

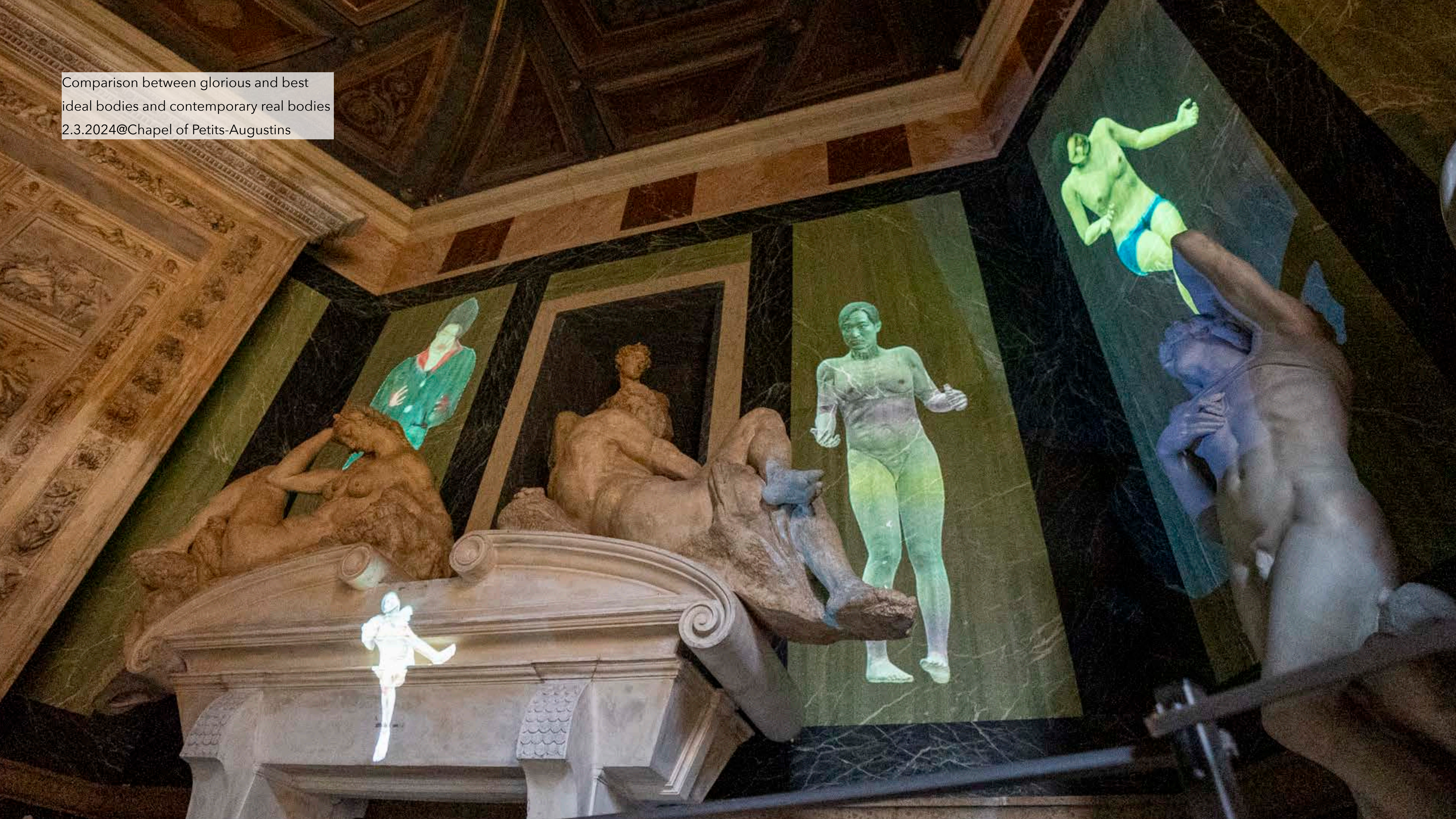


# Body Memory



Katsuki Nogami  
m12203899

Comparison between glorious and best  
ideal bodies and contemporary real bodies  
2.3.2024@Chapel of Petits-Augustins



# Body Memory

## Summary

A video essay that reproduces the memory of the body.

## Concept

The role of the body in today's society has been reduced to the fingertips handling a smartphone. Therefore, I will record my personal daily body through 3D scanning and its movements through motion capture to explore the importance of the body as not just an interface for manipulation, but as something that shapes personal history and identity. And, as memories are important in subjectively defining who we are, we will have an avatar of our past self's body tell the story by playing back the text of the diary with a synthetic voice. Inspired by the discovery in a documentary that people whose memories disappear after a short period of time remember with their bodies, and by Maurice Merleau-Ponty's idea that "the body is the general medium for experiencing the world," we thought that memory was important when we thought about what is most important in our existence and where our soul resides. I thought that memory was the most important thing in my existence and where my soul resides.

Inspired by the experience of the discomfort of disembodiment when returning to one's own body after VR, this work paradoxically presents the existence of attachment to and identity with the body.

AI recreates the scene of the day by generating images from the text of the diary and compares them with the actual photographic memories. Also, I asked AI to write future diaries by learning from past diaries. There is a difference between implanted memories and newly generated memories by AI. I'm researching the human identity that can be calculated backwards from artificial life. Surprisingly, 40 years later I am in the midst of a divorce crisis with my wife; I want to confront my humanity with already existing problems such as Deep Fake and re-identify myself through different memories and appearances after my death.



