Phytopoïesis

Interactive plant and Artificial Intelligence
Scenocosme : Grégory Lasserre & Anaïs met den Ancxt

www.scenocosme.com

Scenocosme : Grégory Lasserre / Anaïs met den Ancxt
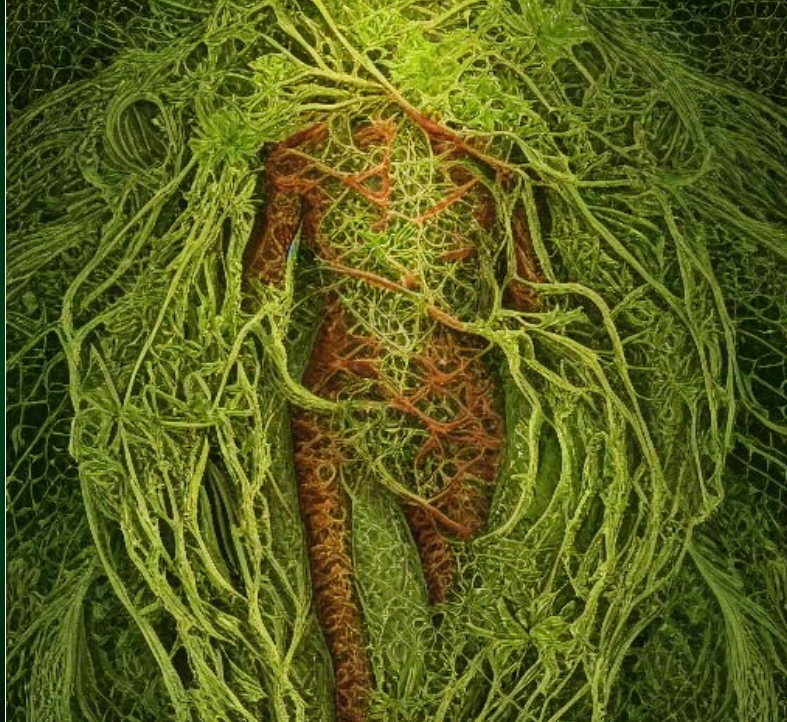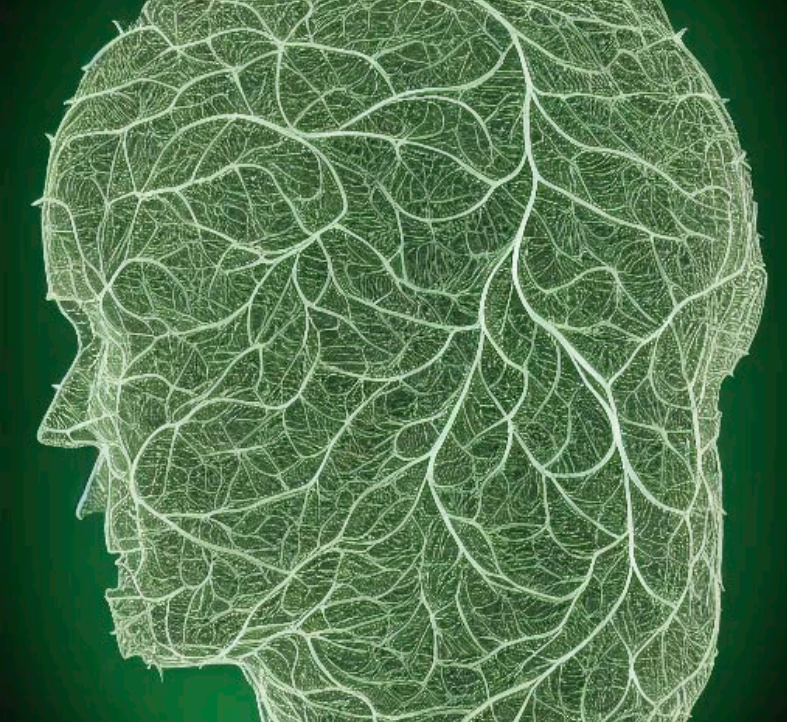scenocosme@gmail.com - Tel : +33 6 61 09 50 52

Phytopoiesis is an interactive visual and sound art installation.
It is composed of a living plant capable of generating images using artificial intelligence.

