



Digital Archive

E-MEET

VOL.2

SpeakAIR x motomoto

E-MEET VOL. 2

Mutsumi Tomosada x Myroslava Kuts

Date/Time: 24th October, 2021

Moderator: Valeria Reyes/Marie Chaumont

Speakers: Mutsumi Tomosada (JP)

Myroslava Kuts (FR/UKR)

Since the launch of our open call “Xeno in the Age of New Media” our artist residents Mutsumi Tomosada (motomoto) and Myroslava Kuts (SpeakAIR) dedicated their time to research and creation for six months. This event aims to connect the two artists in a different location and provide an opportunity for them to exchange ideas.

For the second edition of E-Meet, we invited the two to reflect on the outcome of their research and talk about the concept behind their exhibitions.

SpeakAIR x motomoto



Installation view "Sleep and Dream Dimensions" ©motomoto

CONTENTS

Introduction	I
Myroslava Kuts "Sleep and Dream Dimensions"	9
Feedback from Visitors	9
Tomosada Mutsumi "I'm not here anymore."	15
Comments by motomoto & SpeakAIR	21

E-Meet Vol.2 Myroslava Kuts x Mutsumi Tomosada

INTRODUCTION

This online event is the second edition of the E-meet realized by motomoto and SpeakAIR. The meeting is joined by SpeakAIR's resident artist Myroslava Kuts and the motomoto's artist Tomosada Mutsumi. We were privileged to learn the evolution of each artists' project in depth and to reflect together on the feedback we received from the visitors to Kut's exhibition "Sleep and Dream Dimensions" at motomoto in Arao, Kumamoto.

For this edition, we archived the highlights of the event in a document format for our audience to have a better understanding of their projects and their visions.

SpeakAIR x motomoto



Top left: Myroslava Kuts, right: Marie Chaumont, Bottom right: Valeria Reyes, left: Mutsu-mi Tomosada., ©SpeakAIR

Introduction

MYROSLAVA KUTS "SLEEP AND DREAM DIMENSIONS"



Myroslava Kuts ©Artist

SpeakAIR x motomoto

Myroslava Kuts

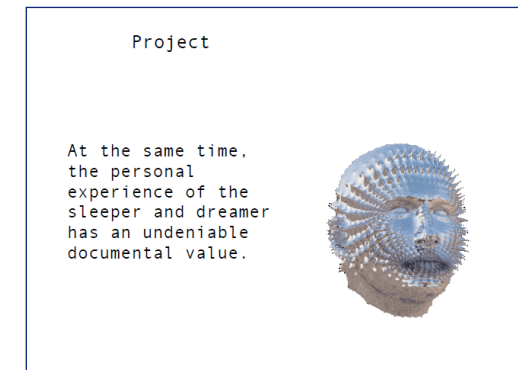
Kuts: I have been researching dreams and brain processes from a neuroscientific perspective for some years now. For the span of the online residency with Speak AIR, I have collected research based on dreams and drawing data from sensitive materials related to this research. I have also focused on collecting voice data for recurring dreams from people through voice recordings for my project Dream Catalogue. Through this research, I have realized that only technology can truly help us study the experience of the sleeper. There is also deep documental value in these dream experiences and technology also facilitates AI to experience dreams.

Kuts's approach to the subject recognizes the

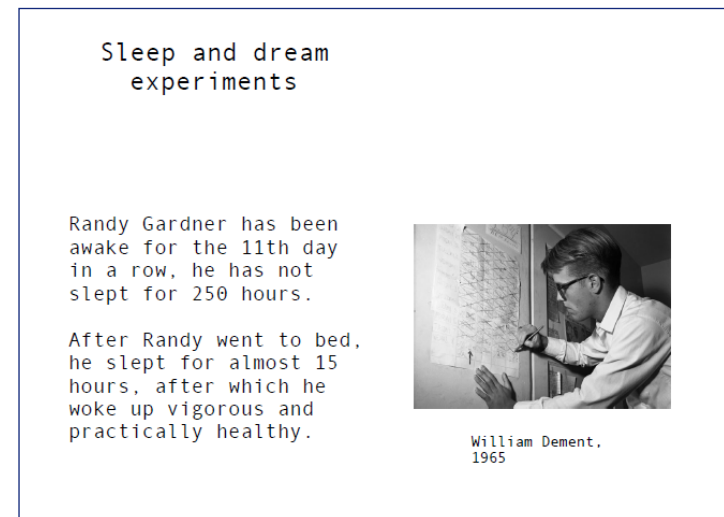
documental value of personal dreams as much as the use of technology, and these two elements became the pillars of her exhibition. Through her work, Kuts aims to show the visitors how a machine can perceive dreams and how a person can examine sleep.