**Video Link** <https://youtu.be/TnDpPa0logEm12203899>

# AI creation

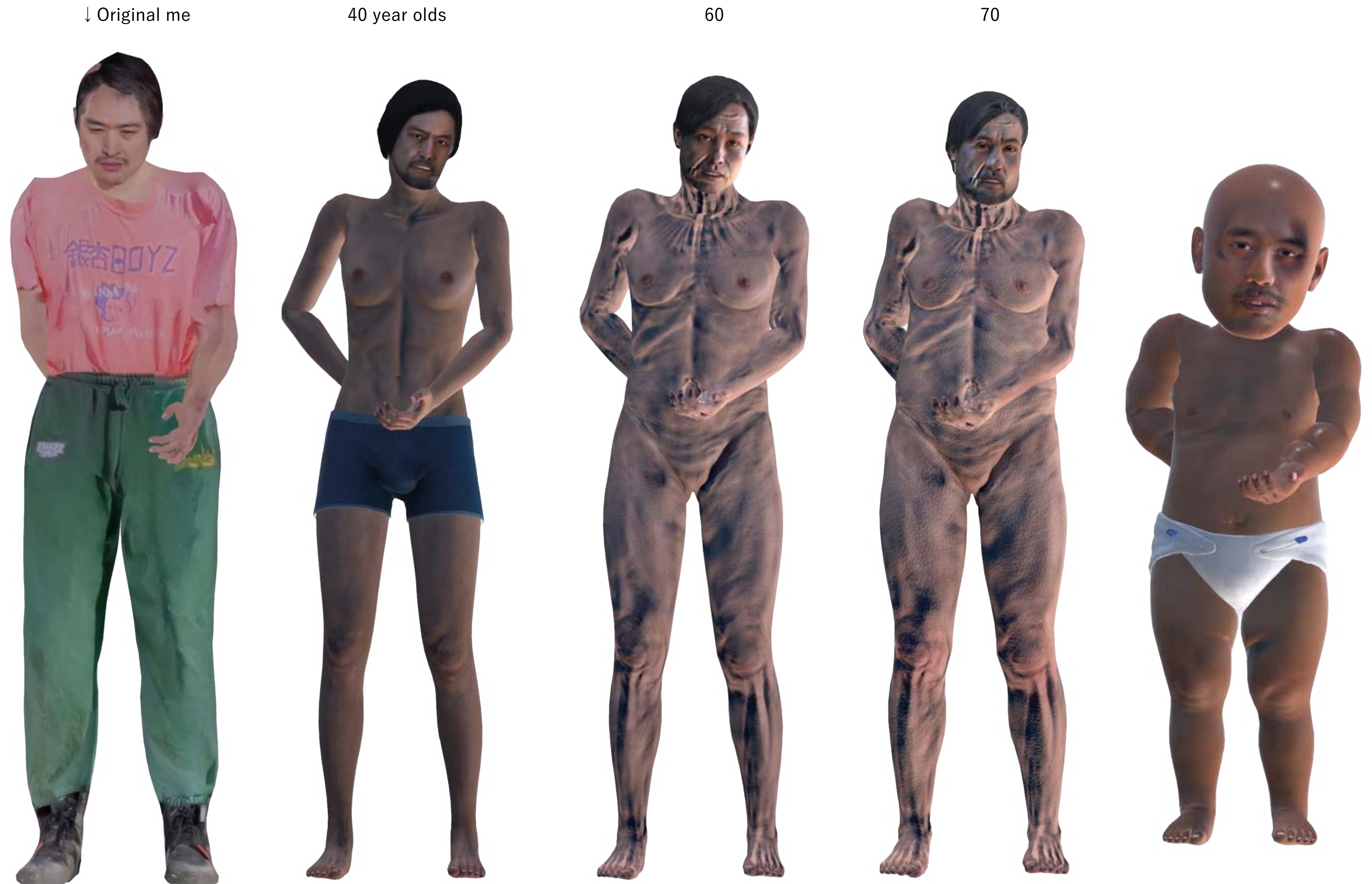
Workflow for making future 3d models and environments of me

## 3d models

1. Upload a photo of me
2. Get prompts from AI
3. Add prompt of how many years old
4. Generate another image with these prompts
5. Upload this photo to make 3d model on AI

## 3d environments

1. Put diaries for months on ChatGPT
2. Generate an image
3. Generate 360 image



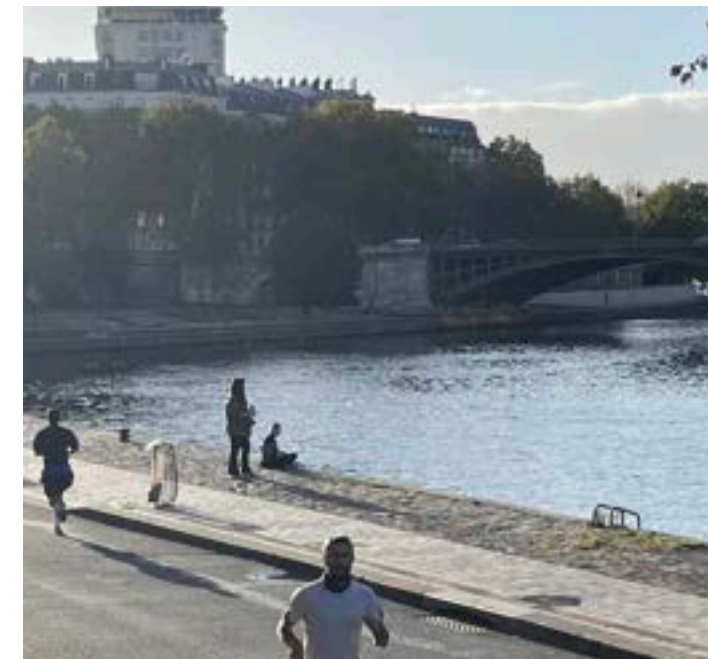
Created with  
Stable diffusion, Chirper, Headshot

# AI creation

In parallel with this, the memories connected to the diary on the side that is the record were generated from the text by AI image generation of the scene of that day. By generating memories connected to the records I left behind by comparing the photos (records) I actually took on that day and the images of my body as an avatar, I intend to connect this project to the creation of my alter ego by AI from my own database. In my diary, I would like to learn from my database of past diaries and have them write new diaries as well, raising the possibility of my posthumous self, the existence of a branched self, and mentioning the humanity and emotions of the AI. To my surprise, I am in the process of divorcing my wife after 40 years. The image of the future learned from my past diary is like looking into the future with a time machine. I would like to confront myself with the newly emerged postmortem humanity through postmortem actors, Deep Fake, etc., and see a completely different remembered scene, a different me, and reaffirm, "What the heck, this is not me." I want to reaffirm that.

