

ALICE BUCKNELL ଉତ୍ତମ ଫର୍ମାପୋଲିଓ



ALICE BUCKNELL is an artist, writer, and educator based in Los Angeles and London. Working with game engines and speculative fiction, their work explores interconnections of architecture, ecology, magic, and more-than-human intelligence. They are the founder of NEW MYSTICS, a platform merging magic and technology. Their work has appeared in Ars Electronica, transmediale, Arcade Seoul, the Venice Architecture Biennale, Basement Roma, Singapore Art Museum, Fiber Festival and Serpentine. Their writing appears in ArtReview, Flash Art, Frieze, e-flux Architecture, and the Harvard Design Magazine. Bucknell is currently faculty at SCI-Arc in Los Angeles, Associate Lecturer in MA Narrative Environments at UAL, and a Somerset House Studios resident in London. They studied Anthropology at the University of Chicago and Critical Practice at the Royal College of Art in London.

INGRID LUQUET-GAD for CURA MAGAZINE
ISSUE 40: THE GENERATIONALS (SS 2022)

“Trapped inside an anomic hyper-present, we have collectively lost the plot. Against this grim background, singling out the position embodied by artist, writer and educator Alice Bucknell is all the more noteworthy. They do not shy away from the tentacular now, working at its most entangled front, pushing confusion and complexity to their tipping points.

Their practice believes in speculation, narration and alternative futures. Here, the illusion of a lost clarity, or of a cloaked truth, is left behind once and for all; just like the idea of potential salvation from any solutionism, techno- or bio-, is also abandoned. The soil may be contaminated and big tech’s motives extractivist, but their work illustrates the richness of weird speculative fictions and more-than-human landscapes capable of springing up from it.”





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FILM
AND
MEDIA

ALICE BUCKNELL

SELECTED WORKS

2023

ALICE BUCKNELL

“THE ALLUVIALS”

FILM STILL

2023

THE ALLUVIALS

The Alluvials is a seven-chapter video work and video game that explores the politics of drought and water scarcity in a near-future version of Los Angeles.

The story is told through numerous more-than-human perspectives, including the Los Angeles River, wildfire, a 400-year-old sycamore called El Aliso, and the ghost of the city's celebrity mountain lion, P-22.

Merging history, future, and fiction, The Alluvials focuses on the slippery interplay between engineered ecology, disaster capitalism, and nonhuman systems that shape Los Angeles. The story is told across media, including custom-built game environments, "modded" versions of the fictional city of Los Santos from Grand Theft Auto V, 3D scans of LA the artist captured by drone, AI "hallucinations" merging historical images of the River with future development proposals, and visualizations of GIS datasets/pollution data of the LA River.

Acknowledging Indigenous relationships to water, particularly the Tongva People of the Greater Los Angeles Basin, the project underscores that nature is an intelligent system, a technology in its own right.

4k video ; video game
32' 0" ; infinite duration
2023 (WIP)

Links:

Chapter 1: California-pilled
<https://vimeo.com/bucknella/alluvials1>

Chapter 3: A System of Systems
<https://vimeo.com/bucknella/alluvials3>

More info/images:
<https://alicebucknell.com/projects/the-alluvials>





ALICE BUCKNELL

SELECTED WORKS

2023

2023

FILM STILL

"THE ALLUVIALS"

ALICE BUCKNELL

2023

SELECTED WORKS

ALICE BUCKNELL

THE ALLUVIALS (THE GAME)

In the final level of *The Alluvials*, Malibu is on fire, again, and this time the neon pink-tinged synthetic vapor clouds of private water company Aquarius offer no relief.

But ends and beginnings are kind of the same thing—a forest fire creates a clearing. Here the game is the landscape, revealing itself to you as a world falls apart. You play as wildfire, following a pathway of collective and distributed intelligence.

The level splices wildfire ecologies with Los Angeles' efforts to suburbanize the Santa Monica Mountains through a program of disaster capitalism, infusing these contemporary realities with excerpts from an 18th-century treatise penned by Emilie du Chatelet, a French natural philosopher and mathematician, that speculates on the intelligence, material, and spiritual qualities of fire.

video game; infinite duration
2023 (WIP)

Links:

Game level teaser:
<https://drive.google.com/file/d/1p475kWBypfpM4Rz-9T68dSxgl8MFhPC/view?usp=sharing>

Gameplay walkthrough:
<https://vimeo.com/bucknella/firewalkwithme>

More info/images:
<https://alicebucknell.com/projects/the-alluvials>





ALICE BUCKNELL

SELECTED WORKS

2023

2023

FILM STILL

"THE ALLUVIALS"

ALICE BUCKNELL

ALICE BUCKNELL

SELECTED WORKS

2023

THE MARTIAN WORD FOR WORLD IS MOTHER

Merging science-fiction strategies with a critical approach to contemporary proposals for the habitation of Mars, *The Martian Word for World is Mother* explores three Martian worlds with very different understandings of the Red Planet's future.

