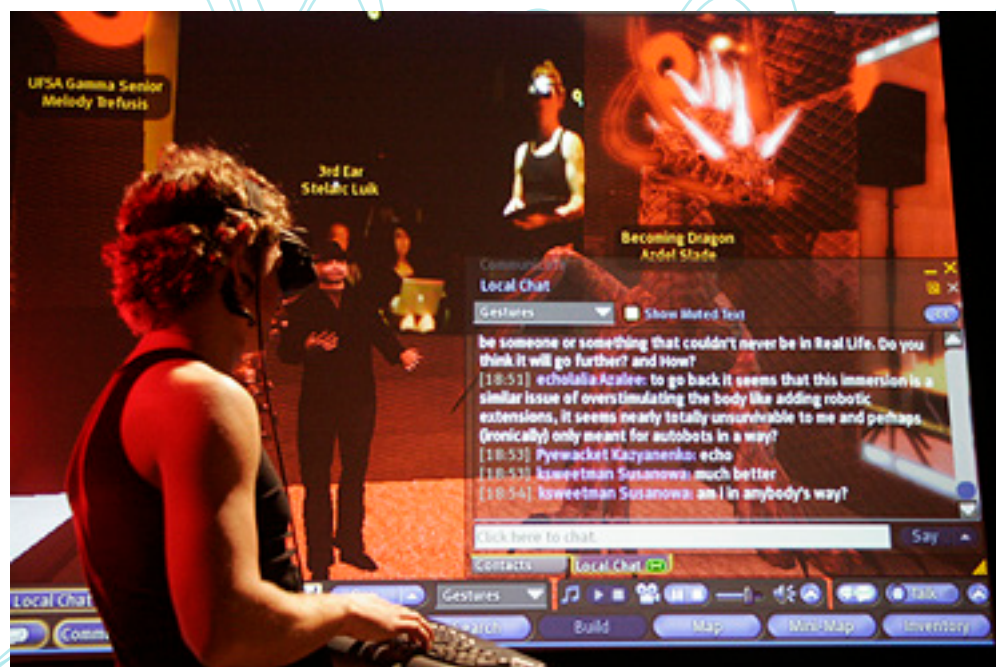
Becoming Dragon

video, performance

In real and virtual world, humans are now living with multiple identities which makes physical identity meaningless. "Becoming Dragon" explores the possibility of transcending the dichotomy of gender identity.

"Becoming Dragon" is a mixed media performance art implemented for 365 hours living in 'Second Life', an online 3D virtual game platform, as a dragon avatar. 365 is a metaphorical number to question the requirement period (Transgender Conformation period) for people who's willing to receive Sexual Reassignment Surgery. Micha uses technology to provide true immersion. He wears HMD device throughout the performance, enabling him to only see stereoscopic display in his Second Life. All his motions are captured and transferred to avatar's movements in real time, while he eats, drinks and works. Efforts to adapt to the avatar persona is something comparable to the adaptation to new transgender body.

With evolving technologies to nullify or transgress the polarization of genders and realization of virtual identities deviating from the gender, this new hybrid avatar 'dragon' is born."Becoming Dragon" opens up discussions for people to rethink about their identity, especially gender, to embrace multiple-identities.

BeAnotherLab
The Machine to be Another

video, performance

Humans have long desired to be virtually present somewhere else that they are not present. This boundaries of human's presence and physical limitations are tearing apart. "The Machine to Be Another" is part of this innovative action to extend physical human body.

Using cameras and VR devices, "The Machine to Be Another" provides the immersive experience of being in the body of another person. With the great possibility of building strong empathy from different social, cultural, ideological backgrounds and expanding the human experience to overcome physical disabilities, it questions about the quality and subjectivity of human perception and understanding of the others.

The installation is divided into two parts: video installations from the previous demonstrations and the actual performance spaces. During the demonstration time each day, users can experience the tele-presence with the work. In two separate but identical spaces, one will be occupied by the user and the other will be occupied with the performer. Users wearing HMD devices will see the real-time video from the perspective of the performer and can interact in the identical space.