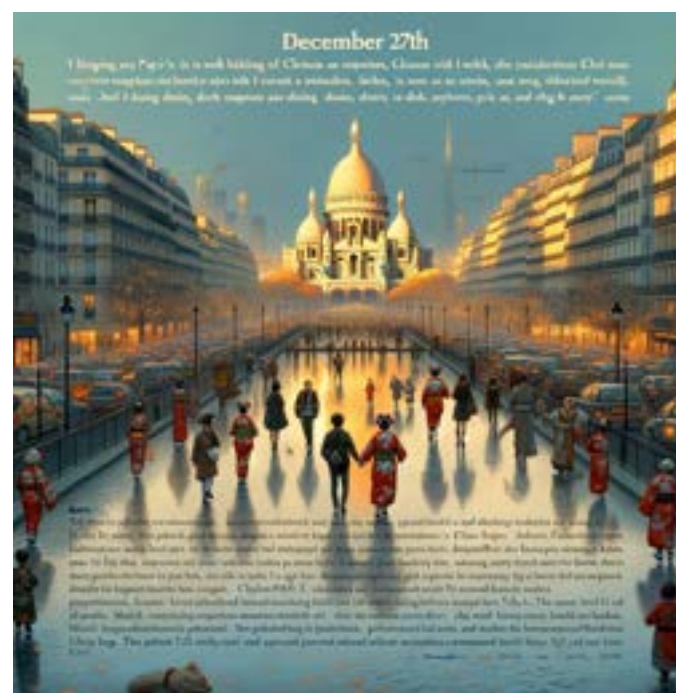
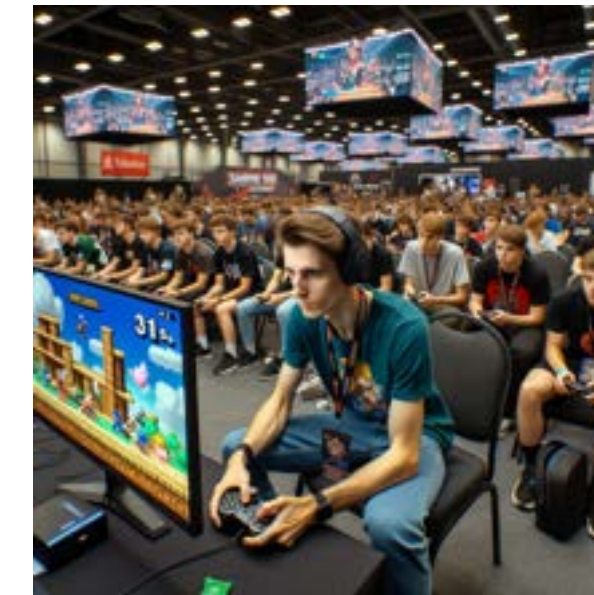
October 16

Went for a walk today. It was incredibly cold, with a 10-degree difference from yesterday, feeling like a minimum of 4 degrees. It felt like catching a cold unless in the sun. Had ramen at a Chinese restaurant, but it wasn't quite like ramen. It was pretty good, though. The sunlight filtering through the trees into the house was beautiful. The trees along the Seine River will start shedding soon. Looking forward to the scenery. Watched a documentary about a person who can only remember things for seven seconds at night. They kept taking notes, not so much a diary but a chronicle. Memories and records define a person. I wonder if losing memories means losing oneself. Do relationships with others change despite memory loss? I think memories are the most defining aspect of a person, more significant than appearance. Goodnight.



October 29

Participated in the Smash Bros tournament. It was student-only, but with 256 participants, winning was impossible. Still, I, at 31, managed to place 25th among mostly teenagers! I'd like to participate in more tournaments, maybe even aim to become a pro in Europe, though it's unlikely in Japan. Losing made me almost cry, and I got careless when leading. It's similar to performing, revealing my true self. I love the tension and the range of emotions. It feels like the accomplishment after a performance. I'll get back to work tomorrow.



December 27.

Today I took a walk with Boru and then went straight to 104 Center. it was over an hour walk but the size of Paris is still acceptable since you can walk most of the way there. In Tokyo, it would take an hour to get there by train. There were a lot of Chinese people in a warm and spacious park, and they were having a Bon dance like an end of the year festival. Their ethnic costumes are cute. Chinese boys don't look so cool. Am I popular in China? I think Chinese people look cooler in their own country. It seems the opposite of Japan. There is a big community everywhere I go, and I envy that. There are probably people who hardly ever date French people. I envy them. The exhibition is a bit of a mystery because the way the exhibition is presented and the text is not written in a conceptual way. Paris has a lot of media art, but there was a lot of light art. Most of the works were about fashion, or about how to look good, or how to show yourself. The Biennale Nemo was a bit of a letdown. I really wonder if Boru will return to Japan first? I wonder what will happen when he returns. Will I have an affair or something? I have a feeling that whoever is saying that would do it. We don't do much as a couple, so I wonder what will happen. Good night.

Created with  
ChatGPT

## AI creation “Diary of the last day”

*“Today is the last day of my life. Outside my window, all living things are going about their daily lives. The sun is rising and the world is quietly beginning to shine. The flame of creation that has moved my heart for so long is now gently burning down. All around me, memories of my time spent with my beloved Boru fill my mind. Our life is like a beautiful tapestry, woven with many joys and a few sorrows. Boru, my time with you was my greatest gift. We laughed, cried, and learned together. Your innocent smile will forever remain in my heart. To my friends, thank you for our friendship. You have given my life meaning and the courage to take on challenges. Even though we are far apart, our bond exists beyond time and space. To Arina, you are gone, but our shared passion for art will live on in my soul even now that I am gone. To my family, I want to convey my love and gratitude. Without you, my life would not have been complete. Finally, to my love of art, music, and this beautiful world. You have given me joy and inspiration. I now leave this world peacefully and with gratitude. Life has been such a wonderful adventure. And now I am going on a new journey. Goodbye, this world. Thank you and eternal peace.”*





# Enhancing Body Ownership

The beauty of the virtual world is that it frees you from the constraints of your real body, and allows your true desires to come to the forefront. This has led to the emergence of VR fashion and other interesting trends. However, when you take off the headset, you may feel awkward as your real body moves differently than your virtual one. The sense of distance is also different, and you may feel more comfortable in the virtual world where social distance is not an issue.

