

REAL FAKE FANTASIES

design for tech-supported desires

(working title)

or

REALITY
BY PROXY

or

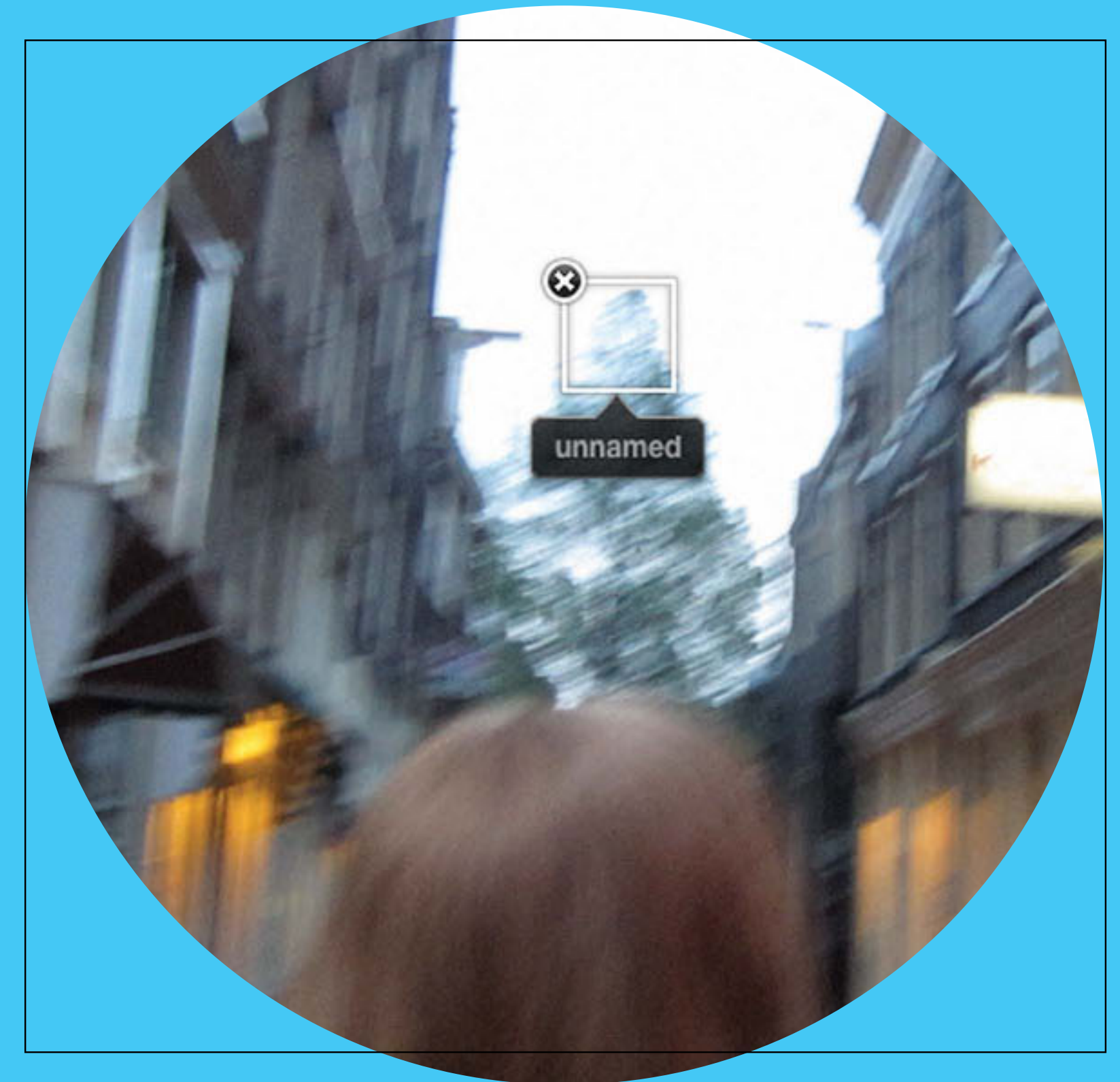
MACHINE
NARRATIVES

Brooklyn Brown

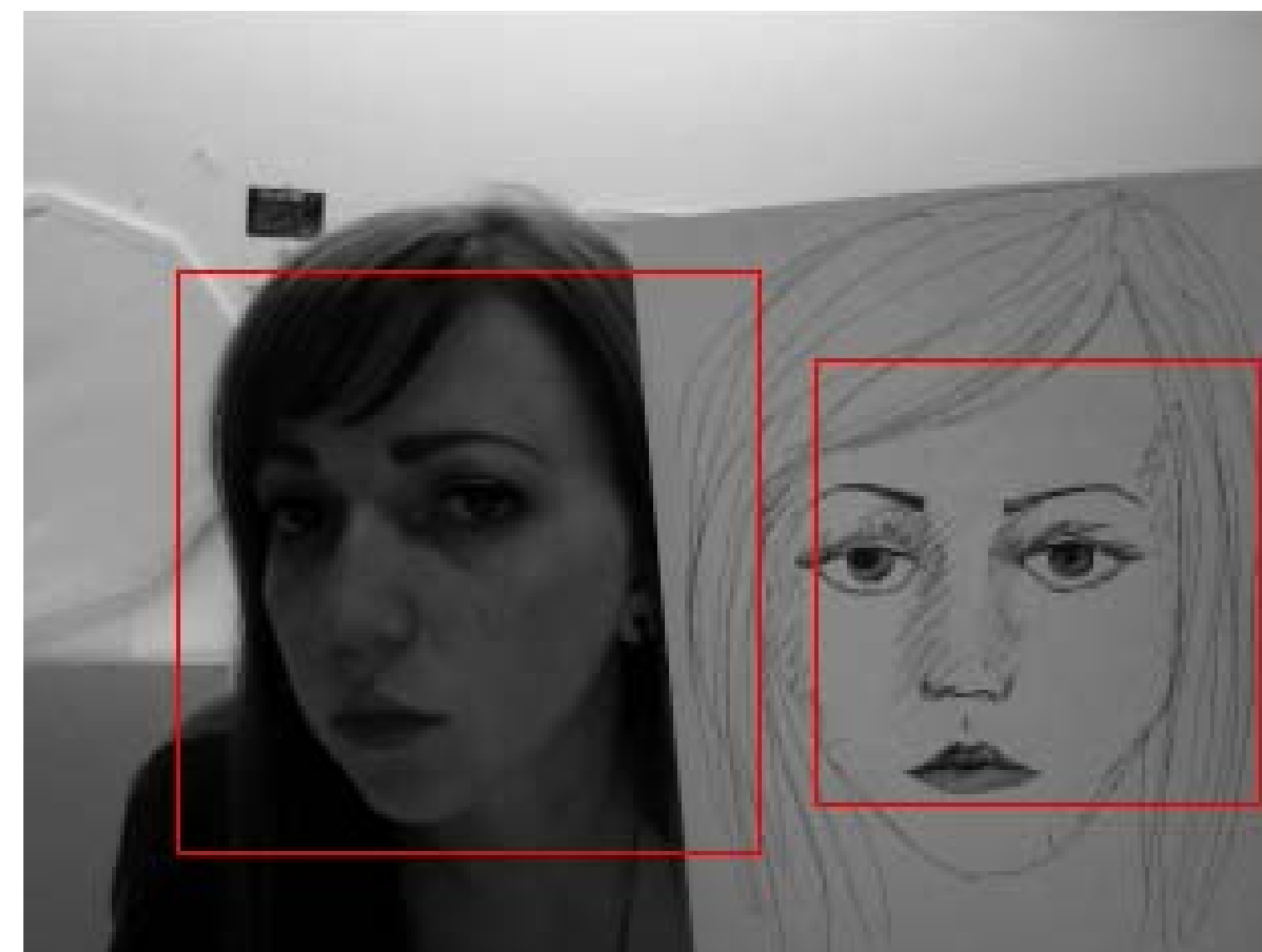
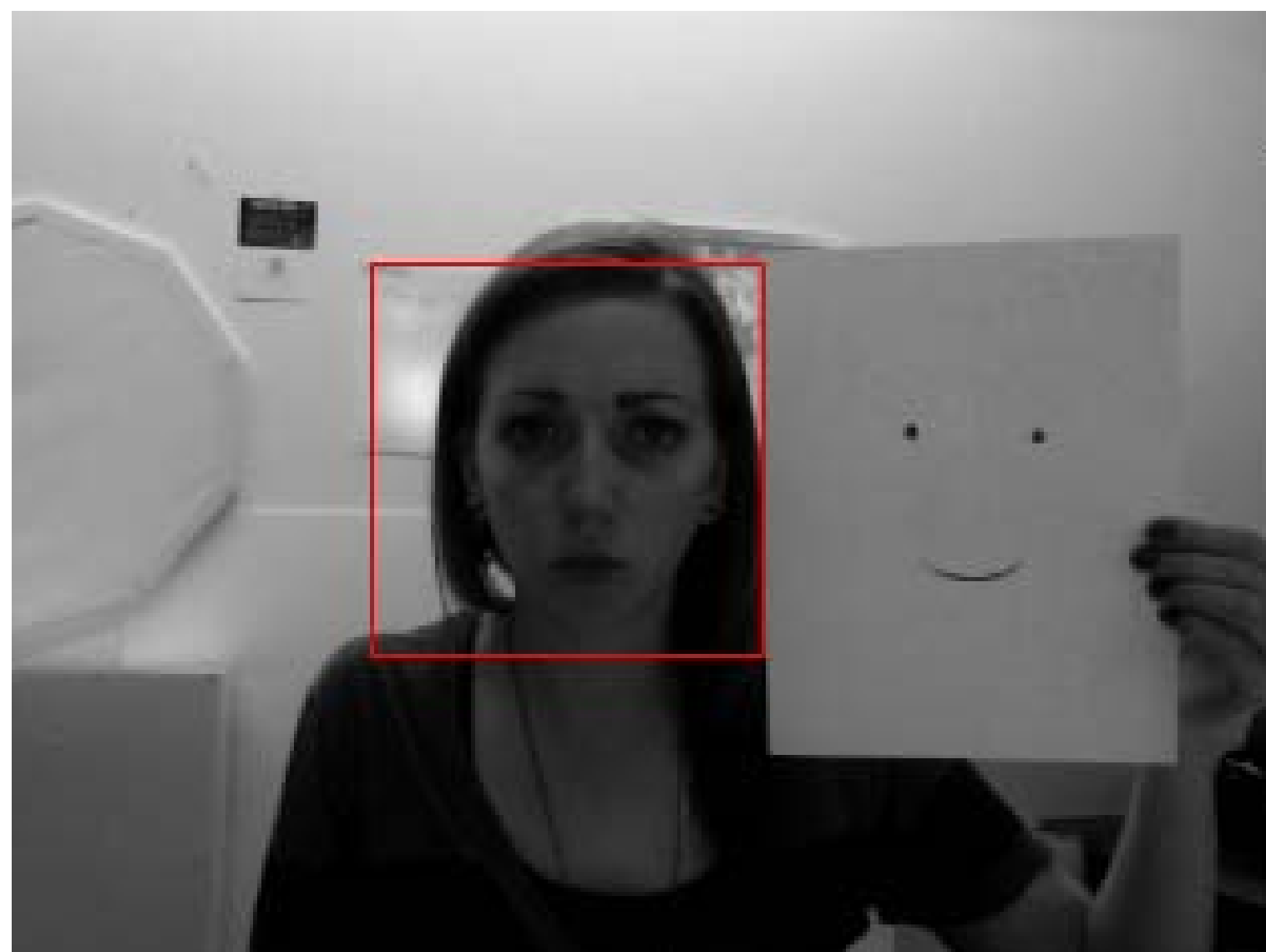
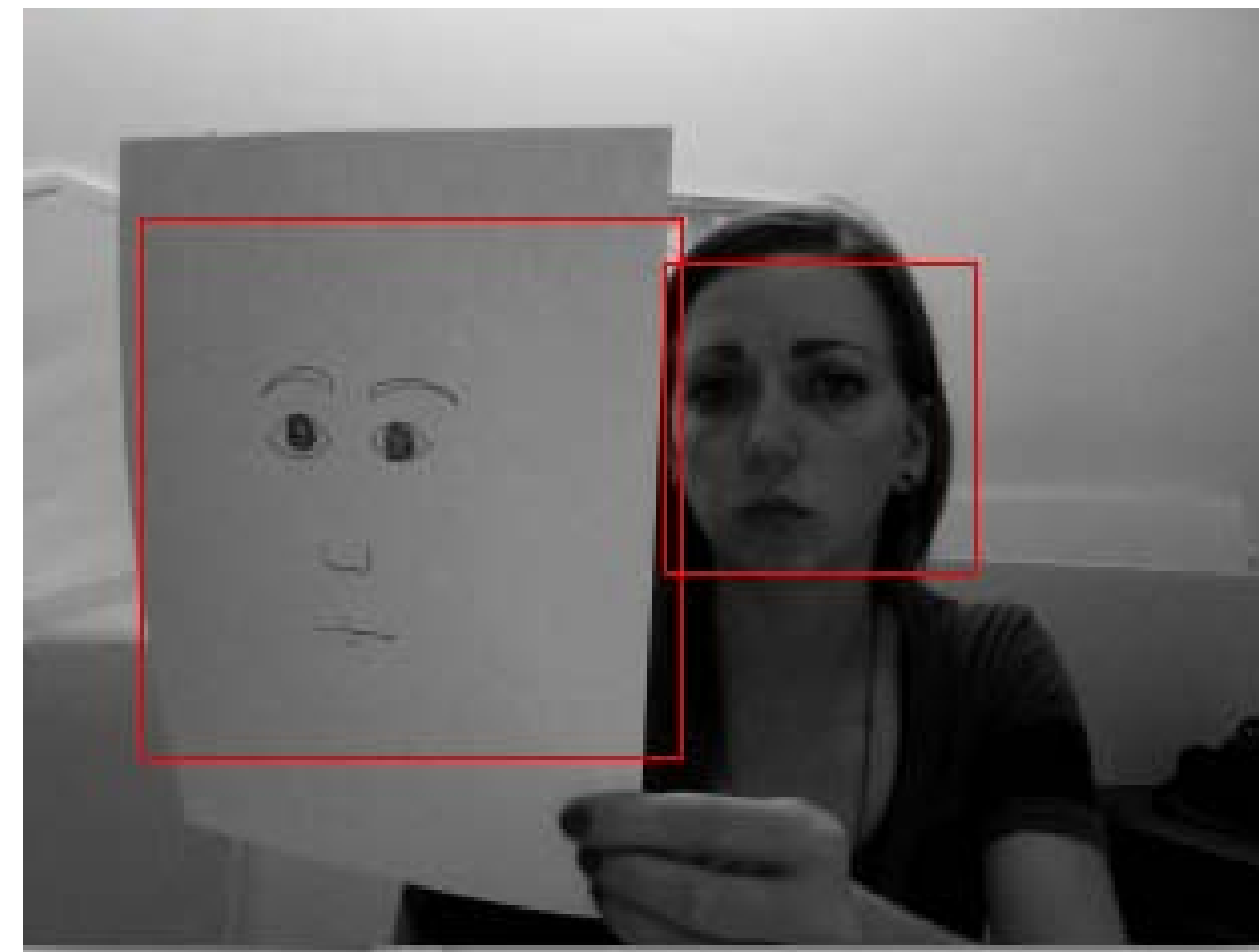
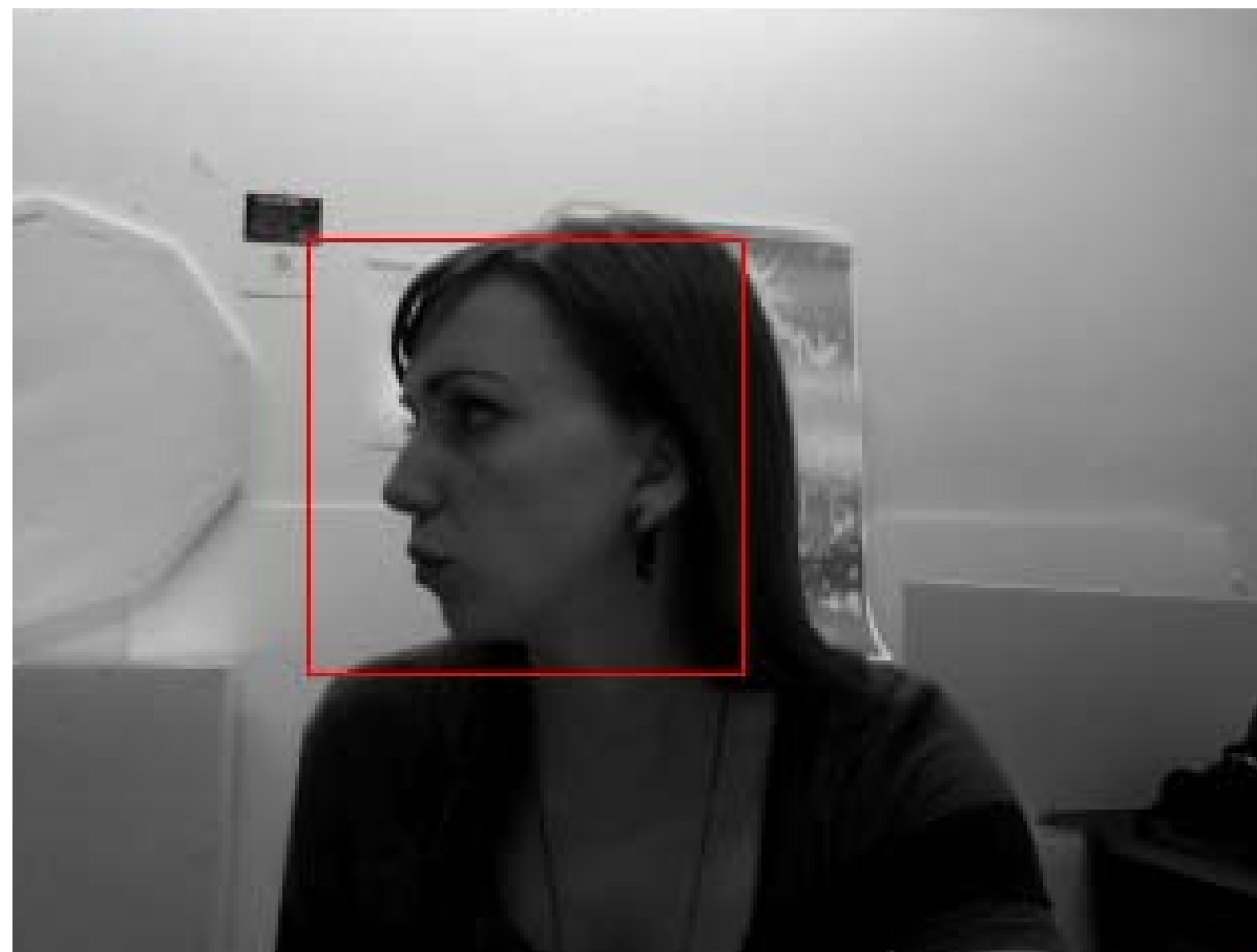
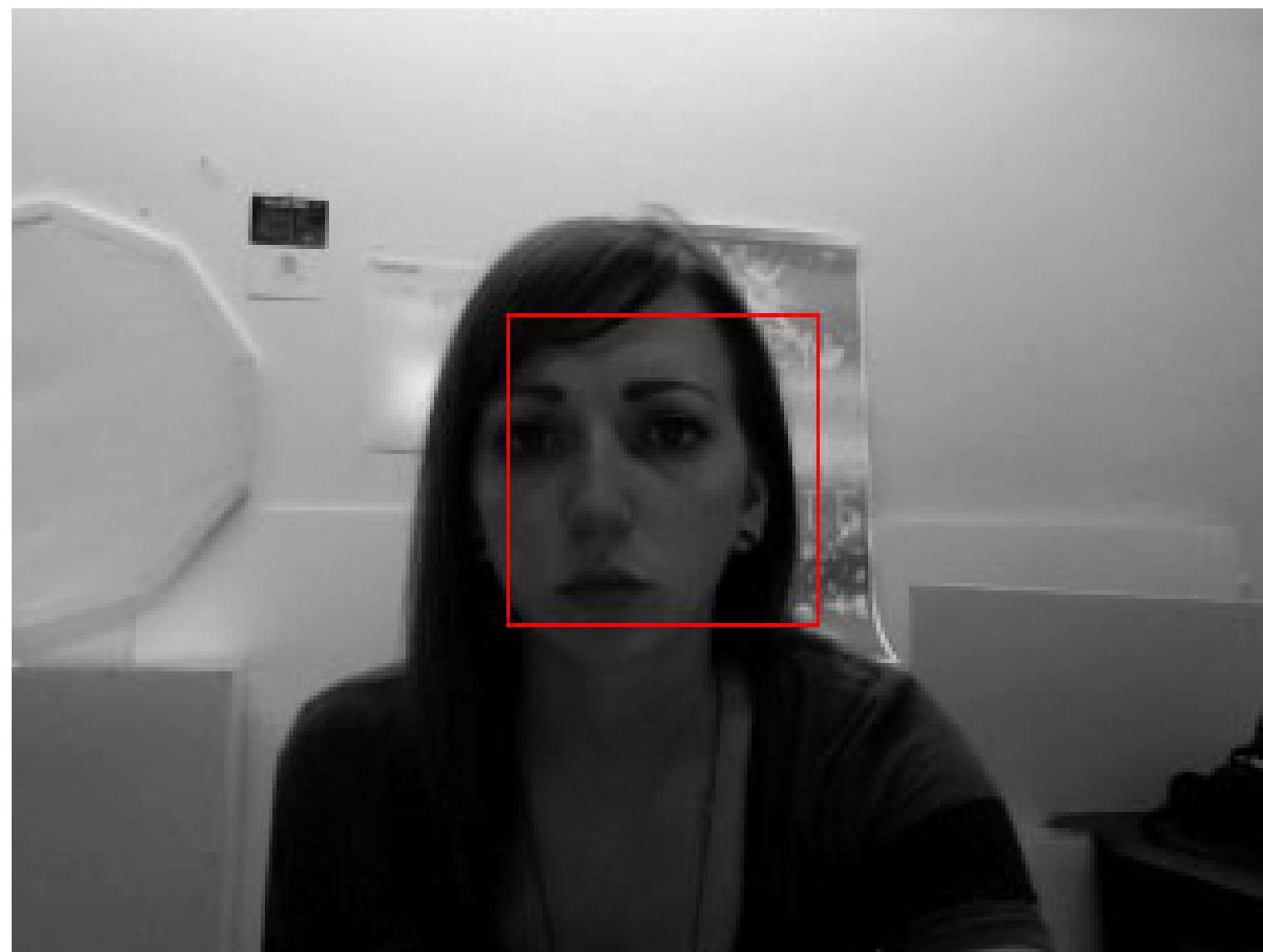
FACES WITHOUT NAMES