Red Mars doesn't stray too far from what we already know - a billionaire tech despot proposes a carbon-neutral megacity. In **Blue Mars**, a multinational conglomerate named Praxis taps into Mars's booming bio-infrastructure business. **Green Mars** contemplates the possibility of knowledge systems that exist outside of human cosmologies and even language itself.

The project was made in collaboration with space lawyers, planetary habitability astronomers, Scottish drone pilots, and AI linguists. Its script was co-written with custom language models.

4k triple-channel video, custom lighting sequence, sand, reflective vinyl floor (dimensions variable)
47' 30"
2022

Single-channel cinematic viewing copy:

<https://vimeo.com/bucknella/themartianwordforworld>

More info/images:

<https://alicebucknell.com/projects/the-martian-word-for-world-is-mother-2022>





ALICE BUCKNELL

SELECTED WORKS

2023

2022

FILM STILL

“THE MARTIAN WORD FOR WORLD IS MOTHER”

ALICE BUCKNELL

SELECTED WORKS

2023

ALICE BUCKNELL



ALICE BUCKNELL

SELECTED WORKS

2023

2022

FILM STILL

“THE MARTIAN WORD FOR WORLD IS MOTHER”

ALICE BUCKNELL

ALICE BUCKNELL

SELECTED WORKS

2023

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CITY

Swamp City imagines the Florida Everglades as a luxury eco-tourism retreat in a near-future reality of severe climate disruption.

Featuring both human and non-human protagonists, including an anthropomorphic alligator refusing to migrate, an opportunistic celebrity architect, and a 3,500-year-old Bald Cypress Tree resurrected with AI, it explores the tensions between developers, lifestyle capitalism, sentient technology, and a dying swamp.

4k single-channel video
34' 00"
2021

Viewing copy:

<https://vimeo.com/bucknella/swampcity>

More info/images:

<https://alicebucknell.com/projects/swamp-city>





ALICE BUCKNELL

SELECTED WORKS

2023

2023

SELECTED WORKS

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ALICE BUCKNELL

“SWAMP CITY”

FILM STILL

2021



ALICE BUCKNELL

SELECTED WORKS

2023

2021

FILM STILL

“SWAMP CITY”

ALICE BUCKNELL

SELECTED WORKS

2023

ALICE BUCKNELL



SOLO EXHIBITION @ HOXTON 253

2022



"SWAMP CITY"



ALICE BUCKNELL

E-Z

KRYPTO-

BUILD

E-Z Kryptobuild is a work of speculative fiction that responds to architecture's role in producing systems of global inequity and the climate emergency.

A scam crypto company called E-Z Kryptobuild offers "post-apocalyptic sustainable luxury" to the 1% through a selection of celebrity architect-designed utopias for the end of times. Embodying a visual language of reality TV shows from Selling Sunset to Love Island, E-Z Kryptobuild uses satire, speculation, and AI technology to exaggerate our current condition through an architecture of post-apocalyptic lifestyle scams. It critiques the delusional complexes of Silicon Valley and starchitecture culture through a cast of characters including global influencers Kim & Kylie, a disgruntled intern, and the resurrected ghost of Dame Zaha Hadid.