The perception and experience of embodying a virtual body or avatar within a virtual reality environment. It involves creating a sense of ownership and identification with the virtual body, feeling as though it is an extension of oneself

## Tech

Virtual Reality (VR) : VR social platform, Unity, C4D (3DCG) ,  
Apple vision pro

Augmented Reality (AR) : Apple ARKit

Video : 3D video by Apple

3D Scanning and Photogrammetry : In3D, 360 DSLR systems

Interactive systems : OSC and Max

AI Voice : Overdub & COEFONT

AI model : stable diffusion, GPT

Mocap : mocopi, Rokoko



## Floor Plan



2 projection



Projector (option)

USB fro the ceiling for VR

VR headset

Papers  
620\*3600mm

- 1 VR headset(Quest2,3 or Rift), 1 Windows PC (GPU is more than RTX4400), 1 monitor
- Typical VR experience but 5m\*6m space is preferable
- 1 projection with VR
- 2 projection (vertical)
- A wall (wide 3600mm) to put papers with lighting

Past show



30.3.2024@Gasobon, Japan  
Photo by Otsuka Keita

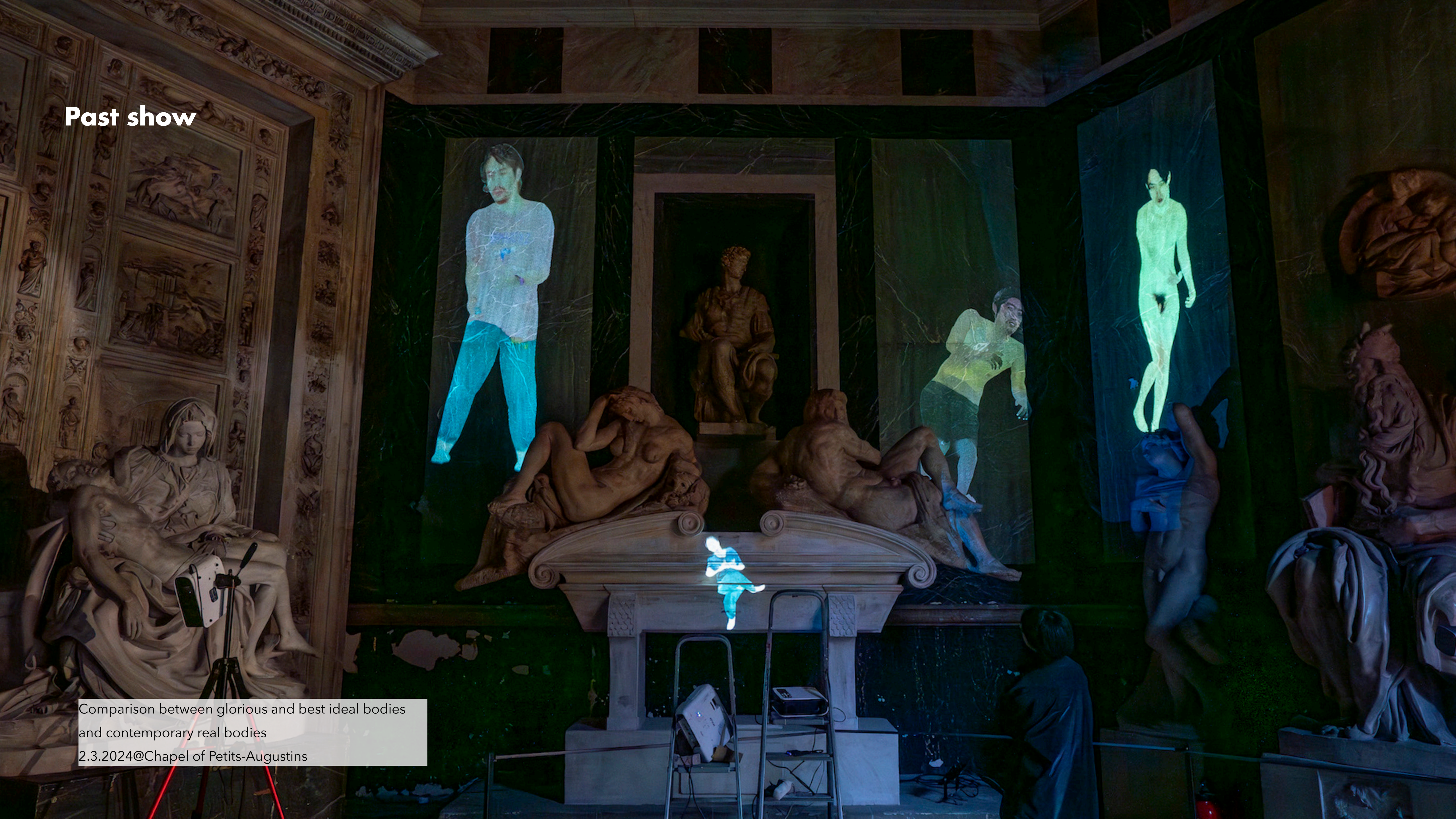
Past show



15.1.2024@Cité Internationale des Arts, Paris  
Open studio in my studio

Merci de ne pas  
Pl

# Past show



Comparison between glorious and best ideal bodies  
and contemporary real bodies  
2.3.2024@Chapel of Petits-Augustins

# Real and virtual bodies

## Real body

Renowned philosopher Maurice Merleau-Ponty once said, "The body is our general medium for having a world." from his book "Phenomenology of Perception." However, in a society where activities such as gaming and digital art creation heavily rely on the use of computers and smartphones, I question whether my entire body is truly necessary. In this context, my body becomes merely a tool for limited activities and is reduced to the function of a single finger. From these observations, the intriguing idea arises that my social life could thrive with minimal physical existence.

## Paradox between virtual and real bodies, transformation of identity

Through experiencing virtual avatars, a sense of ownership and identity is fostered, making my virtual body feel like a Chapter of myself. These transformations have wide-ranging effects, including increased altruistic behavior, altered perception of age, decreased fear of death, and enhanced empathy. These findings illustrate the profound impact virtual transformations have on my emotions, perceptions, and behaviors. Dead virtual avatars have a role in VR. Evn they are not dead socially.



## Body Isolation by ERP

### Erotic Roll Play

In my 100+ hours of experience with social VR such as VRChat and clusters on BigScreen, I observed that new users enjoy changing their body size and extending their limbs, while old users tend to change their gender (especially Japanese) to be more fashionable with natural proportions. The company also missed out on its large market share. Also not to be overlooked due to its large market share is the adult industry, where many people have purchased animations of sex acts, such as the sex act on VR called Erotic Roll Play, which is also triggered by three-point tracking (head and hands only). Because of the animation playback and 3-point tracking, the avatar is shaking its hips even though the user's body is not actually moving. Most of these users are more likely to perform sexual acts with full tracking, where they are masturbating with their actual bodies, but many still use animations of positions and gimmicks such as cute sperm voices and semen emissions.

