

LEAKING BODY, POROUS MIND AND M3LTING M4CHIN3 (AT)

```
MqttMsgPublish.cs  sendMQTTtoTurnOnFan.cs  PlayerData.cs  GameData.cs  SetMQTTActive.cs
Assembly-CSharp
50 client.MqttMsgPublishReceived += client_MqttMsgPublishReceived;
51
52 charAmount = UnityEngine.Random.Range(3, 8); //
53 for (int i = 0; i < charAmount; i++) //
54 { //
55     LinodeIP += glyphs[UnityEngine.Random.Range(0, glyphs.Length)]; // this is f
56 } //
57
58 client.Connect(LinodeIP); // connecting Unity to Shiftr.ID broker if you use Broker
59
60 if (client.IsConnected)
61 {
62     Debug.Log("MQTT connected");
63 }
64
65 // subscribe to the topics in topics_sub list with QoS 2
66 foreach (String topic in topics_sub)
67 {
68     client.Subscribe(new string[] { topic }, new byte[] { MqttMsgBase.QOS_LEVEL_EXA
69 }
70
71
72
73
74 1 reference
75 void client_MqttMsgPublishReceived(object sender, MqttMsgPublishEventArgs e)
76 {
77     string topic = e.Topic; //the topic of incoming message
78     msg = System.Text.Encoding.UTF8.GetString(e.Message);
79     Debug.Log("Received: " + topic + " -> " + msg);
80     debug.text = msg; //the value of the incoming topic
81 }
82
83 @ Unity Message | 0 references
84 void Update()
85 {
86     sendMsg = debug.msg; //gets msg from MQTT_Debug object
87     sendTopic = debug.topic; //gets topic from MQTT_Debug object
88
89     if (!sendMsg.Equals(sendMsgOld) || !sendTopic.Equals(sendTopicOld)) // checks if
90     {
91         client.Publish(sendTopic, System.Text.Encoding.UTF8.GetBytes(sendMsg), MqttMsgB
92         sendMsgOld = sendMsg; //makes new message looking old
93         sendTopicOld = sendTopic; //makes new message looking old
94     }
95
96     SendBreathToLight();
97
98     if (!client.IsConnected)
99     {
```



“We must identify the world of antagonistic policies and power relations by which our bodies are constituted and rethink the struggles that have taken place in opposition to the “norm” if we are to devise strategies for change.”

Silvia Federici - Beyond the periphery of the skin

SUMMARY

Leaking Body is a participatory multimedia installation, a facilitated virtual walk along a digital representation of the body of the artist (called J Body henceforth), that the participants can enter through different media. They are invited to enter the multiplayer world with an avatar, observing the signs of exhaustion that have occurred during years of living in a female associated body within a western patriarchal and capitalist system.

These signs and the body parts belonging to them serve as the conceptual and aesthetic foundations for the different levels/areas within the multiplayer environment - (stiff jaws, grinding teeth, recurrent cystitis, fungal skin infections). J Body is treated as a territory shaped by capitalism and serves as an entry point for a broader dissection of the body politics of today's western society, questioning structural, social, economical, political, and environmental issues.

By connecting the visitors with their physicality (sensors detecting breath and sweat or MoCap body movements) and transforming the data back into the multiplayer, VR or real world through actuators such as air pressure bandages, lights or heaters), they can set themselves in relation to the narrative - especially because these are not just subjective stories of J's personal medical history, but physical and mental conditions affecting society at large.

The basic setup for the feedback system is present and functioning (breathing sensor connected to VR and multiplayer and controlling actuators (like a physical fan). Currently we are predicting the content - writing the storyline and creating the different levels/chapters in Blender and Unity. The next step is implementing MoCap (e.g. for Avatar control) and experimenting with different actuators like pressure pumps.

The body of the future is a leaking body.

FURTHER DESCRIPTION

The installation asks what it means to own a body in a capitalist society, what power structures are shaping and impacting it? How is the permanent objectification and the need of uninterrupted performance affecting the way one treats and perceives their bodies and taking its toll on our physical and mental health. How does this effect the way how one encounters their (other-than-human) environment?

The project is unique not just in it's formal setup, but in how it takes a very personal story and extends it into a discourse that is affecting society at large, by analysing the particular condition J - Body suffers from in relation to structural social, economical, political and environmental issues.

I believe, that the relatability of personal stories can serve as an entry point for a broader political, socio-economical and environmental discourse.

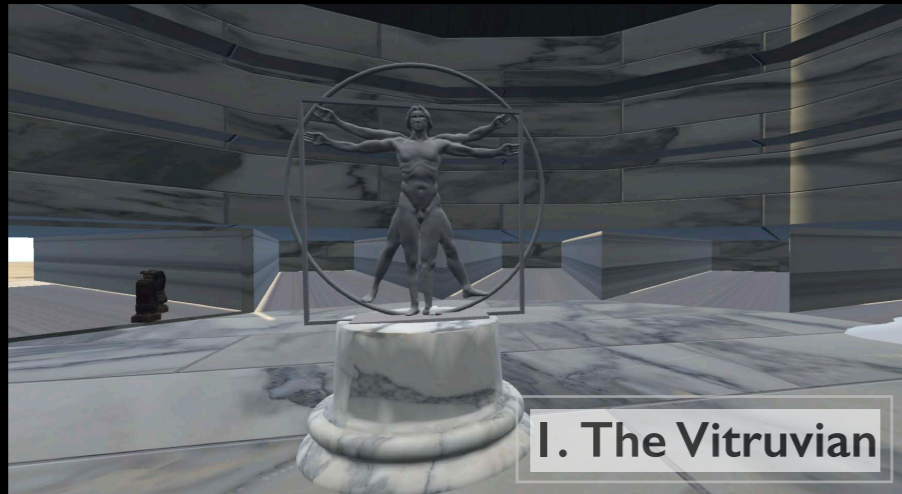
Physical and mental damage might not be visible enough at first sight. The pressure of suffering stays small enough to be ignored to keep functioning for a longtime. Signs of exhaustion are barely ever talked about before leading to severe mental and physical damage.

Times like this make it even clearer - the body of the future will not necessarily be an optimised body, but a leaking body, a porous body.

The project provides a comprehensive discussion about body politics from a queer (eco)feminist perspective. It aims not just to dismantle power structures, but to give an alternative insight in how one perceive and treat bodies (our own as well as the bodies of others), human and other-than-human. I want it to be also seen as a therapeutic tool, exploring how art and tech can help to regain or establish a positive relationship towards our bodies and raise awareness for ones surrounding.

