



## https://neurosynth.org/locations/2\_-16\_-16\_6/

## 科技藝術書報討論

指導老師:許素朱 教授



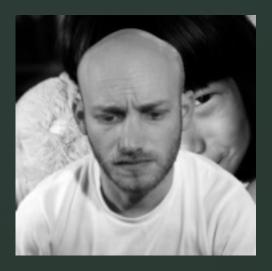
# Perfect Sleep

Commissioned by Museum Sinclair-Haus, Bad Homburg. All exhibition views are from TEMPO, 26. September 2021 - 6. February 2022.

林巖 IPHD 110003818

# Credits

- Artists: Tega Brain and Sam Lavigne
- App development: Sam Lavigne
- Dream incubation texts: Simone Browne, Johanna Hedva,
  Holly Jean Buck and Sophie Lewis
- Dreamscape sound composition: Luisa Pereira
- Dreamscape narration: Mukundwa Katuliiba
- Furniture designed with Jordana Maisie Design Studio
- Perfect Sleep was commissioned by the Museum Sinclair-Haus,
  Stiftung Kunst und Natur, Bad Homburg.





## https://lav.io/

■ **Sam Lavigne** (b. 1981) is an artist and educator whose work deals with data, surveillance, cops, natural language processing, and automation. His work often takes the form of online interventions that surface the frequently opaque political and economic conditions that shape computational technologies. He has exhibited work at Lincoln Center, SFMOMA, Pioneer Works, DIS, Ars Electronica, the New Museum, and the Smithsonian American Art Museum.

### http://tegabrain.com/

■ **Tega Brain** (b. 1982) is an Australian-born artist and environmental engineer whose work examines how technology shapes ecological relations. She has created wireless networks that respond to natural phenomena, systems for obfuscating fitness data, and an online smell-based dating service. Her work has been shown in the Vienna Biennale for Change, the Guangzhou Triennial, and in institutions like the Haus der Kulturen der Welt and the New Museum, among others.

#### <u>Sam Lavigne</u> <u>Work</u> / <u>Blog</u> / <u>Teaching</u> / <u>About</u> / <u>News</u>

#### Selected Work



APD Decruitment (2022)



The Capitalist Gene (2022)



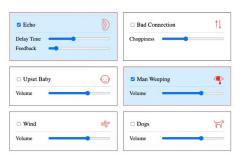
Perfect Sleep (2021)



Unwhorl (2021)



Synthetic Messenger (2021)



Zoom Escaper (2021)



Zoom Deleter (2021)



45 Library (2020)

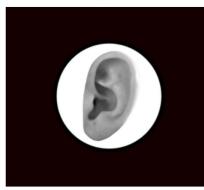
## **TEGA BRAIN**

about news media words exhibition











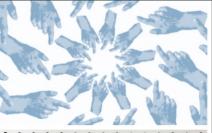








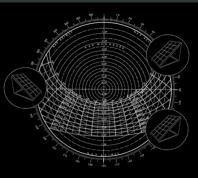




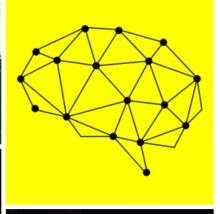




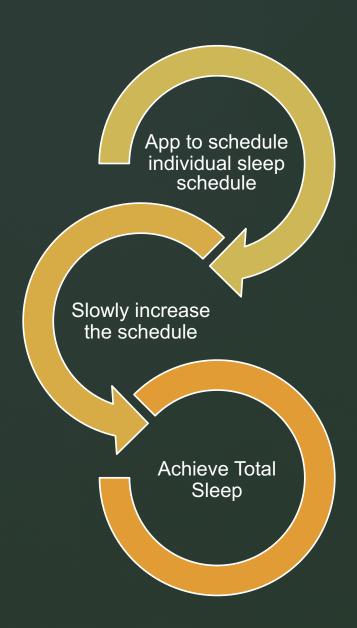








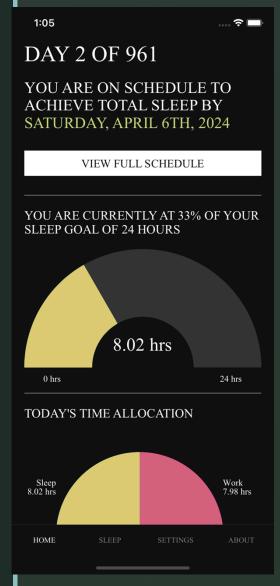
"Perfect Sleep investigates sleep and dreaming as a potential climate engineering technology. By inviting participants to experiment with their own sleep cycles, the work explores how lack of sleep and climate change are both products of the same extractivist capitalist system where regeneration, rest, and natural limits are dismissed and go unvalued."