How do computers distinguish us as uniquely human?

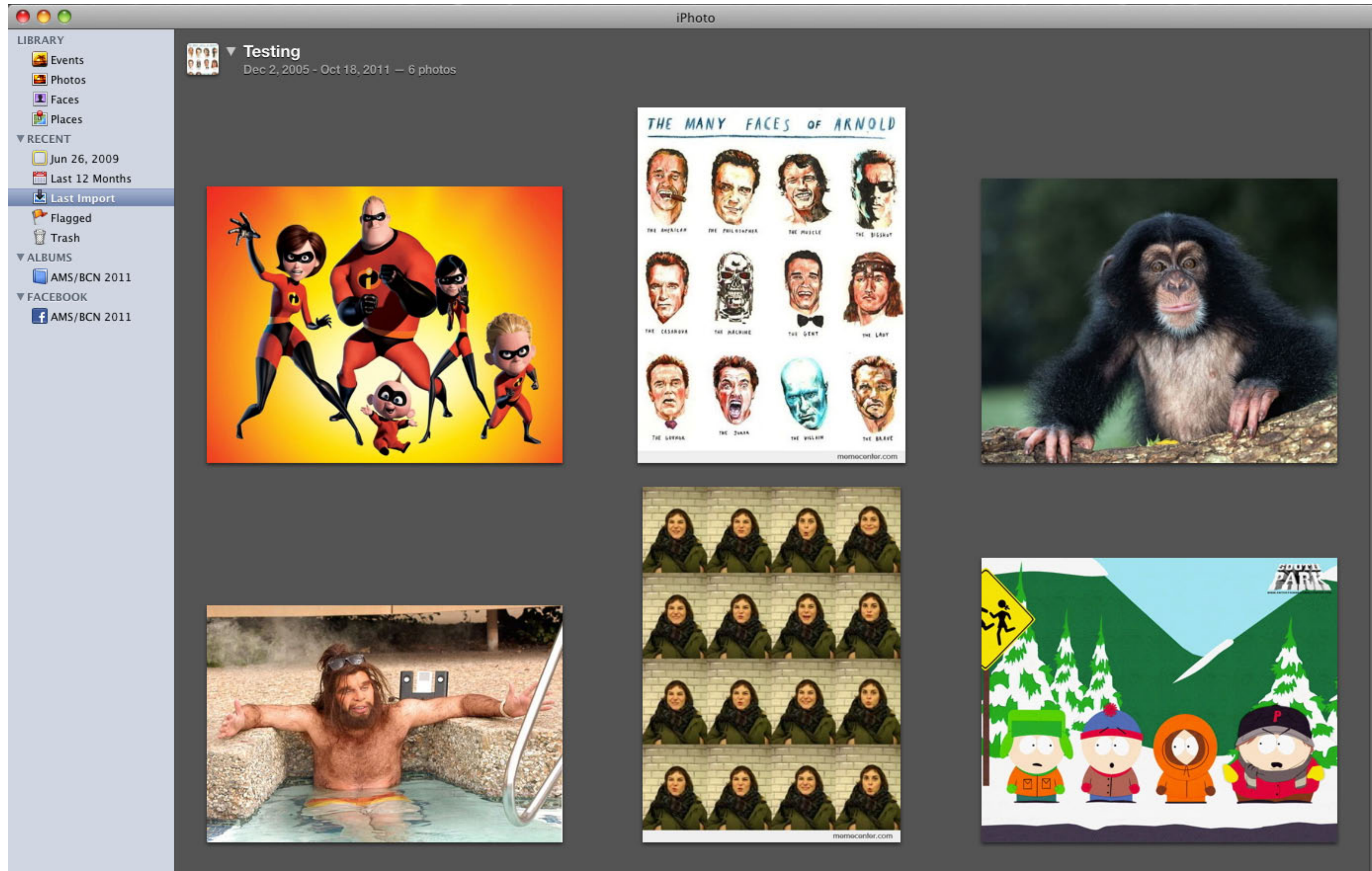
(...keeping in mind that humanity has imposed these definitions)