In the field of performing arts, there have been several attempts to combine new media with performative practise - from what I experienced, the tech component stayed a gimmick mostly. My goal is to create not just an interactive but a collectively participatory space, where exchange can take place beyond the work of art.

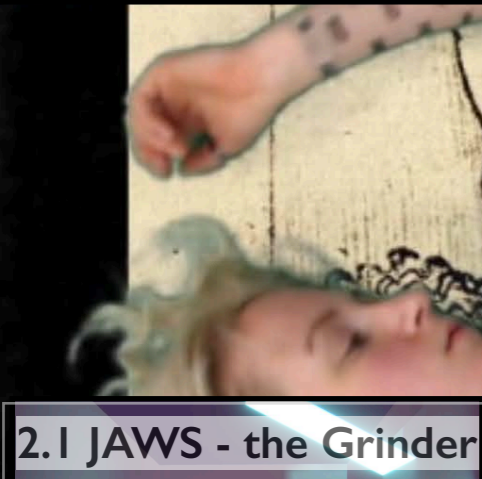
I am going to document and publish our process and make it publicly available. (for now we'll be documenting at <https://www.jannenorakummer.de/leakingbody>) I understand the work not just as completing projects, but as a research on the intersection of science, performing art and digital media and I continuously wish to share our results as a support for the interactive art scene.



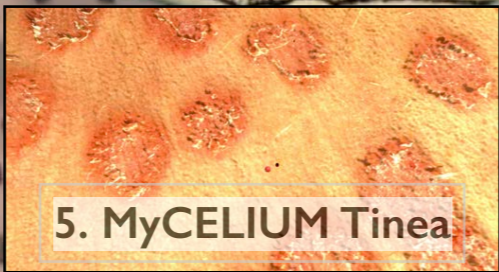
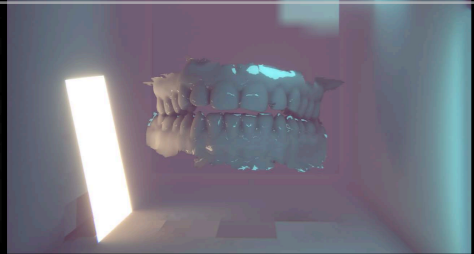
1. The Vitruvian



Queering the Vitruvian



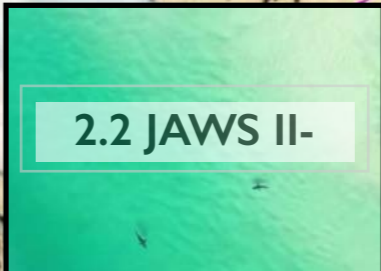
2.1 JAWS - the Grinder



5. MyCELIUM Tinea



3. HOLES



2.2 JAWS II-



6. The Fold

J-BODY's Fragments

Multiplayer - Different Chapters

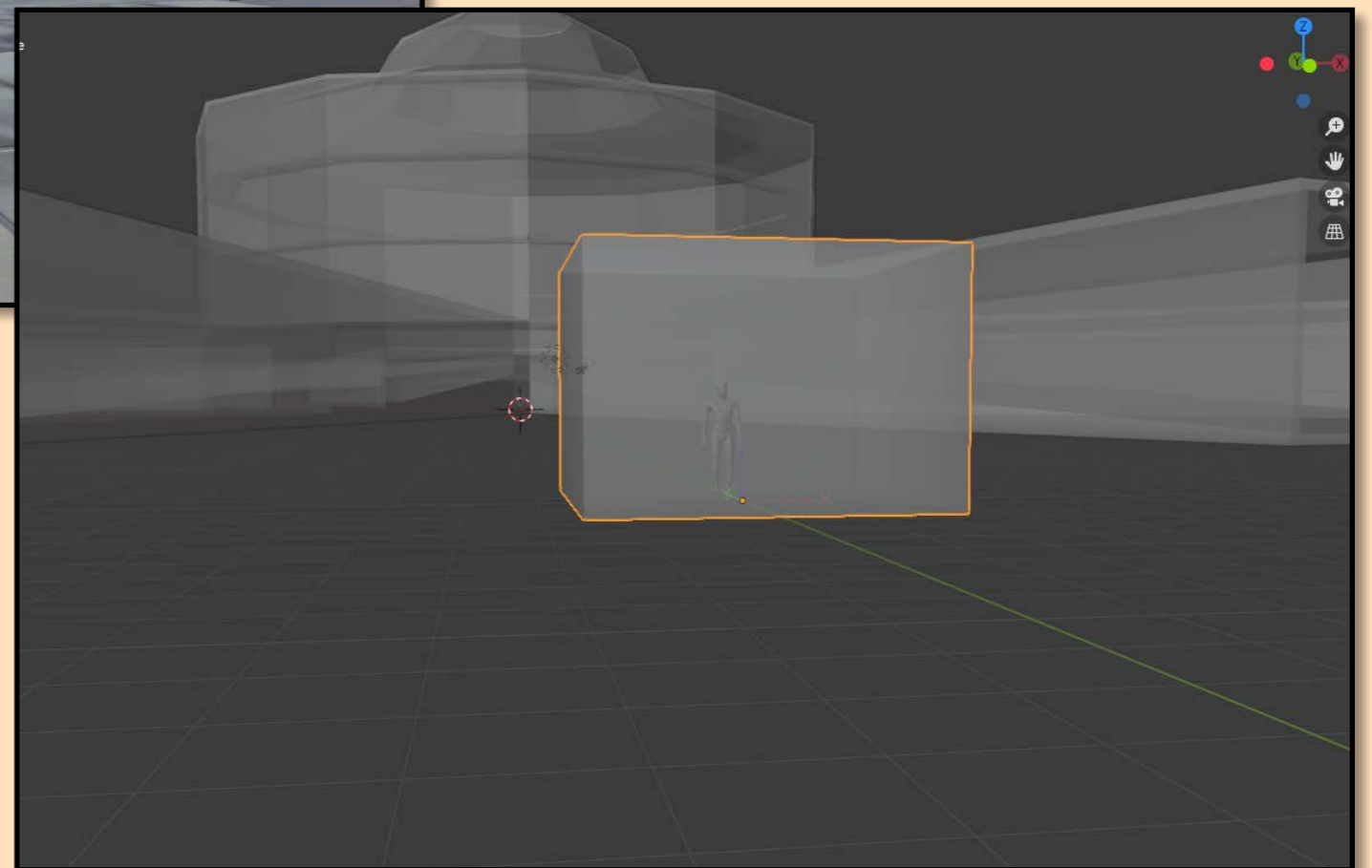
CATEG. / AREAS	0. Prologue The Leaking and the Porous	1. Home with the Vitruvian	2.1 JAWS - the Grinder	2.2 JAWS the worse dead I can imagine aka bloody body without organs	3. Holes	4. The Fold (Wrinkles of Deleuze)	5. MyCeliu m (Tinea Versicolo)	Epilog Queering the Vitruvian
SUBJECT	a leaking body and a porous mind	The quantified norm Body, Anthropocentrism, His/story about the Human as the center of it all	Fear that drives us, that tension that holds us together - Grinding away our body. Never Enough.	In/security, Psycho/analysis - the irrational fears of getting eaten by a shark (in shallow waters) - Why are we acting this way?	Non-Productive Organs vs Reproduction machine, Lazy Uterus, The Leaking, the Melting, Sympoiesis	Eternal Youth - Filters and Surfaces, AI Bodies, MetaHuman , Ego Slide	Letting go, Metaorganism/ Multispecies, Speculative being, Sympoiesis, Trans-species Embodied Entanglement	dreaming of postcapitalist entangled bodies
WORLD	freefloating Space	Renaissance Temple	The Maze	Deep Sea	DeepSpace Marshland	infinite smooth Surface	Mycelium Craters	organic Temples out in the Open