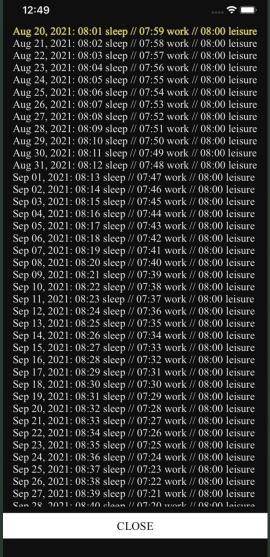


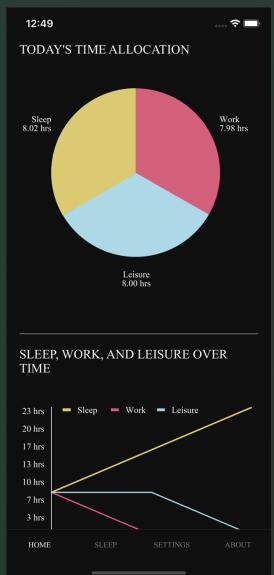
Perfect sleep combined the application with environment record, with some material used to construct this article.

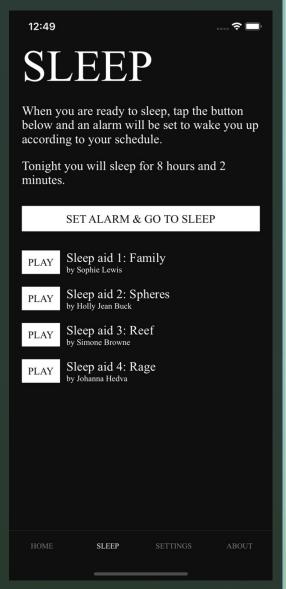
Based on App's capability to allow users to adjust their sleep schedule, slowly increasing their sleep time over three years until they achieve a state of "total sleep." That's the experiment with the main in this art.

