

Works Included:

A: *Source*, 2020

Materials: Granite Slab, Computer Parts

Source is a custom computer that uses a built-in Geiger counter to create a random seed using radioactive decay for the work *Bore Hole*.

B: *Flesh Projections*, 2021 - ongoing series

Materials: PLA 3D Printed Objects

Flesh Projections are a series of GAN-generated (Generative Adversarial Networks) objects. A 3D-GAN was trained on thousands of 3D modelled and scanned hand tools and technologies from Palaeolithic stone tools to contemporary technologies such as cell phones and laptops. The 3D printed objects represent a cross section of the artifacts the GAN made while trying to recreate this human technological history. This work was supported by the IRCMS Fund at HKBU.

C: *Optical Regression*, 2021

Materials: Custom Computer, Metal Sever Box, EMMA 2W Laser Projector, Smoke Machine

Optical Regression is a work that skips through videos on YouTube. It converts the act of browsing into smoke signals and the videos it plays into outlines in real-time. It projects the video outlines through a 2w laser projector. This act refers to the lasers used to transfer large amounts of data over vast distances, converting the videos back into their original laser format.

D: *Bore Hole*, 2021

HD Application, Infinite Duration

Bore Hole is an endless, procedurally-generated hole and internet browser that only goes to the Reddit homepage. The work is never the same—it constantly changes and updates as long as it is running. It looks to create a dialogue around the impact of rapid technological evolution and the never-ending stream of artifacts and detritus that follow in its wake of obsolescence.

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DEEP BORE

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DEEP BORE revolves around a data center raised flooring formation that operates as a stage to view a live-generated, never-ending borehole projected onto the floor. The hole is perpetually digging through to a virtual environment that acts as a liminal space, or bridge, between the physical site of the gallery, its surrounding environment, and a realm of virtual and real-time content. This includes live Reddit updates, GAN-generated objects and images, and other items that materialise, float, and fall into the void on the screen.

The work is interested in drawing a spontaneous environment that allows viewers to enter through interfaces that are site specific rather than the normal screen space we encounter on a daily basis. The visual material reflects the remnants of human technological production, prehistoric caves, and rare-earth mining tunnels. There is a direct reference to data mining, crypto mining, and data centers that have sprung up around the world. The installation creates a space of reflection on the intangible data-points, machine learning algorithms, clouds, and rendered objects we often encounter, touching on their real-world presence and effect on the environment, consciousness, and culture.

