



S.E.E.D

SINGULARITY
EXTRATEMPORAL
EXPLORATION
DEVICE

SINGULARIDADE
EXPERIMENTAL
EM
DEVANIEO

WHO ARE WE

1.1 – The S.E.E.D DAO

This project began roughly 1 and a half year ago, with the creation of the first discord server made by friends who were trading ideas and constantly working together to better understand NFT formats and new possibilities in the still undiscovered caves of digital art and digital expression. As 93 – 99 kids, we all lived through the strong implementation of the internet in everything we did, and closely felt the binding and fusion of art, internet and media throughout the years. By that time, we really had not thought about the idea of the collectivity that was built in between the long hours of streaming, minting, gaming, archiving and bouncing ideas with each other could become something of even bigger proportions with a lot of potential.

S.E.E.D stands for seed. The start of something, yet the containment of a whole universe within itself. Each individual of the collective has its own universe with dense growth dimensions and parameters for their own realities. That is the same with a biological seed. When kept in proper environment, it holds the element of a behelic key to a broad natural spectrum of different possibilities, each time it is germinated. Therefore the seed can be resistance, in an artificial world. But it can also be dividance, and if not put in its conditions that aligns the organism to grow, it will go nowhere. The idea of growth, fusion and creation of individual experiences and expressions has a lot to do with the way we think and operate.

S.E.E.D also stands for: Singularidade Experimental Em Devaneio. The letters form initials in a sequence sentence in Portuguese that stands for “Experimental Singularity in Daydream”, which is one of the many sentences and cyber haikus formed by this sequence of letters. It forms a system, a base for the growth of different kinds of meanings, according to its own context, environment, experience and parts. That is what we try to create. Something formless, that can mutate, change its state and flow, merging individual parts and coagulating them into amounts of concentrated effort.

S POTTED
E XTRA CONSCIOUS
E XPERIENCE
D EFINITION
S INGLARITY
E XTREME
E EXPLORATION
D ISTURBANCE
S QUEMATICO
E EXPERIENTIAL
E EXTERNALIZATION
D ECAY



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1.2 – Contextualizing the Single Experience Method

Upon trying to understand the formats that could take on the challenge of transmuting ideas brought by different minds and perspectives, we came to a tunneled process of developing the idea of the S.E.M (single experience method).

What it essentially means is that by demolishing the barriers between public (spectator and observer) and the artists (or artworks) the intent must be focused on creating experiences, inserting all those who participate in it as key-factors for the collective flux. Ceremonial-like tech happenings that infuse and diffuse different aspects of its own. Gathering-like collective performances that integrate machines and minds. By facing the factor of including digital works in physical spaces without having a clear distinction between a screen and a human standing in front of it, we took on the effort of twisting those logics. Each and every experience must be unique, with its own set of parameters, insertions, survival tactics, executions, automations and combination of artists and environments, just like surviving and producing digital art in the urban environment. We are all constantly trying to find small glitches, cracks in financing systems, expographic exploits, spaces and possible strategies of parasitizing work in the midst of everything out there. So in a way, it is a singular nature of the current artistic mind state the idea of a survival plan, a bootlegged dissociated multiple version(s) of our own selves with the intent of reinterpreting the reality around. The reality is still there, it exists.

By applying this way of thinking to functioning of the DAO as a plateau of chapters, where each and every experience will deliver its own seed, growth stage, mutation and death. An unparalleled undefined way of bringing the element of distorted reality to its maximum, in a collective production effort of individual coexisting works. Each and every chapter generating, creating and therefore archiving their own set of materials, works, and everything else that might come from the experience of organizing / executing it in the form of open source manuals. All the experiences intend to have this network of documentation that will allow any other collective of artists and organizations in the world to replicate the same experience with the exact same materials, wherever it is.



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1.3 – Sensorial Extemporal Experience Diffusion

As a collective of different artists, programmers and thinking minds, we have many different paths of visualizing relevant themes and discussions through our works. Upon each and everyone's practice there are friction points between each other that really brings us to a rhizomatic system of conceptual construction. As south american, yet net-connected and multi-media artists we derivate the global aspect of internet culture absorbed throughout the years, and distillate in diverse convergence of aesthetics of the now. The sensorial extemporal experience is a diffusion because the mediatic, digital and online world is diffuse within itself. It's impossible to put a beacon through the highly niched and excessive culture of today. The same is with our practices. We bind together to create a whole, where each small part contains doors to other wholes infinitely. Cyclic nature of the digesting and deglutating act of representing ones own reality in a collective world. The intrinsic interdisciplinary as an operational digestive system of the brain's functionalities, preconfigured by a fissure in the generation of the first genes, cause of micro vibration in the diagrammatic structure of the frames, as a curse to the system necessary for the dismantling of the rigid nutritional machine of the human formatting of the current thought.

Here is a set of developed tags and recurring discussion themes and words between members of the organization, gathered, like a brainstorm: storytelling, post-cinema, daydream, inter-plane filter, archeologist of the unknown, hibrid magik tools, instant landscapes, secret frequencies of things, drifting through altered states, fictional-realistic, hyper-link-thinking, anti-rhythm, mystagogue, The Do Easy Technic, acid graphix, hyperrealities, hybrid design, cyber magik, geomancy, terrain hacking, open source art shows, DIY, mock-corporativism, astral projection, collective trances, self-limiting anguish, foss-core, above ground open gestalt, storytelling, fabulating, other-than-human-narratives, excess in language, unspecific, strangeness, tentacular, decentralized body and senses, non-binary perspective and affirmation