## The Perfect Sleep App





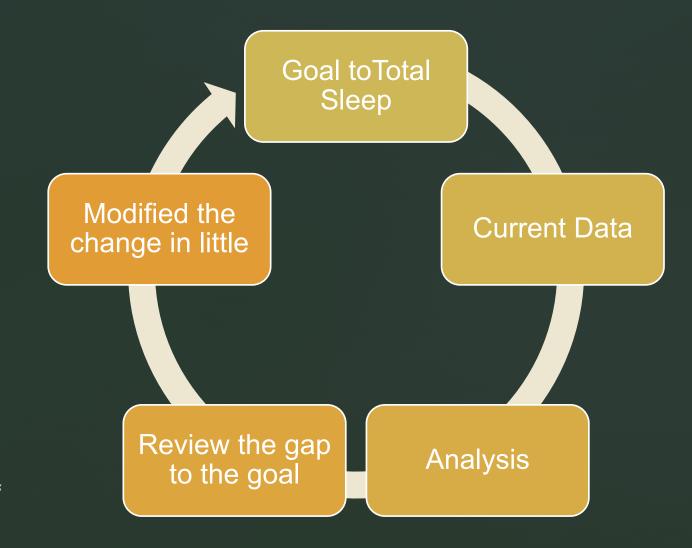




App Development: Sam Lavigne

Resource: https://perfectsleep.labr.io/

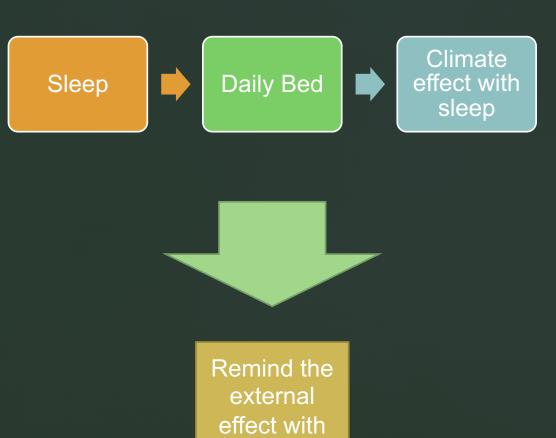
"To assist users in falling asleep, the artists commissioned a series of dream incubation texts from Simone Browne, Johanna Hedva, Holly Jean Buck, and Sophie Lewis that invite sleepers to dedicate their dream space to envisaging a world beyond our own. These texts have been transformed into dreamscapes by composer Luisa Pereira and are best encountered in the moments between waking and sleeping. "



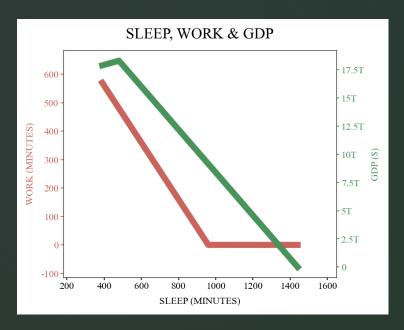
In the installation, titled *Sleep Study*, audiences can experience the dreamscapes from **custom daybeds**.

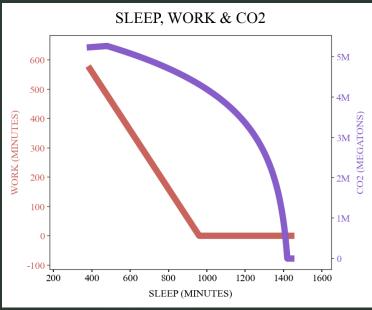
The design of this reclining furniture takes inspiration from the deck chairs of Thomas Mann's novel, *The Magic Mountain*, where tubercular patients doze awaiting a cure, as well as from the sleeping pods of Silicon Valley, where sleep is seen as another parameter to be optimized in the unending pursuit of excessive wealth and power.

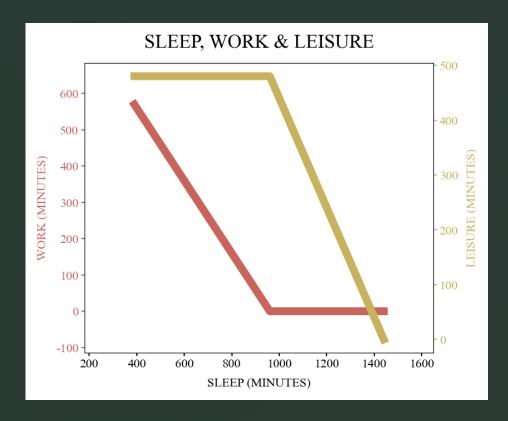
The work also includes an attempt to model the climate effects of a user's changing sleep schedule, drawing on research that correlates average sleep time and GDP, and GDP and carbon emissions. Emission reduction scenarios are presented for a population following different sleep schedules.



sleep







Work and sleep, reviewed by the GPD and carbon emission. Some related effects with this vision with sleep.



Furniture design in collaboration with Jordana Maisie Design Studio

#### Exhibit

In the installation, the dreamscapes can be experienced from custom daybeds as the basic element in which to represent this title.

"The design of this reclining furniture takes inspiration from the deck chairs of Thomas Mann's novel, *The Magic Mountain* where tubercular patients doze awaiting a cure, as well as from the sleeping pods of Silicon Valley where sleep is seen as another parameter to be optimized in the unending pursuit of excessive wealth and power."

## Connection:

- The titled for this art contained the time domain for humanity basic requirement in daily lifetime. Sleep behavior with time domain and environment domain. Based on GDP to understand the various with the common topic about sleep. Then have a goal to go "Total sleep"
- Simplify the element in sleep and combine some basic elements with IoT and personal remind with these effect go to cell phone App. These kind of art let people join for long and visualized these long period of data which ignored by people and remind through these data about the sleep.
- The furniture and music provide to release motion to let the time as expect for sleep.
  Like practice sleep behavior personally and know the group external compare with internal.

## Comments:

The art record and remind the main element about sleep. During the presentation. It is a kind of big data to tell the story and let some basic element and tools to let the story more closely to individual.