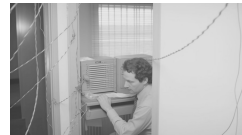


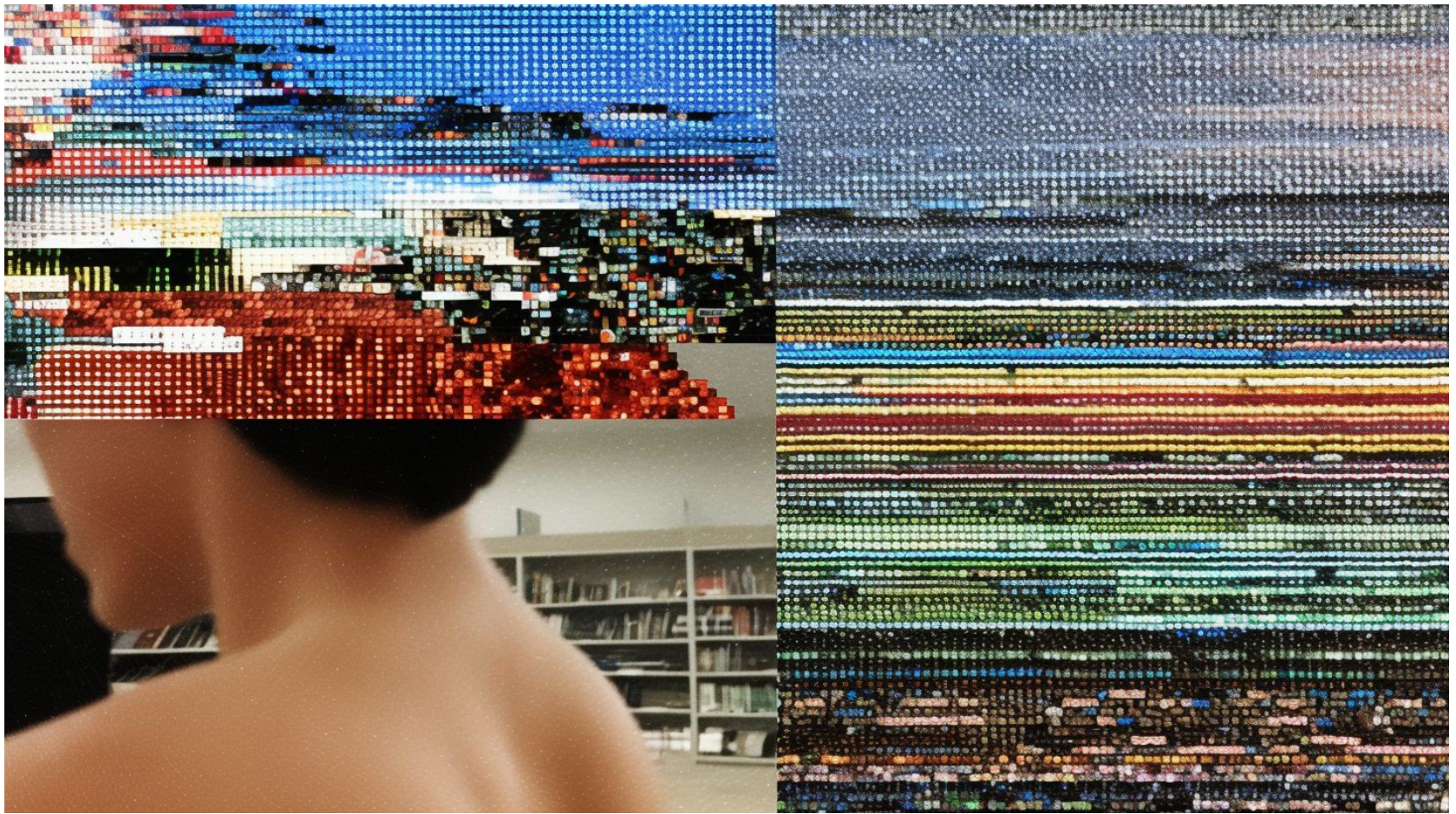


a human experience

Bryan Sierra



a human experience, explores the ever-growing pervasiveness of technology and the internet on society. This concept is illustrated through the physical binding and symbiosis of human and machine. Intangible internet peer-to-peer connection is made tangible through the subjects' wired connections to machines as well as to one another. As the world is more connected now than ever before, our immediate local connections have been affected oppositely. Additionally, this series explores machine learning through the personification of GANs and data set training.