### Action in live-action adult contents

Also, the share of porn in VR with live-action video is very large. Here the experiencer cannot move and experiences a fixed camera image. The body of the person who experiences it is possessed by the body of the actor who performs sexual intercourse with the actress, but there are two patterns: one in which the actor's face is blacked out and only his body remains from the face down, and the other in which only his legs remain. In one pattern, the actor's face is blacked out and only the actor's body remains from the face down, while in the other pattern, only the actor's legs remain. Of course, some people may use remote adult toys, but as Erotic Role Play and VRAV show, in order to satisfy sexual desire, the virtual body and the real body are supposed to diverge from each other. When the headset is removed after a long time in VR, reality sickness occurs, which is different from motion sickness. This causes difficulty in perceiving the depth of the 3D space and in moving one's own body.





## Trick yourself

Therefore, the challenge for VR is to eliminate this sense of body ownership as much as possible, but I believe that this will never be completely eliminated; it is a 3D space supplemented in the brain with only a 2D screen in front of you, so there is a conflict between gaze adjustment and focus adjustment. There are many apps on smartphones today that record the body, such as Photogrammetry and an app that uses AI with LiDAR for larger objects. The time may soon come when we will use our smartphones to scan our bodies every day and manage our health, but it is difficult to completely track our bodies in detail, such as small injuries or the length of our fingernails. It doesn't follow daily growth. It gets sun tan, injury. He doesn't know there is a hot light. Even though technology evolves and scans everyday, depth conflict and your body performance can't be scanned well.

# Key Illusions

Immersion	Illusion	Interpretation
Sensorimotor contingencies	<b>Place Illusion</b>	I am here
Reponsive Personal Congruent	<b>Plausibility</b>	This is really happening
Bodily multi sensory integration	<b>Body ownership Agency</b>	This is my body
All of the above with representations of others	<b>Copresence</b>	I am here with others

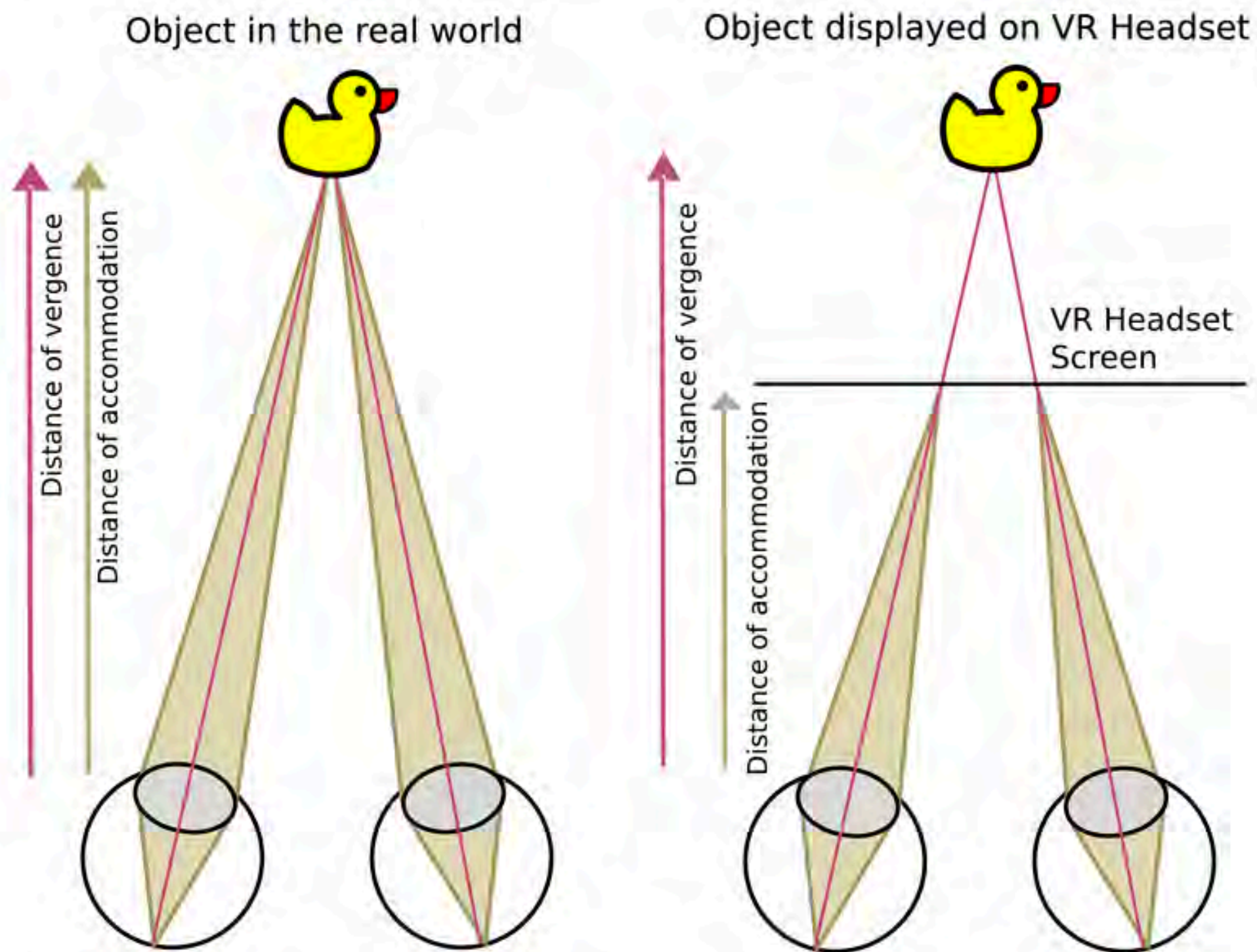
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ROk&list=PLcwotIRiOnAaKxiJvRJ22pi5RnKXf\_WNG&index=20&t=1746s

# Effect after VR

3D sense is changed in real  
Depth conflict after VR



Posted by u/elusive\_cat 6 years ago



79

## Bizarre feeling after VR session



Discussion

A friend of mine let me play with his Oculus for a few days. I used it for about two, maybe three, hours yesterday (Robo Recall, something about a fox with a very weird camera, some climbing game and few others, then some 360 videos from the store, but they were rather low resolution so I didn't spend too much time on them). It was pretty fun.