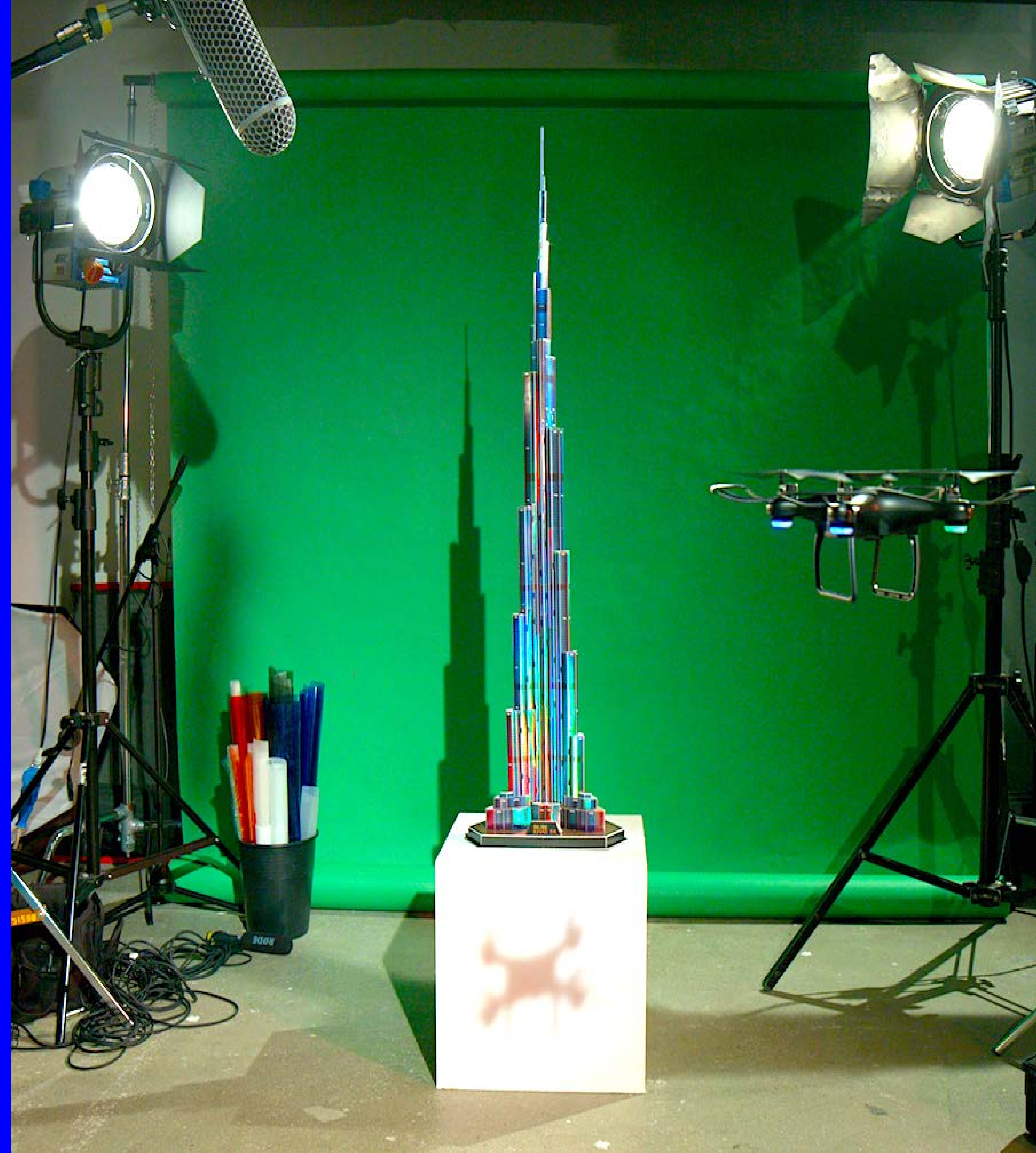
HD single-channel video
23' 30"
2020

Viewing copy:

<https://vimeo.com/bucknella/ezkryptobuild>

More info/images:

<https://alicebucknell.com/projects/e-z-kryptobuild>





ALICE BUCKNELL

SELECTED WORKS

2023

2020

IMAGE STILL

“E-Z KRYPTOBUILD”

ALICE BUCKNELL

2023

SELECTED WORKS

ALICE BUCKNELL



II. ଚିତ୍ରାଙ୍କନାଟ୍ୟ ଚାଚାଚିତ୍ର

ALICE BUCKNELL

SELECTED WORKS

2023

ALICE BUCKNELL

“ZONAMATA”

IMAGE STILL

2021

CONES OF

UNCERTAINTY



Developed as part of The New Real’s 2023 AI Art Commission, Cones of Uncertainty explores our future relationship with emergent AI and the climate crisis. Conceived as a speculative news report that details the hurricane season of 2097, the video is narrated by a posthuman meteorologist that’s powered by artificial superintelligence (ASI).