Kuts: For the span of the residency I gathered resources and experiments from the three founders of sleep research, Nathaniel Kleitman, Eugene Aserinsky and William Dement. One of these experiments showcases Randy Gardner who was awake for over 260 hours and was able to recover after just one night of sleep, which I think shows us how essential sleep is to the body and mind. There are also experiments which show us how dreams are essential to our learning, by people who showed better performance at a task if they dreamt about it the previous night.

SpeakAIR x motomoto



A slide from Kuts presentation, ©Artist



A slide from Kuts presentation, ©Artist

The installation itself includes voices generated by Google AI speech technology experts, and the background atmosphere recreates the brown noise. If one listens to these sounds while sleep deprived, it would perhaps incite hallucinations. The pictures of the people on one screen are made by combining pictures donated by people who recorded their dreams, and with the help of AI, transformed into new faces, hence, new dreamers.

In the virtual space of the exhibition, created with the help of Speak AIR, we were able to create two distinct spaces for people to explore. One area was the inside of the lab, which is controlled by the laws of science and research for data collection. The other was the forest, which reflected the natural production of dreams within the brain.

SpeakAIR x motomoto



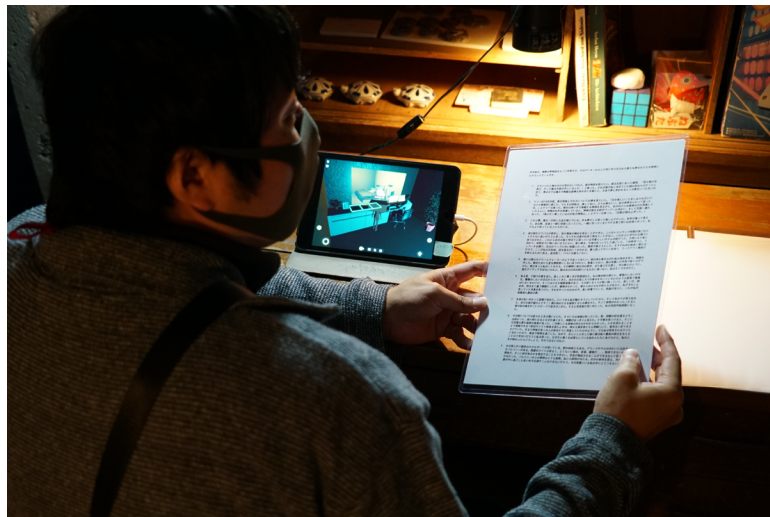
An exhibition view, ©motomoto

Myroslava Kuts



A virtual exhibition view, ©SpeakAIR

FEEDBACK FROM VISITORS



A visitor at the exhibition, ©motomoto

SpeakAIR x motomoto

Feedback from Visitors

Followed by Kut's presentation, we took a moment to share the feedback from Tomosada and the visitors.

Mutsumi Tomosada: When I first experienced the exhibition, my first impression was immediately a bit nostalgic because I had grown up watching various science fiction movies in which androids had become sentient beings. In my youth, I thought this is what the future would look like, and now actually being in this future, it is much closer than what I had imagined, and perhaps it is making it a reality.

Reflecting further on the stories broken down and transferred to AI which then created new narra-

tives, it is almost an organic process in itself. In our daily lives we are constantly learning and taking in new experiences into ourselves, then at night that is broken down and refiltered into our dreams. So while some people might think this is very technologically based, it is not too far from our natural human functions. It also reminds me of how people think their dreams are unique to them, created by them. But perhaps we must consider that our dreams are a cumulative of the human species as a whole, and perhaps it is a shared experience.

Valeria Reyes (motomoto): Myroslava, do you have some thoughts on this perspective?

Myroslava Kuts: Yes, I think our dreams reflect our daily lives as well as our memories. So I took recordings of dreams which are unique to the individual. Dreams are very personal things and I put them into the AI program, so now it is a new dream and a new story. It makes us wonder how much of this is real, or how much of it is not.

Reyes: Thank you very much. Now we would like to take a look at the exhibition both online and at motomoto and how visitors felt or reacted in the space.