*Demonstration time : 2-5pm everyday

liquid humans

liquid humans

Artificial Nature (Haru Ji, Graham Wakefield)

Archipelago

mixed media installation

"Archipelago" is an immersive interactive installation which invites humans to take part in the artificial ecosystem created within a generative computational world. The massive landscape of valleys and hills are created with 3 tons of sand and expands up to the size of 6x3m. 4 projectors are showing the sophisticated ecosystem while 4 Kinects are tracking human motions which is an integral part of this virtual world.

Within this natural-like yet slightly different ecosystem, number of species of artificial organisms survive and do some basic biological actions such as foraging, killing, reproducing as well as some social activities like flocking. Complexity of this nature is tremendous: hierarchies, behaviors, resources of the landscape, and human actions influence species either extinct or to thrive, creating niche conditions.

Visitors can interact with the installation with the aid of Kinects. The landscape projection is recreated while playing with the sand, causing resources to vary according to the altitude. Shadows drawn by the visitors are tracked and projected on the valley, killing some organisms under them. Movements along the valley also create artificial winds which make some organisms to move.

Through artificial intelligence, "Archipelago" quest the possibility of recreating the sophistication of the ecosystem, which humans, other species and nature create all together. The future is near when humans, or partial identity of humans, become part of this artificial ecosystem. The complexity of the nature, in which humans are part of, is no longer the mystery incomprehensible or uncreatable.
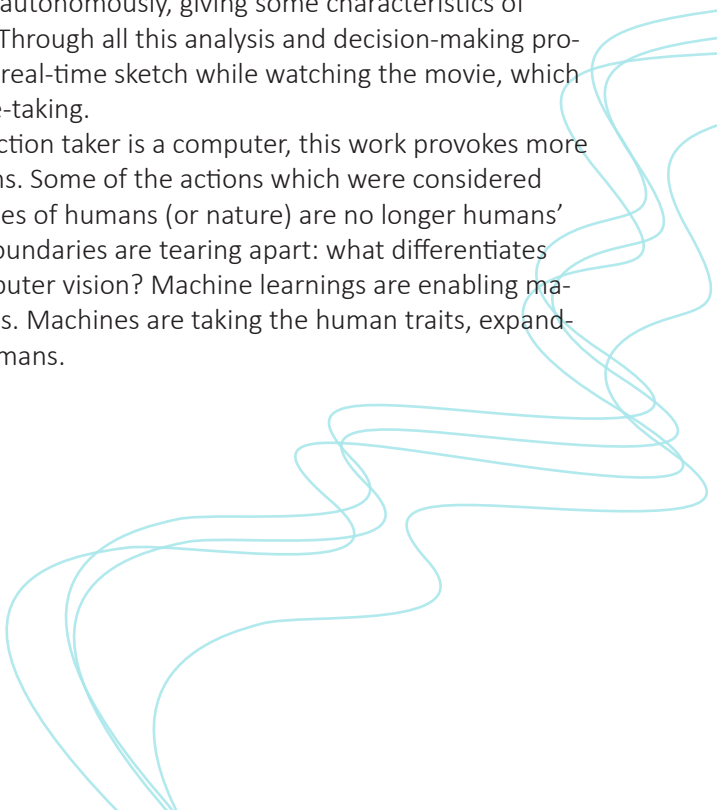
Benjamin Grosser

# Computer Watching Movies

video, installation

Computer vision, a computer algorithmic understanding of visual materials, was usually understood as an assistance to the human vision. Benjamin Grosses subverts this human-centered notion of computer vision in his work "Computers Watching Movies" by using computer software to make 'computer' to actually watch historically beloved movies.

While computer watches the movie, it analyzes the compositional languages, colors, and all the other details of the shots. It also chooses what it wants to watch autonomously, giving some characteristics of human consciousness. Through all this analysis and decision-making process, software makes a real-time sketch while watching the movie, which reminds of human note-taking.

