UKI – Etrashscape –this is normal studio, Hangar, Barcelona, 2009
[photo by Joan Tomas]

UKI – a viral project
http://www.u-k-i.co
Shu Lea Cheang (2009 – 2012)

[PART 1] UKI - A viral performance – live code live spam

[PART 2] UKI – a viral game – enter the bionet

CONCEPT|BACKGROUND

UKI is conceived as a sequel to my scifi cyberpunk film I.K.U. http://www.i-k-u.com (produced by Tokyo's Uplink Co., 2000). I.K.U. sets up GENOM corporation as Netsex mega-enterprise which dispatches IKU (orgasm in Japanese) coders to collect human orgasm data. Made into I.K.U. chips for mobilephone plug in, GENOM introduces orgasm on the go and makes a huge profit.

The internet as we once knew has exploded with information overload by year 2030. The IKU coders whose data downloaded are retired and dumped at E-trashscape where open source coders, circuit twitters, free networkers attempt to patch a self-sustainable network. Trading sex for codes to reboot their hard drive bodies, IKU is reformatted as UKI . Spammed by accidental polymorphic codes, UKI emerge from E-trashscape as running codes, multiplied variants, ever-mutating virus.

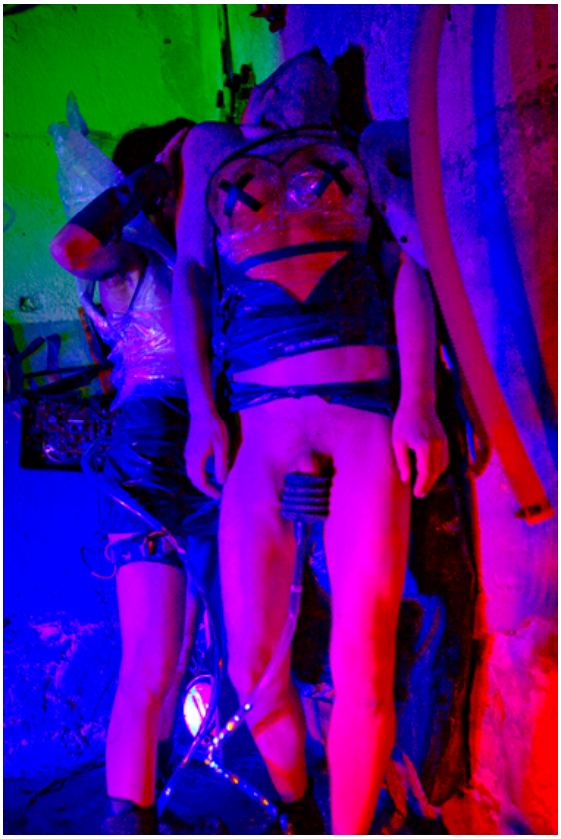
Meanwhile GENOM CORP. has taken up human body to locate its protein coated BIONET where erythrocytes (red blood cells) as microcomputing units engineer self-responsive ORGANISMO (Organic Orgasmo) biochips, bypassing the needs for body contact and intimacy. UKI, the virus, enacted to infect a city, propagated, mobilized, proceed to infiltrate BIONET, to sabotage ORGANISMO, to reclaim the lost orgasm data.

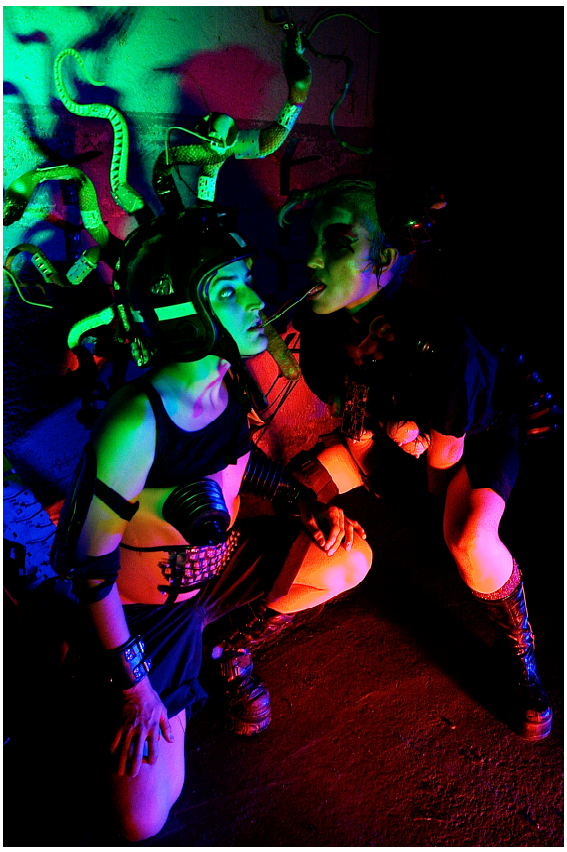
[PART 1] UKI - A VIRAL PERFORMANCE - LIVE CODE LIVE SPAM

UKI [PART 1] was developed at Hangar media lab in Barcelona in Spring 2009.
During the two month residency, I collaborated with PD patchers, noise sound artists, circuit builders and a troupe of performers who were active in Barcelona's post-porn scenes. The collaboration with 17 performers involved their own creating and acting own construct of UKI creatures.