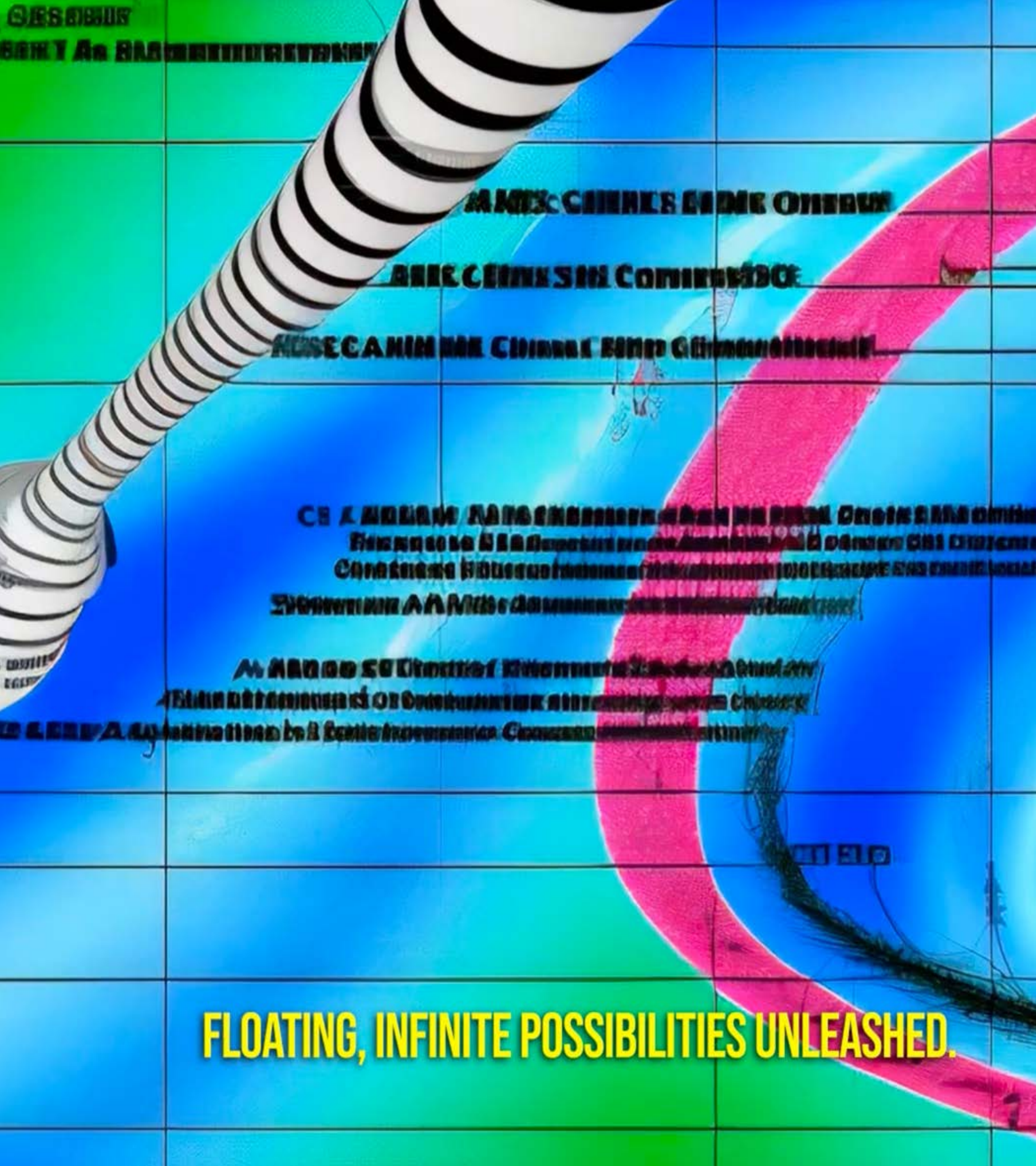
4k single-channel video
9’ 00”
2023

Viewing copy:
<https://vimeo.com/bucknella/conesofuncertainty>

More info/images:
<https://alicebucknell.com/projects/cone-of-uncertainty-2023>

The project’s visuals were created by a custom text-to-image model trained on datasets spanning storm paths of hurricanes that have crossed Florida in the last 100 years, while its script was co-written with a custom language model trained on hurricane news reports since the practice of “naming” tropical storms and hurricanes began in the 1950s.

Fundamental to the project is an anti-anthropocentric understanding of future ASI systems. In giving up some of what we think we know, what alternative language strategies - and novel ways of relating to both extreme weather and AI - might emerge?



ZONAMATA

****COMMISSIONED
BY HET NIEUWE
INSTITUUT****

It's the end of the world as we know it and we're stuck in a panel discussion.

Reeling from a speculative meteor impact that destroyed most of the Earth in 2036, three celebrity architects are tasked with designing Zonamata: the retrofuturist city of our post-apocalyptic present. Drawing on the archives of Dutch architecture office MVRDV and told through a script written by the Language AI GPT-3 (trained on architectural theory and press releases penned by MVRDV), Zonamata riffs on the undead figure of the starchitect and the global homogenization of the architectural language and vision through satire, archaic models, and AI systems. It speculates on an algorithmically-induced vision of the future and the entanglements of architecture, nature, and technology that comprise it.

Commissioned by the Het Nieuwe Instituut in Rotterdam for the exhibition 'MVRDVHNI', Zonamata is a two-part project comprising of a 10-minute film co-written with AI, and a specially-designed video game.

4k single-channel video; video game
10' 19"; infinite duration
2021

Viewing copy:

<https://vimeo.com/bucknella/zonamata>

More info/images:

<https://alicebucknell.com/projects/zonamata-2021>





OLDER WORLDS



EARTHSEED

2150

Picking up where science fiction author Octavia Butler left off in her Parables series, Earthseed 2150 tells the story of humanity's interstellar expansion through the perspective of nonhuman life left on Earth.

Set in 2150, 60 years after humans leave the planet, the video follows an arctic tern's flight path over a landscape of wreckage, beauty, and decay. The bird narrates the events leading up to humanity's departure while drawing floating, polyphonic speculations between larger themes such as water and capitalism.

This video was produced for 'DAY ZERO', an exhibition at the Palace of Running Waters, Buenos Aires, Argentina, and was presented at the Museum of Contemporary Art in Fort Worth, Texas, US, in 2023.

HD single-channel video
7' 40"
2021

Cinematic viewing copy:

<https://vimeo.com/bucknella/earthseed2150>

More info/images:

<https://alicebucknell.com/projects/earthseed-2150>



ALIGN PROPERTIES

Align Properties is a two-part video that explores the interconnection of wellness capitalism, new age spirituality and big data in times of crisis.

Taking the failed astrology dating app Align as its departure point, Align Properties imagines the rebirth of the ill-fated app as a build-to-rent property developer targeting millennials seeking astrologically-attuned luxury living.

The video was released in conjunction with a specially-commissioned essay titled "Pluto in Capitalism: Astrology, Late Capitalism, and the Internet." Both video and text were produced as part of "Scrolling the Arcane," curated by Joana Pestana and held at the Porto Planetarium Dome in 2020.