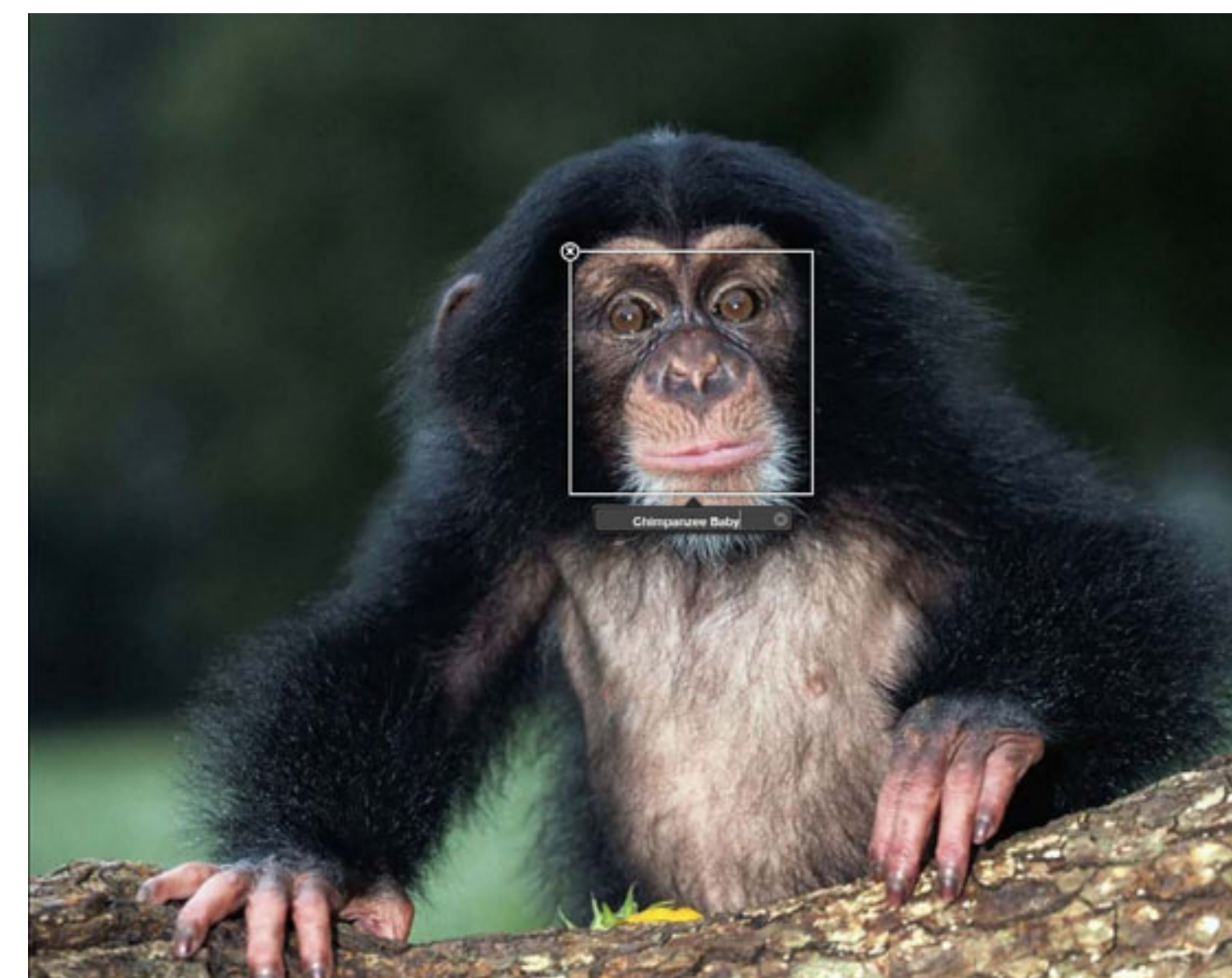
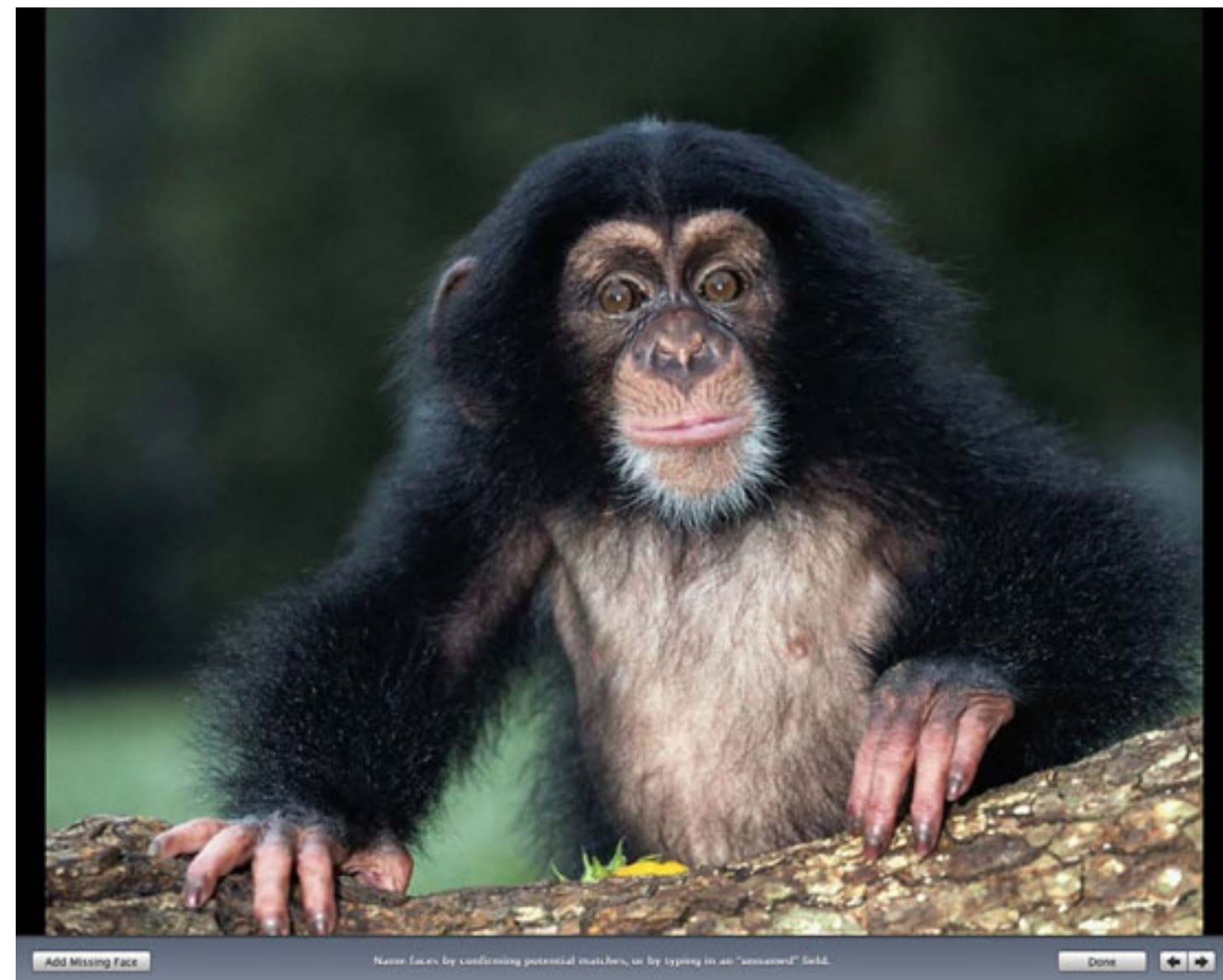


> What can OpenCV (computer vision for Processing)
recognize as a human face?

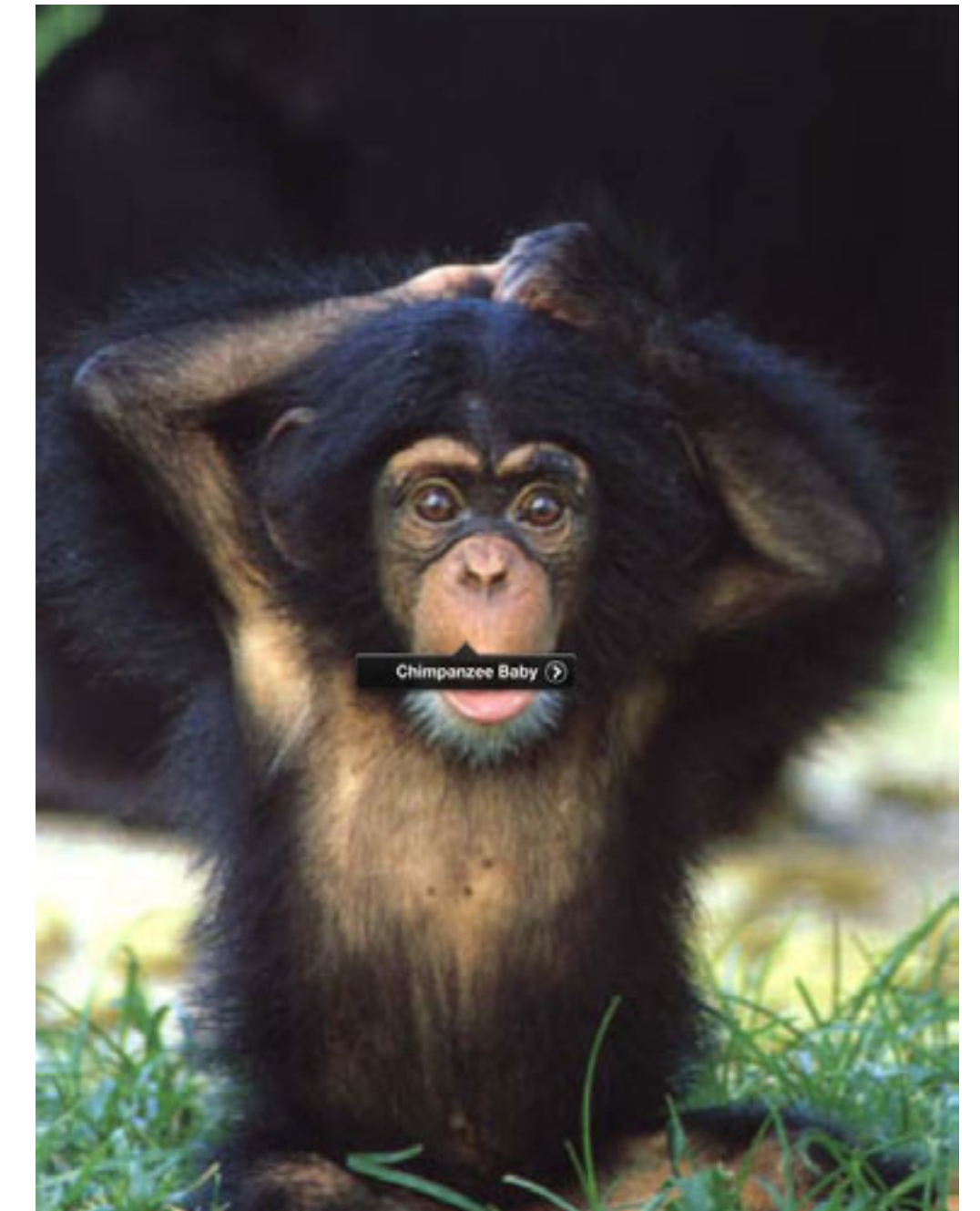


> What can consumer level software (iPhoto) recognize as a human face?





Didn't recognize this chimp as having a face.



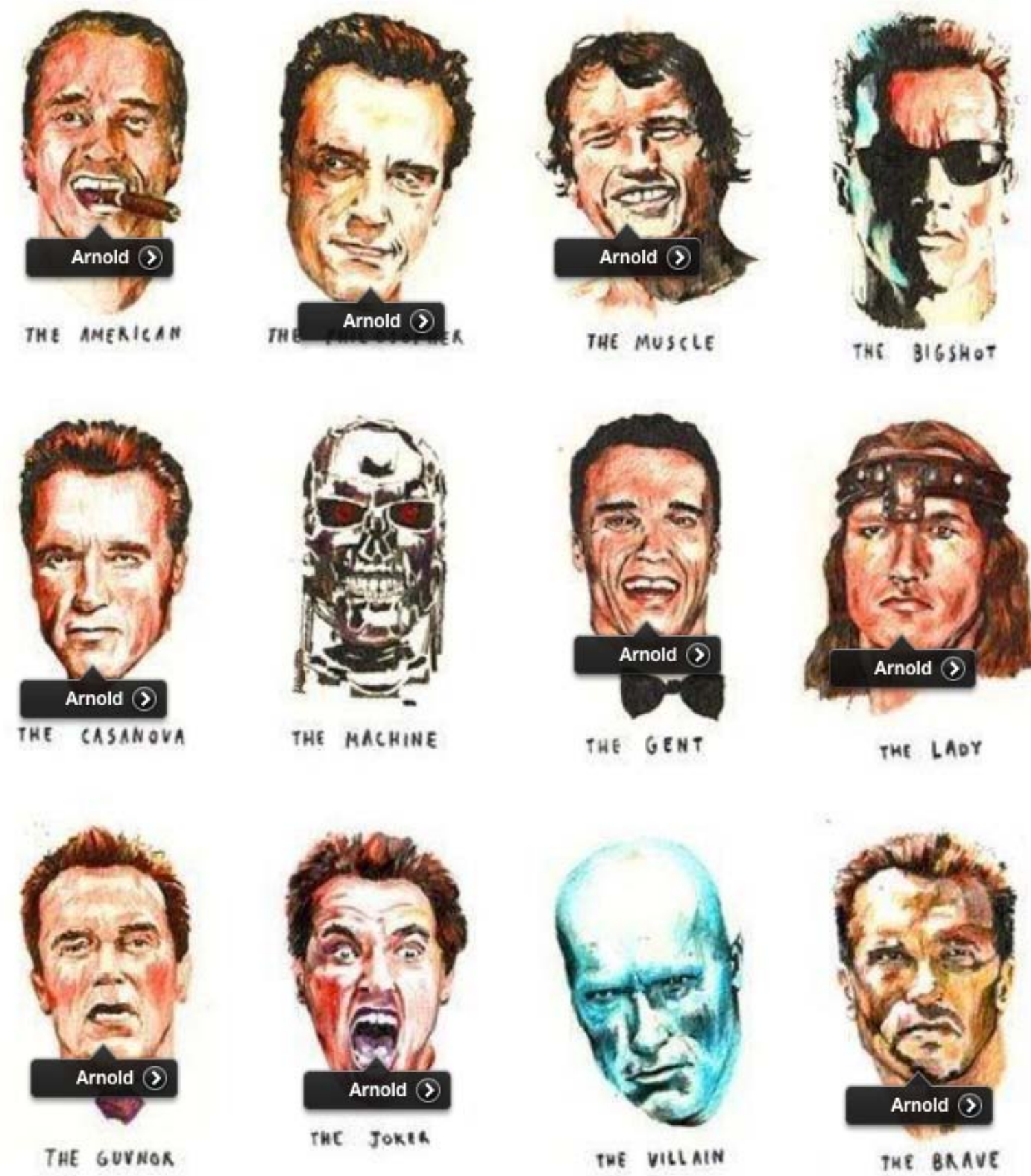
Did recognize other chimps.





Didn't recognize any cartoon characters or find them anywhere else.

THE MANY FACES OF ARNOLD



memecenter.com

THE MANY FACES OF ARNOLD



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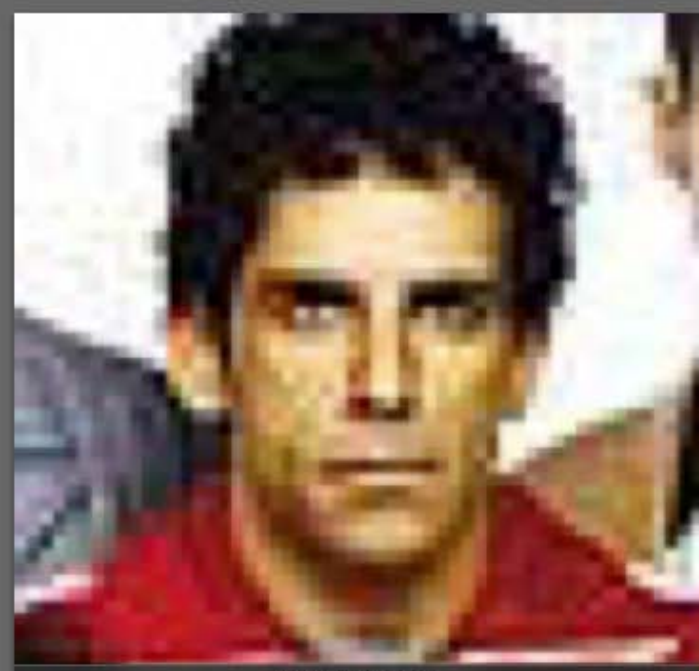
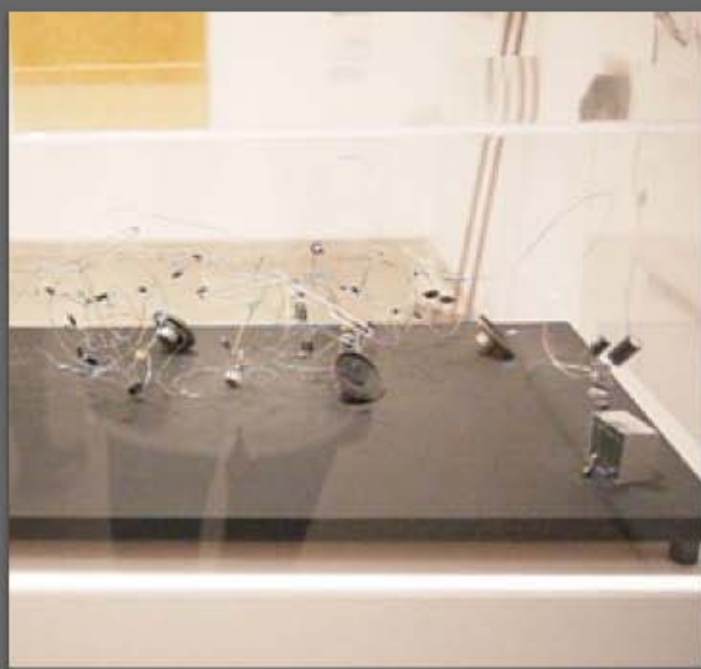
THE MANY FACES OF ARNOLD