Four tons of E-trash collected in one day by Electrorecycling Barcelona was dumped at the 2000 sq meter studio where shooting and live performance took place. UKI as a live code live spam performance was first realized at Hangar Open Studio day on May 24, 2009. 14 hour video based on each character created shot In Hdcam is edited into 70 minute raw video for viral processing.

Coder XQ & Runner Axia
Created by Quimera Yan & Ceci





Mutant Esteno & Lil
Created by Majo & Elena

UKI performance characters created and performed by-
Coder xYx [Laika], UKI Krew [Agnese], Coder XQ [Quimera Yan], RUNNER Axia [Ceci Quimera], UKI Marimacho [Florian Tokioss],Coder madlilit[klau], Agent Pony Boy [Patri], UKI FANtasia [Maria Mitsopoulou], Baby Queen [Marianissima], Coder Lubna [Diana Pornoterrorista], UKI Tripcall [Melina Peña], UKI Octo-Pussy [Helen Lafloresta], UKI Mosca [Idoia], UKI Karo [Carolina], Mutant Esteno & Lil [Majo & Elena], Virus St.Maria [Maria Llopis], Trash Mistress [Radíe Manssour]

Video documents of May 24 live performer live code set [10 minutes]
http://vimeo.com/17293475

TOURING UKI VIRAL PERFORMANCE

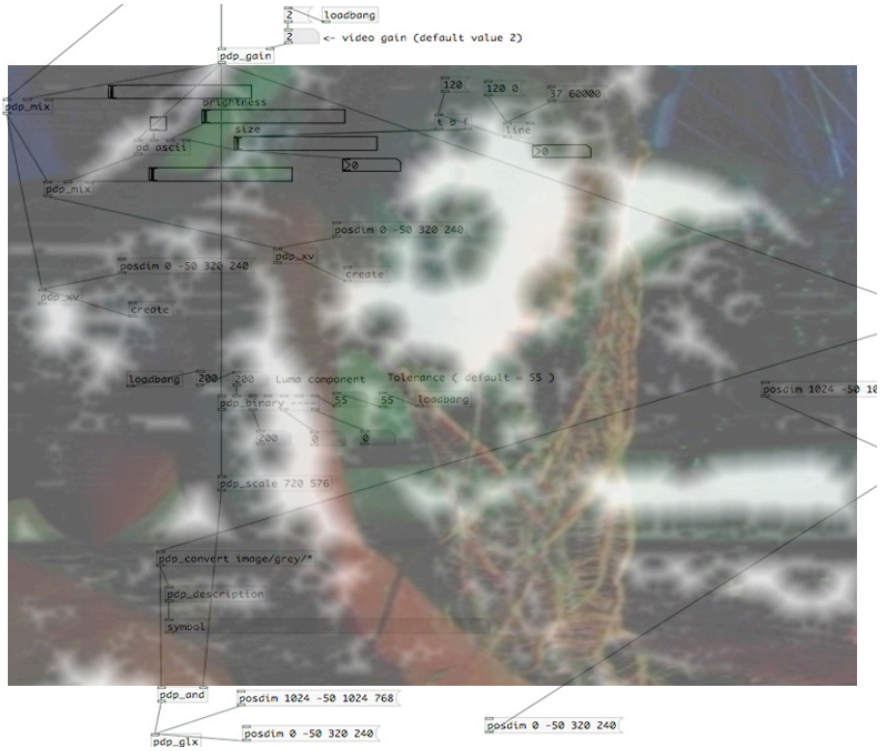
UKI as a viral performance designates a format that includes Cheang's viral visual processing and a troupe of invited noise sound artists (local and festival participants) engaging in a 70 minute non-stop set. Viral attack with source open codes, code eats code, code sexing codes, bytes and pixels deem obsolete.

First releasd at Piksel 2010, Bergen, Norway as open work session brought together Martin Howse, marco donnarumma. Oskoff Lovich, Joachim Montessuis Alejandra Perez, Eleonora Oreggia, Julien Ottavi for UKI live spam sonicscape. A follow up work session gathered Joachim Montessuis, Erik Minkinnen + Bianca Hein, International Noise club and Andy Bolus at La Générale en Manufacture, Sèvres, France.