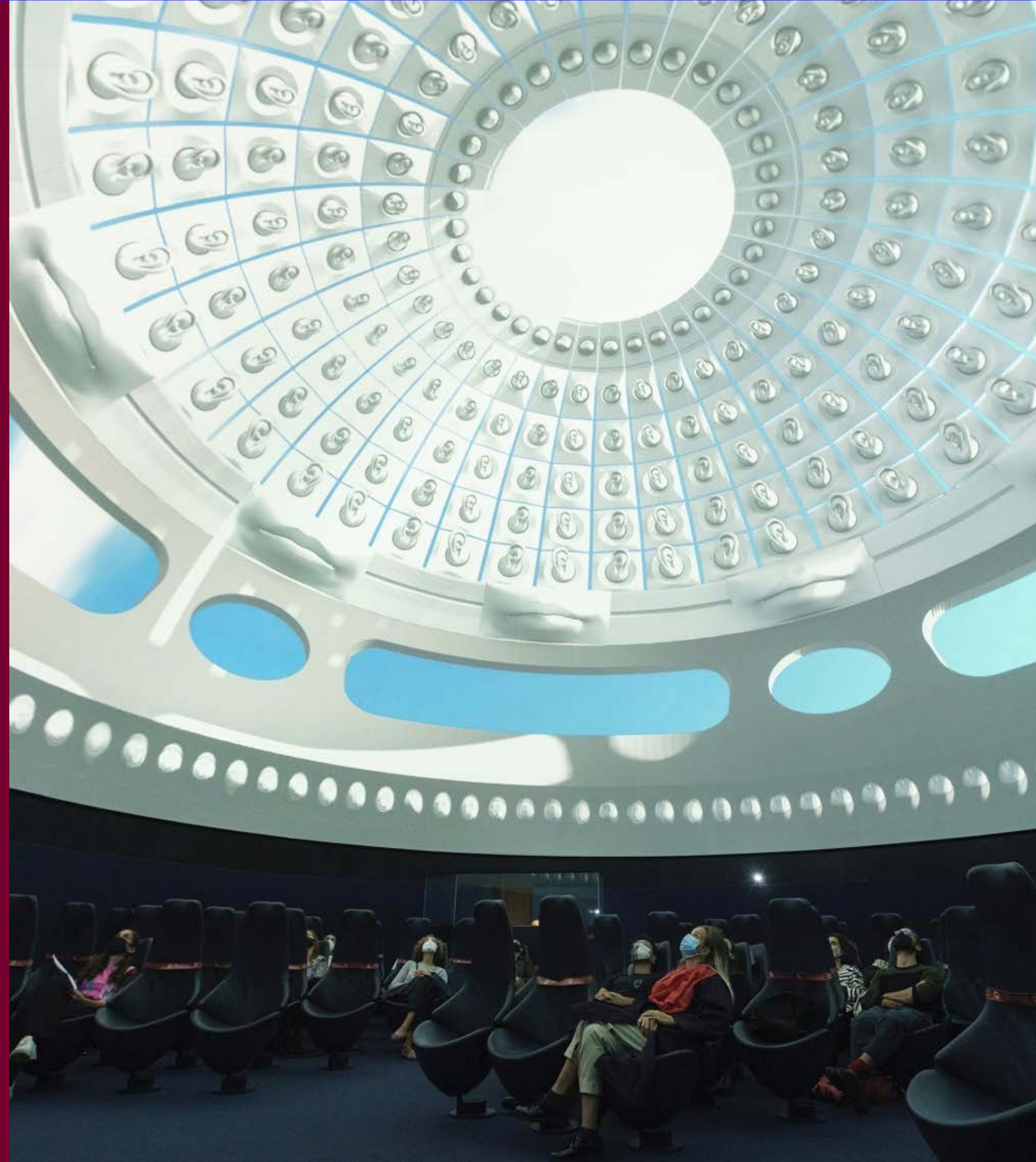
HD single-channel video
12' 00"
2020

Cinematic viewing copy:

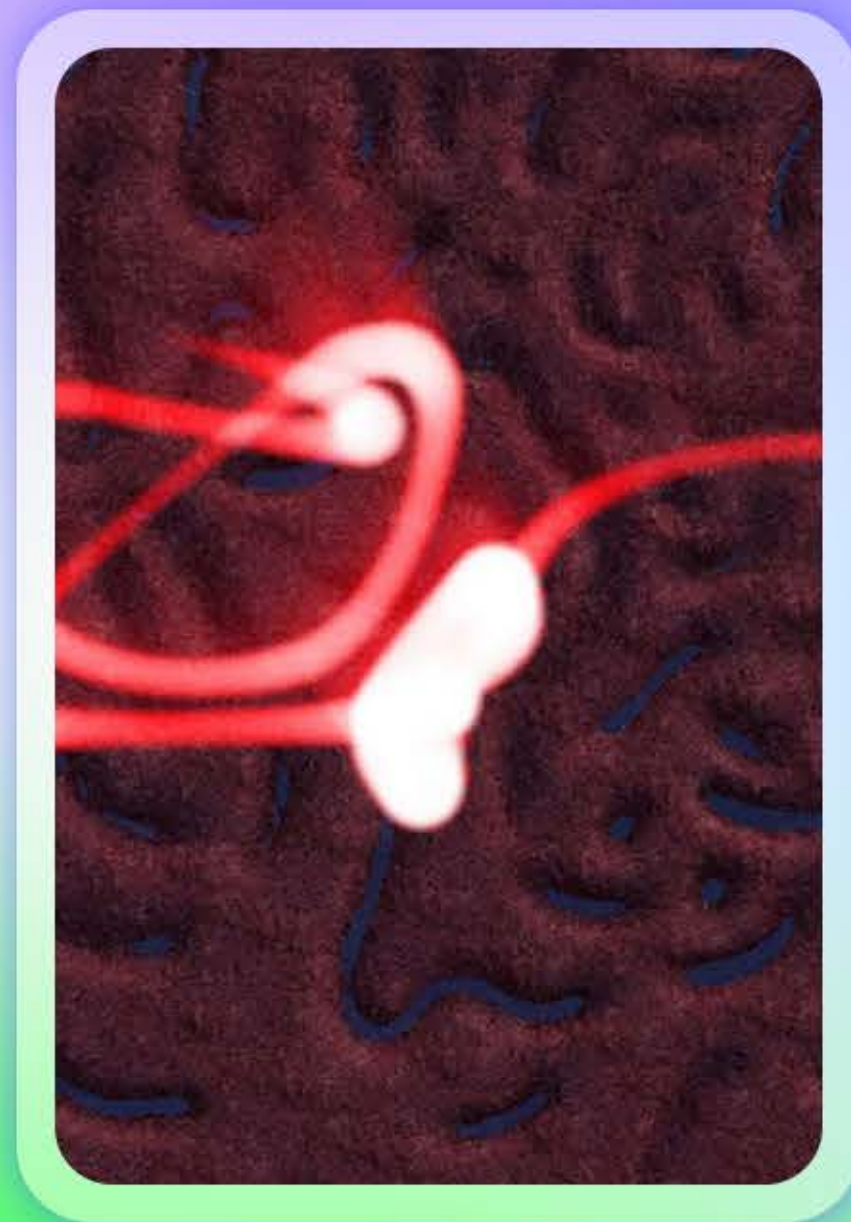
<https://vimeo.com/bucknella/alignproperties>

More info/images:

<https://alicebucknell.com/projects/align-properties>



IV. CURATORIAL



We as humans have an innate yearning for pervasive connectivity, for forms of magic that transcend the limits of our material world.

NEW WORLDS

New Worlds was an event series programmed at Somerset House Studios in the summer of 2022.

Expanding on the New Mystics project, New Worlds explored the politics and poetics of a world-building practice, as well as the generative potentials of integrating magic with technology. The events ranged in format, including: screenings, lecture-performances, readings, deep listening exercises, concerts, and live action roleplays (LARPs).

Each of the five events featured two artists whose practices aligned across a core theme: ecological storytelling, machine poetics, ritual as practice, non-linear time, and sound as a world-making tool. The participating artists were Lawrence Lek, Evan Ifekoya, Bones Tan Jones, Himali Singh Soin, Alex Quicho, Sammy Lee, Omsk Social Club, and Joey Holder.

Five-part event series with Evan Ifekoya, Lawrence Lek, Zadie Xa, Sammy Lee, Himali Singh Soin, Alex Quicho, Bones Tan Jones, Joey Holder and OMSK Social Club