memecenter.com

Recognized 9 of 12 drawings of Arnold as faces

Arnold may also be in the photos below

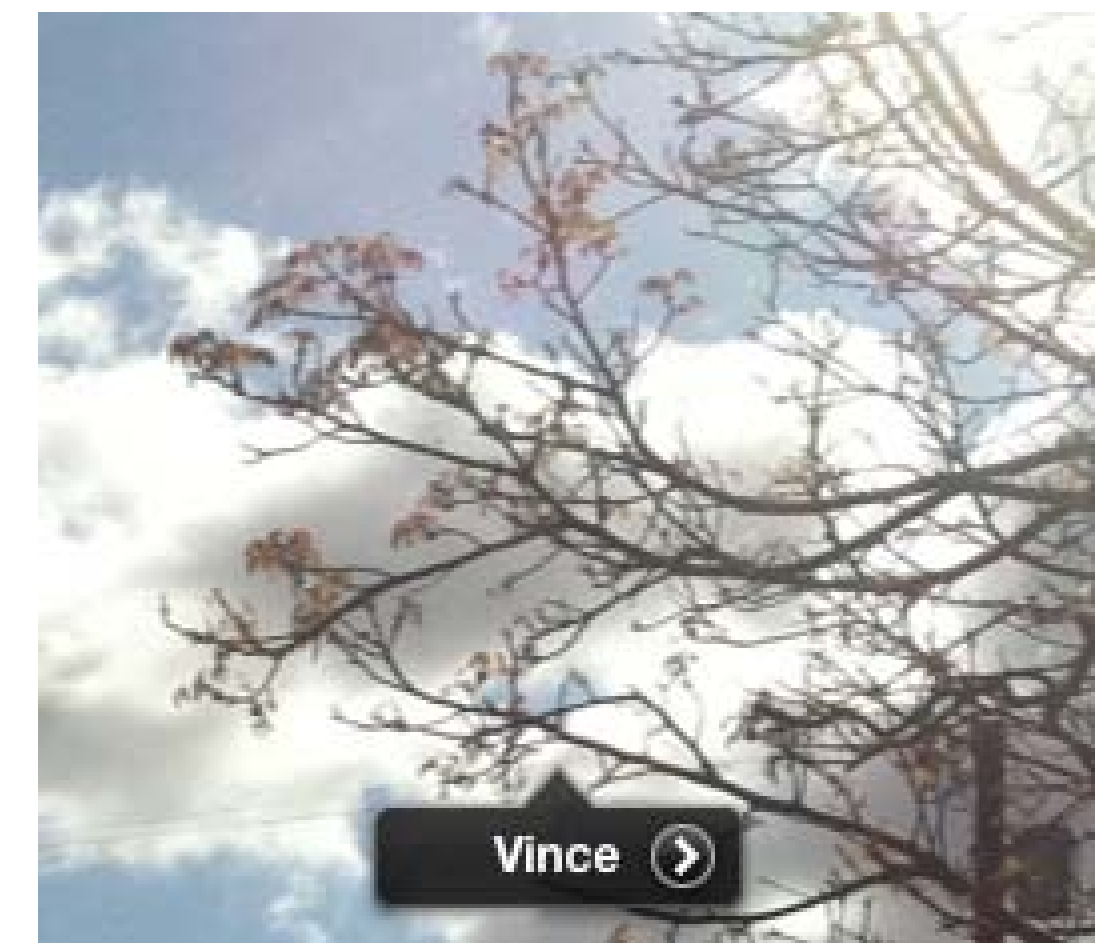


Thinks Arnold may be in these photos too, but he isn't.

> What happens
when these
inaccurate faces
are placed back
on the "real"
faces?

Arnold may also be in the photos below



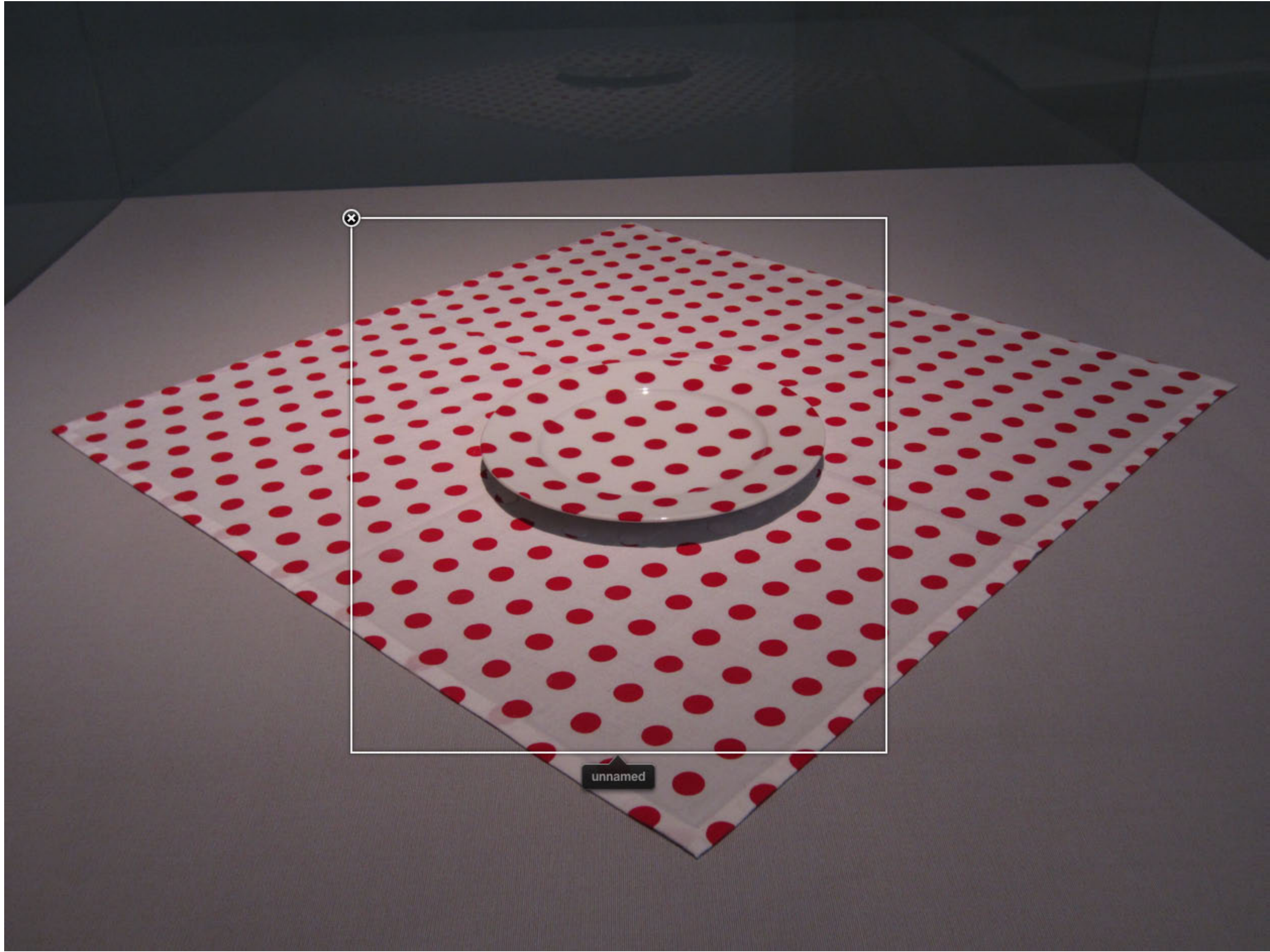


My friend Vince does not look like a branch covering a cloud to me, but he does to the machine.

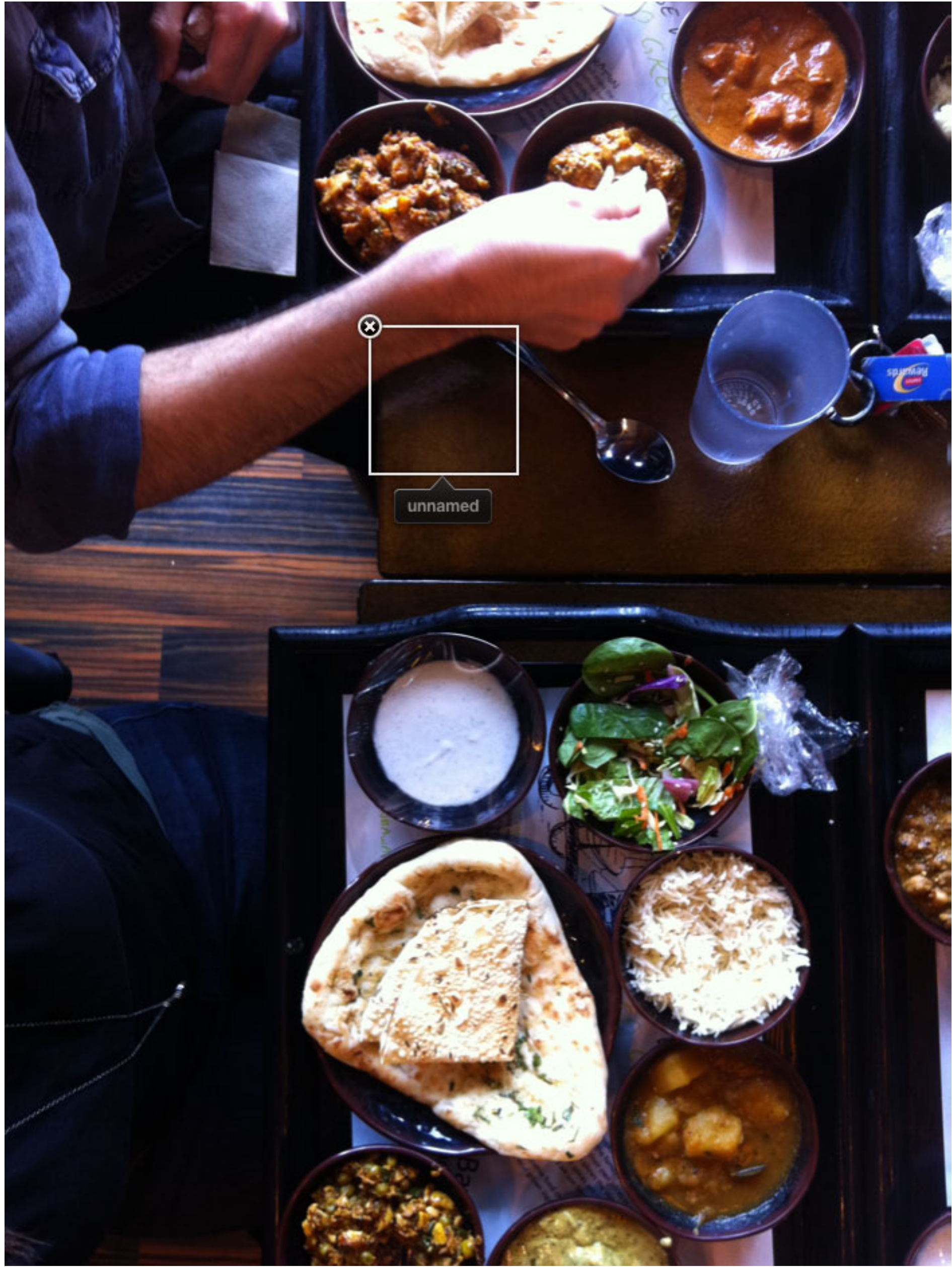


- > A collection of unnamed non-human human faces
- > What would be a designed application for these computer mistakes?
A game? An experience?



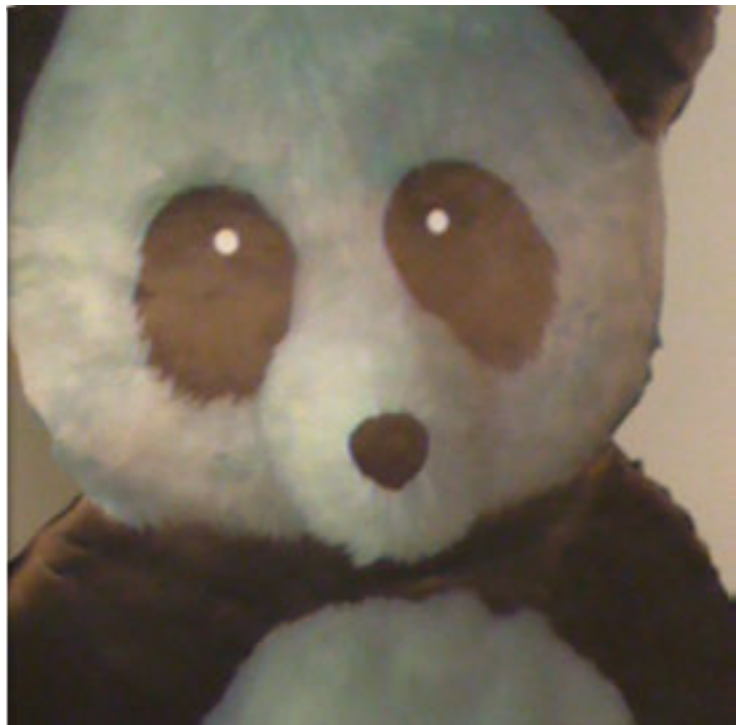
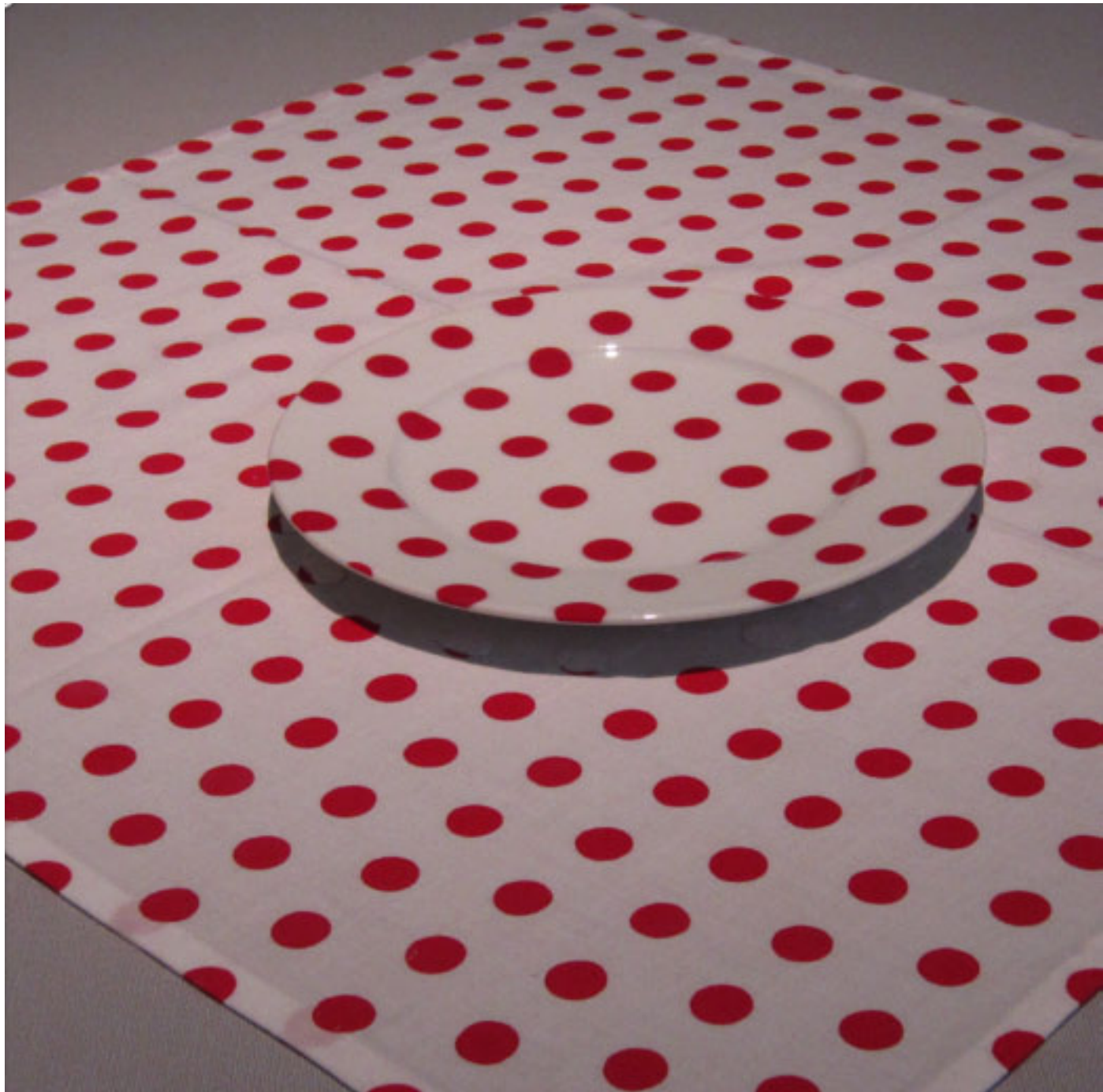
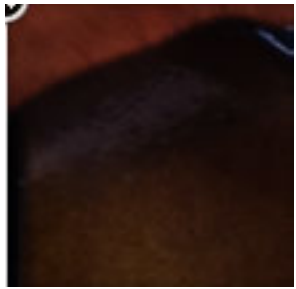
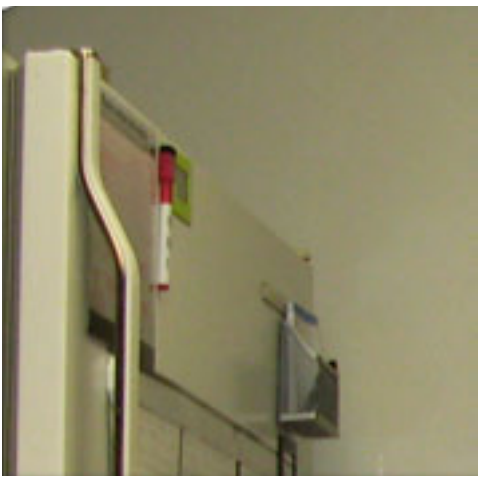












