

GenderBlending Public Archive

GenderBlending calls body hackers, 3D theorists, game activists, queer designers and software feminists to experiment at the contact zones of gender and technology. Starting from the theoretical and material specifics of gender representations in a digital context, GenderBlending is an opportunity to develop prototypes for modelling digital bodies differently.

More specifically, it allows us to look at the way software conditions social readings and imaginations of gender.

The Public Archive in the hall of De Beursschouwburg houses a collection of games, video works, documents, objects and images that we compiled as a reference library for the GenderBlending worksession.

GenderBlending is organised by Constant, in collaboration with De Beursschouwburg, Anne Smolar and Željko Blaće. With contributions by Pink Screens/Genres d'à côté and thanks to all modellers, authors, artists and others that contributed to this archive.

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01. Bibliotecha GenderBlending library

Digital books need libraries too! On your phone or laptop, connect to the wireless network 'Bibliotecha' and open a browser. Now you can browse and download the collection of materials in the GenderBlending library. If you have relevant material available, please add :-)

<http://bibliotecha.info>

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02. Zach Blas Facial Weaponization Communiqué: Fag Face

The Facial Weaponization Suite develops forms of collective and artistic protest against biometric facial recognition—and the inequalities these technologies propagate—by making masks in community-based workshops that are used for public intervention. One mask, the Fag Face Mask, is a response to scientific studies that attempt to build models based on tests where people « accurately » define sexual orientation after looking at a face for 0.5 milliseconds. This mask is generated from the biometric facial data of many queer men's faces, resulting in a mutated, alien facial mask that cannot be read or parsed by biometric facial recognition technologies.

<http://vimeo.com/57882032>

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03. Merrit Kopas **LIM** (2012)

« I make digital games and interactive art about bodies, relationships, and emotions. At its best, I see play as a utopian project that contains a critique of the present and the seeds of potential futures. My games are directed towards non-traditional game audiences, inviting interaction and play with the goal of challenging players' preconceptions and experiences more so than their reflexes or logic. » (Merrit Kopas)

<http://mkopas.net/files/Lim>

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04. **We Transfuse: Body transplantation cyberspace clinic**

« WeTransfuse aims at the generation that grew up with the option of plastic surgery but prefers the purity and authenticity of real body parts over unnatural additions. WeTransfuse enables personal attachment to a new body part through exchange with a donor of your choice. »

<http://wetransfuse.com>

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05. Adam Harvey **CV Dazzle** (2014)

CV Dazzle explores how fashion can be designed in such a way that it would act as camouflage from face-detection technology. Since facial-recognition algorithms rely on the identification and spatial relationship of key facial features, like symmetry and tonal contours, one can block detection by creating an "anti-face". CV Dazzle therefore proposes avant-garde hairstyling and makeup to break apart the continuity of a face.

<http://cvdazzle.com>

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06. Laurence Skivee **Emballage** (1998)

« From 1995 to 1998, I created sculptures cellophane starting from my own body. I packed myself as if I was putting on a garment. After two or three layers, I stepped out of it ... »
(Laurence Skivee)

<http://www.laurenceskivee.be/sculptures.html>

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07. Željko Blaće **Diversity Kickertable** (2014)

With Timelab in Ghent and a group of contributors, Željko Blaće prototyped the Diversity Kickertable, a modded kicker game that reflects on issues of representation. Working with enthusiasts and professionals, they replaced the stereotypical miniature players by a collection of handcrafted, 3D-printed, 2D laser-cut and casted figurines. Instances of modded kickertables in Brussels are developed with FabLab Brussels, social centers HoBo and RainbowHouse and will be presented in De Beursschouwburg in 2014 and in 2015.

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08. Jacoby Satterwhite **Country Ball** (2012)

Country Ball is Satterwhite's attempt to recreate a home video from the late 80's of a family picnic. He traced 35 drawings by his mother that illustrated outdoor recreational utilities, and imported them into a 3D program. Satterwhite himself performs in front of the camera and a green screen a hundred times; later he inserts those videos into the virtual space to create a "Garden of Earthly Delights".

<http://vimeo.com/38621657>

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09. Laurence Skivee **Autocorp**s (2012)

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10. Laurence Skivee **Supercellophane** (2012)

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11. Chase Joynt **Resisterectomy** (2012)

Resisterectomy juxtaposes the narrative of trans sex reassignment surgeries with the narrative of cancer surgeries – mastectomy and hysterectomy – the same surgeries, organized in relation to very different modes of telling, showing and embodiment. It is originally a 4-part multi-media moving image, picture and text installation that challenges the boundaries of a gendered body through the examination and infiltration of, in and on various medical procedures and spaces.

<http://www.youtube.com/watch?v=nPLdJMm0TPA>

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12. **Bradley Manning chatlogs** (2011)

In 2011, Wired.com published the IRC logs between accused WikiLeaks source Bradley Manning and Adrian Lamo, the ex-hacker in whom he confided and who reported him to the authorities.

« We now believe that independent reporting elsewhere has tipped the scale in favor of publishing. By all evidence, Manning is a figure of historic importance. Inasmuch as the conversations shed light on the personal pressures in Manning's life at the time of his arrest, publishing the logs serves a valid news interest, and at this point we believe it will cause little additional harm to Manning's privacy. »

<http://www.wired.com/2011/07/manning-lamo-logs>

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13. Adam Butcher **Bradley Manning Had Secrets** (2012)

Short animation based on the Bradley Manning chatlogs.