Although the action taker is a computer, this work provokes more questions about humans. Some of the actions which were considered to be exclusive properties of humans (or nature) are no longer humans' unique features. The boundaries are tearing apart: what differentiates human vision and computer vision? Machine learnings are enabling machines to have emotions. Machines are taking the human traits, expanding the definition of humans.

liquid humans

uh513 (María Castellanos & Alberto Valverde)
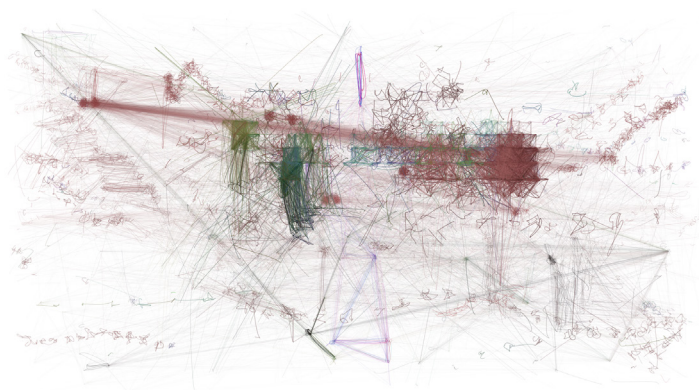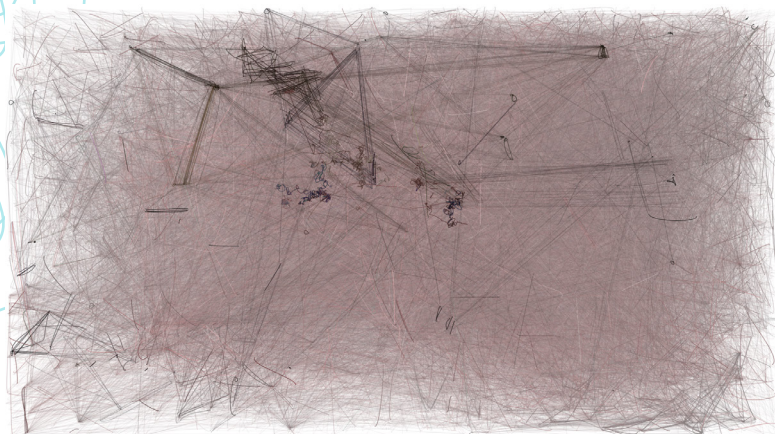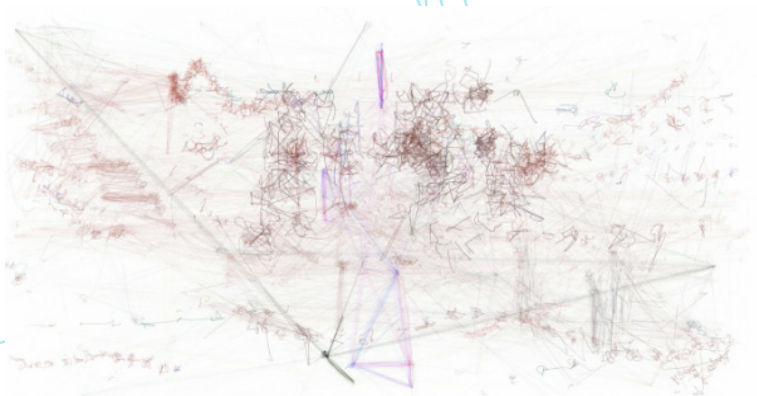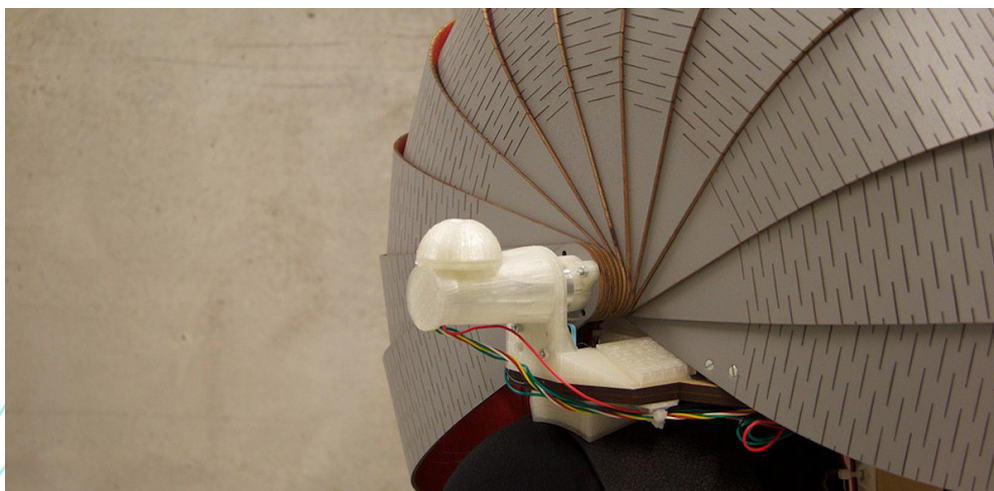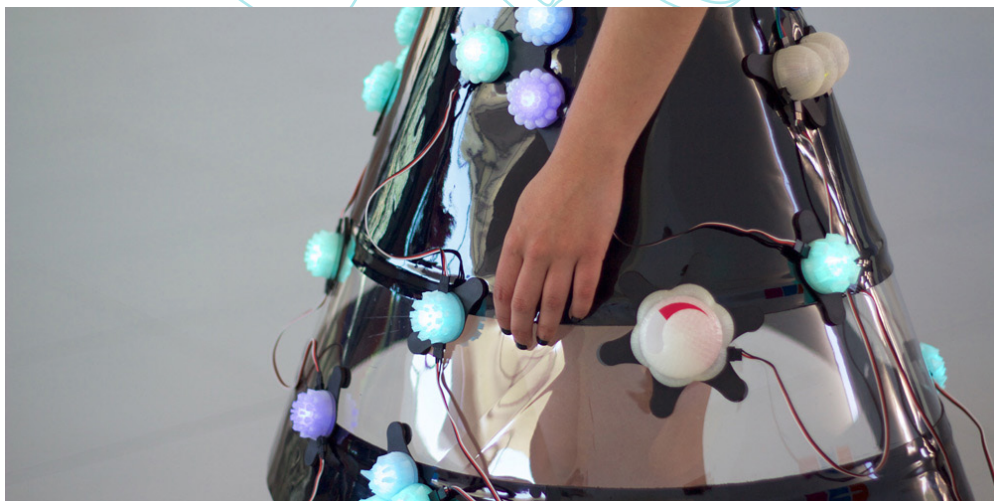
Environment Dress