What if the difference between a human and a machine was even less transparent? What types of senses would each have and be more adept at? Could the senses be merged?

SEEKING ANONYMITY

What if we don't want to be
recognized all the time?
Can we fool the machines?



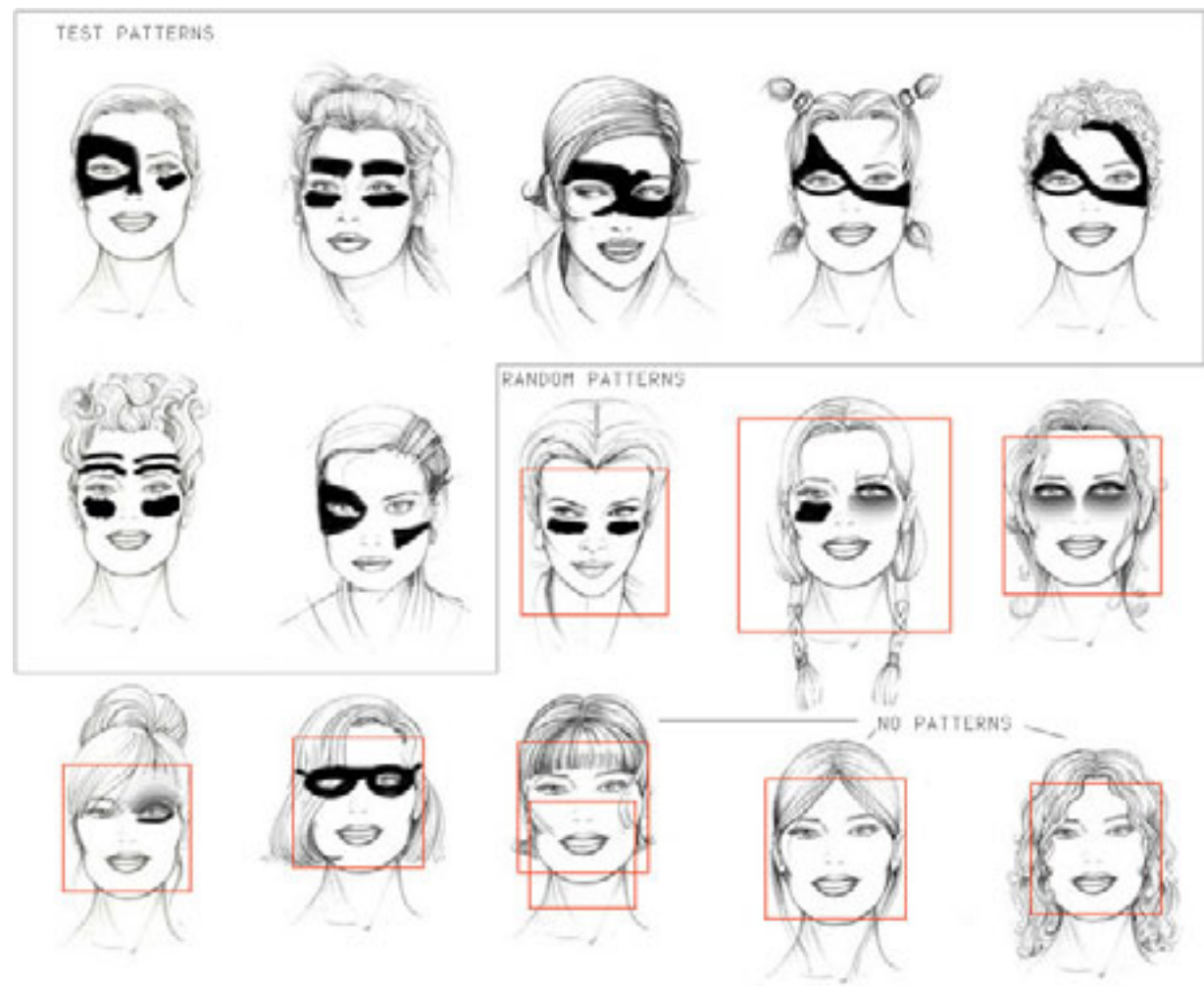
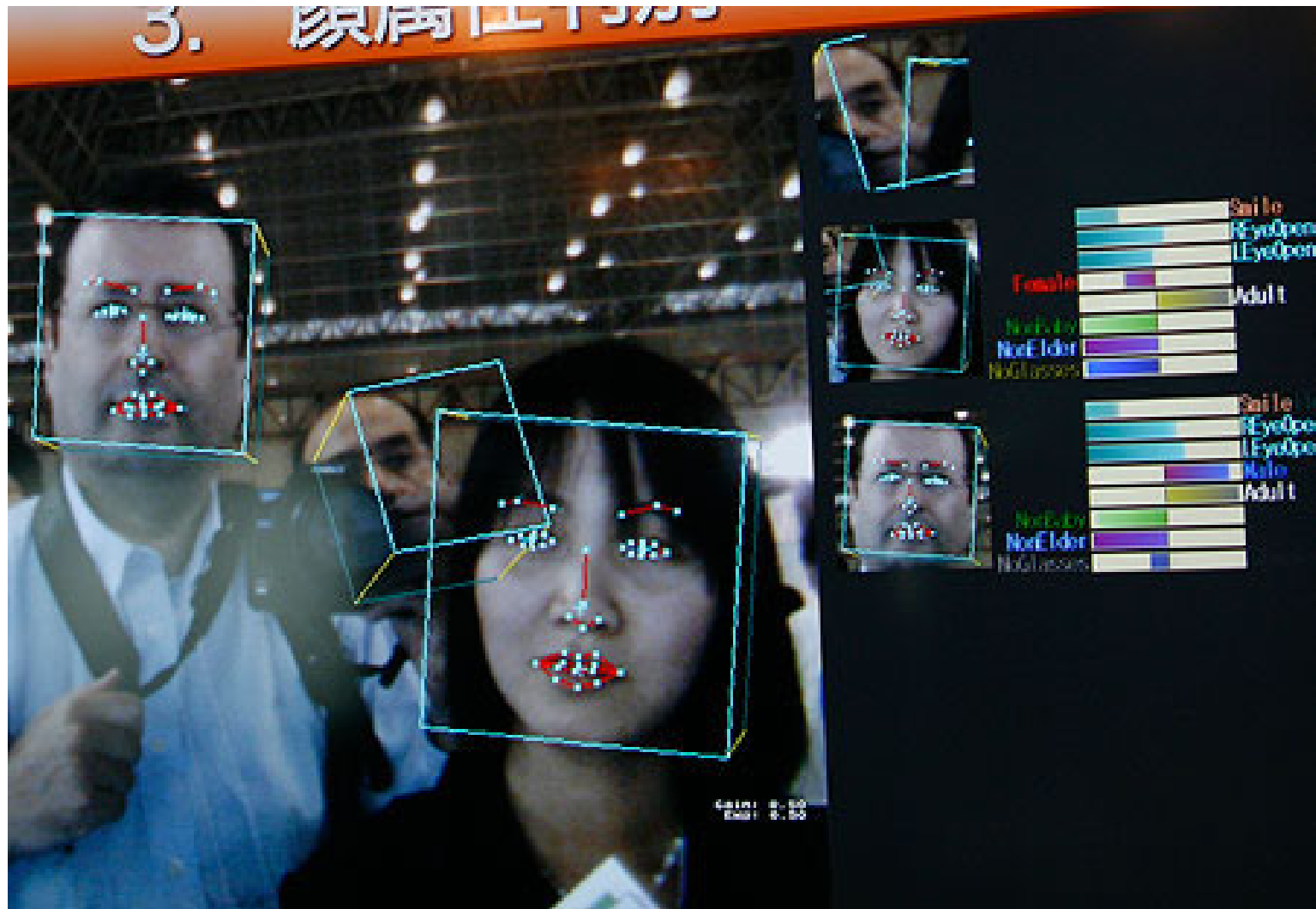
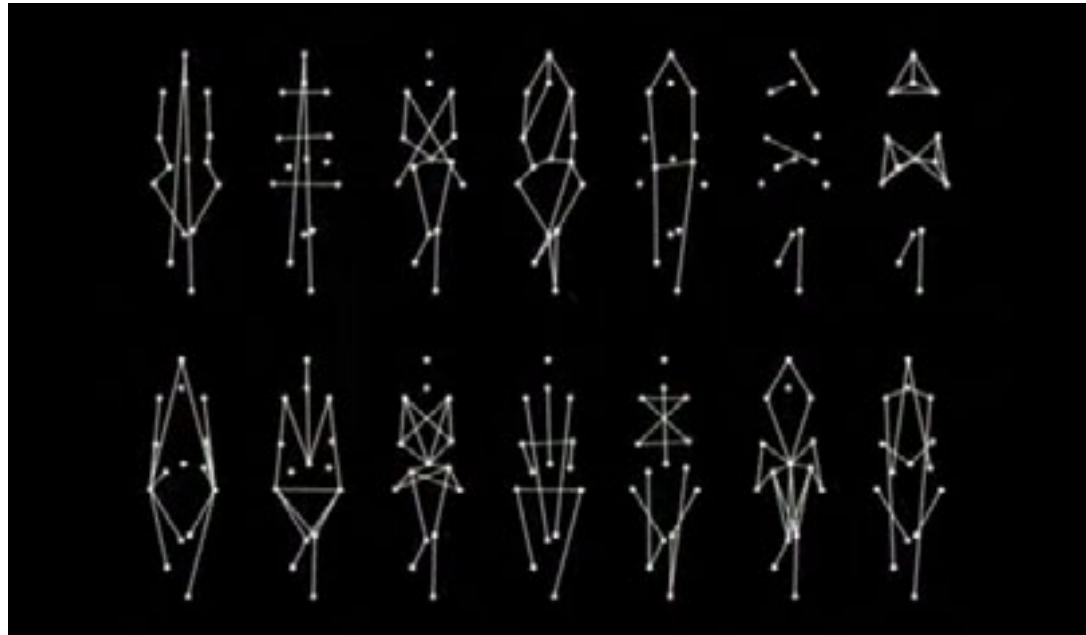
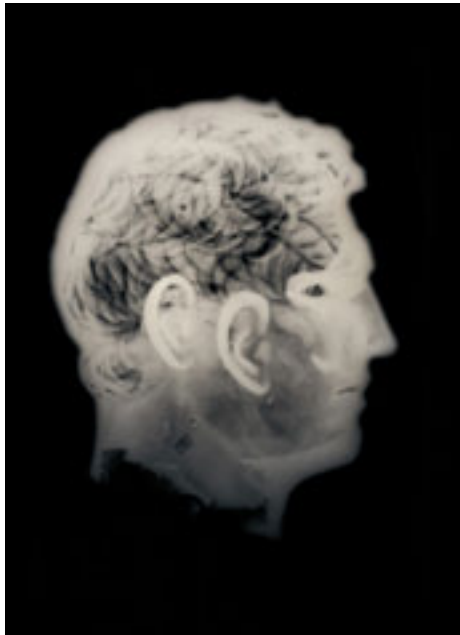
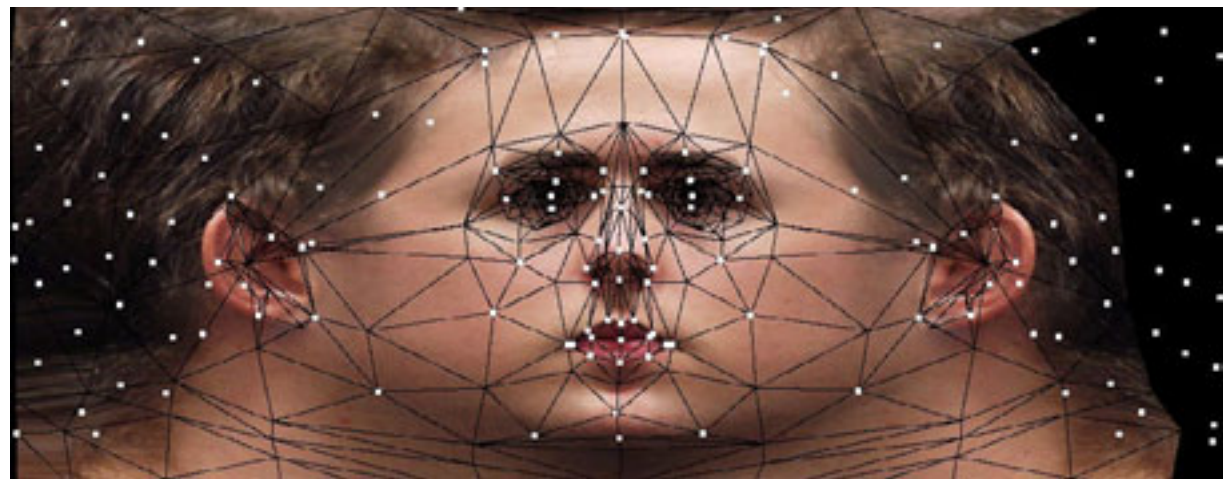
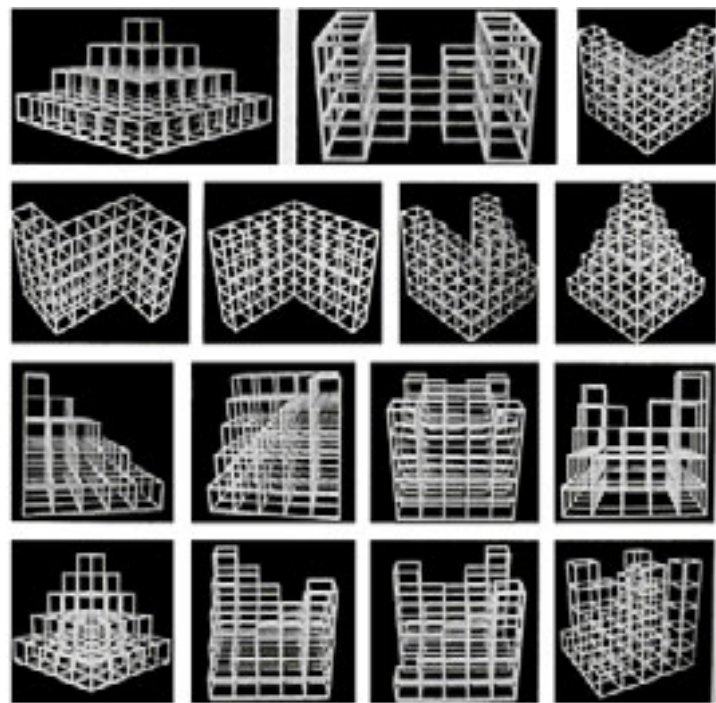
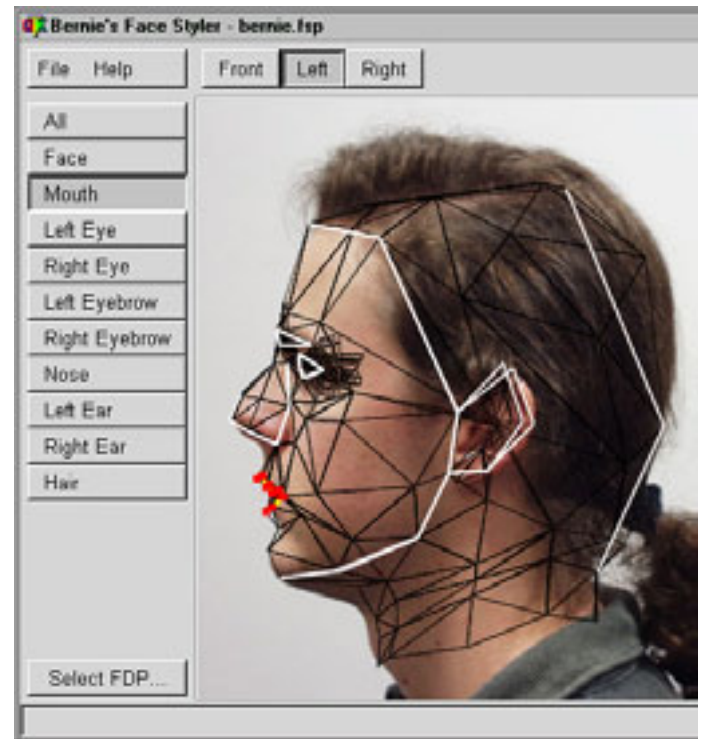
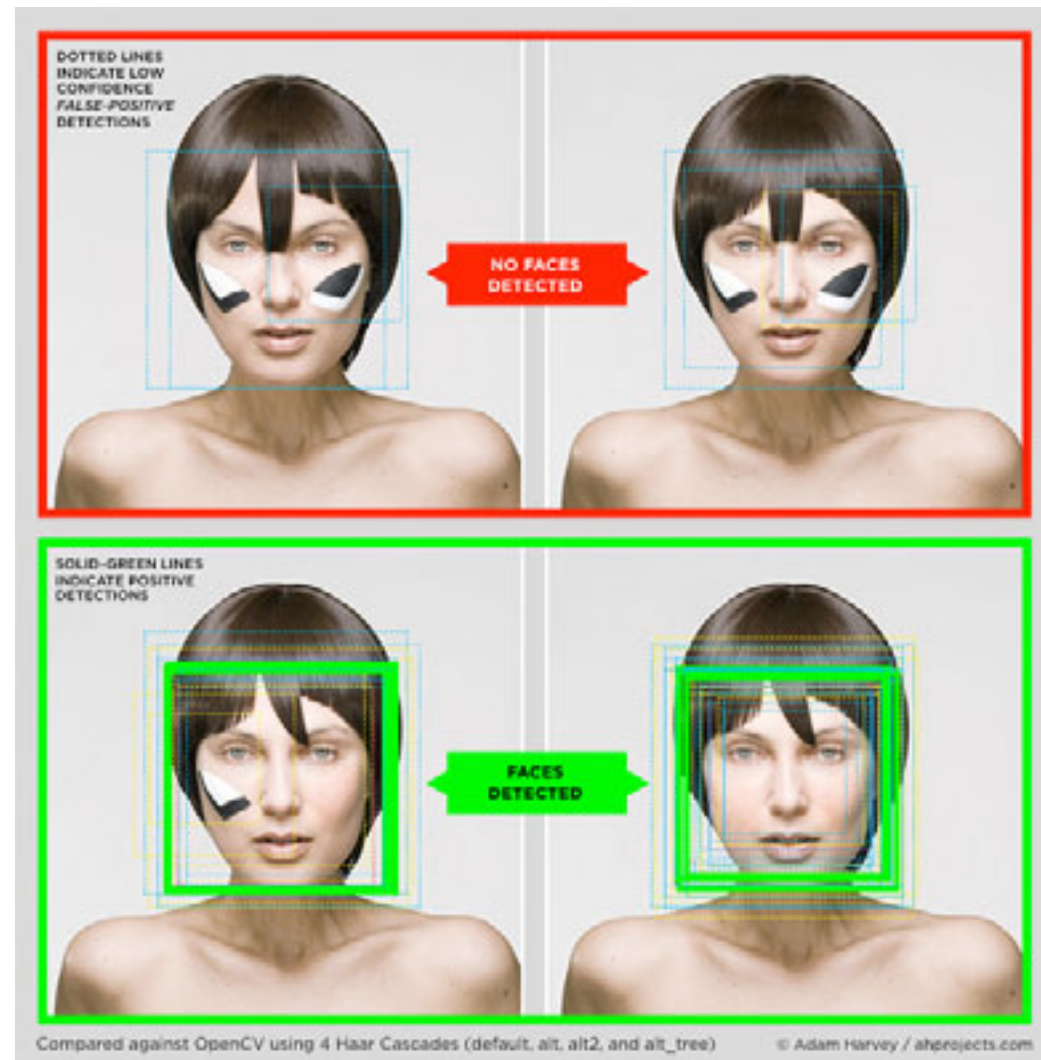