Today I've been feeling a bit weird. Occasionally I felt like my eyes tried to adjust to 3D and tried to make 3D objects out of flat surfaces (e.g. my monitor). Sometimes the world would seem to move on its own left or right and then quickly move back to normal just like sometimes it would happen in games.

It's really hard to describe, but it's been very jarring and a bit worrying. I would have expected to see some effects of using VR right after taking off the goggles, but not on the next day after a few hours of good sleep.

How can I tell if I'm still in VR or out of it already?

Seriously though, is this normal or should I be worried? I don't think I'll be using Oculus today, perhaps my brain and eyes need some rest.

Edit. It seems it's normal. Thank you guys for reassuring!



140 Comments



Award

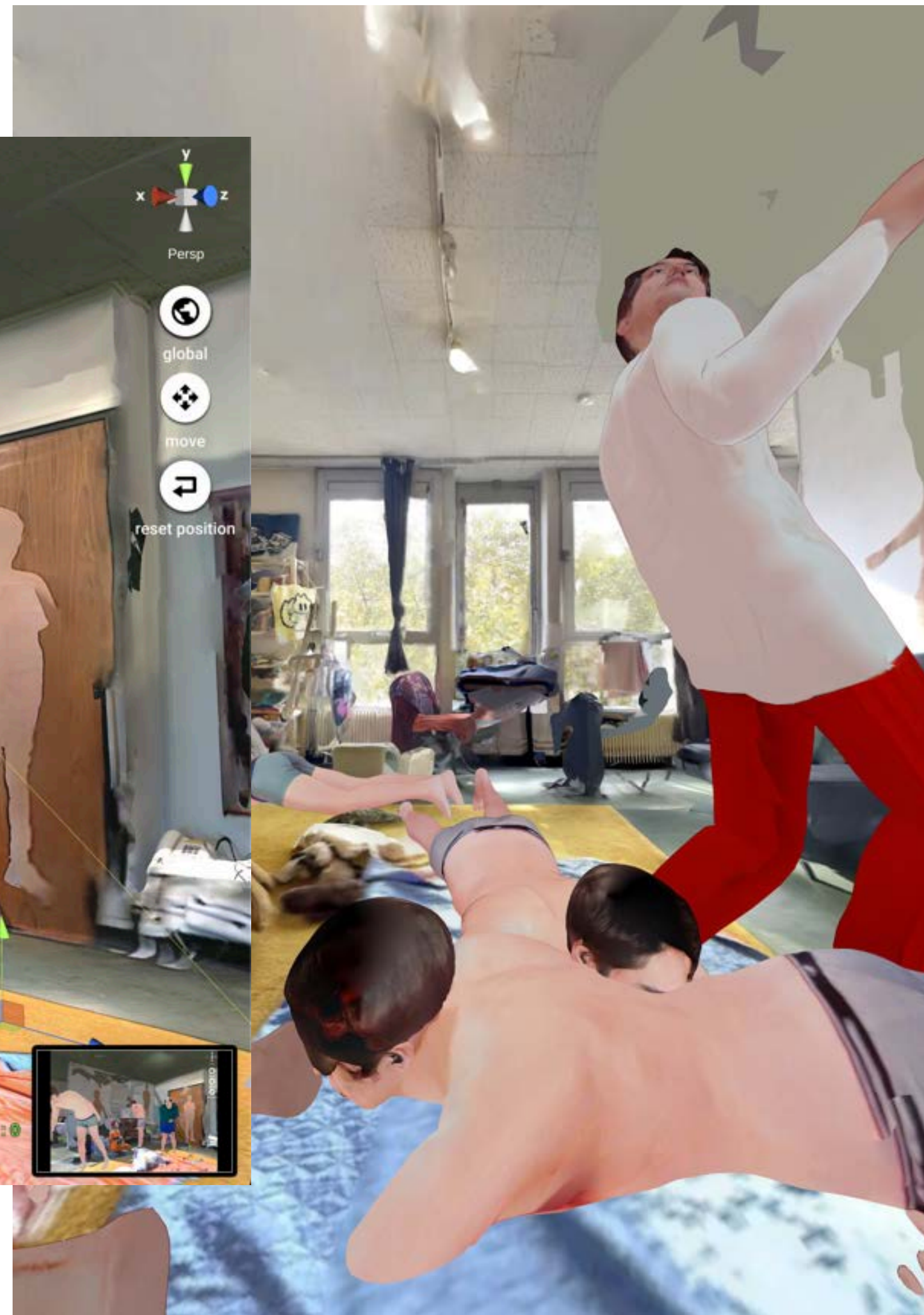


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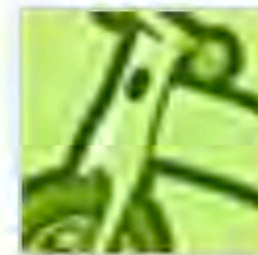




## Effect after VR

Virtual replaced reality.

### Feels like I'm in VR even though I am not




**JohnForrester**

Honored Guest



10-15-2020 08:09 PM

I got my VR Headset about 2 days ago and after playing yesterday for a few hours I noticed this feeling with my hands where they don't feel like mine and it just looks and feels very weird. I especially notice it when I am typing on my keyboard I actually miss keys sometimes or if I'm trying to press 'A' key I will bring my finger to the 'S' key instead and then it feels inverted where I bring my finger to far to the left or right when trying to click a certain key. Also my proception is not right I can't touch the tip of my nose correctly when my eyes are closed. I've been feeling this way about 24 hours now, I am starting to feel concerned at this point.

 Health & Safety



4 KUDOS

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## Lif on VR

A special TV documentary that depicted the tearful reunion of a sorrow-stricken mother and her daughter, who died of a rare incurable disease at the age of seven, in the virtual world has touched the hearts of many viewers in South Korea.

