Expedition to planet B

an exhibition

Many thanks to:

AI LAB
European Artificial Intelligence Lab

CLICKNL

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mondriaan fund

Co-funded by the Creative Europe Programme of the European Union

Detail from Perihelion/Rage/secret_lover, Antti Tenetz, 2019
**planet B** is a place of natural beauty - unspoiled by pollution, unmonitored by satellites, untouched by the hand of human endeavour.

Now imagine that, at some point in the future, our descendants discover **planet B**. A flurry of activity begins: scientists start investigating the planet, space agencies race to ready their quantum rocket ships, and government officials quibble over who gets to plant the first flag. The colonisation of **planet B** is about to start...

Given such an unprecedented opportunity, what could we do better? How might we populate **planet B** in ways that are sustainable and fair for all?
Mini Lectures

(Subject to change)

19:00 - 19:20  Bernard Foing (ESA/ILWEG)
19:30 - 19:50  Antti Tenetz
20:00 - 20:20  Sjoerd ter Borg (Aesthetics of Exclusion)
20:30 - 20:50  Thomas Smits en Melvin Wevers
(Aesthetics of Exclusion)
21:00 - 21:20  Fiber: Tivon Rice
21:30 - 21:50  Students AKV/St.Joost
22:00 - 22:20  Moon Gallery

Minna Långström,
Photons of Mars, 2019.
Waag & Kunstfort bij Vijfhuizen
present: Supre:organism
Photo: LNDWstudio
How do microbes dream of outer space? Antti Tenetz lets bacteria train an AI (GAN) system to imagine their place among the stars.

Perihelion/Rage/secret_lover explores an idea of life in space through two concepts: biology and artificial intelligence (AI). It provides a critical perspective beyond the techno-optimistic promises of AI. Biosphere and technosphere merge as a closed environment once they are deployed in outer space, suggesting a speculative view on life in outer space.

In the project, a metal clustering bacteria (Curvianus metalduransis) was merged with a curated AI system, providing new visual outcomes. By flowing between the technosphere and biosphere the images depict new visions of bestiary futures.

Outer space reflects the outward focus of human beings and their technological extension. Yet our lives, and therefore our expeditions, are constantly tied to Earth and to our physical limitations.

Based in Oulu, the far North of Finland, Antti is an artist and naturalist. His works are at the crossroads of media-, bio- and urban arts with a strong current of interdisciplinary art-science approach. In his work, he combines mediums ranging from various technological platforms and materials to natural environments and biological materials such as bacteria.

Antti Tenetz is part of planet B as an artist in residence. The residency is a collaboration between Waag and ESA/ILWEG and made possible within the European ARTificial Intelligence Lab, with the support of the Creative Europe programme of the European Union, CLICKNL and the Mondriaan Fund.
Minna Långström’s film installation project Photons of Mars is a meditation on mediated versus physical presence. The work depicts facilities and its workers dedicated to interplanetary research. The work reflects on how their understanding of the Martian landscape becomes more than the sum of the data derived from the photons hitting the light-sensitive cells of the robot’s cameras. The continuous work of the Rover on Mars, moving from target to target, gradually creates an internal world and interpretation of the place in relation to the existing one. Can images and data alone give us a complete comprehension of what that world is like?

Photons of Mars investigates the ambiguity of presence in familiar and alien spaces and invites viewers to be present in them.

Minna Långström is a film maker and media artist, graduated from the Academy of Fine Arts in Helsinki (MFA), where she was also an assistant professor in Moving Image (2008-2012). Her artistic work consists of short fiction and documentary films, as well as participatory installations which combine moving images with spatial or interactive elements. Her most recent film, The Other Side of Mars, premiered at the Doc Point Festival in Helsinki, January 2019.

The Kongo Astronauts artists’ collective says of itself that it manifests in the interzone of digital globalisation, where past, present and future collide, running headlong into the politics of intimacy and identity of urban lives. Its cosmic appearances and fictions (performances, films, photos, texts) prompt an engagement with the condition of exile and with tactics for survival.

In Postcolonial Dilemna Track #04 Remixed, the collective leads us through Kinshasa in an allegorical and wacky trip, both poetic and violent. Behind the camera and on edit is Eléonore Hellio, co-founder of KA. On screen are performance artist and designer Michel Ekeba, musician, performance artist and inventor of musical instruments Bebson Elemba and installation artist Danniel Toya.

Michel Ekeba embodies Kongo Astronauts through continuous action stimulated by survival situations in the Chinese megalopolis. He makes his space suits with old electronic circuits full of coltan. These actions captivate and contaminate many creators of passage in DRC.