In 2011, we officially launch UKI viral performance LIVE CODE LIVE SPAM tour.
Scheduled performance:
Live Performers Meeting, Rome (May 19-22)
Berlin Porn Film Festival (October 28-31)
MEM festival, Bilbao (November 18)
** more sets are being considered currently

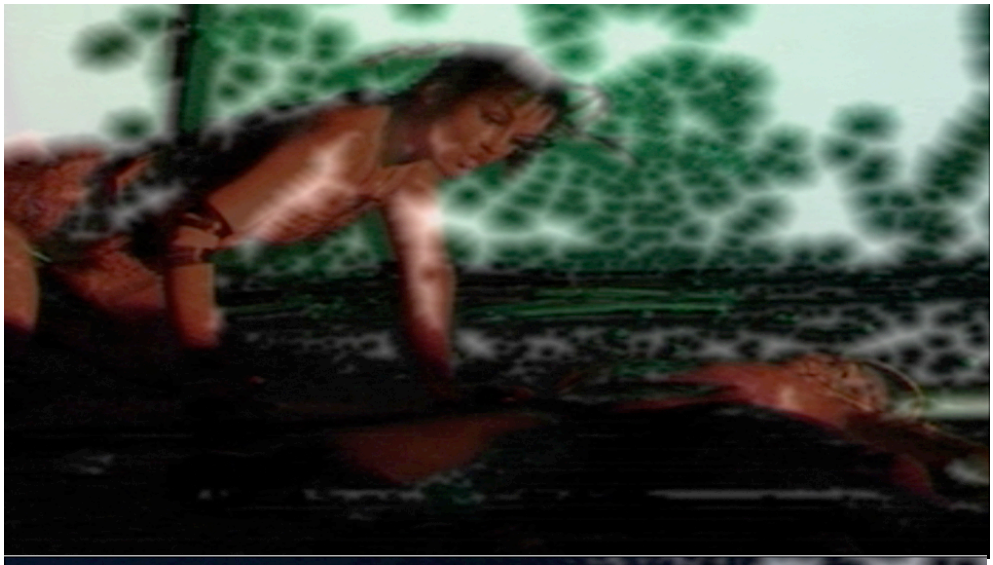
uki live performance - credits/synopsis/tech rider
http://www.mauvaiscontact.info/proposal/UKI-liveperformance-specs.pdf

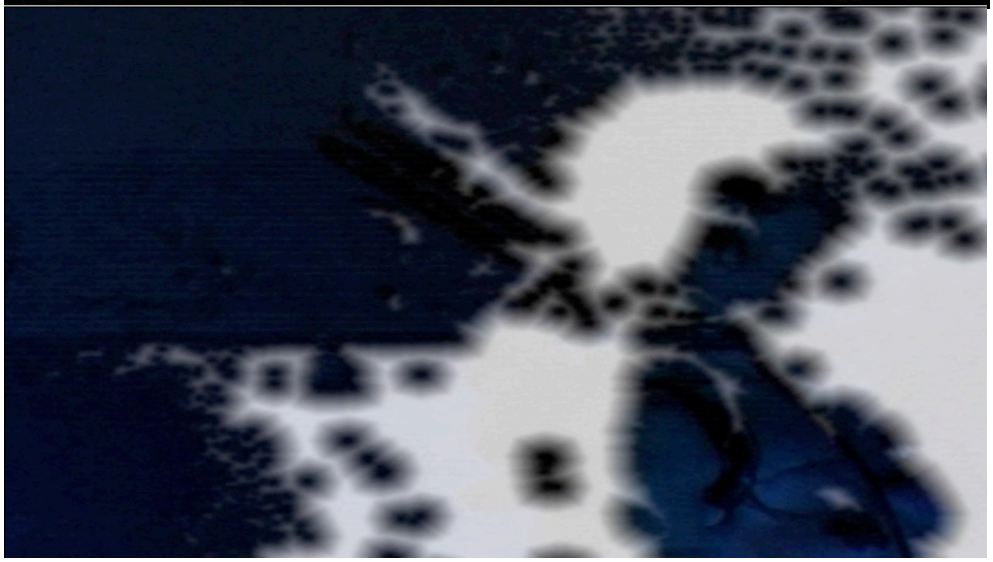
Viral patch performance excerpts [5:00]
http://vimeo.com/17293475



viral PD patch developed at Hangar medialab with lluis gomez i bigorda and Yves Degoyon