SCENIC IMPRESSIONS - work in process



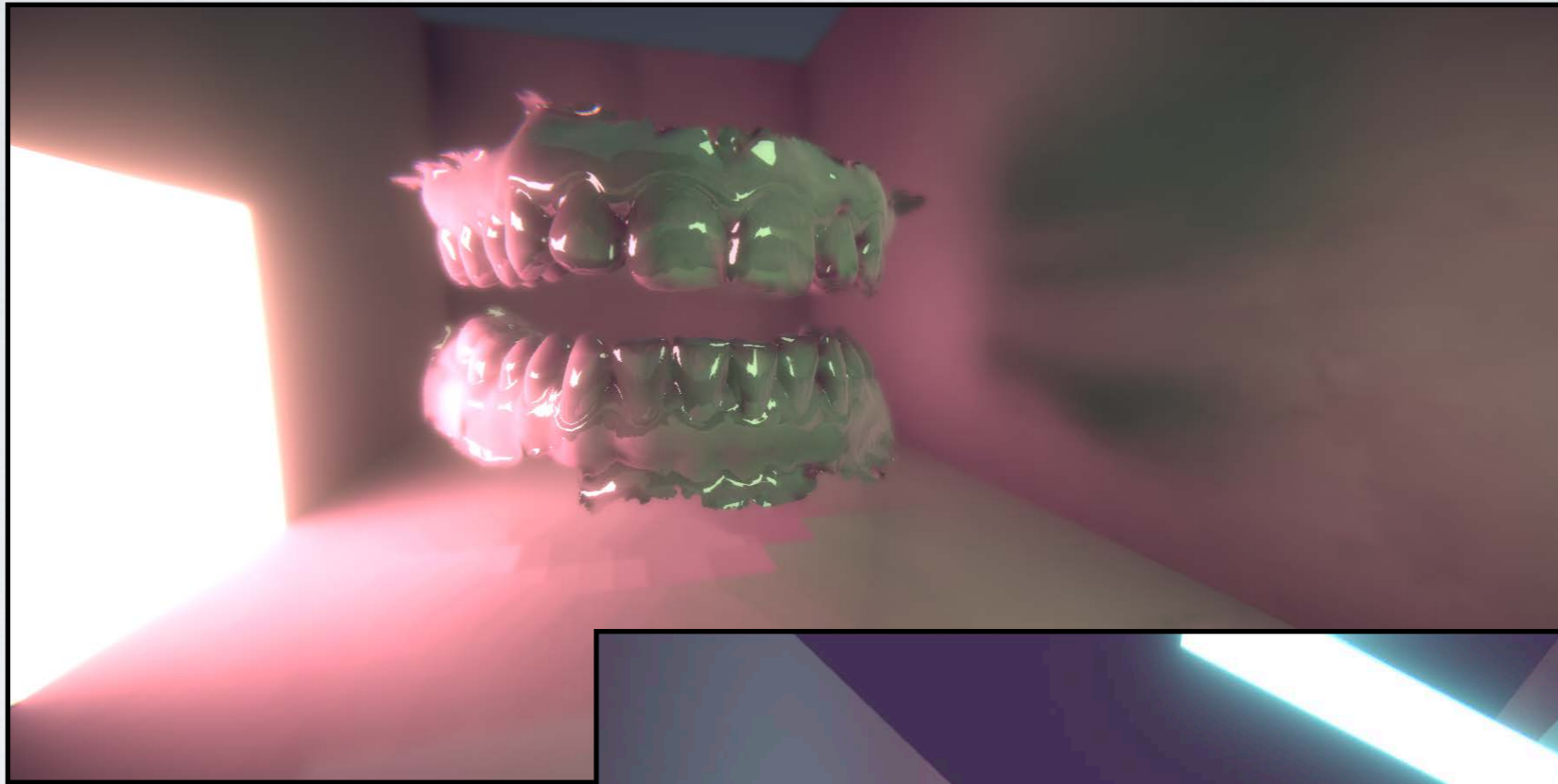
The Chapter negotiates the quantification and standardisation of bodies, beginning in the Renaissance. How did the humanism of the renaissance define what is considered to be human up until today? How did the huMan get to be the measurement of it all and when did the separation from the more-than-human environment take off?

The Vitruvian man serves as a symbol for anthropocentrism and as the prototype of the perfect human body. A masculine, muscular, middle-aged man who is still depicted as a symbol of the healthy ideal body on german health insurance cards. What messages and how a body shall look and perform are communicated through this seemingly irrefutable symbol? What power structures are implicated and (re)produced within that symbol?