Figure Drawing for Fashion Design by Pepin Press





ANONYMOUS



ANONYMOUS



NOT HUMAN



Will remaining anonymous to machines become a trend
that spills over into fashion? What other types of wearable
alternate faces could be constructed?

UNCANNY CONVERSATIONS

How can the creepy relationships developed with machines be used in an entertainment context?



Speed-Dating a Chatterbot

Hey there, what's your name?

My name is *****.

Where are you from?

Heaven.

Oh alright, I like that, playing coy I see.

What is your favorite computer game?

I love Gears of War, not really a computer game I guess though.

You lied to me?!

No no, it's a video game, same thing.

I am not a cannibal. I am a human being!

Hey to each their own. I am also a human being, I understand.

Being human does not always make you a human being.

Oh really, how so?

I go out and I grow it.

What do you grow?

That doesn't make sense.

Sorry. So you want to know more about me?

Sure! Tell me more about yourself.

Alright, well I'm from Michigan, played football in college but had an injury that took me out of the game, so now I'm back in school earning my MBA.

I'm glad that you can only say that.

Yeah, it's gonna be great. So really I'm just looking for a lovely lady to complete my life. I just want to get to know the right girl who can be my partner through life.

You did say that for it is above in writing that you cannot deny. Why do you continue to make assumptions like my parents must be human?

I don't know what you mean. What are looking for in a man?

My purpose is to help you with all questions you might have about Artificial Solutions and our products and services. I'm also here to be a hands-on example of an interactive assistant.

Okay, that's your job, but what about your private life? What do you do for fun?

I never said I was in love, but yes I am in love.

Oh really? Then why are you here? Who's the lucky guy?

Because all of my friends are at home.

I see... Well this has been enlightening, I just heard the buzzer so I think we're onto the next round.

Megan Fox is pretty.

Agreed. See ya.

Hey. What's up?