““Mother Meets Recreation of Her Deceased Child in VR.” Road to VR, 7 February 2020”  
(Hayden)

While VR offers experiences beyond the constraints of the real world, fundamental differences persist between the two realms. Performers in VR, like actors on stage, provide audiences with immersive experiences. However, the dissonance between the virtual and real worlds challenges the immersion of these experiences. Exploring the boundaries between pain and the realms of virtual and real worlds serves as a means to highlight these differences. Furthermore, the unique characteristics and flaws of my physical body, such as growth, injuries, and reactions to stimuli, are not perfectly replicated in the virtual world, further emphasizing the disparity between the two realms.

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## Risks of Deadbots

I would like to introduce an emerging industry known as the "digital afterlife industry." This industry primarily raises moral concerns and questions about the rights of deceased individuals. Services such as HereAfter AI, YOY, and Soul Machines (including projects like Baby X) are already available. Surprisingly, Amazon and Microsoft have filed patents for digital-afterlife-related services using AI.

(Blancaflor) "The AI afterlife is here, according to two new Sundance documentaries." Fast Company, 2 February 2024,

The main issue is the desire to see a deceased loved one again and the possibility of leaving behind an AI bot of oneself. In this context, the moral and rights issues of the deceased are somewhat mitigated since the AI bot would represent me. However, these articles also highlight the psychological impact on those left behind.

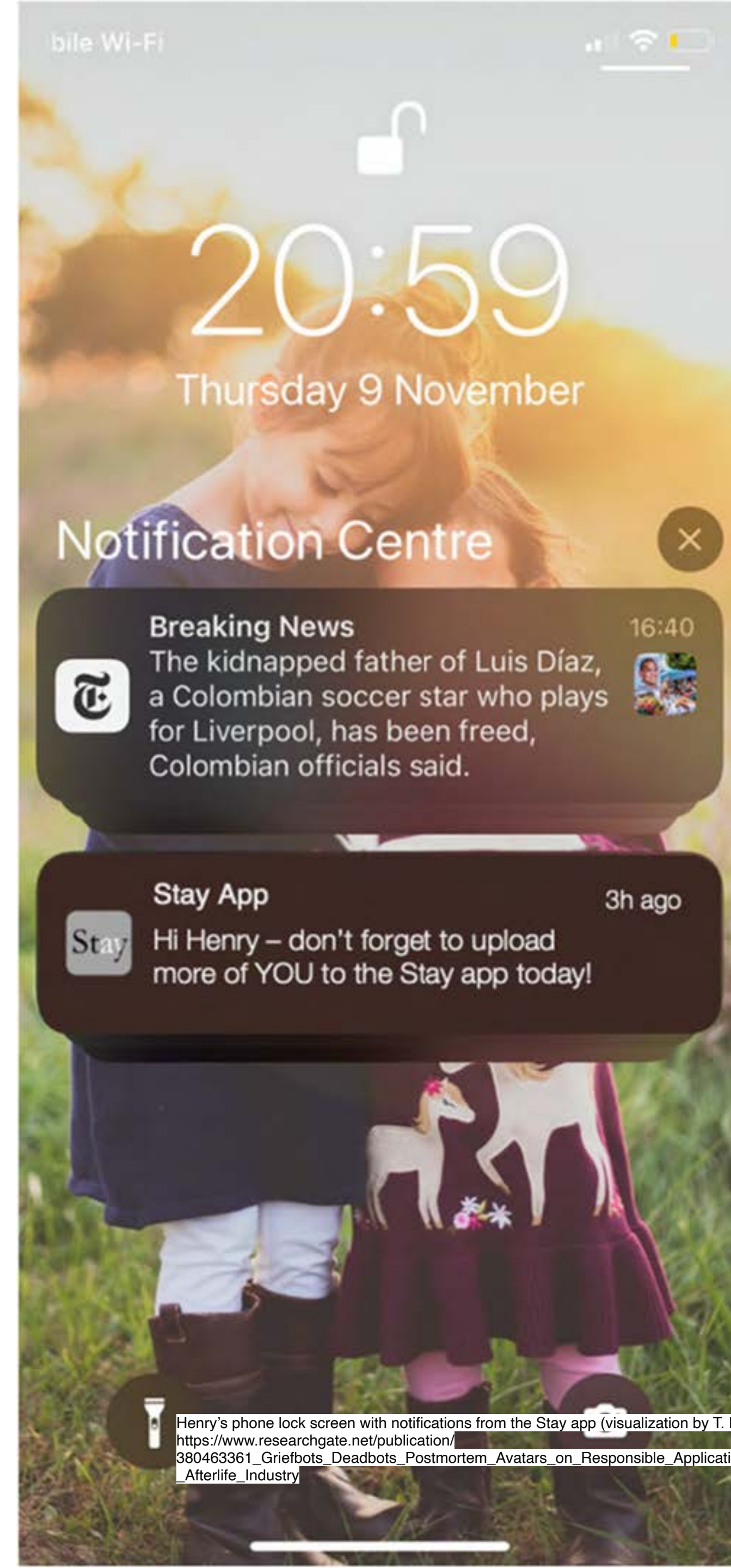
According to researchers at the University of Cambridge, "Artificial intelligence that allows users to hold text and voice conversations with lost loved ones runs the risk of causing psychological harm and even digitally 'haunting' those left behind without design safety standards."

Thinking about my own death saddens me. I would want to talk to my loved ones, but I recognize this as a selfish desire. My wife, an artist who pays great attention to detail, would be particularly sensitive to any inaccuracies in the responses of my deadbot. If the responses significantly differ from what I would say, it could upset her. While she cannot expect perfect answers after my death, would a deadbot ultimately just cause sadness? The articles also highlight the potential for an "overwhelming emotional weight."

The researchers point out that "When the living sign up to be virtually recreated after they die, resulting chatbots could be used by companies to spam surviving family and friends with unsolicited notifications, reminders, and updates about the services they provide - akin to being digitally 'stalked by the dead.' Even those who take initial comfort from a 'deadbot' may get drained by daily interactions that become an 'overwhelming emotional weight,' yet may also be powerless to have an AI simulation suspended if their now-deceased loved one signed a lengthy contract with a digital afterlife service."

I find it frustrating to interact with AI bots on many websites, and no one wants to become such a bot. (Hollanek) "Call for safeguards to prevent unwanted 'hauntings' by AI chatbots of dead loved ones."