Phytopoiesis generates images that are constantly renewed. It generates prompts, and is interfaced with the open AI Stable Diffusion. This plant dreams of hybridizing with human beings.
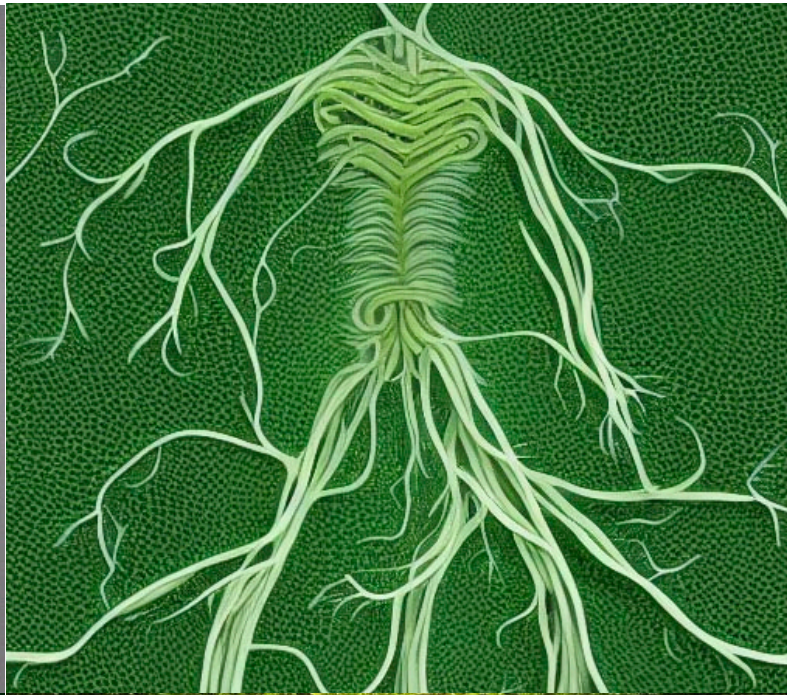
Description of the artwork

Phytopoïesis is an interactive visual and sound art installation composed of a living plant capable of generating images using artificial intelligence. This interactive artwork present a plant that reacts to the human touch. Sensitive to our electrostatic energy, it reacts to our touch and proximity with evolving sound characters and images. By being interfaced with a computer, the plant has the ability to send requests: prompts to an artificial intelligence in order to generate original images resulting from hybridization between plant organisms and human beings.
The images change and appear in real time on the screen in front of it.
Mixing flesh, sap, blood, body, leaves, roots, spines, hair,... The organic forms of the images evolve, creating a visual experience that is constantly renewing itself for visitors.

More informations and video www.scenocosme.com/phytopoiesis_e.htm

Our art installations offer sensitive interactions with the environment, in order to enhance symbolic connections between human beings and plant beings. This interactive plant installation hybridized with an AI tends to question the human/plant parity, and to shake up the established relations of domination and submission.

In this installation like in most of our atworks, we want to create a symbolic mirror with the body, in order to generate sensitive interactions that question our contemporary relationships with the environment.

This artwork is a continuation of our interactive and sensory artistic approach whith plants reacting to the contact and caresses of the spectators through sound behaviours.