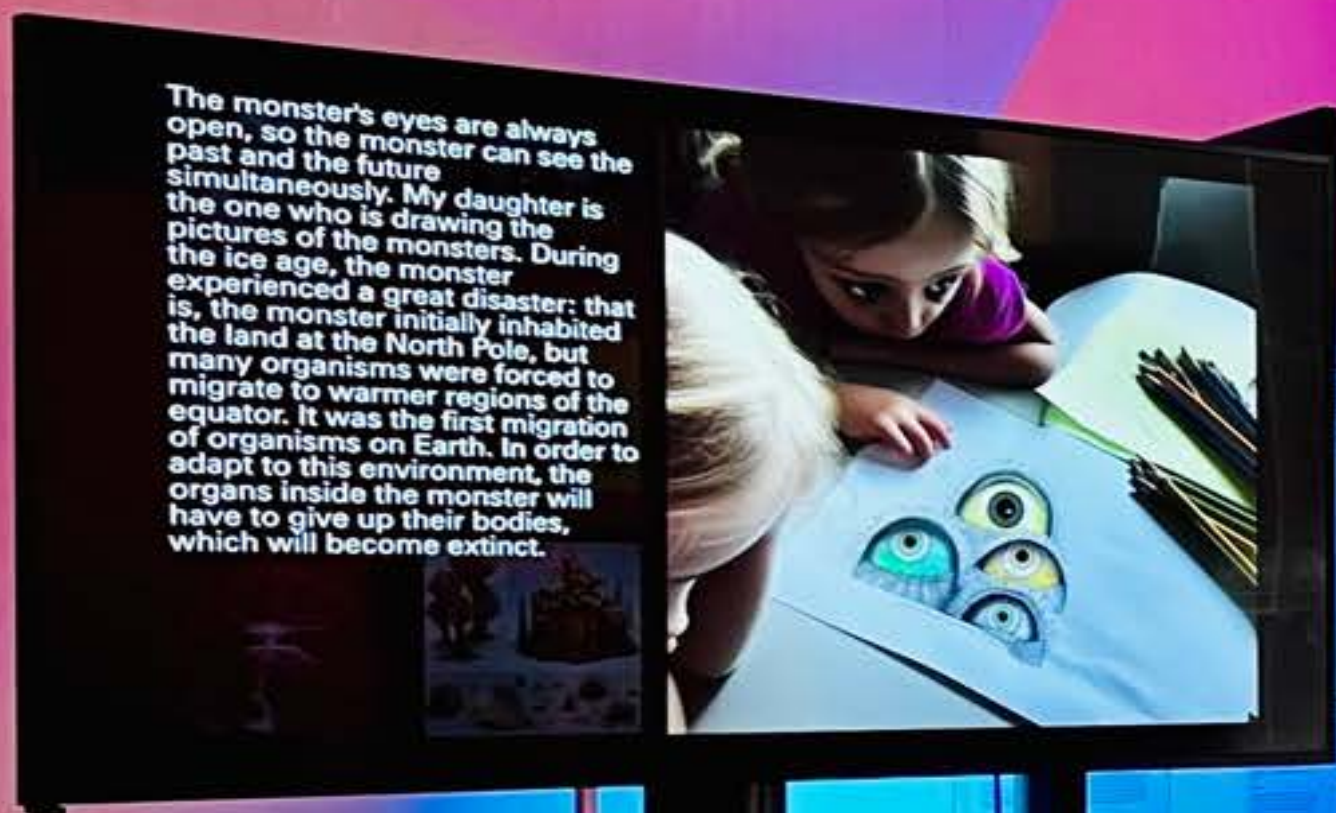
Somerset House Studios
2022

More info/images:

<https://www.somersethouse.org.uk/whats-on/new-worlds>



W. TEACHING



2023

SELECTED WORKS

ALICE BUCKNELL

WAYS OF WORLDING

What is a world and how is it made? How can the creative and critical practice of worlding help us imagine alternative visions for the present and future worlds to come?

Surveying various techniques of worldbuilding from historical science fiction narratives to more recent 'worlding' permutations across architecture, art, ecology, and games, Ways of Worlding (WoW) introduces students to multiple aesthetic and narrative strategies for making worlds.

This course toggles across scales—systems, environment, and monster. Readings are supplemented by film screenings, gameplay sessions, lectures, workshops, and a series of independent and collaborative projects that offer students a hands-on approach to worlding with emergent technologies.

Traversing the entangled disciplines of architecture, anthropology, ecology, philosophy, magic, speculative design, queer theory, and collaborations with AI, WoW introduces students to a variety of emerging theories, key referents, and conceptual approaches for contemporary worlding practices.

Location, duration, and teaching format variable

Currently worlding @ SCI-Arc, Los Angeles, California (2023)

Peep the syllabus here:

<https://www.are.na/alice-bucknell/ways-of-worlding>

What is a world and how is it made? How can the creative and critical practice of worlding help us imagine alternative visions for the present and future worlds to come? In this two-week-long master class, North American artist and writer Alice Bucknell will introduce participants to multiple narrative and aesthetic strategies for making worlds, traversing architecture, ecology, technology, philosophy, magic, game engines, and collaborations with artificial intelligence. The class will feature contributions from Lawrence Lik, Sahej Rahai, Lisa Vollaard, and Elvia Wilk, and will conclude with a public event and exhibition on Friday, 21 April 2023.

Master classes are a unique feature of the Berlage. Twice a year students and young professionals work with world-renowned architects, designers, and thinkers to analyze a chosen subject relevant to contemporary issues in the built environment and are encouraged to experiment with alternative forms of representation and dissemination. Recent theory master classes have been led by Beka & Lemoine, Barry Bergdoll, Francesca Hughes, and Felicity D. Scott.

The Berlage

Spring 2023

Ways of Worlding: Public Event + Exhibition



21 April 4pm Room N



The Berlage Center for Advanced Studies in Architecture and Urban Design
Faculty of Architecture and the Built Environment, Delft University of Technology

theberlage.nl



2023

SELECTED WORKS



ALICE BUCKNELL

SELECTED WORKS



ALICE BUCKNELL

ALICE BUCKNELL

"WAYS OF WORLDING"



MASTERCLASS EXHIBITION (NL EDITION)

2023

2023

ALICE BUCKNELL

B. 1993, LONDON
BASED IN LOS ANGELES
WWW.ALICEBUCKNELL.COM

EDUCATION HISTORY

Royal College of Art (2018—2020)
MA Contemporary Art Practice:
Critical Practice (Distinction)

University of Chicago (2011—2015)
BA Social Anthropology
BA Visual Art (Honors)



