

Becoming World

# Becoming World

Aleksandra Dulic and Kenneth Newby

*Becoming World* engages in reconciling the culture - nature divide through a composition process that merges the beauty of natural environments with the horror of overconsumption and environmental degradation. *Becoming World* is a work of generative art that produces transforming images of the human body embedded or extended by Nature. A generative collage system composes from a large database of images of people, our actions and Nature. Meaning, both broad and focused, is drawn out of the work by including, in the compositing process, layers of human portraiture drawn from the beautifully diverse community characteristic of Canada. The natural images function to reorganize and enhance the body — becoming skins and spaces — making of each a merging of the human and the world we inhabit. As an experience the work situates itself around the boundary between knowledge, grief, hope and memory. People, their faces and bodies emerge and are torn apart by images of sustainable and un-sustainable human action. Characterization of multiple states of being is expressed as a state in which we at once carry an image of the world within us while, at the same time, are subject to the changes wrought on our selves by the external forces of an enveloping world. In this way *Becoming World* attempts to show an interpenetration of the human with the world — an interpenetration that might hopefully enter into a discourse on a transpersonal state of being conducive to a rethinking of our place in the world as continuous, cohabitant, participatory and fundamentally resonant with the world.

The works can be presented in two different ways:

First option is as a series of digital prints on the aquarelle paper size 60 x 76cm.

The second option is a media triptych comprising of three flat-screen monitors, placed side-by-side, in portrait orientation running the artwork software that slowly shifts among the visual compositions. Each of the three channels is thematically organized: 1. Images of humans and nature that explore the natural beauty and harmony; 2. Images humans and our unsustainable activities (industrial production, forest clear-cutting, garbage, war etc.); 3. Images of humans and nature that explore the natural catastrophes (fires, droughts, floods etc). Situated in a world obsessed with speed, driven by desire for instant gratification, *Becoming World* media triptych proposes a radical departure from fast media culture by generating a projected image of continuous transformation and interpenetration that occurs so slowly as to elude the conscious perception of underlying change.