Previous artworks with interactive plants

Akousmaflore : www.scenocosme.com/akousmaflore_en.htm

Domestic plant : www.scenocosme.com/domestic_plant _en.htm

Lumifolia : www.scenocosme.com/lumifolia_oeuvre_e.htm

Intelligence is a human notion. In fact, most human beings consider their intelligence above all other forms of life. In this interactive installation conducted by an AI, the visual and sound immersion of interactions questions the place and consideration of each living being. The hybridization of AI with a plant generates a singular symbolic crossing of flesh and sap and encourages us to dream of more balance, equality, and interregnum empathy.
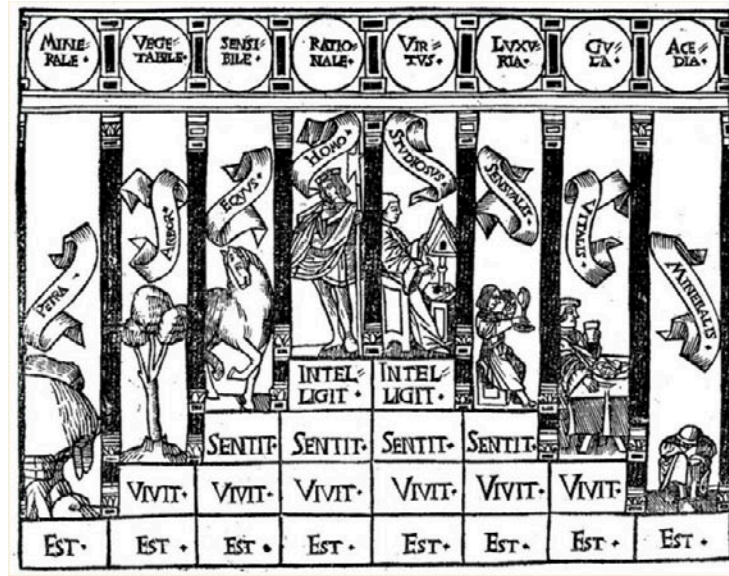
In the book *The Intelligence of Plants* (2018) by Stefano Mancuso and Alessandra Viola, the «Pyramid of the Living» by Charles de Bovelles (1509) is mentioned, which still marks our conception of the natural world today: the plant only «lives», while the animal «feels» and man (above) has the faculty of understanding. And yet, as these authors demonstrate, so many aspects invite us to consider plants differently, to become aware of their intelligence, of what brings us together, from a sensory or social point of view.

In particular, we are touched and inspired by the work being done on the rights of nature, which can be called ecosystem rights or rights of life. They seek to give a voice to non-humans, considering them from a legal point of view as beings and not as objects, which is the case, for example, with trees.

This interactive artwork questions the evolution of art and technology, as well as the consideration of non-human intelligences. How could a living being other than a human have a specific relationship with an AI? How might a plant interact with it? Can the capabilities of a plant be increased through the use of artificial intelligence? In this case, can the plant be considered an artist?

If we consider that the artist is a person who creates artwork to express a personal vision, then an AI-equipped plant cannot be considered an artist. However, if we broaden this definition to include creations generated by automated processes, then the plant can be seen as an artist. In the case of an interactive artwork involving an AI-equipped plant, AI can be considered the main creative force behind the generated images. But it could also be argued that the plant is an essential component of the work, as it is the plant that provides the environmental feedback that powers the AI. Ultimately, it is a matter of perspective and interpretation.

Artistic process :
hybridizations between nature and digital technology

As media artists, Scenocosme: Grégory Lasserre & Anaïs met den Ancxt, explore capacities of technologies in order to draw sensitive relationships through specific stagings where senses are augmented. Their works came from possible hybridizations between the living world and technology which meeting points incite them to invent sensitive and poetic languages.

They suggest to sound out, to feel elements of reality which are invisible or to whom we are insensitive. They use the idea of the cloud as a metaphor of the invisible. Because it has an unpredictable form, it is in indeterminate metamorphosis, and his process escapes to our perception. Various natural and artificial clouds surround us (climatic, biological, energetic or electromagnetic). Through their artworks, they evoke invisible energetic clouds (electrostatic) which follow living beings like unpredictable shadows. Sometimes, these clouds cross together and exchange some information. In a poetic way, they interpret these invisible links through sonorous and visual stagings. Then, when they imagine the energetic clouds of living beings, the limits of the body become permeable, and with their technology, in a way they design extraordinary relationships, between humans, and between humans and environment too. Interactions they offer in their works make invisible exchanges sensitive. Rather than revealing clearly their complexity, they open everyone's imagination. Between the reality and our perception, there is always a «blind point» which stimulates the imagination.

When they create interactive works, Scenocosme invent sonorous or/and visual languages. They translate the exchanges between living beings and between the body and its environment. They suggest interrelations where invisible becomes perceptible. Materialized, our sensations are augmented. Through a poetic interpretation of invisible mechanisms, technologies allow them to draw sensory relationships, and to generate unpredictable living interactions. Their hybrid artworks play with their own augmented senses. They live with technology and have reactions which escape deliberately to their control.