SOLO EXHIBITIONS

Basement Roma, Rome, Italy (upcoming)
MUDAC, Lusanne, Switzerland (upcoming)
Swamp City at Hoxton 253, London, UK (2022)
Kurzfilmtage Winterthur, Switzerland (2021)

GROUP EXHIBITIONS (SELECT)

Octobre Numerique, Arles, France (upcoming)
Interspecies Futures, Light Art Space, Berlin (upcoming)
Prepper at Forum Stadtpark, Graz, Austria (upcoming)
Cypher at Arcade Seoul, South Korea (2023)
Ars Electronica screening with transmediale (2023)
I Put a Spell on You, Art Exchange, Somerset, UK (2023)
Earth Editions Festival at CalArts, Los Angeles (2023)
Venice Architecture Biennale, Venice, Italy (2023 + 2021)
We are They at Honor Fraser, Los Angeles (2023)
Museum of Modern Art, Fort Worth, Texas (2023)
Open Systems at Singapore Art Museum (2023)
3hd Festival at Berlinische Galerie Berlin (2022)
Hyperscapes, Kornhausforum, Bern, Switzerland (2022)
Rio de Janeiro Digital Art Biennale, Brazil (2022)
Fiber Festival, Amsterdam (2022)
Terra[Alterities] at Biosphere 2, Arizona (2022)
Kunsthalle Wien (2022)
Spoiler.Zone, Berlin (2021)
Het Nieuwe Instituut, Rotterdam (2021)
Refresh.bzh, Paimpol, Brittany, France (2021)
DA-Z, Zurich (2021)
New Contemporaries, London (2021)
White Cube, London (2020)

SCREENINGS

PYLON-LAB with Emilija Škarnulytė ,
Ayoung Kim, Total Refusal (upcoming)
Art Lovers Movie Club, ArtReview (2023)
International Short Film Festival
Oberhausen (2023)

CURATING

NEW WORLDS (2022)
NEW MYSTICS (2021—)

TEACHING

Theory faculty at SCI-Arc (2023—)
Associate Lecturer at MA Narrative
Environments, CSM, London (2021—)
Guest Lecturer in Design Media Interactions,
Los Angeles (2023—)
Guest Lecturer at the University of Michigan
and Goldsmiths University (2021—)
“Ways of Worlding” Masterclass at The
Berlage, TU Delft, Netherlands (2023)
Assistant Lecturer in MA Fiction &
Entertainment, SCI-Arc (2022)
Guest Tutor at ADS8: Data Matter (Gaming
Edition), Royal College of Art, London (2021)
Guest Tutor at the Architectural Association,
London (2021)

TALKS (SELECT)

Convo w/ Emanuele Coccia + Eva
Papamargariti in Arles, FR (upcoming)
Machine-human interfaces with Serpentine
R&D Lab and Gray Area, SF (2023)
“Collapsing Time” with Sahej Rahal and
Laura Cuigusi at transmediale, Berlin (2023)
The Art Room with CURA, Rome (2023)
“Future Fiction Engine” Keynote Lecture
at The Berlage TU Delft, Netherlands (2023)
Keynote Lecture at INDA, Singapore (2022)
Guest lecture at Fabbrica, Italy (2022)
Worlding the Interplanetary lecture, Ignota
Books, London (2022)
Convo w/ Keiken, V&A, London (2022)
Convo w/ Chen Qiufan and
Angela Chan, Aarhus Univeristy (2021)
Convo w/ Tai Shani, Glasgow School of Art
(2021)

PRESS (SELECT)

[Interview](#) with RED-EYE Metazine (2023)
[Interview](#) on Sum Journal's podcast (2023)
[Profile](#) in Cura Magazine (2022)
[Interview](#) with Metal Magazine (2022)
[Young Artists in Conversation \(YAC\)](#) (2022)
[Interview](#) on AQNB's podcast (2022)
[Feature](#) in Elephant Magazine for New Worlds (2022)
[Interview](#) in A Magazine Curated By (2021)
[Feature](#) in PIN-UP Magazine (2021)

RESIDENCIES (SELECT)

Projekt Atol Institut, Ljubljana, Slovenia (upcoming)
Somerset House Studios Resident Artist (2023—)
Vilem Flusser Residency for Artistic Research,
transmediale and UdK Berlin (2023)
Leveld Kunstnartun, Norway (2022)
Goethe-Institut AI Residency at RIXC, Riga (2021)
Rupert, Vilnius, Lithuania (2021)
BALTIC Center for Contemporary Art (2021)
Digital Artist Residency: Online Residency (2020)
CCA Montreal (2018)

AWARDS (SELECT)

Los Angeles Public Library Digital Media Artist
Commission (2023)
SUPERCOLLIDER Fellowship LA (2023)
Lumen Prize Moving Image Award (2023)
Art Foundation Futures Award nominee (2023)
The New Real AI Art Commission (2023)
Arts Council England DYCP Grant (2023)
Bloomberg New Contemporaries Digital Fellow-
ship (2021-2022)
GARAGE Digital Laureate (2021)
Goethe-Institut AI Fellowship (2021)
Leverhulme Fellowship (2018-2020)
DAAD Fellowship (2015)