




# Simone Rebaudengo

 Owner	 Iskander Smit
 Tags	

## **A story from a fictional Simone:**

I've always been fascinated with the idea of objects having their own life, their own goals and their own point of view and understanding of the world. Until recently that has been something that was fictional and I always felt to say that deep inside I was kind of an animist. But today this is not the case anymore. We do have now ways for object to see, perceive, reason, create and act in the real world.

However a lot of the attention is given to the new power of objects, tools or systems to generate outputs and replicate what we can do as humans, but what I'm mostly interested in is how these objects, tools or system can do things differently, unexpected and in not human ways at all. Other intelligences, with their own other goals, generating in their own other ways, maybe even making other unexpected things.

So what is a world where things not only generate content, but can actually design, redesign and change themselves, based on their own understanding, reasoning and goals? What are objects designed by other objects for their own needs? Or objects that can change, fix and evolve themselves?

## **A story from a fictional Simone:**

I'm not so sure how this thing came to be in my home.

I didn't really buy it as it's something that apparently has been here from the start of this flat and even before. It has been passed along families, friends, anonymous short term renters, and lastly was left here by the old couple that left this flat to me. When I asked them what is it, they just giggled and said, 'you gonna love it'.

Its just that it's pretty big and occupies a large part of my living room, but I can't really move it as it doesn't fit through the doors and I have no clue how to disassemble it. It's also definitely unclear to me what its main function is, it has some speakers some lights, but also some soft chair like sections, I guess it had some wheels at some point but now it's just on some pretty solid feet. It has shelves for books, some small rounded screens here and there and has a

door too, but I'm unsure how to open it as the lock can only be opened with the fingerprints of someone that might not even be alive anymore.

It's always a great conversation starter for people that come around as they try to imagine what it is, who designed it and made it and where did it came from. But, like them I have no clue.

I grew to enjoy it's presence and the subtle humming of sounds, lights and images it emits sporadically in a pattern that can very much feel random, but also extremely right at the same time.

One day, bored with everything else, I decided to figure out what this thing actually was. At a first glance, there were no on and off switch, also I wasn't sure if and where there was an electric plug or if it worked on electricity at all.

There was a QR code somewhere that leads to a 404 page of some app, there were a couple of stickers here and there with some faded barcodes, a few rubbed off logos of an unknown brand that I cannot find anything about anywhere.

So with nothing to scan and nothing to open I decided to just brute force my way through and pull and push its parts around, layer by layer, trying not to sever the infinite amounts of wires and connections along the way. There were wooden parts with 3d printed connections, some parts that seemed designed to be fitting each other, some that were clearly added with screws and a hammer.

There were parts of chairs, sofas, interconnected with some clamps and electric wires. There were batteries, parts of server racks and an infinite loop of adapters and connectors. There were spacers and structures to just occupy space. There were recycled materials, natural ones and some horrible ones too.

As I peeled off layer by layer, it felt like going through a scattered brain of ideas, reactions to trends and general nonsense. Nothing seemed to make sense, but all seem to fit each other in an ultimate multidimensional puzzle of unexpected pieces.

After a few days, what used to be the largest thing in my living room was now scattered chunks of parts, materials and blinking objects on the floor. But as I looked at those, piece by piece, I started to understand, to see a path. Each layer, each thing was a choice. Something that was ordered to be added, something maybe asked to be added, something forced to be added, something that would make this thing something else. More useful, bigger, louder, brighter, better, more beautiful, or right now, who knows.

But the question remained, by who?

With no name, no logo, no link, no explanation and no nothing, the only thing I could do, was just to sit there.

In deep frustration, I started to yell. "Hello!, Hellooooo, who are you?".

As three blinking lights came from one of the deeper layers remaining on the floor, I heard.

"Sorry, I didn't catch that, can you repeat?"

### **A reflection from present Simone:**

I've always been fascinated with the idea of objects having their own life, their own goals and their own point of view and understanding of the world. Until recently that has been something that was fictional and I always felt to say that deep inside I was kind of an animist. But today this is not the case anymore. We do have now ways for objects to see, perceive, reason, create and act in the real world.

However a lot of the attention is given to the new power of objects, tools or systems to generate outputs and replicate what we can do as humans, making everything easier and faster. However what I'm mostly interested in, is how these objects, tools or systems can do things differently, unexpected and in not human ways at all. Other intelligences, with their own other goals, generate in their own other ways, maybe even making other unexpected things.

So what is a world where things not only generate content, but can actually generate and regenerate themselves, based on their own understanding, reasoning and goals? What are objects designed from a non-human perspective? What are objects designed by other objects for their own needs? Or generative processes over a very long time? Or imagining objects that can change and decide who they are and what they want to do and become?

