List of Works

How to Make a Paradise
Seduction and Dependence in generated Worlds
2020 March 27 – August 16

Groundfloor:

Elisabeth Boisson Caravella
Howto, 2014
Prores video, 25:14 min
Produced by Le Fresnoy and supported by Fondation d’enterprise Hermès
Courtesy the artist

Youtube videos:

Kate Crawford
You and AI – The Politics of AI
The Royal Society, London, 2018
67 min

Tega Brain & Sam Lavigne
Ways to Predict the Future
Sónar Festival, Barcelona, 2019
63:27 min

Lauren Lee McCarthy
You, Me, and My Computer
Stanford University, Stanford, 2015
69:59 min

1st floor:

Fleuryfontaine
I would prefer not to, 2019
Video and space installation, 19 min
Produced by Le Fresnoy and supported by Palais des Paris, Takasaki (Japan), Frédéric Weigel, Yoshiko Suto
Courtesy the artists

Jakob Kudsk Steensen
Primal Tourism, 2016
Video and space installation, 22:41 min / VR-application
Courtesy the artist

2nd floor:

Tega Brain, Julian Oliver & Bengt Sjölén
Asunder, 2019
Three channel video-projection, satellite imagery, CESM climate model, multi-processor computer and custom software
Courtesy the artists

Julien Prévieux
Where is My (Deep) Mind?, 2019
HD video, 14:59 min
Supported by Fondation des Artistes and Seine-Saint-Denis Department, Lab’Bel and General Pop
Courtesy the artist

3th floor:

Kate Crawford & Vladan Joler
Anatomy of an A.I. System, 2018
Research project
Courtesy the artists

Lauren Lee McCarthy
LAUREN, 2017
Video and space installation, 03:50 min / digital prints
LAUREN Testimonials: directed by David Leonard
Courtesy the artist

4th floor:

Keiken + George Jasper Stone
Feel My Metaverse, 2019
HD CGI three channel video-projection, 40:00 min / Augmented Reality Filters / Foam seating, Vinyl reflective floor
Originally created for Jerwood Arts Collaborate! and also supported by Arts Council England, SECT and Finbar Mostyn-Williams
Courtesy the artists
Keiken and George Jasper Stone would like to thank collaborators Charlotte Oppenheim, Sakeema Crook and Linda Rocco
Soundtrack and sound design by Khidja
Additional sound design by Robert Malone and Ebe Oke

Jaakko Pallasvuo
Soft Body Goal, 2017
Video, 03:36 min
Courtesy the artist

Basement:

Flower, 2009
Videogame
Developed by Thatgamecompany and designed by Jenova Chen & Nicholas Clark
We thank: Sony Interactive Entertainment