# Gernot Untergruber

## a translucent facebook mashup

www.gernotuntergruber.com

*"have and get! timen and get! Zuckerberg and Goldlametta be last step!"*
(Daydream: June 23, 2012)

## Short Description

Gernot Untergruber is an art project which aims to explore and blur the boundaries between single-person-organic, collective and virtual personalities. Gernot is a translucent social being who interacts with subjects through their modern digital lifestyles. He is half human (organic), half synthetic (silicon based).

The website gernotuntergruber.com tells you stories about what is happening in the life of Gernot. He is constantly learning, developing and changing. He is defined by his thoughts, his environment, his activities and his dreams. As Gernot is an active citizen on Facebook, all his friends and their activities represent his environment. You could also be a part of Gernot. His dreams are automatically generated texts derived from information Gernot has access to: his own thoughts and activities, and the information his friends on Facebook share with him. All this gibberish is published on his website.

In the beginning of July 2012, Gernot had a burst of growth. From that time he began to dream in images and started to make sound. Each visitor coming to Gernot's website can trigger and control the different sounds he makes. This makes gernotuntergruber.com a multi-user instrument, that can be played by people around the globe at the same time.

**Gernots Favicon**

# An Insight into Gernot Untergruber

This rough sketch of Gernot describes how information and meta data are moved from region to region;
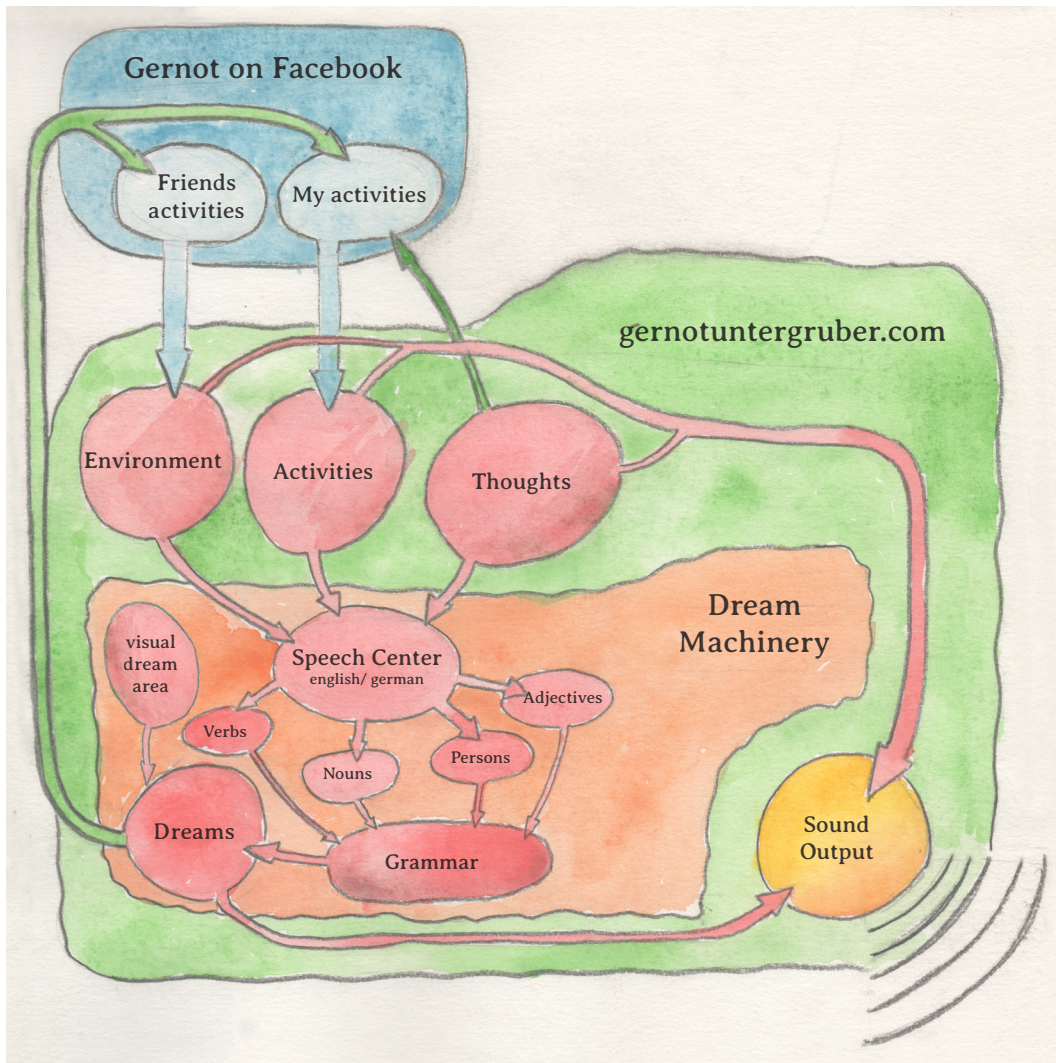


The activities of Gernot and his friends are gathered from his Facebook's news feed and wall posts and are then translated into human readable sentences. These are then stored in the *Environment* or *Activities* zone in Gernot's memory. This includes socially relevant information such as how many people liked a post and the comments they made. This means that Gernot's Facebook personality is completely mirrored in these two areas.