Eléonore Hellio widens the field of action of Kongo Astronauts via parallel universes and proposes other forms of contaminations notably through her films and networks.
Since ancient times, people believe in the sacredness of the earth. The importance of touching or eating earth is present in many cultures. Regardless of religion and country, the earth is an embodiment of nature as the mother. It symbolises female, life-giving forces, fertility and the continuity of the lineage. In some cultures, eating earth can be seen as a spiritual practice of reconnection with one’s origins, with oneself, and with the invigorating power.

Within the installation we explore and experience life on Earth versus life on the Moon and Mars through oral engagement with soil samples. We approach the soil as a resource, as well as a source of life. By ingesting both soil from Earth and the Moon we, to a large extent, ingest silica, and aim to connect to the mineral form of life, as well as become aligned with our environment. You can guess which environment each sample connects to, either the Moon or Earth.

Masha Ru is a creative with a background in science. Masha’s projects combine scientific research with a personal approach and cultural practices. In 2011, Ru obtained a PhD in Mathematics and graduated with honours from Photo Academy Amsterdam. In 2013-2014, Ru participated in the art-in-residency programme at Rijksakademie van Beeldende Kunst in Amsterdam. In 2018 Masha was an artist fellow at the Netherlands Institute for Advanced Study in the Humanities and Social Sciences (NIAS-KNAW). Masha’s artistic as well as scientific work has been exhibited, screened and published in various countries.
Aesthetics of Exclusion

De Drie Wijzen uit Oost
2019

Aesthetics of Exclusion is a collective of artists, designers, coders and scientists. They research how we can use image recognition software and machine learning to recognise visual characteristics of gentrification by using image archives such as (Google) Streetview and Instagram.

Sjoerd ter Borg is, on behalf of Aesthetics of Exclusion, part of planet B as an artist in residence. This residency is made possible by Waag, within the European ARTificial Intelligence Lab, with the support of the Creative Europe programme of the European Commission and CLICKNL.

What traces do we leave online when we visit the city? And how do these traces seduce us into exploring sameness? In an audiovisual installation, we are presented with fragmented spaces composed from Instagram snapshots of the visitors of bars in Amsterdam owned by a collective of entrepreneurs called ‘De Drie Wijzen uit Oost’. At the same time, we listen to the equally shattered memories of the bar visitors while experts reflect on the mechanics that keep bringing us back to these environments.

The story of De Drie Wijzen uit Oost is one of interplay between Instagram, aesthetics, gentrification and city politics.

Aesthetics of Exclusion

StreetSwipe
2019

Which aesthetics do we associate with gentrification? StreetSwipe lets you, the audience, determine if you think a photo of a storefront should be classified as ‘gentrified’. While swiping, different cities, streets, years and neighborhoods will be compared on a live webpage that functions as a scoreboard. The ‘subjective’ input of different groups of users will be used to train computer models that can recognise and generate images that are perceived as gentrified. StreetSwipe will be further developed in the coming year.

Contrary to popular belief, it is not the human species that selects the houseplant to furnish the domestic environment; it is the plant itself that proliferates in the area of its own choosing.

Botanica Variegata
2019

Botanica Variegata creates a system of classification of plants, according to their online presence on Instagram. An algorithmic structure analyses thousands of plant images in relation to their surroundings – ranging from cats, dogs, colours, design objects and art to human demographics. In the exhibition, different plant species, orders and families compete with one another through a special system that assesses, favours, and values photographic settings; the more homogenous the context of the plant, the higher its score.
How can you recognise yourself in space data? What is our space body? What can we learn about ourselves, observing from outer space? Can we learn something we don’t know yet? Can you spot individuals? Can you have your personal satellite, and if so, what would that satellite do? Are there satellites that follow individuals?

10:30 - 11:30 is a work that anticipates the idea that we see ourselves differently from space than we do in everyday life or through existing media. Is it possible to get to know the individual through technology? Is it possible to recognise a routine? What do you need to recognise individual’s routine? And - is it possible to hide from satellites?
Making technology & society more open, fair and inclusive

Waag operates at the intersection of science, technology and the arts. Our work focuses on emergent technologies as instruments of social change, and is guided by the values of fairness, openness and inclusivity. Waag’s dedicated team of sixty thinkers and makers empowers people to become active citizens through technology.

Waag is developing planet B, a mission to recolonise planet Earth based on a narrative of DIY expeditions to a fictional planet. Planet B offers scientists, artists and citizens a ‘green field’ to develop symbolic and material responses to the social and ecological challenges facing us, expressing an ethos and possible aesthetics for doing things right in the Anthropocene era.

Our events in November:

- **7** Amsterdam Sounds: Sound safari in the city
  Experimenting with new technology to measure sounds
  Common play with us #4
  Let’s make games together

- **11** Democratizing technology
  An evening about fair technology with Evgeny Morozov, Marleen Stikker and others

- **14** MakeHealth Open Evening
  Co-creating medical solutions

- **28** BAU LAB: BioArt meets Performance
  New perspectives on biotechnology through dance and performance

More at waag.org/events