physical embodiment of the internet, spiritual connection, 2010s tumblr bloghouse indie sleaze, 240p resolution, dream emulator, html coding text overlay, wires, digital glitch, browser windows --ar 16:9 --weird 700 --chaos 30 --style raw --s 250



modern mesoamerican mexican indigenous people, headdress futuristic technology, laboratory hospital, spiritual connection to the internet, personification of the internet, CPU motherboard, wires, crt TVs, 2010s
tumblr flicker bloghouse indie sleaze seapunk vaporwave witch house aesthetic, dream emulator --weird 1000 --chaos 50 --ar 16:9 --no drawing --style raw --s 250



subject sitting at vintage steel desk in the corner of an abandoned office, subject using a desktop computer and keyboard with no monitor, 1990s, computer wires connected to a port in the back of the subject's neck ::100 , candid photo, low-quality 240p digital camera, liminal, physical spiritual connection to the internet, isometric perspective, computer mouse wire connected to a dock in the back of subject's neck, window in background open to dense foliage, volumetric lighting, gary winogrand, close up, unconventional compositional framing, alien futuristic technology, perfect posture, technological parasite --no monitor, face visible, full frame composition, far away, black and white, cartoon, anterior view, warehouse, face in view, slouch, mullet, no human --chaos 15 --ar 16:9 --style raw --stylize 250 --weird 3000



physical embodiment of the internet, spiritual connection, 2010s tumblr bloghouse crystal castles, 240p resolution, --weird 350 --chaos 30 --style raw --s 250 --ar 16:9



subject sitting at vintage steel desk in the corner of an abandoned office, subject using a desktop computer and keyboard with no monitor, 1990s, computer wires connected to a port in the back of the subject's neck::100, candid photo, low-quality 240p digital camera, liminal, physical spiritual connection to the internet, isometric perspective, computer mouse wire connected to a dock in the back of subject's neck, window in background open to dense foliage, volumetric lighting, garry winogrand, close up, unconventional compositional framing, alien futuristic technology, perfect posture --weird 3000 --chaos 15 --no monitor, face visible, full frame composition, far away, black and white, cartoon, anterior view, warehouse, face in view, slouch, mullet, no human --style raw --s 250 --ar 16:9



physical embodiment of the internet, spiritual connection, 2010s tumblr bloghouse sadboys vaporwave crystal castles, 240p resolution, baby animals being fed --ar 16:9 --weird 1000 --chaos 30 --style raw --s 250



human spiritual connection to the internet, 2010 tumblr flickr bloghouse indie sleaze, intense fisheye perspective, bright direct flash on subject, image taken on low quality digital camera, volumetric lighting, subject in foreground wearing rick owens balenciaga, wires, networks, old technology, serial experiments lain --chaos 20 --ar 16:9 --style raw --stylize 250 --weird 400



physical embodiment of the internet, spiritual connection, 2010s tumblr bloghouse, seapunk, 240p resolution, dream emulator, crt tvs --ar 16:9 --weird 1000 --chaos 100 --style raw --s 250



the internet as a natural data resource, resource extraction, human connectivity, spirituality, nature technology juxtaposition, foggy overgrown forest, data points, wireframe, ergo proxy, mirrors edge, serial experiments lain, 2010s tumblr flicker indie sleaze bloghouse digital camera photography, volumetric lighting, obelisk, clipping glitch artifact, subject model in foreground

Negative prompt: clip art, drawing, scary, dark, cartoon, video game

Steps: 20, Sampler: Euler a, CFG scale: 12, Seed: 1699801894, Size: 896x704, Model hash: 6ce0161689, Model: v1-5-pruned-emaonly, Version: v1.6.0



modern mesoamerican mexican indigenous people, headdress futuristic technology, laboratory hospital, spiritual connection to the internet, personification of the internet, CPU motherboard, wires, crt TVs, 2010s
tumblr flicker bloghouse indie sleaze seapunk vaporwave witch house aesthetic, dream emulator --weird 1000 --chaos 50 --ar 16:9 --no drawing --style raw --s 250



subject sitting at vintage steel desk in the corner of an abandoned office, subject using a desktop computer and keyboard with no monitor, 1990s, computer wires connected to a port in the back of the subject's neck, candid photo, low-quality 240p digital camera, liminal, physical spiritual connection to the internet, isometric perspective, computer mouse wire connected to a dock in the back of subject's neck, window in background open to dense foliage, volumetric lighting, garry winogrand, close up, unconventional compositional framing, alien futuristic technology, perfect posture, technological parasite, foliage on desk --no monitor, face visible, full frame composition, far away, black and white, cartoon, anterior view, warehouse, face in view, slouch, mullet, no human, tv screen, strap, bandana --chaos 50 --ar 16:9 --style raw --stylize 250 --weird 3000

I choose to use minimal text in a majority of my prompts as I look to explore the dreamlike imagination of Midjourney and Stable Diffusion's AI systems. In doing so, I work alongside AI rather than attempting to control AI, in order to visualize conceptual strings of keywords. Throughout the conceptual, I add references to internet subcultures to capture aesthetics once popular during the rise of social media. The accomplished look places the subjects in an in between period of time, as the images appear to exist both in a recognizable past and an unimagined future.