device, installation

       "Environmental Dress" is a wearable garment to overcome the limitations of the sensory organs and to extend the human skin. It takes another step further by predicting possible emotions and body reaction through machine learning.

       It collects different biometric data such as noises, dust level, temperature, air pressure, UV level, and Carbon Monoxide level to build a big data over time. This data is to the mobile application via wireless networks. Referencing the previous reactions, geological data, and current input data, the possible emotional changes or behaviors are anticipated and sent back to the user through the dress, giving feedback to the environment. "Environmental Dress" is an open source project with free hardware and software.

       Most of the wearable technologies are built on top of the Stelarc's remark "Human bodies are obsolete", in which he meant that human body must overcome archaic prejudices and to embrace the technologies, which are far more advanced and powerful than our own bodies. "Environmental Dress" can be interpreted along this intention to revolutionize human conditions.

Hailey Kim
Stranger Community

installation

This work is an homage to "Stranger Visions" by Heather Dewey-Hagborg

After all the visitors have left the museum everyday, assistants will collect DNA data scattered throughout the museum, such as hair on the ground, saliva on the cup, and gums. With the collected materials, assistants will implement DNA phenotyping, a process of recreating the appearance from DNA, usually used for forensic purposes. Using the software programme, the collected data are transformed into images, and these portrait are projected on the facade of the museum. Each day, new faces will be added and accumulated to the grid of faces, pushing the existing faces aside. Approximately 1000 faces can be projected at once, and the old faces will be replaced with the new one.

This project touches two point: first, the creation of virtual community, and second, the rising privacy issue with biotechnologies. People belong to numerous communities in virtual space. In these communities built upon anonymous identities, people do not know each other physically. This project is an attempt to build a virtual community of people who have visited museum, with some physicality by exposing each other's face on the facade. This exposure of faces are connected to the next issue, the ethical problems with the rising traceability through DNA analysis. In this project, unwittingly left traces of people are used without any agreement, questioning how biotechnologies need careful treatment to only implement the pure purpose of criminal investigation..

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