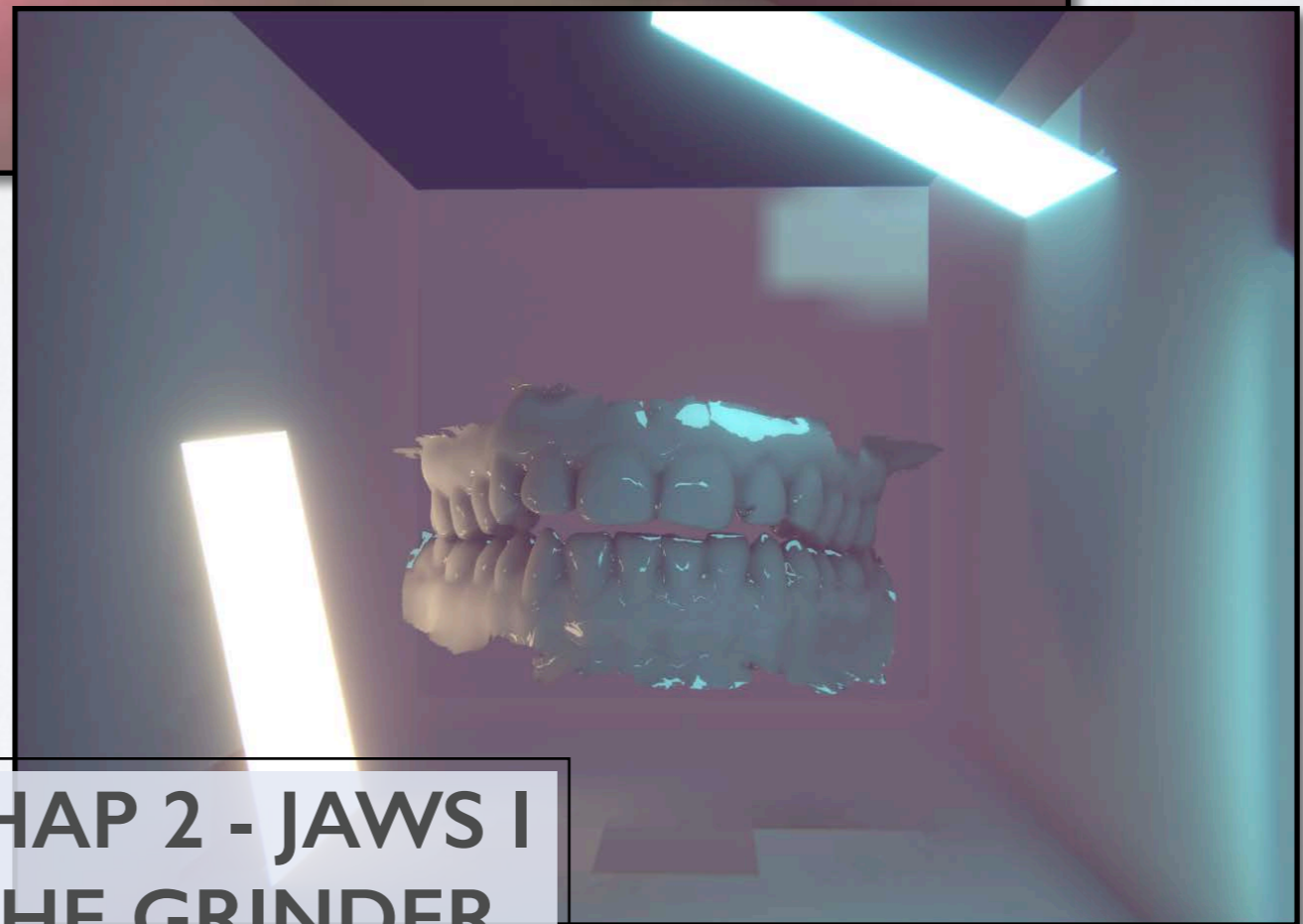


CHAP I - THE VITRUVIAN

SCENIC IMPRESSIONS - work in process

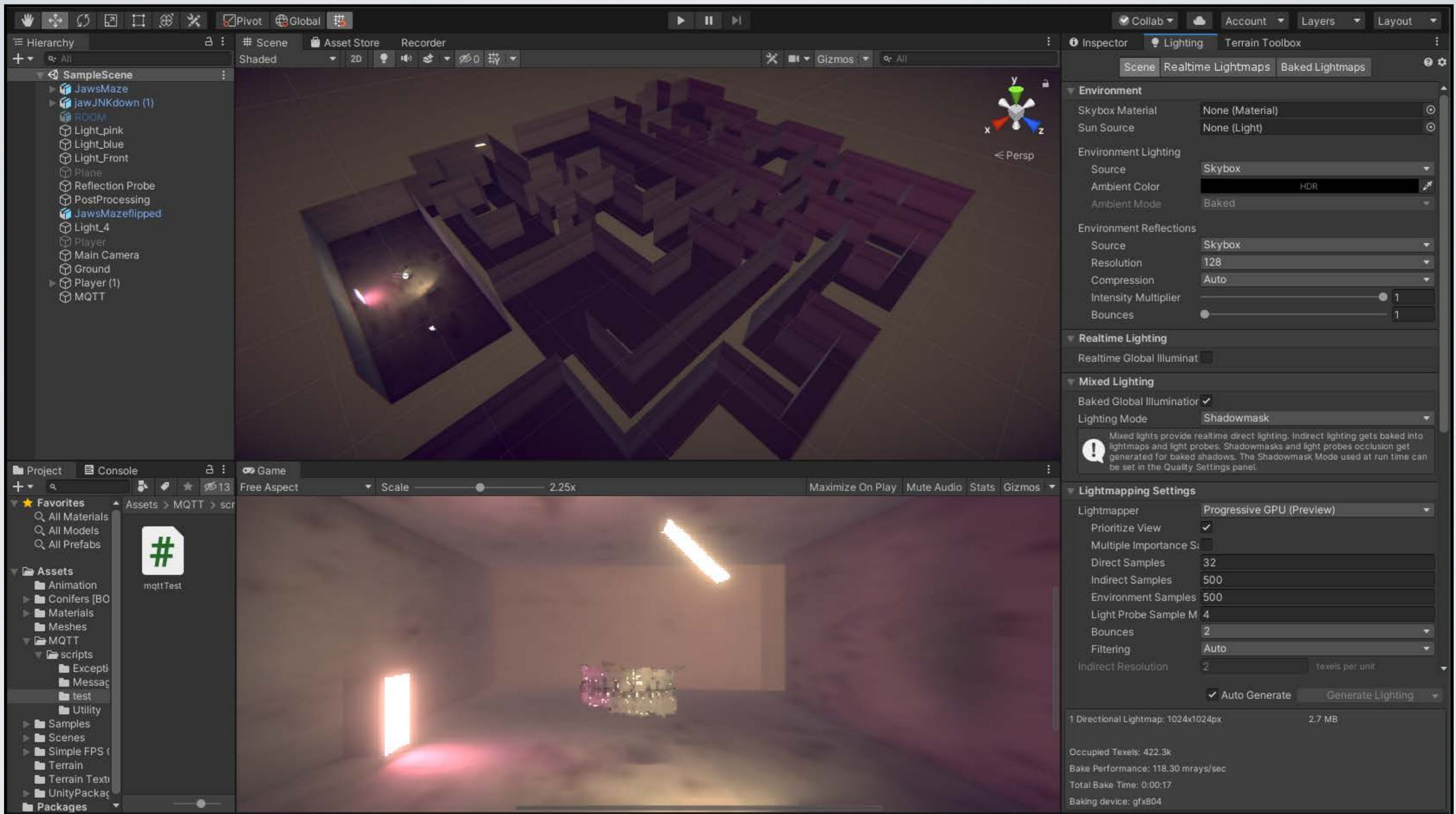


Teeth grinding as an almost universal phenomenon. In response to the permanent tension and stress, the body grinds itself. This physical tension can metaphorical be transferred to the tension of your times. What causes this stresssymptom? What structural mechanisms are forcing the body to react this way and, above all, how do this mechanisms operate on a planetary scale?