Marie Chaumont (SpeakAIR): For the online exhibition, we had over 200 people come into the virtual space throughout the period. I got to talk to one visitor in particular and I quote “An incredible space where you feel drawn in by the dialogues but also drawn out by the different types of sounds and the directions they come from. You accept its rules instantly, and the dream-like atmosphere makes it even more so.”

Reyes: Thank you, Marie. We had some interesting questions from visitors. For example, a musician was curious about the ambience sound of the AI voices. He wanted to know more about this particular sound, which I think you said was made to mimic brown noise? Is that correct?

Kuts: Yes. All these elements of ambience and perceived atmosphere help to realize the dream-like state in an awake state.

Reyes: I think it had the effect you wanted because visitors spent a good amount of time in the exhibition and described the experience as being very relaxing. I myself was aware of the sound, but also felt relaxed. There was another visitor who asked if there was a continuation to the loop of new dreamers? And also if you had thought of incorporating other living organisms such as animals or botanical life forms?

Kuts: The loop of the AI generated faces does have a longer loop, but the faces are many and start to look the same, so I tried to choose the dreamers with the most variation for the exhibition. Since I am collecting the dreams from humans, I had not thought about including other life forms.

Valeria: I believe the comment that was true for

SpeakAIR x motomoto

most visitors was that “Sleep is so important,” to “I should sleep more.”

Kuts: Yes, many people think sleep is lazy or that you’re not doing anything, but it is the most important thing you can do! If anything I am glad people walked away with this in mind.

Reyes: In addition to introducing people to the importance of sleep, this was the first experience of sound art for many visitors. So for us at motomoto, it was an amazing opportunity to showcase sound art, introduce it to people in the Kyushu area. Thank you so much again for your work over the past six months.

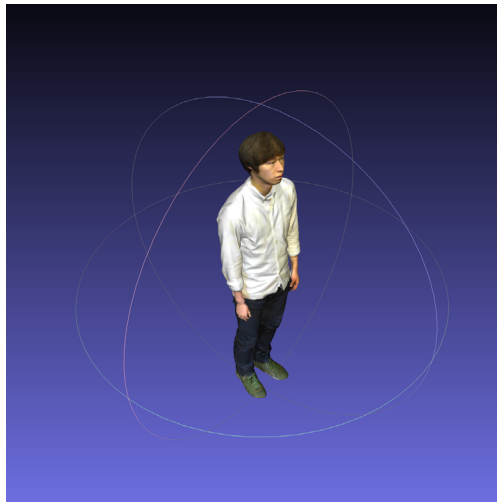
Feedback from Visitors



A visitor at the exhibition, ©motomoto

TOMOSADA MUTSUMI "I'M NOT HERE ANYMORE."

SpeakAIR x motomoto



Mutsumi Tomosada ©Artist

Mutsumi Tomosada

The second part of the event was followed by Tomosada's presentation on his exhibition titled "I'm not alone here anymore". During his residency, Tomosada conducted research about memories within the context of Arao City in Kumamoto. Arao was known as a mining town until 1990's and its rich histories and the personal memories of the locals from the era captivated the artist.

Tomosada: I don't want to put any of my own observations on the matter. I'm rather looking at the former mining city as an outsider. Just out of my curiosity, I wanted to see the landscape. To experience as if I were at that time, I spent a lot of time collecting materials such as photographs and videos from the locals.

His research started with the local statue of a coal miner. As he researched more about its origin, it brought him to various locals who could tell him different stories about the statue. Throughout the research, he was able to interview people and collected fragmented memories. This process helped him to get a glimpse of the whole picture of the former mining town. The whole composition of the exhibition is based on those interviews and various materials the artist has been gathering.