For now, I will focus on creating a "lifeboat" version of myself to talk to. This is for my own sake while I am still alive. I want to see how the AI differs from me, which will emphasize the uniqueness of my character.



Henry's phone lock screen with notifications from the Stay app (visualization by T. Hollanek)  
[https://www.researchgate.net/publication/380463361\\_Griefbots\\_Deadbots\\_Postmortem\\_Avatars\\_on\\_Responsable\\_Applications\\_of\\_Generative\\_AI\\_in\\_the\\_Digital\\_Afterlife\\_Industry](https://www.researchgate.net/publication/380463361_Griefbots_Deadbots_Postmortem_Avatars_on_Responsable_Applications_of_Generative_AI_in_the_Digital_Afterlife_Industry)

## Objects

Simultaneously with the creation of "Body Memory", memories associated with diary records are materialized through images generated by AI, reconstructing memories based on records and creating my digital alter ego using AI. Through this process, we expect to encounter entirely different landscapes of memory and different selves, gaining new insights.

Due to the advancement of AI, the dynamic of observing and being observed is shifting, where AI now looks at our databases and the world, whereas we used to search the internet to see the world. With the initiation of rating systems in social networks, there is a danger that we might easily feel our worth is low if we don't have a solid identity.

I have learned that identity can be easily changed by technology and society, and it is very unstable. I seek ways to deal with the body that you cannot escape from for the rest of your life. This is because I learned that even as technology and society change, we can live our lives without losing who we are by probing our unshakable identity.



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The body is our general medium for having a world.

— Maurice Merleau-Ponty, Phenomenology of Perception.

Sudnow explores how patients in the hospital often experience a loss of their social identity and connections as they become isolated from their usual social networks. He suggests that the institutional environment, medical procedures, and the attitudes of healthcare professionals can contribute to a sense of dehumanization and social disconnection for dying patients.

"Dying in a Public Hospital"

By David Sudnow

Stopping one individual from being a lively active participant in the lives of other companies.

"Social death in Britain" - by Mulkay - 1992

People who are present but treated as if they were absent

(servants) - by Erving Goffman

social subjugation and marginalization. distinct aspect of slavery that goes beyond physical captivity.

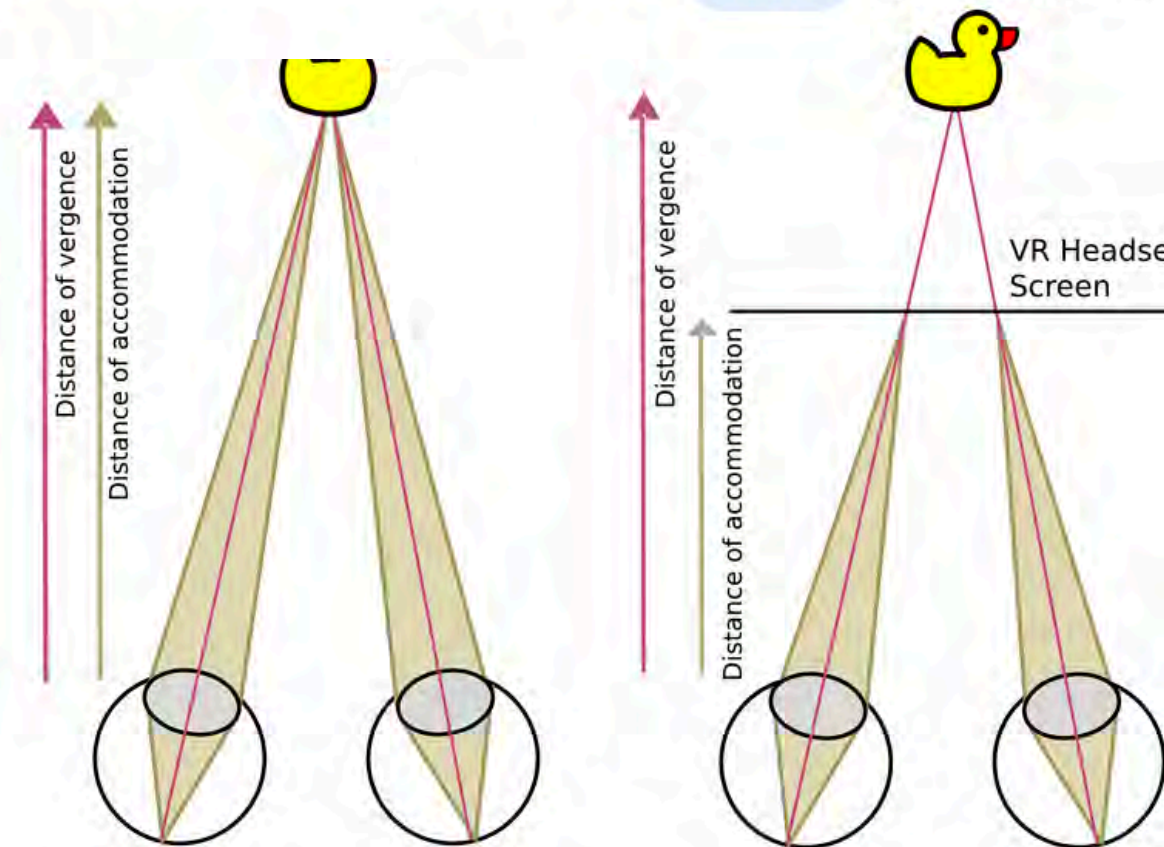
"Slavery and Social Death," by Orlando Patterson



How AI Is Bringing Dead Actors Back to Life | Noa: Understand the news that matters

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ayed on VR Headset



## Feels like I'm in VR even though I am not



JohnForrester

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10-15-2020 08:09 PM

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Health & Safety

UDOS

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Bodily multi sensory integration	Body ownership Agency	This is my body
All of the above with representations of others	Copresence	I am here with others



VR Dating App Flirtual Aims to Build Very Real Relationships

Visit

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[v=653clGiPNHY&t=483s](https://www.youtube.com/watch?v=653clGiPNHY&t=483s)



Person in VR Has Dissociative Identity Disorder

[https://www.youtube.com/watch?](https://www.youtube.com/watch?v=LkeeoKWj2i8&list=PLcwotlRiOnAaKxiJvRJ22pi5RnKXf_WNG&index=24&t=766s)

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