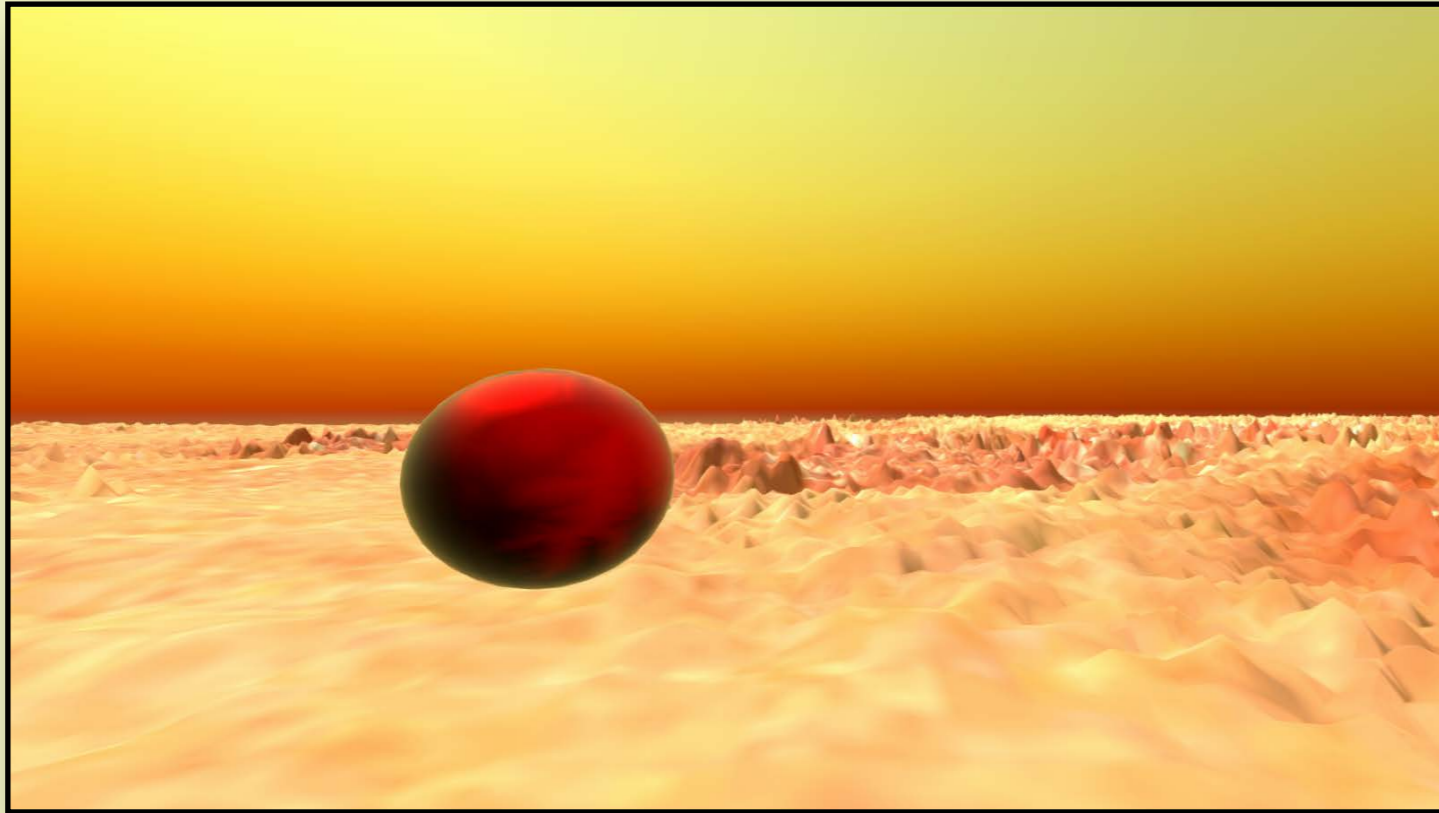
CHAP 2 - JAWS I THE GRINDER

SCENIC IMPRESSIONS - work in process



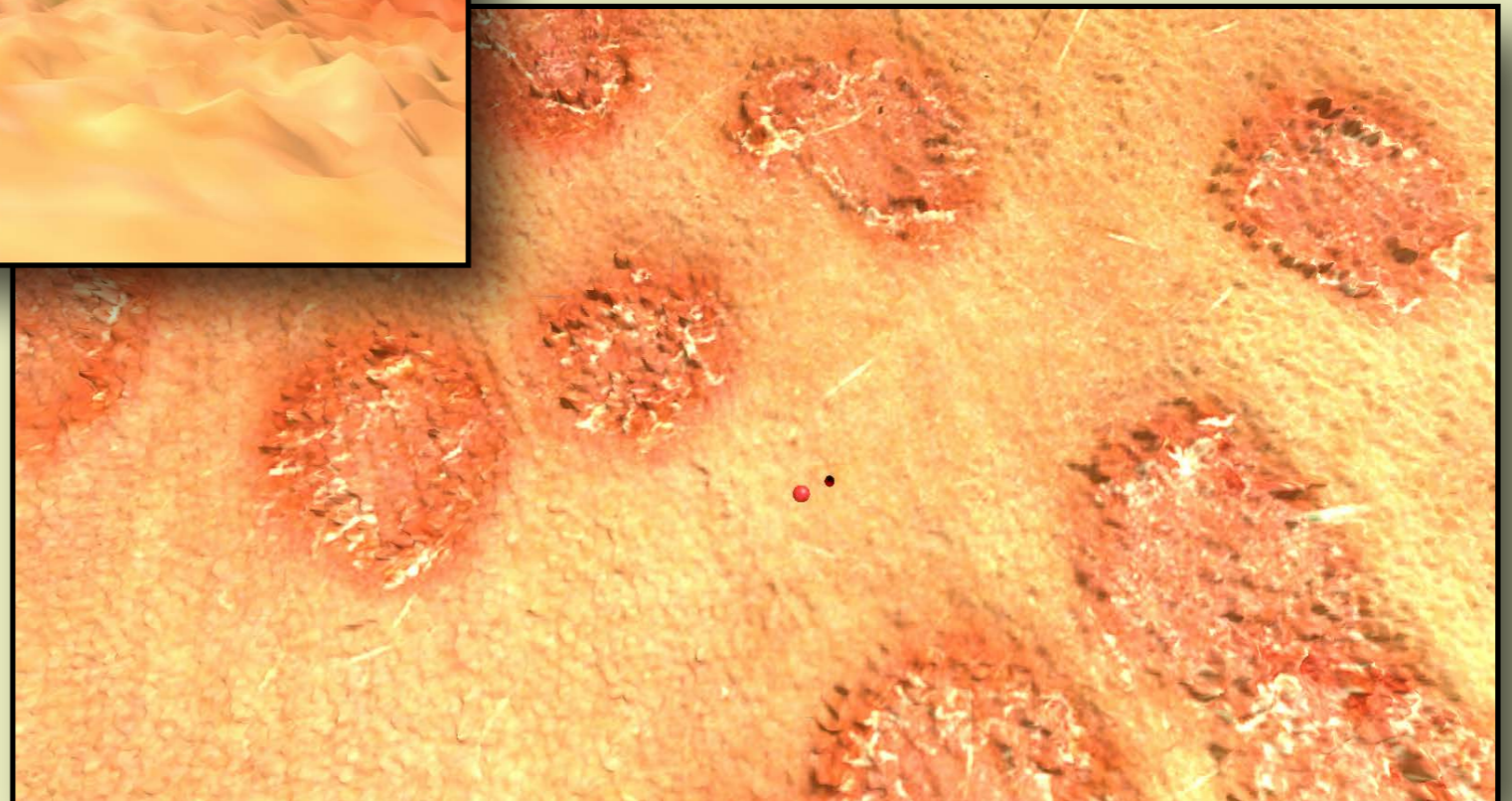
CHAP 2 - JAWS I THE GRINDER

SCENIC IMPRESSIONS - work in process



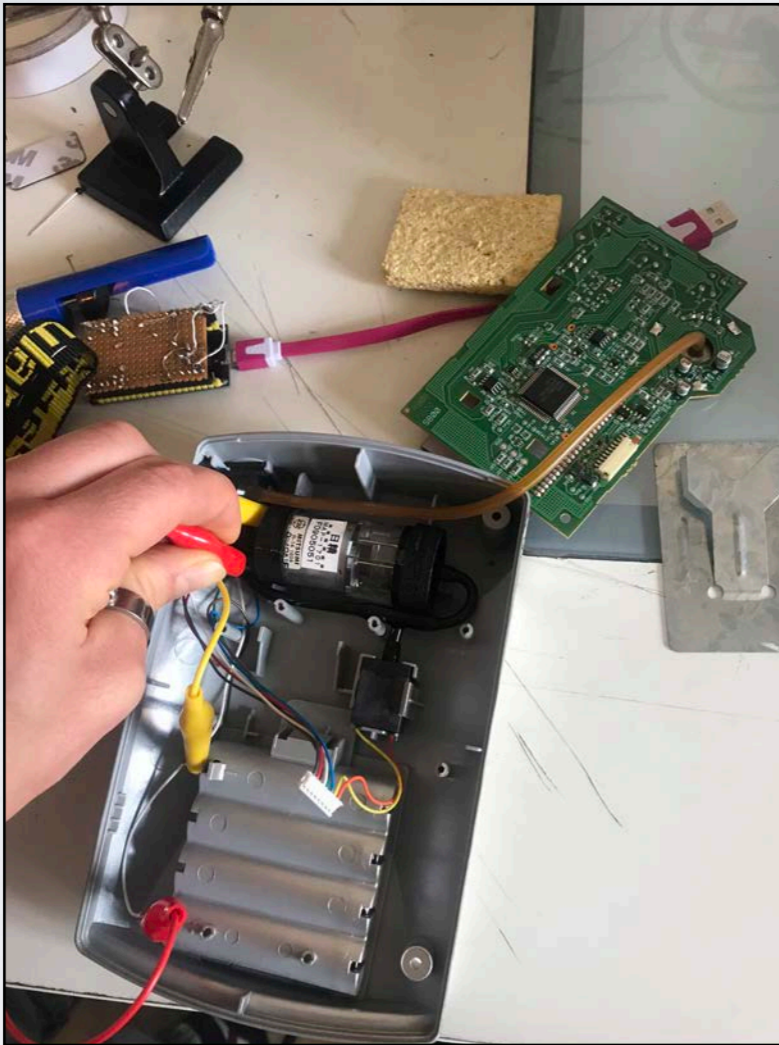
A skin fungus takes over J Body, they merge into a sympoietic hybrid being- half human half skin fungus. Our bodies are ruled by organisms and organic structures (dead and alive). Our Bodies differ so much depending on those entities and the microbiomic constitution. They influence our physical and mental wellbeing and the way we interact with our surrounding. For the hygienic, pure and healthy body, a skin fungus can only be considered parasitic and pathological, not as a natural part of ones biom.