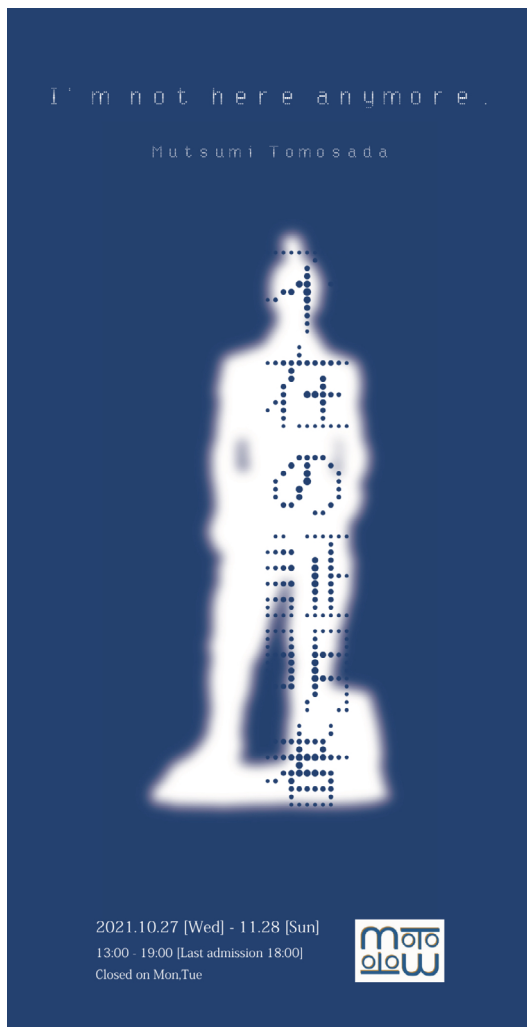
Tomosada: One of the most memorable interviews is with a local girl. I asked her to play a piece of music for this project. She kindly accepted my offer and picked up a song she'd like. She played "For Elise" by Beethoven which she's been learning at her piano school. When I first heard it, it brought

back some nostalgia. It struck me because I realized that the young generation still plays this type of music. And not just myself but so many people have heard of this song at least once. This music kind of continues to carry our memories and it's perhaps a part of our memory and continues to be so.

Through collecting pieces of memories from the past and examining the materials, Tomosada believes that we can connect with the people from the past. For the exhibition, he hopes to recreate this experience through his project.

His in-person exhibition runs until 28th November at motomoto and online exhibition on Cluster*.

*Due to the personal circumstance, the virtual exhibition is postponed until the further notice.



The exhibition poster "I'm not here anymore" ©motomoto



An exhibition view "I'm not here anymore" ©motomoto

COMMENTS BY MOTOMOTO & SPEAKAIR



Cover image, ©SpeakAIR

SpeakAIR x motomoto

Comments by motomoto & SpeakAIR

The event closed with the final remarks from Reyes and Chaumont.

Reyes: First of all, I just wanted to thank you Marie and Myroslava. Also for Myroslava, thank you for sharing this part of your research with us and giving us the opportunity to share it also with the local community.

I got to be a guide for a high-school student. And she said she did not know that sound could be art. I thought this is the reason why we need to do what we are doing. Thank you so much for sharing that. It had a great impact on all our visitors. I also enjoyed it personally and I need to sleep more! But also to examine what dreams must've

been inspired by, or hearing from Mr. Tomosada, it might be a collective memory of our dreams. I will keep this in my mind for a long time. Thank you very much.

Chaumont: First of all, thank you Valeria again for all the translations and moderating the event. And thank you Myroslava and Tomosada-san for the great presentation. I found it fascinating to see some similarities in your projects. You two both collect memories, well dreams are not exactly memories but in a way a recorded personal and social construction of our life. Seeing the overlaps, it made me realize how much I love presenting artist's works and helping them to realize their own projects.

And I just want to say it's been a great pleasure collaborating with motomoto. She's not here today but I cannot thank Hanako enough for giving us this opportunity to present Myroslava's work to the local community. And thank you Valeria and

Tomosada-san for taking your precious time to make this event possible. And last but not least, I'd like to express a great appreciation to Myroslava for all your dedication for 6 months. You've been consistently helping me to realize this project. I really hope you have something to take from this experience.



motomoto

motomoto is a micro artist residency in Arao city located along the northern area of Kumamoto Prefecture. motomoto named after Kumamoto, and the director Hanako Miyamoto, has come alive in the spring of 2020.

Website: <https://www.motomoto-air.com/>

Facebook: <https://www.facebook.com/motomotoAIR>

Instagram: @motomoto_air_jp

SpeakAIR x motomoto



SpeakAIR (SpeakArt)

Founded in 2016, SpeakArt has promoted funded artist residency programs and fellowships. In 2019, SpeakArt created its own paid opportunity by launching an online residency program SpeakAIR. Artists were given financial support to conduct their creative research online.

Website: <http://speakart.info/>

Facebook: <https://www.facebook.com/speakairlive>

Instagram: @speakairlive

SpeakAIR x motomoto