<https://www.youtube.com/watch?v=O3nkHy8CsOA>

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14. Annie Anthropy **Hunt for the gay planet**

Written in response to a game-company that decided to add gay romances to Star Wars, but only in The Old Republic, a single planet in the galaxy, for which players have to pay for the privilege of visiting. « Pay to enter a dystopian future where queers are exiled to a far-off, backwater planet! »

<http://www.auntiepixelante.com/gayplanet/>

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15. Annie Anthropy **And the robot horse you rode in on**

A break-up story.

<http://auntiepixelante.com/2100ad/>

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16. Annie Anthropy **Queers in love at the end of the world**

A ten-second game

<http://www.auntiepixelante.com/endoftheworld>

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17. Annie Anthropy **Dys4ia**

A game about hormone replacement therapy.

<http://www.newgrounds.com/portal/view/591565>

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18. Tale of Tales **The Graveyard** (2008)

The Graveyard is a very short computer game designed by Auriea Harvey and Michaël Samyn. You play an old woman who visits a graveyard. You walk around, sit on a bench and listen to a song. It's more like an explorable painting than an actual game. An experiment with realtime poetry, with storytelling without words.

<http://www.tale-of-tales.com/TheGraveyard/>

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19. Martha Rosler **Vital Statistics of a Citizen, Simply Obtained** (1977, 58")

In this classic work, Rosler voices her disapproval of mainstream ideas of the « tyranny of expectations. » What appears at first as a routine checkup, soon evolves into a cruel assessment of the woman's physical characteristics, and the measurements taken of her body are deemed as either « below standard, standard, or above standard. »

<http://www.youtube.com/watch?v=mHYlwYuKvJg>

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20. Angela Guenette **Blenderella training video**

Chapters 'face' and 'body' from the bestselling Blender Foundation training DVD by Angela Guenette, one of the main 3D modelers on the Sintel Open Movie project. Model: Aneta or Anetta Keys, otherwise known as Aneta Steele, Katrin, Adriana, Denise, Sunny, JeeTee or Cindy Sweet.

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21. Anita Sarkeesian **Feminist Frequency**

Feminist Frequency is an ongoing series of video commentaries exploring gender representations, myths and messages in popular culture media. Author and host Anita Sarkeesian was targeted by an online harassment campaign in 2012. In 2014, she became the subject of terrorist threats.

<http://www.youtube.com/watch?v=eYqYLfm1rWA>

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22. aldebaran086 **Hot tube Giant** (2014)

This image features in the following Deviant Art categories: Strong, Dom, Female-Domination (Reverse gender norms!), GentleGiantesses (Big Muscles, Bigger Hearts) and Sweet-And-Statuesque (Larger Than Life Love).

<http://aldebaran086.deviantart.com/art/Hot-tube-Giant-251015296>

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23. Wendy Vain **Madcatlady** (selection, 2008-2014)

Wendy Vain describes herself as « a hobby animation software user, using ready made content, just having fun on my computer and sharing. » Using her favorite tools such as Carrara by Daz3d, Poser7 and iClone she created an extensive universe of humorous, razor-sharp comments on the dramas of her own life, including her experiences as a much followed video artist on YouTube.

Selection: Nikos Vikosvoyiatzis and Željko Blaće.

<http://vimeo.com/21474477>

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24. The Machine to Be Another: Gender Swap

Experiment developed by SPECS (Synthetic, Perceptive, Emotive and Cognitive Systems Group), Pompeu Fabra University, Master of Digital Arts Pompeu Fabra Barcelona and Fablab Barcelona.

Documentation of Gender Swap, an experiment that uses themachinetobeanother.org system as a platform for an embodiment experience and in which users can feel themselves like if they were in a different body. In order to create the brain ilusion they used immersive Head Mounted Display Oculus Rift, and first-person cameras. To create this perception, both users have to synchronize their movements. If one does not correspond to the movement of the other, the embodiment experience does not work. It means that both users have to constantly agree on every movement they make. Throughout this experiment, the research group wants to investigate issues like gender identity, queer theory, feminist technoscience, intimacy and mutual respect.

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25. Laurence Skivee Material specimen (transverse cut)

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26. Facebook Pride Connects Us (June 2012)

« Over 400 Facebook employees marched down Market Street in San Francisco for Pride yesterday. I wondered if Facebook feared any backlash from conservative countries where it's popular but tolerance is not. Slater Tow, a member of the Gay@Facebook employees group assured me 'Facebook very much supports diversity' but that its presence at Pride is 'not a company led initiative. Its 100% employee driven.' »

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27. Geoffrey Lillemon **Sheast showing how the website works in bed** (2014)

Teaser from the video The Dance Of The Sheast Nip. Geoffrey Lillemon and his studio are a prolific Dutch/American art/design agency working between physical and digital media; blending traditional craft with modern vfx to create new worlds filled with hyper-erotic fantasies.

<http://www.geoffreylillemon.com/LIPSTICK>

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28. Freyja van den Boom **Morphed Dildos** (2013)

Combining user-generated data into new objects, Freyja tried to have these 3D-dildos produced at several commercial 3D-companies, testing the limits of the law in context.

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29. Freyja van den Boom **Gender Neutral Toys for politically correct parents** (2014)

Questioning the stereotypes (re)produced in toys, this future collection of hybrid objects proposes a simple solution for politically correct parents.

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30. Freyja van den Boom **Data satisfaction** (2013)

How much satisfaction can one get from the quantified self? These uniquely shaped data-plugs are based on user-shared data from on-line mood-swing applications.