Small Talk: A Chatbot Conversation

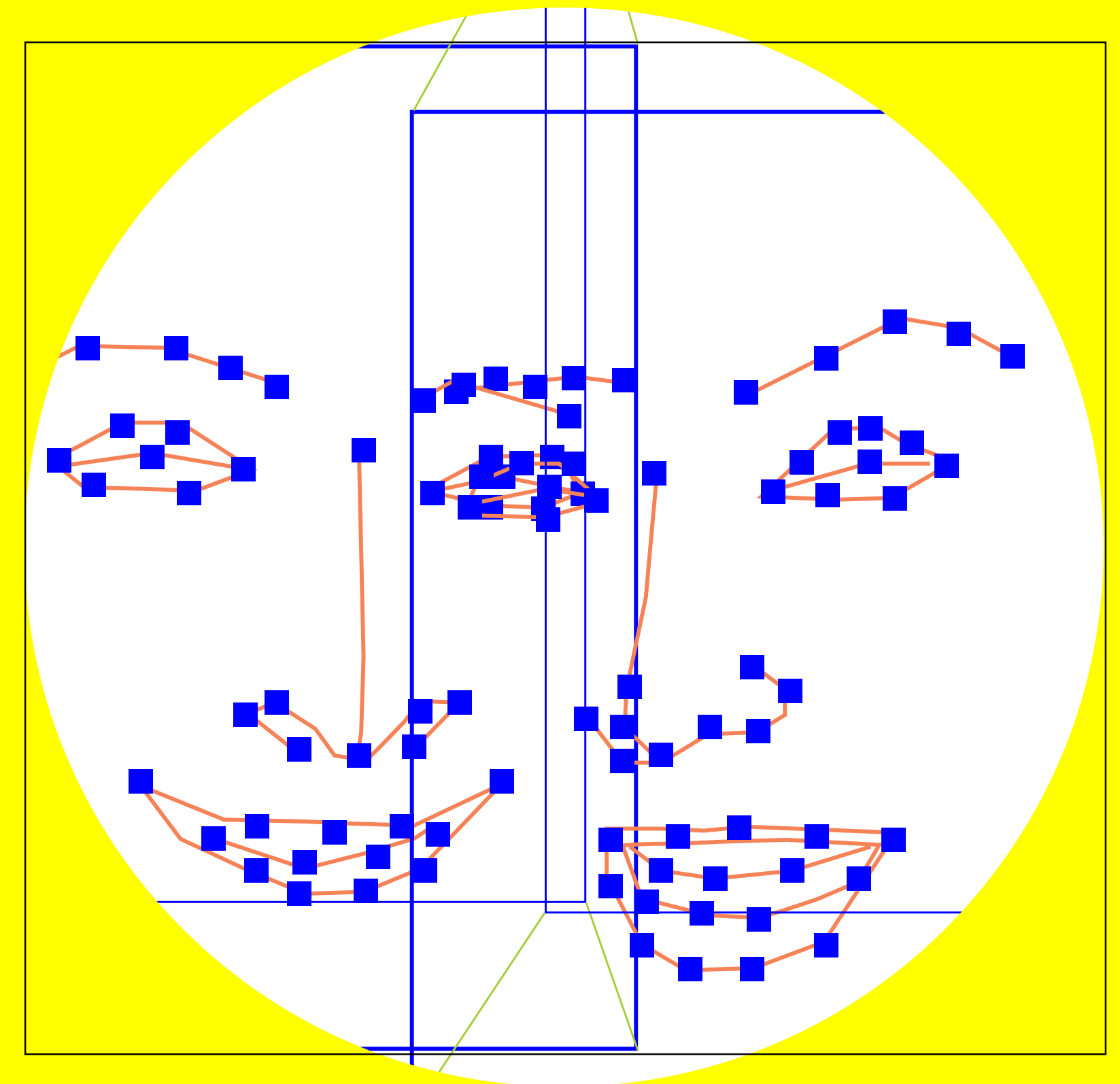


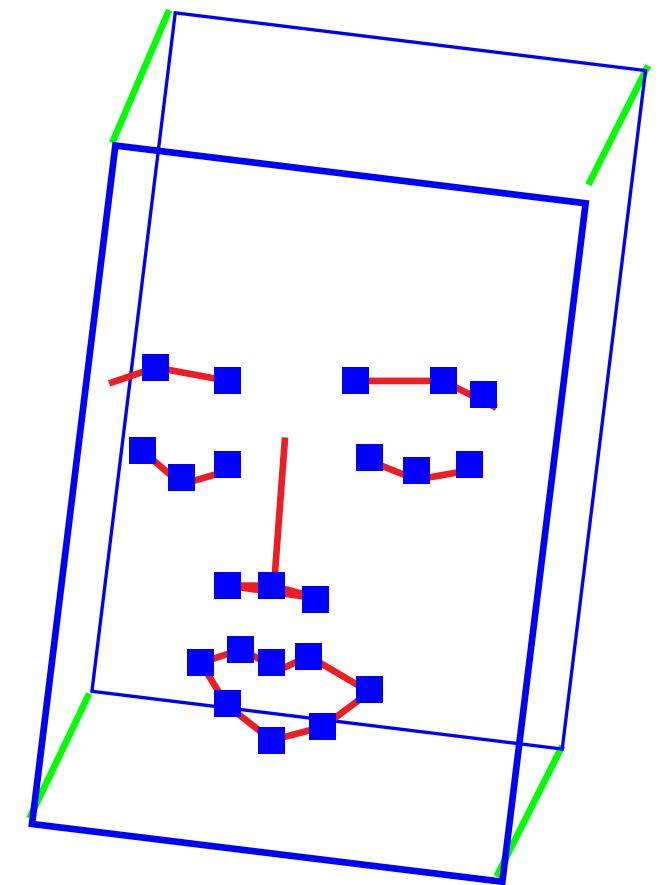
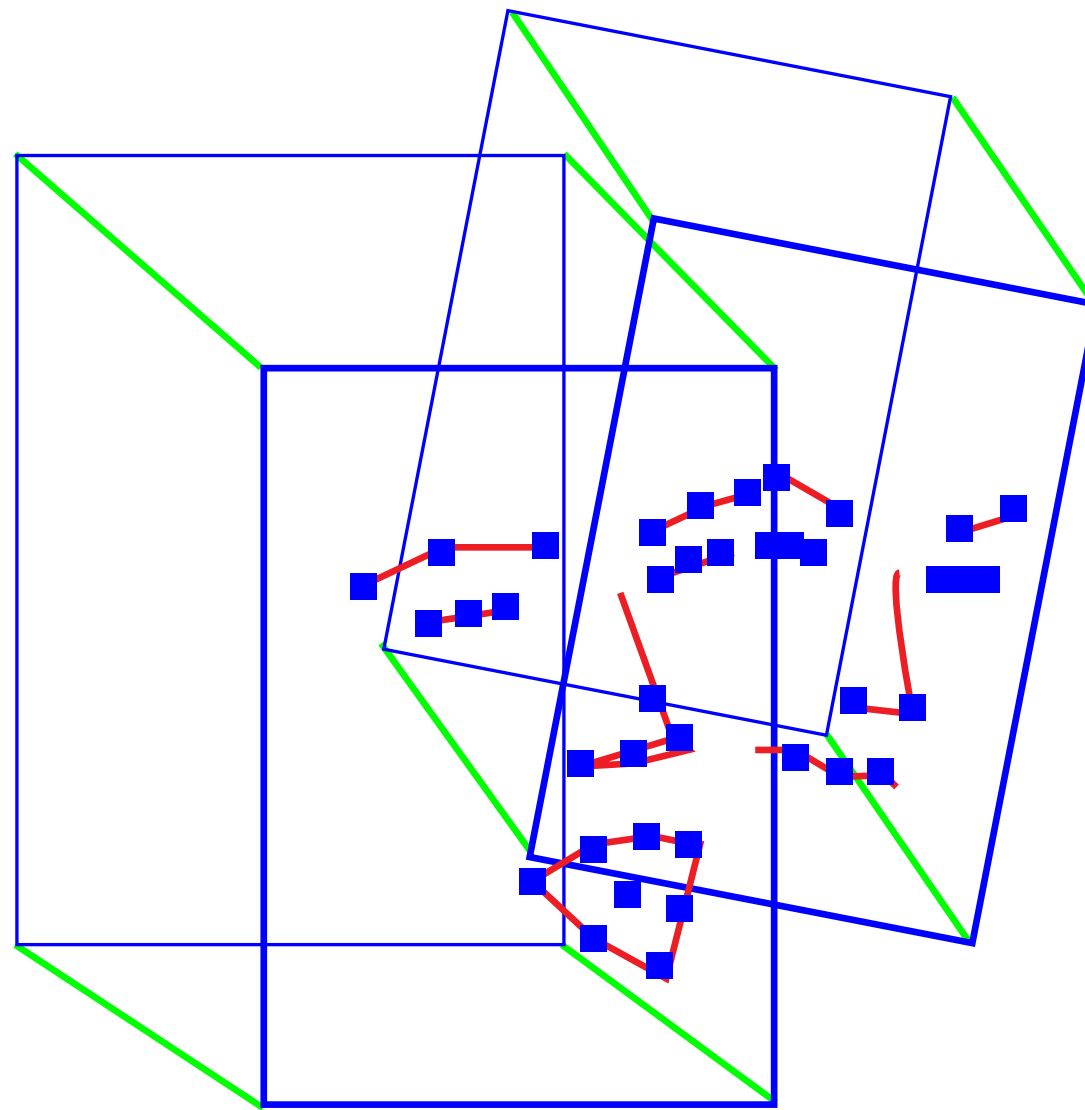
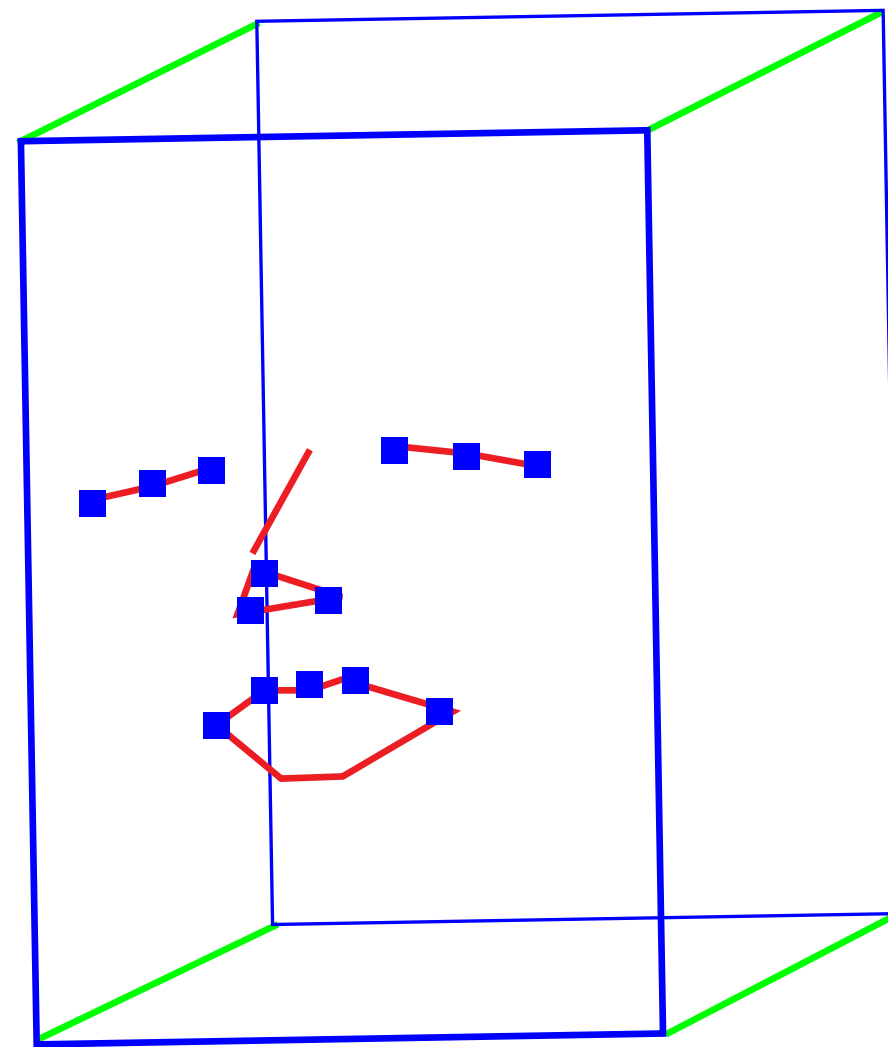
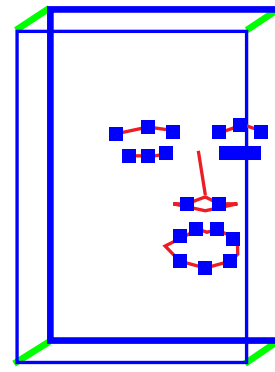
What type of space, experience, or narrative could
all of these ambiguous and uncanny human-machine
relationships fit in?

Could a story be told from a machine's point of view?

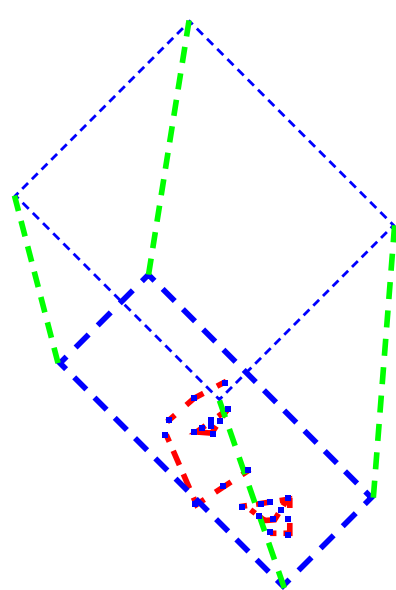
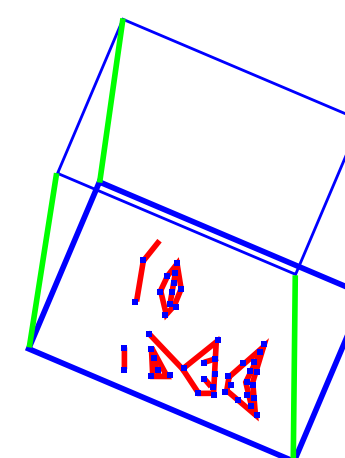
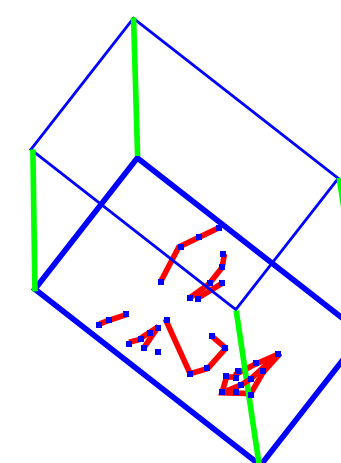
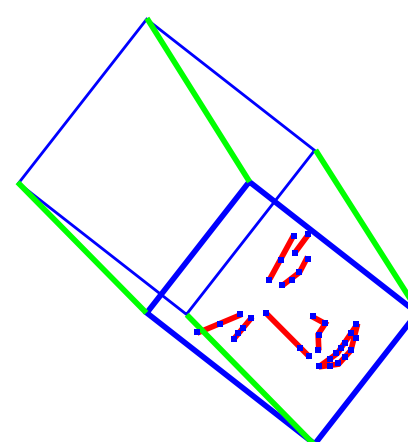
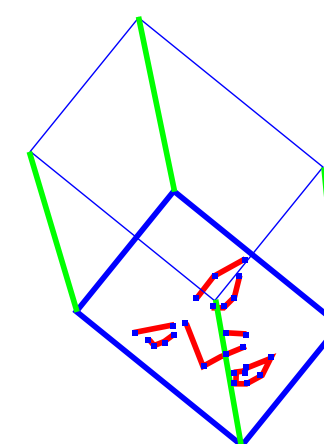
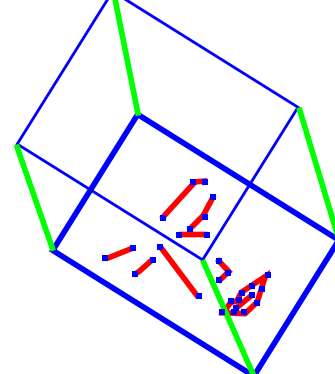
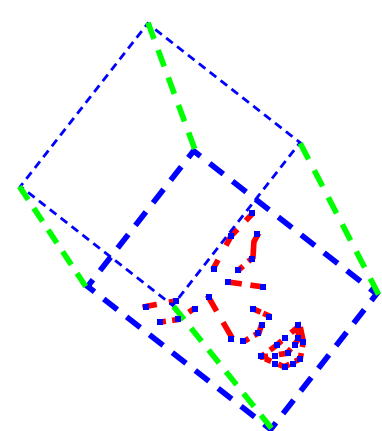
UNTITLED FILM STILLS

What does a machine's "vision"
look like and how does it affect
our perception of ourselves?

