

Lo humano después (2018),

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When we talk about the future it's common to envision it through the mainstream cultural gaze: flying cars, glossy materials, metallic surfaces, haptic devices and robotic bodies. The latter being one of the idealised innovations surrounding humans. The augmentation, enhancement, transformation and, ultimately, the disappearance of the biological body has been a constant approach to the future self, yet in the wake of state and peer-surveillance, the loss of privacy and the capitalization on personal data, this future needs to be urgently reimagined.

Lo humano después is an attempt to build awareness towards what it means to lose control of our body, following the current line of technological innovation through which us, users, can't access nor understand what lies behind the newest devices but, paradoxically, can't complete our daily tasks without them. This VR artwork is created through a series of layers which enable unique experiences that, due to its composition, cannot be repeated.

However, if we were to reveal the parts through which these narratives unfold we would understand it as follows:

First, we get ready by adding a series of devices to our physical body. Once we are fully armed, we start our journey in a newly created scenario – it is important to point out that each time the software restarts it generates a newly designed atmosphere – which presents to us three exchangeable elements: a tool or weapon – which can vary between a spoon (in reference to the movie *Matrix*), a handgun (in reference to the TV series *West World*) or a smartphone (in reference to the movie *Her*) –, a character – which can be either a sheep (evoking Dolly, the first biological organism to be cloned), puppet master (a character which appears in the Japanese manga *Ghost in the Shell*) or T-1000 (the killer android of the movie *Terminator*) – and an AI assistant – which can take the shape of *2001's* Hall 9000, *ExMachina's* AVA or *I, Robot's* Vicky). Such elements, and the way we choose to interact with them, are key to our digital body transformations. Every decision we make will directly impact in our experience, there's no limits in what we can or cannot do, but every single action will trigger a direct response.

This 5-minute experience will develop according to our actions and, even though each time it is different in shape and form, will pour its compelling message through our bodies. *Lo humano después* allows the audience to embody a robotic being which will be proven to be vulnerable after the first interactions with its surrounding environment where a punctual critique becomes visible: although our biological bodies have its flaws, they're still not quite as vulnerable as any digital devices since they are neither hackable nor black boxes.

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