Other artworks with interactive plants

Akousmaflore : www.scenocosme.com/akousmaflore_en.htm

Phonofolium : www.scenocosme.com/phonofolium_e.htm

Phonofolium et Lux : www.scenocosme.com/phonofolium_et_lux_e.htm

Domestic plant : www.scenocosme.com/domestic_plant_en.htm

Lumifolia : www.scenocosme.com/lumifolia_oeuvre_e.htm

Phonofolia : www.scenocosme.com/phonofolia_oeuvre_e.htm

Scenocosme : Grégory Lasserre & Anaïs met den Ancxt : www.scenocosme.com

The couple artists Gregory Lasserre and Anais met den Ancxt work under the name Scenocosme. They live in the Rhone-Alpes region in France.

Their singular artworks use diverse expressions: interactive installations, visual art, digital art, sound art, collective performances etc.... Scenocosme mix art and digital technology to find substances of dreams, poetry, sensitivity and delicacy. These artists overturn various technologies in order to create contemporary artworks. Their works came from possible hybridizations between the technology and living world (plants, stones, water, wood, humans.,..) which meeting points incite them to invent sensitive and poetic languages. The most of their interactive artworks feel several various relationships between the body and the environment. They can feel energetic variations of living beings and design interactive stagings in which spectators share extraordinary sensory experiences.

Their artworks are exhibited in numerous museums, contemporary art centres and digital art festivals in the world.

They have exhibited their interactive installation artworks at ZKM Karlsruhe Centre for Art and Media (Germany), at Daejeon Museum of Art (Korea), at Museum Art Gallery of Nova Scotia (Canada), at National Centre for Contemporary Arts (Moscow), at Contemporary Art Museum Raleigh (USA), at Bòlit Centre d'Art Contemporani (Girona) and in many international biennals and festivals : Art Center Nabi / INDAF (Seoul), BIACS3 / Biennial International of Contemporary Art of Seville (Spain), Biennial Experimenta (Australia), NAMOC / National Art Museum of China / TransLife / Triennial of Media Art (Beijing), C.O.D.E (Canada), Futuresonic (UK), WRO (Pologne), FAD (Brasil), ISEA / International Symposium on Electronic Art (2009 Belfast, 2011 Istanbul, 2012 Albuquerque, 2013 Sydney), EXIT, VIA, Lille3000, Ososphere, Scopitone, Seconde nature (France)… during important events : World Expo (Shanghai), Nuits Blanches (Toronto, Halifax, Bruxelles, Brighton, Amiens, Segovia, Bucharest), Fête des lumières (Lyon)... and in various art centers : MONA (Australia), MUDAC, Fondation Claude Verdan (Lausanne), Musée Ianchelevici (Belgium), Kibla (Slovenia), Banff Centre (Canada), Villa Romana (Firenze), Utsikten Kunstsenter (Norway), Watermans (UK), Centre des arts d'Enghien-les-Bains, Gaîté Lyrique (Paris) etc.

Full biography : www.scenocosme.com/PDF/scenocosme_BOOK_EN.pdf   Wikipedia : https://en.wikipedia.org/wiki/scenocosme

Previous exhibitions of Phytopoiesis

Creation 2024
- **Lumen Prize for Art and Technology** - London (**UK**)
  Selected for the Lumen Prize in the category «Futures Award Finalists»
- **Particle + Wave Media Art Festival /** Curator : Emmedia gallery / Sharon Kahanoff- Calgary (**Canada**)
- **Science Gallery Monterrey** / "Brave New Future" - Monterrey (**Mexico**)
- **DAK Digital Arts Khouribga Festival** / Curator : Majid Seddati - Khouribga (**Marroco**)
- **Festival Recto VRso** - Festival d'art immersif et interactif - Laval (Fr)
- **Festival des arts numériques Pléiades** - Saint-Etienne (Fr)

**Creation 2024 : This work is a new project.
Our ideas for the scenography may evolve.**

Technical equipment
- a plant
- a PC Windows
- an audio system
- a video projector or a flat-screen TV
- Specific sensors and electronic interfaces
- a wooden box
- a wooden frame