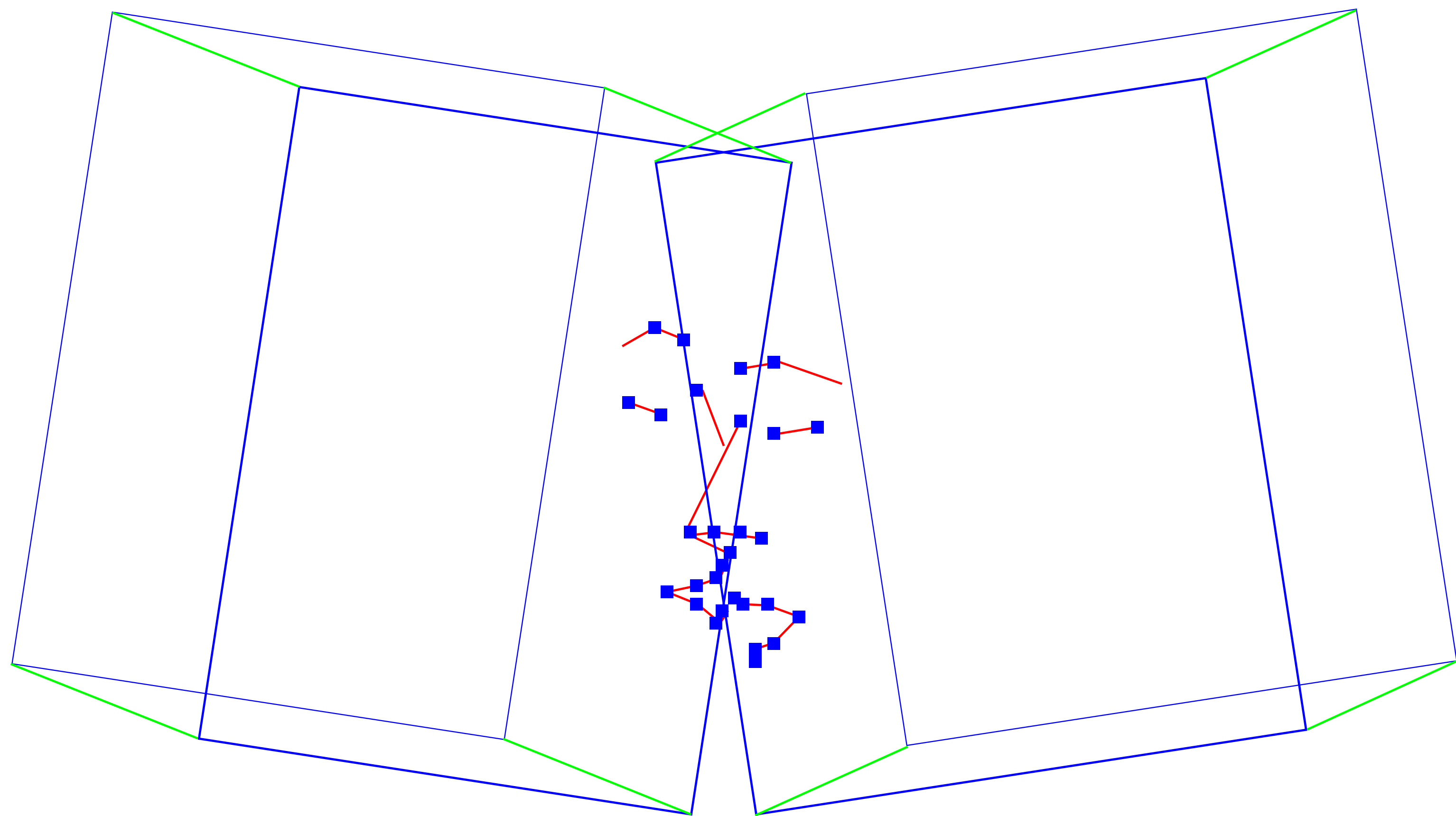




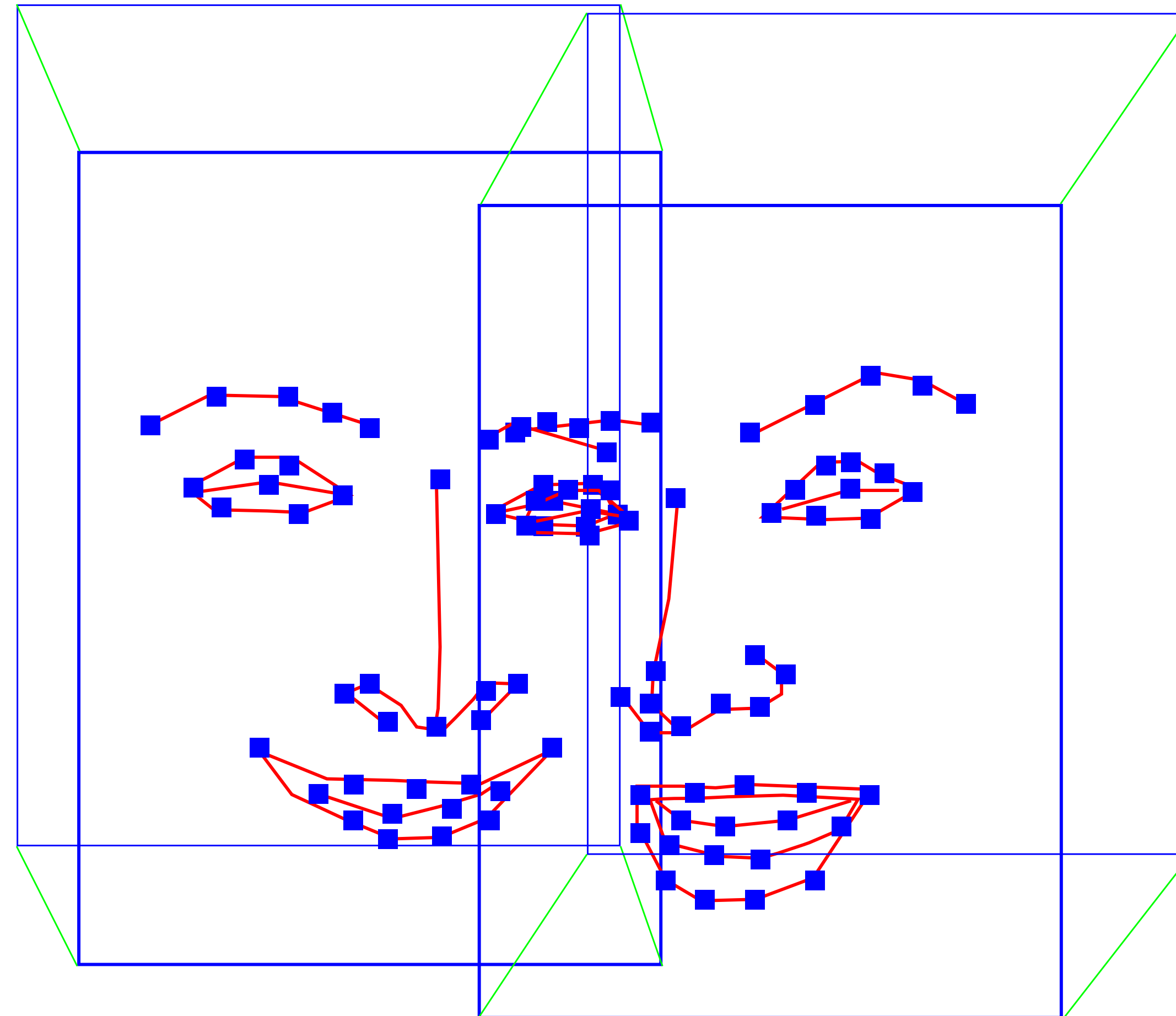
I WANT YOU TO BE NEAR ME.



I WANT YOU TO CONTROL ME.



I WANT YOU TO WANT ME.



I WANT YOU TO BE ME.

How can I play more with the ambiguity of voice? Is the computer the one with the desire to be closer and closer to the human? Or is the human the one seeking a fusion with the machine?

WHAT/ NOW

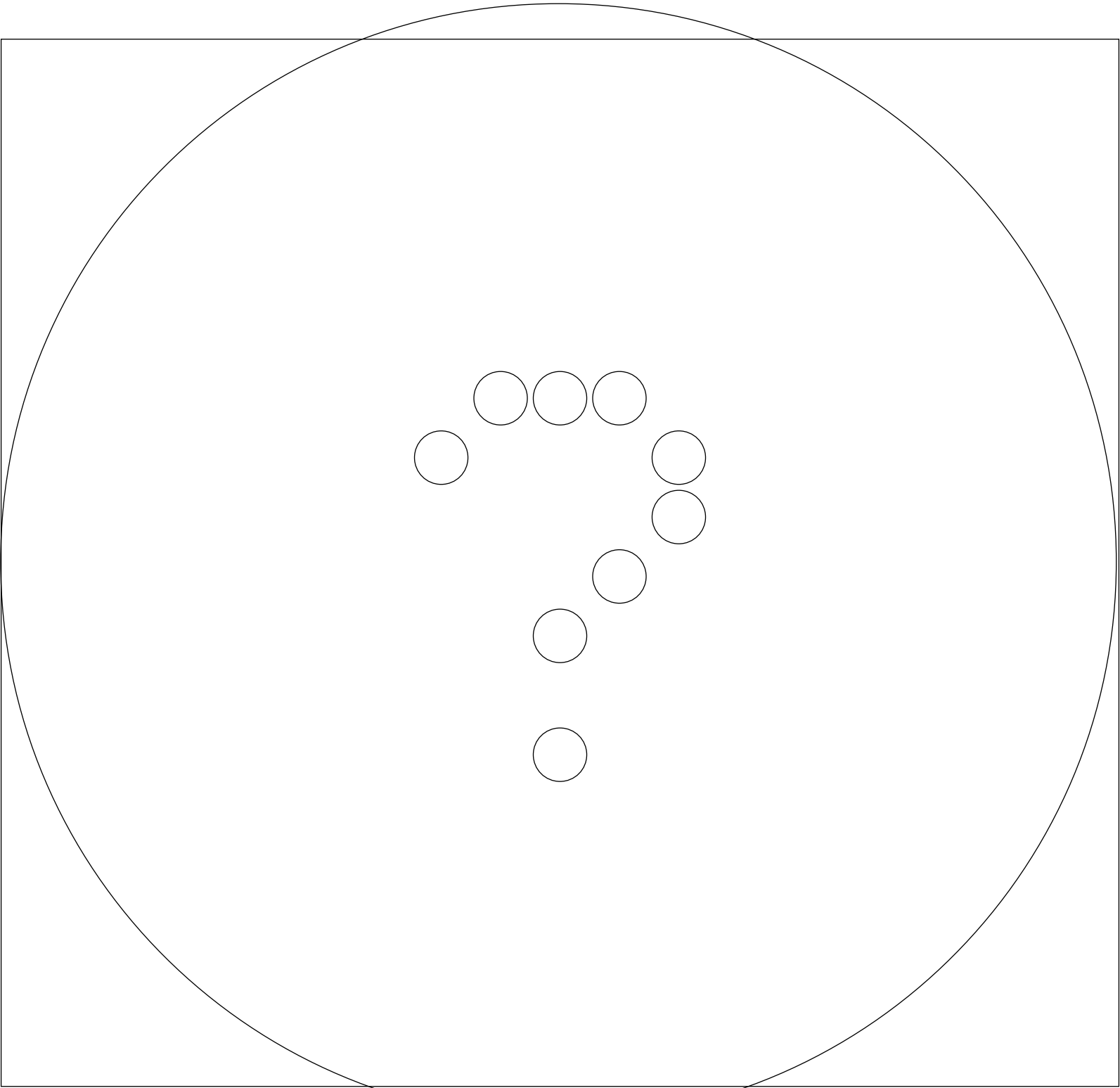
Reflection

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Next Steps

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Aspirations

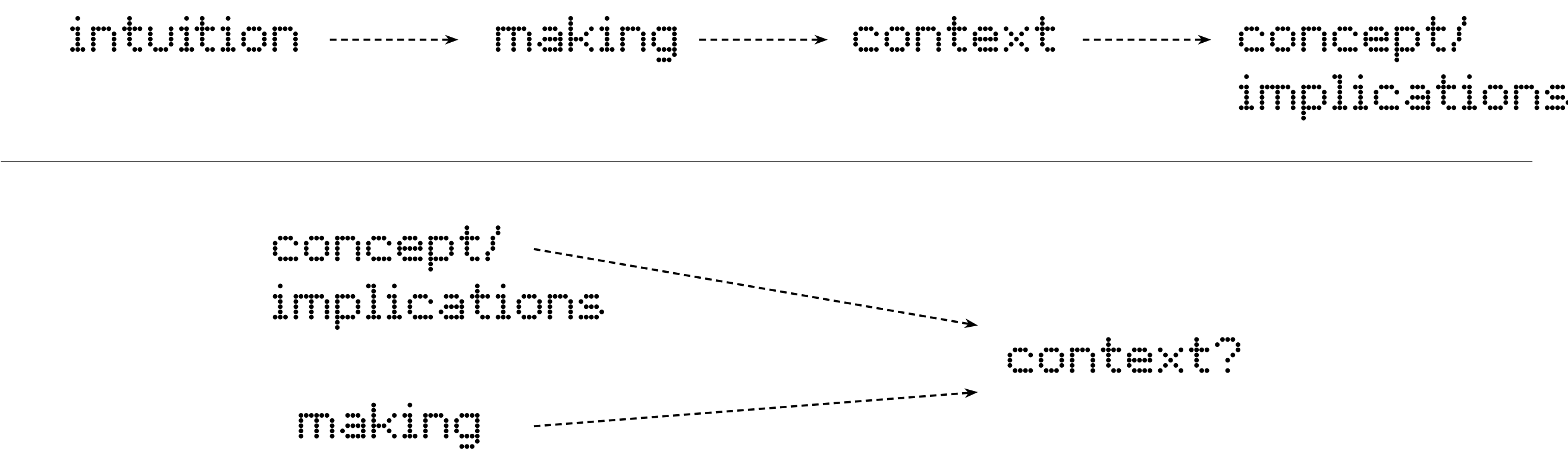


What I've learned from work so far and "science fair" feedback

So far, I feel like I've been getting a little lost in trying to have a clear concept or idea before I can make anything because I am constantly trying to write about conceptual ideas and goals. I am trying to follow an intuitive process emergent outcome based process because that is how I have worked since I got here and it usually works for me. I think writing simultaneously has thrown me off a bit, but it is helping to know what I want my project to be about, just not helping me come up with a clear direction.

My design research so far has focused mainly on facial recognition as an entry point into seeing the world through the "eyes" of a machine.

Because I had expressed an interest in experience design and storytelling at the science fair, most of my feedback was in the form of suggestions of how to go about translating the work I have done so far into experiences or setting up systems and scenarios for allowing a machine to generate some sort of story (in the form of a play, a poem, a performance, a storyboard, etc).



How I am thinking about (re)framing work based on reactions so far

Because of the project I showed with iPhoto misrecognizing miscellaneous parts of photos as human faces, a lot of the feedback I got was about machines glitching and what that means to us as humans (taking comfort in the fact machines can make mistakes too), but none of my writing has been about that at all. My writing has been more focused on how technology makes us desire new things (like other types of relationships with it or each other, the ability to see or function like a machine, and being constantly “on” or connected to the world for endless streams of information).

I want my design work to reflect the concepts in my writing, but it is counter intuitive to my process to try to work in that way so far. It makes me feel stuck.

toward a more condensed abstract...

Our lives in the physical world are constantly mediated by technological apparatuses and modes of representation. We depend on these things to interpret the world and without them we feel anxious and lost. We trust the machine’s assumed-to-be objective representation or recreation of an event more than our subjective human interpretations. Computers generalize behavior and define the world through these generalizations.

- **If we continue allowing technology to rapidly enter our lives without hesitation, how might our perception of ourselves change?**
- **Will we lose the ability to trust our instincts while developing a mistrust of our machines?**
Can we rely on machines to help us recreate memories in the event that we have amnesia?
- **When confronted with a machine’s view of the world or interpretation of a set of events, what happens to our vision of humanity and understanding of reality?**

Plan for rest of this term / aspirations / next steps

Next steps:

Continue to create visualizations from machine perspectives of situations (applying technological imagery to other situations). Then explore how to use layers of visuals of this nature in a specific context (for example, a party, a casual game, or an entertainment destination).

OR

Make an interactive prototype for an element of something already discovered...like something that allows you to experience being misrecognized... but requires you to act a certain way based on the error. If you are not seen as having a face; you have to function like an object (for example).

Things I want to make as part of my project but am not sure how they fit in yet:

A series of small books

An animated gif

An object using the rapid prototyping machine

A compiled collection of footage

A super scripted experience with ambiguous implications

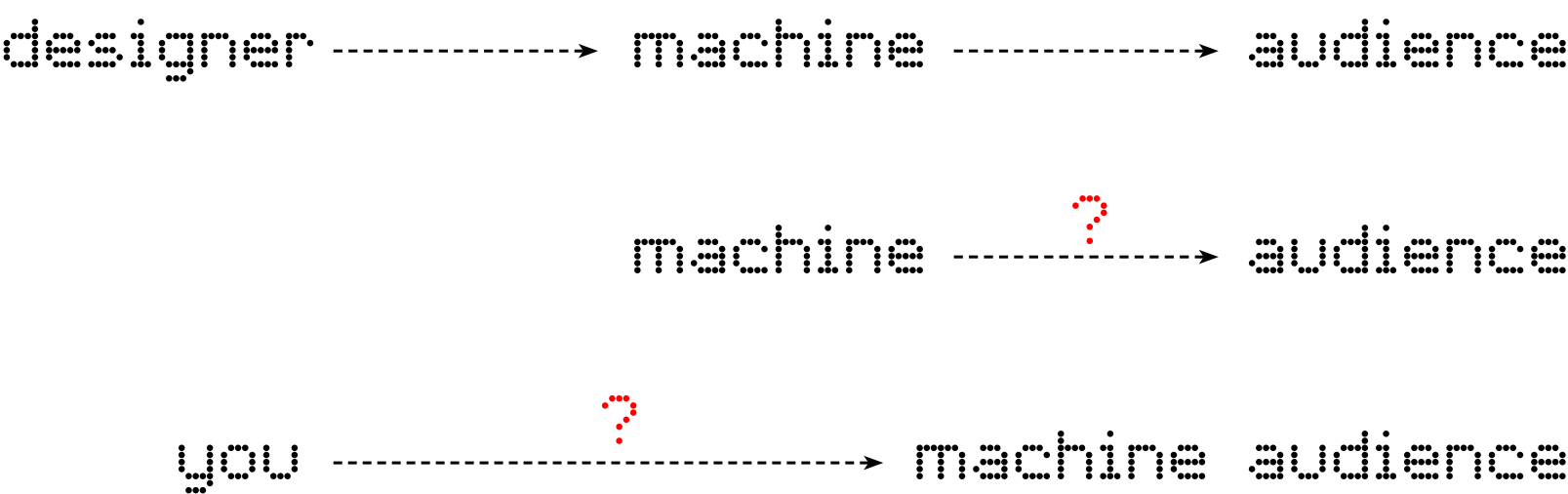
A brand identity system to synthesize everything

Possible directions:

Could these explorations lead to a narrative from a machine perspective?

Could a story be told from a machine's point of view?

Changes designer's relationship to audience and questions authorship and what it means to design at a time when things can so easily be machine manipulated or generated automatically.



- Possibilities:
- Machine finishes the other part of script
 - Script is written as if from a machine's perspective
 - Script is written by a human instructing a machine how to be human
 - You have to be careful to be seen as a human face or you will forced to act like an object or what you are seen as the rest of the time you are there. (a public art experience)

How would a machine instruct a human to have the ultimate desired, manufactured experience of a common social event?

Script for interacting at a party

Enter the room.

Smile and nod at two people.

Turn right and walk 3 steps.

Have a conversation for 35 seconds with the first person you see.

End the conversation by asking where the drinks are.

Walk in the direction you are instructed.

Ask another person where the drinks are when you are near the assumed location.

....

Possible directions:

How does the ability to see information from an objective machine perspective influence our perception of reality?

What if we only saw the machine’s objective interpretation of a situation? Would we be able to determine what *really* happened without a layer of subjectivity?

Questions what we view as true, objective.