UKI VIRAL PATCH – FRAMES OF DOCUMENTATION VIDEO



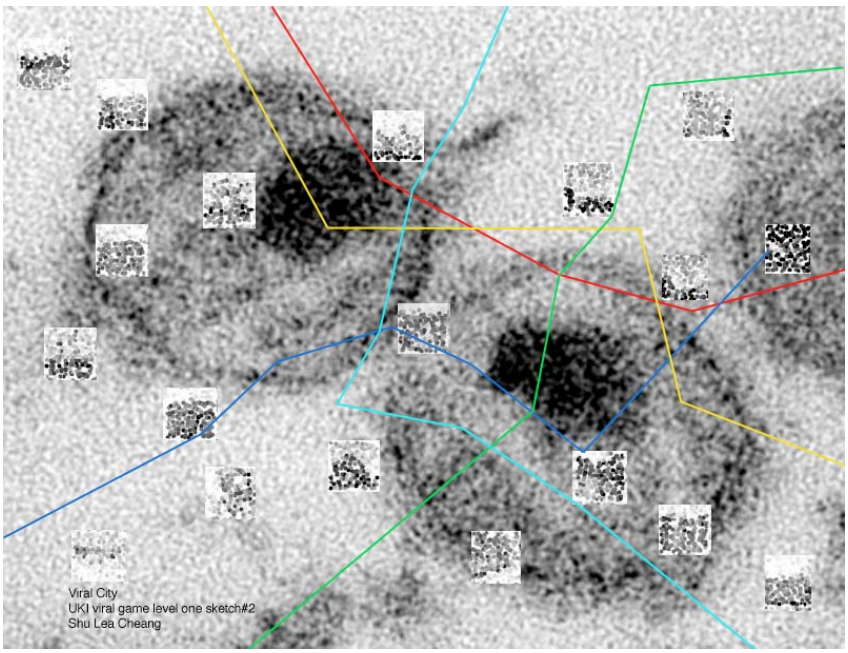


[PART 2] UKI – A VIRAL GAME – ENTER THE BIONET

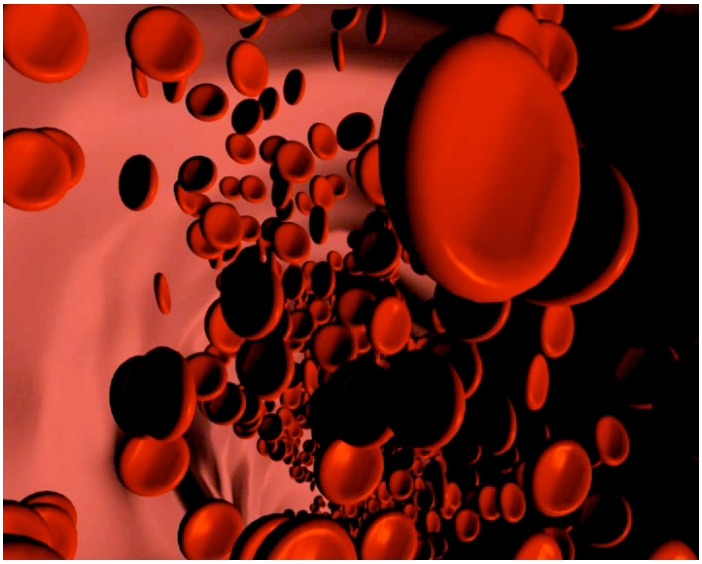
UKI, a viral game was first developed with a scripting workshop at ARSGAME, la Casa Encendida, Madrid in 2009, followed by a PLAYLAB workshop at Medialab Prado Madrid in early 2010. http://wiki.medialab-prado.es/index.php/UKI_(a_viral_game)

UKI as a viral game takes the inspiration from Rez (2001), a rail shooter video game. During 2009-2010 development, we established UKI game in two levels.
[level one] - infect a city
[level two] - enter the bionet

In 2011, further development with new interface concept and design are planned with Medialab Prado Madrid and LABoral in Gijon, Spain. The current design for level one – infect the city recruits performers as virus. The spreading of the gestural viral infection of the city public is tracked on a google map. Through body contact and open air transmission, the expanded viral blob demaps google city.



In UKI game level two, UKI virus (game players) infiltrate GENOM's BioNet to sabotage the blood cell engineering of ORGANISMO. The players advances inside the bionet designed with laser light (blood cell manifestation) and subwoofer sound speakers (orgasmo vibration). Wired with GSR (Galvanized skin response) sensor, the players 'wet' and 'heartbeat' level are measured, its data transmitted to effect the game – interactively varying the pattern, speed and intensity of lights and base sound. A collective game of sound and fury. End game with supreme vibration sensation.



3D rendering of bionet blood cell http://vimeo.com/21693860