This chapter investigates how the perception of the live on our bodies can change how we perceive our bodies themselves, how we could change our focus,



CHAP 6 - MyCELIUM Tinea Versicolo

ACTUATOR EXPERIMENTS - SET UP

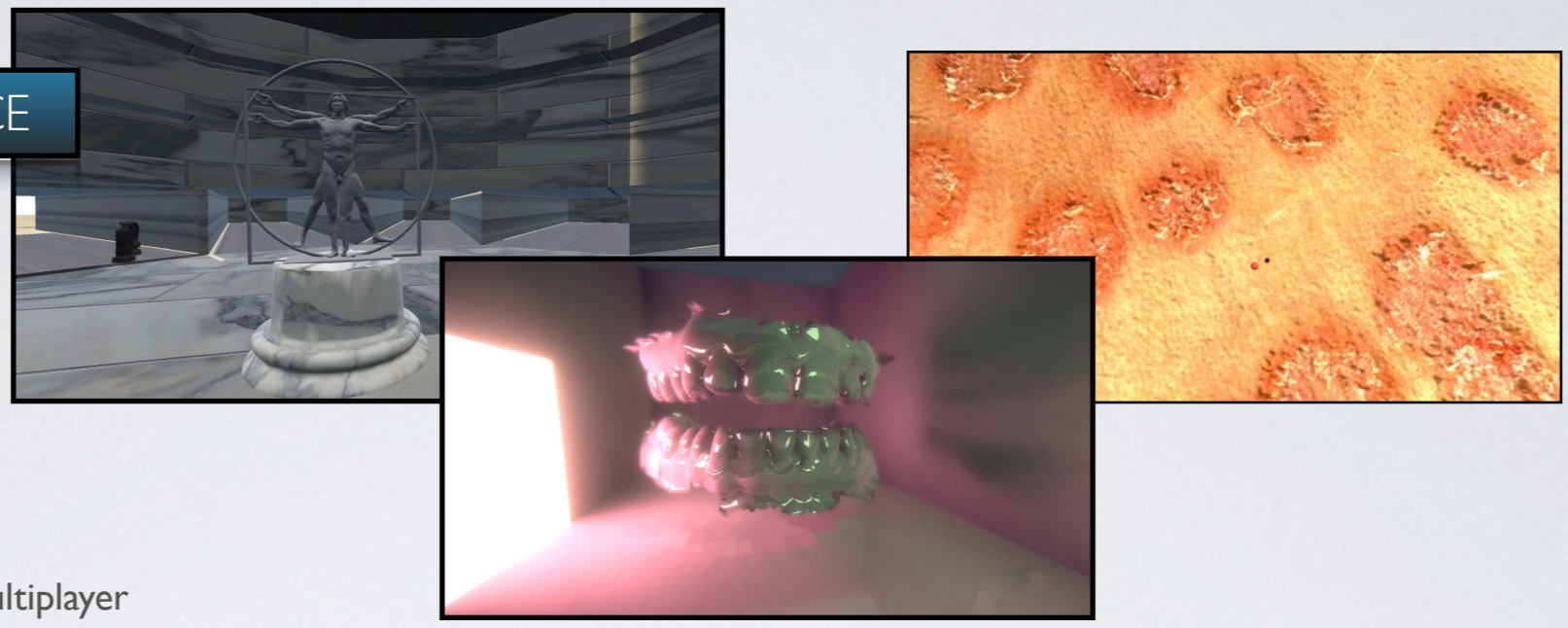


Hacked Blood Pressure Cuff, that can inflate by trigger within the Multiplayer

SETUP

- * The local installation is divided into different stations. One station is a sensor-based XR experience .While the participant in the VR or at the Motion Capture area receives a narrative discourse about body and environmental politics, she experiences her own body through the visualisation of their sensory body data within the multiplayer environment..This sensory data influences actuators (e.g. directly on the body - air pressure cuff / air pressure suit / vibration motors // in the room - temperature / light mood / smell / sounds / fans..).
- * At the motion capture area, also the movement of the audience on site can trigger events within the multiplayer world or even the exhibition space (through actuators) or can be used to control their avatar. Here we wish to experiment with the real-time volumetric capture device, to enable a fluid human / machine interaction. The installation intertwines different media with unique features of performing arts - sensual activation of the participants and creating a room for a collective experience and discourse. As well it connects the local event with a global audience.
- * Due to that sensor/actuator Feedbacksystem, the visitors come to know the effects of their -being in the world- (analog as well as digital).

DIGITAL SPACE



ANALOG SPACE



Motion Tracking
Kinect Azure (Movement in Space)



Sensors
(Sound, Touch, Bend,..)



VR / Monitor



BODIES

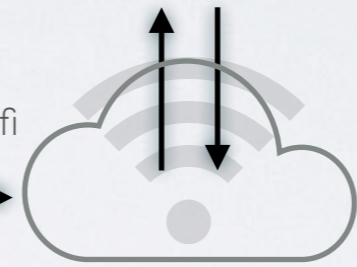


Aktuator
(Air Pressure Suit/Pump, Light, Temperatur, Sound, ..)

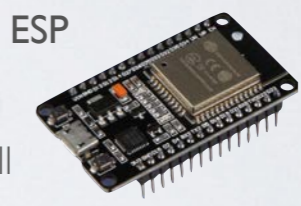


ESP

Wifi
MQTT Protokoll



Cloud Server



ESP

MQTT Protokoll

Serielle Kommunikation

Serielle Kommunikation
DMX

SENSOR EXPERIMENTS - Selection wip



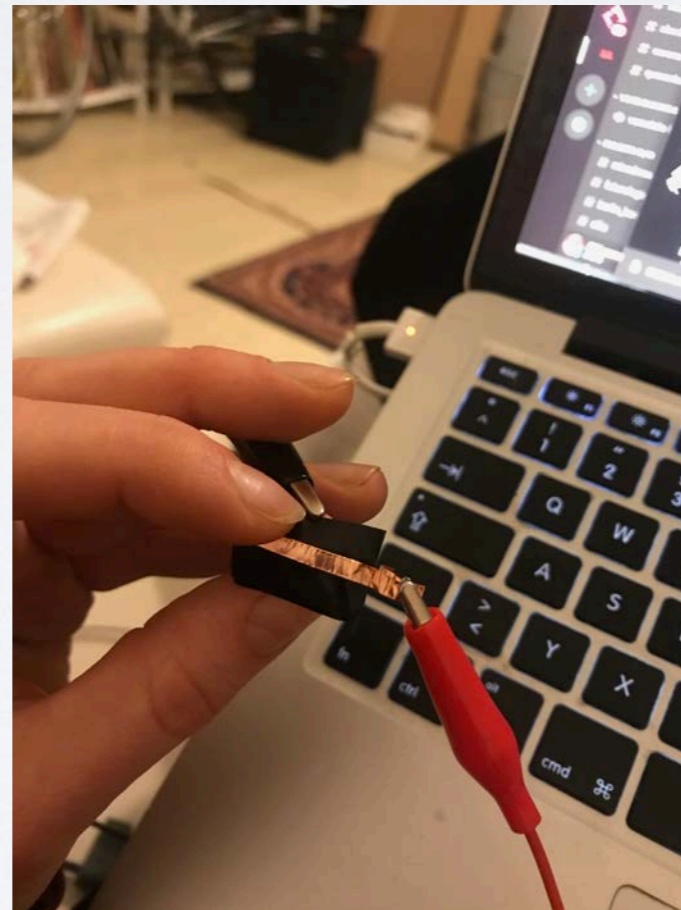
Potential
TouchKeyboard for
navigating to JAWS
(conductive Ink), J's
teeth from when she
was 8 years old)