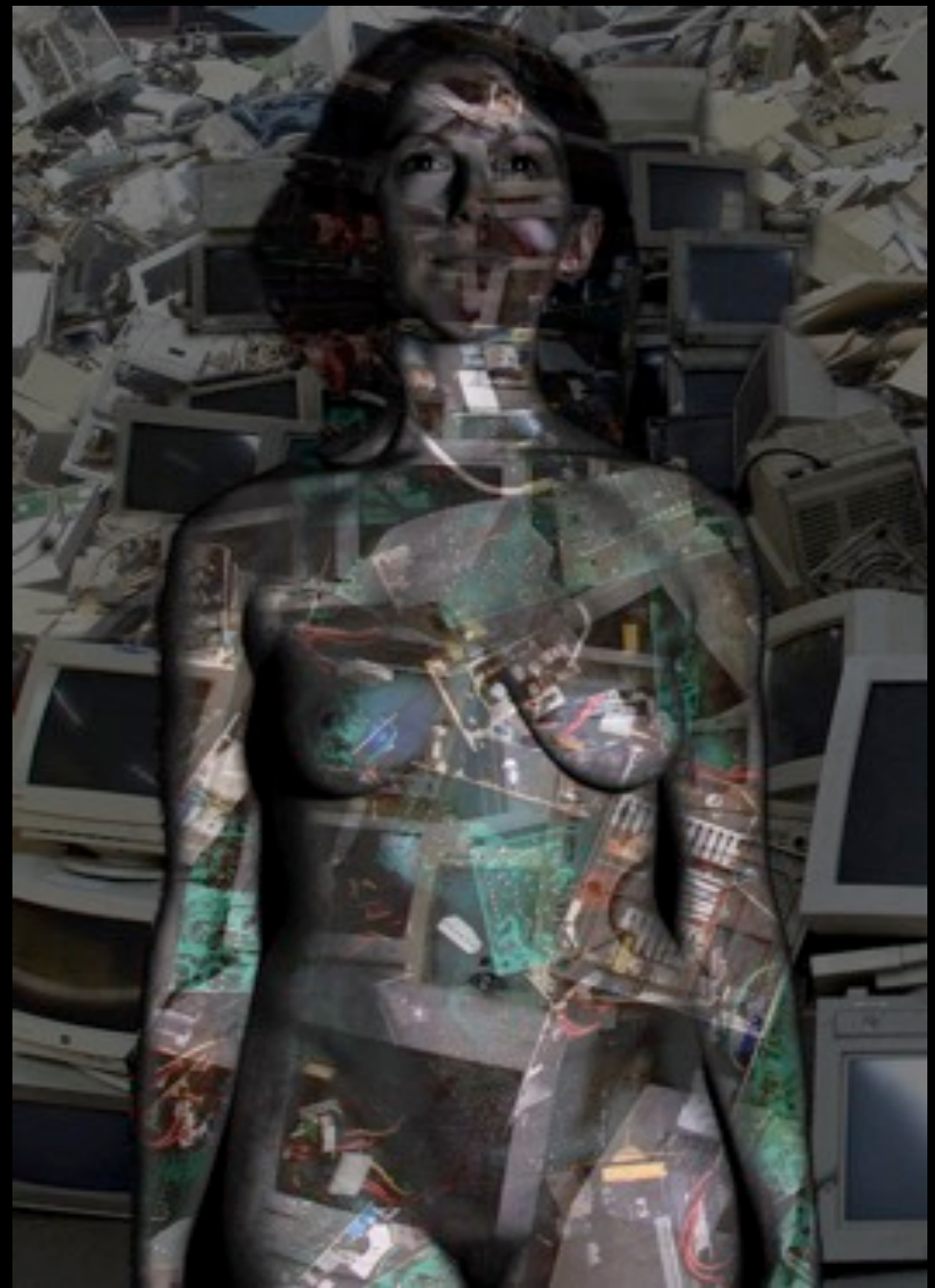
Becoming Meat



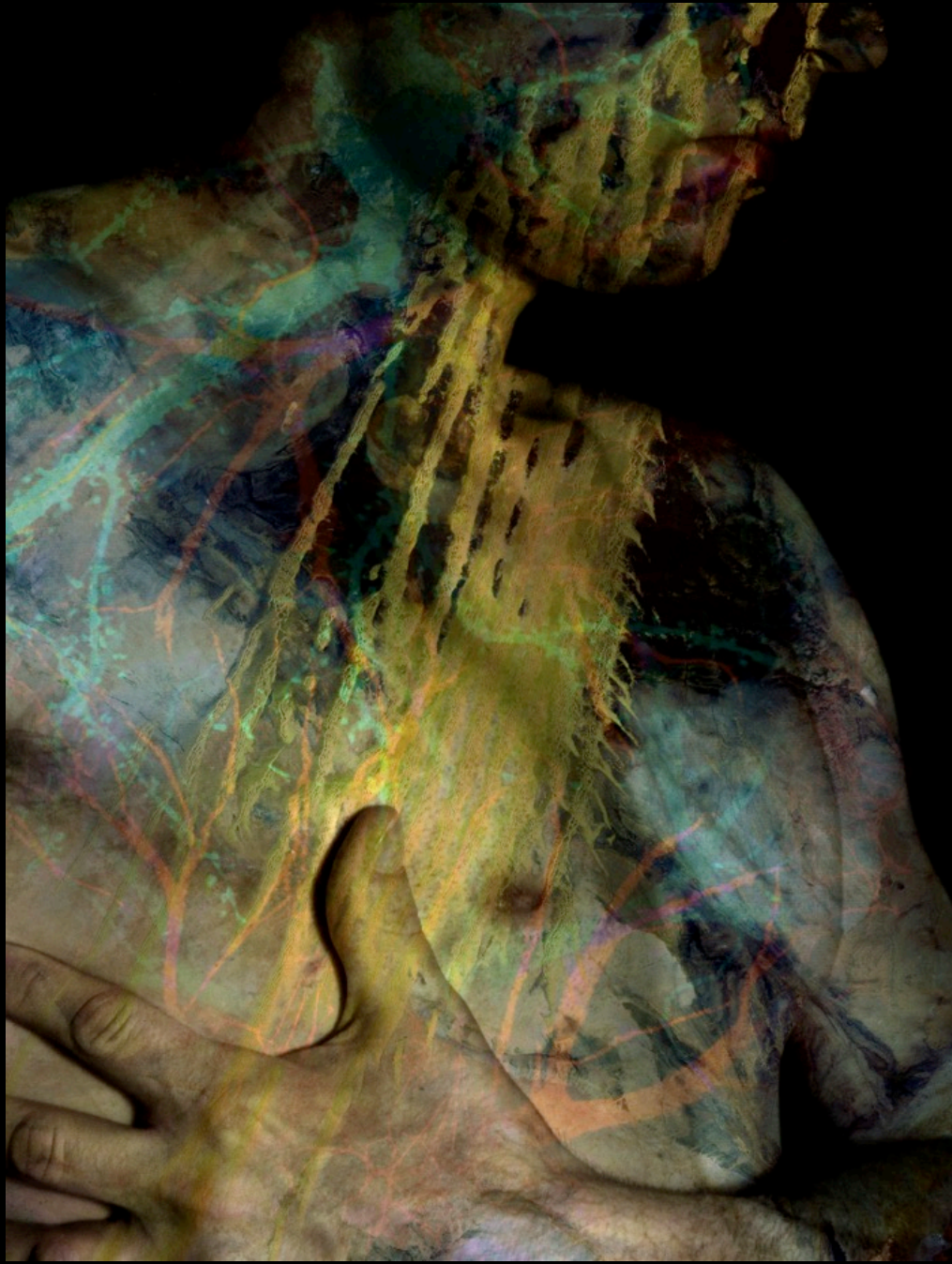
Becoming Land



Becoming Land



Becoming Garbage



Becoming River



Becoming World



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Digital Print.  
Format 60 x 76cm.

Aleksandra Dulic (PhD) is Associate Professor at the Faculty of Creative and Critical Studies and the director of the Centre for Culture and Technology at the University of British Columbia in Okanagan. Aleksandra is visual artist working at the intersections of interactive installation and live performance. She has received a number of awards for her media artwork, which are presented in exhibitions, festivals, and television broadcasts. Her research is centered on the creation of interactive systems and experiences that bring local, cultural and communal resources to the forefront. One thread of this research involves the development of learning experiences using interactive displays and game play for sustainability awareness grounded in local ecology. Another thread is the research in interactive installations and performances that enable the creation of complex community images. Website:

<http://aleksandradulic.net>

Kenneth Newby is a media artist, composer-performer, educator, interaction designer, and audio producer whose creative practice explores the use of technology to enable the creation of media performances, installations and experiences that are rich in aural, visual and cultural nuances. His research interests center around the exploration of the creative forces latent in an emerging poetics of computational art and includes the development of new media diffusion techniques for performance and exhibition, augmented reality systems for museum experience design, and generative systems for the composition and performance of music and visual art. Kenneth is currently focused in two long-term projects. One is the ongoing development of the Flicker Generative Orchestra — a compute raided composition system for the composition of contemporary classical music. The second is Becoming World — a project in generative visual art in collaboration with Aleksandra Dulic.