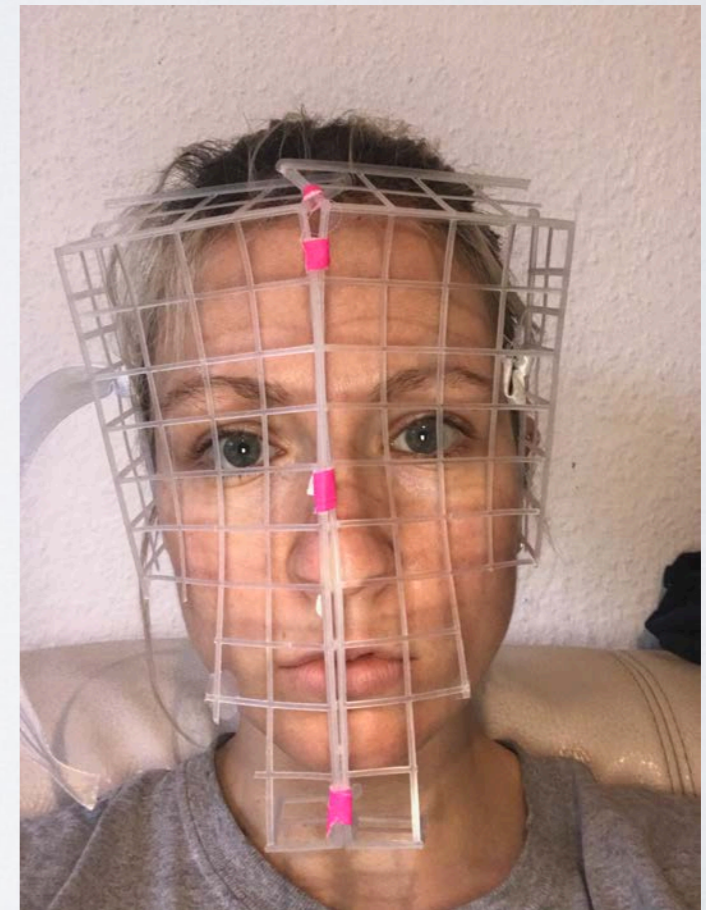
Conductive Textile
breathing belt +
ESP
Microcontroller



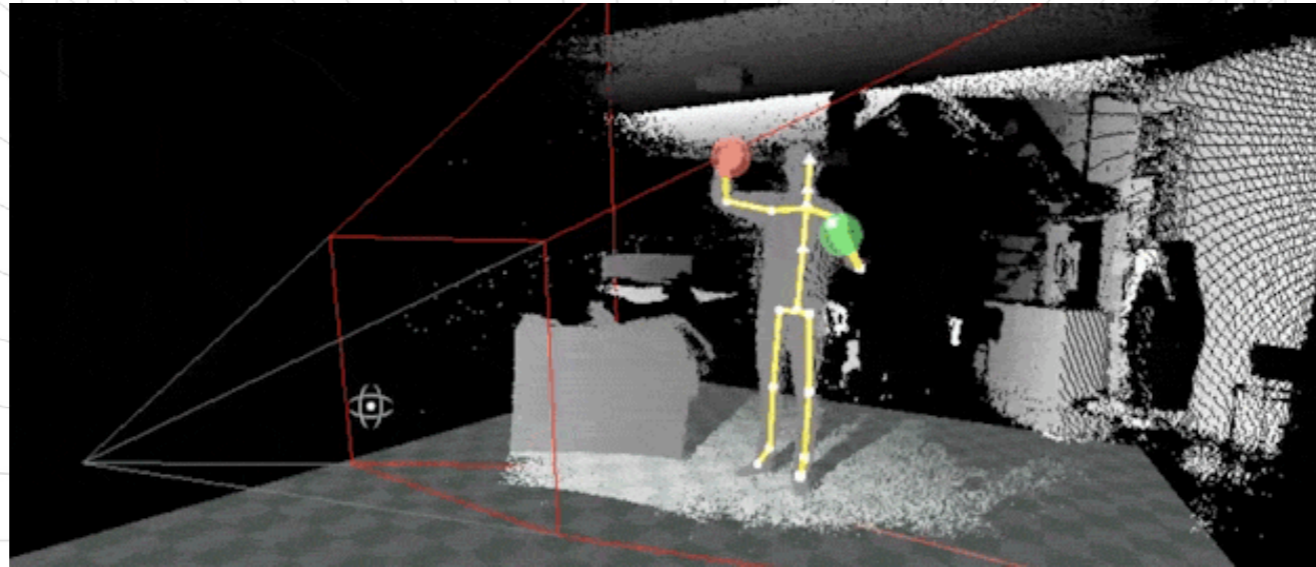
Touch/Pressure Nail Sensor



Soft Bend Sensor (to be worn on any
bendable body part)



Basic Framework for Sensor
Implementation (Breath, Temp, Gyro,
Distance, Sound, ..)



**MoCap Documentation soon
under
[https://jnk.hotglue.me/?
LeakingBody/](https://jnk.hotglue.me/?LeakingBody/)**

QUESTIONS & INTENTIONS

Historical analysis of the quantification and standardisation of bodies, starting at renaissance —> when did the human become the center of scientific attention

Involving the audience in a body-political discourse, while they experiencing their own bodies and their impact on the more-than-human environment.

Feedback Systems: Inclusion of the bodies of the participants through sensors and motion tracking. Generating sensual experience through actuation -
> physical presence triggers processes in the (analog and digital) environment, which then have an effect back on the body. What does it mean to be „in the world“?

Examine the human body as a multiverse, How does Climate Change and environmental issues are reflecting on physical and mental health?

Generating a performative circuit. Enable a global collaborative experience and social interaction via digital platforms.

Formal structure = human-machine interaction / interweaving analog and digital space.

How can the body be included as a performative medium despite physical distance? Where are the intersections between digital and analog space?

Dismantling the cause for a self-centred worldview by focussing on one centre (I body) at first and providing methods of thought and procedure to replace and egocentric world view with a wider comprehensive entangled sense of being in the world