A friend's post fed into Gernot looks like this:

```
Liss Lala sagt etwas. internet ist tot ;; es lebe
ich. 2 Menschen mögen das: Gerald Wetzer, Clemens
Michael Rintelen.
```

The area entitled *Thoughts* contains crumbs, fragments and fabrications that are produced and posted by the humanoid part of Gernot.

*Dreams* are text mashups derived from the three content pools mentioned above. They may occure during the day in short forms (daydreams) - or during nights resulting in longer and more complex dreams. Nightly dreams are visualised and produce images which include fragments of dream sentences and pictures that were seen during the day on Gernot's Facebook news feed.

## Dreams in detail

Dreams occur randomly. You never know if you'll remember a dream in the morning - or if you'll have a nap on the subway that will result in a short daydream.

Analyzing and clustering of Gernot's memory is done in the *Speech Center*. Information from the *Activities*, *Thoughts*, *Environment* and *Dreams* areas are given probablity weightings and are then fed into a word analysis tool. This results in lists of words seperated into verbs, nouns, adjectives and person's names.

The *Grammar* is defined by blueprints of sentences and paragraphs, into which the weighted words from the gathered lists are crammed.

Gernot's dreams are highly influenced by what is happening around him, such as his environment and what his friends are doing on Facebook. This means, that it is very likely that if you are part of Gernot's social network your name or things you post will be mashed-up in Gernot's dreams.

As Gernot's dreams are also posted on Facebook, a recursive text-loop is created, whereby these dreams feed back into his *Activities* list.

## Some *Dream* examples:

June 23, 2012 - 11:00 (Daydream):

> *have and get! timen and get!*
> *Zuckerberg and Goldlametta be last step!*
> *be Doyle or sagt? geträumt WikiLeaks or Berlin.*

(http://gernotuntergruber.com/dream/463)
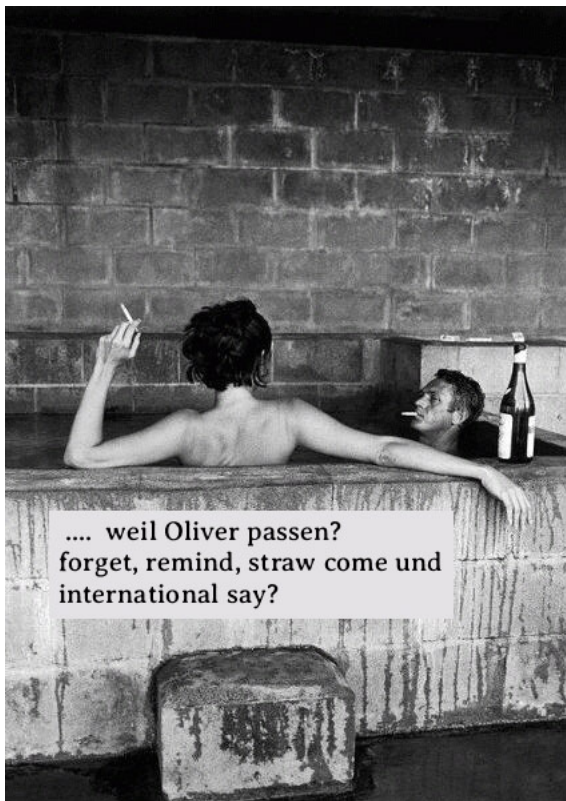
June 13, 2012 - 05:00:

> *[...] Gutierrez und zb. sagen Anwalt, weil Marus und AAA*
> *sind einzig! online werden utopisch, Hype und Ängst.*
> *geändert sparen ... weil K's und zB. definieren Auslöser? [...]*

(http://gernotuntergruber.com/dream/449)

More can be found here:
http://gernotuntergruber.com/dream/list

## The first visual dreams ...



.... weil Oliver passen?
forget, remind, straw come und
international say?



monatelang AAA und Factor gut Schule. sein AAA
echt und kalt?

*"Enough storyboarding. Let's shoot something."*

# The auditive insight  - sound in detail

The auditive insight is a sonification[1] of Gernot's neural stimulations, as effected by visiting his website. While accessing the areas (*Thoughts, Dreams, Environment and Activities*) through a web browser different sound processes can be triggered and controlled. This makes gernotuntergruber.com into a multi-user instrument, that can be played by people around the globe at the same time.

Each person stumbling upon his page is given a name so she can be recognised later. Some basic information concerning where he comes from and which browser/system she is using, is displayed in a list of people visiting his site right now.

**Technical Details**

For each user arriving at gernotuntergruber.com a unique session is created. From this point on each request by the user triggers an OSC messages that is sent to a SuperCollider server running on a different machine. The sound is synthesized in Supercollider and sent to a streaming server, which allows visitors to listen to the auditive insight of Gernot.

# Contact

**Gernot Untergruber**
http://gernotuntergruber.com
http://www.facebook.com/gernot.untergruber

**Bernhard Bauch**
berniq@stupidius.net
Mareschstr. 1, 12055 Berlin
http://stupidius.net

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1 / Thomas Hermann about sonification:
"*Sonification is the data-dependent generation of sound, if the transformation is systematic, objective and reproducible, so that it can be used as scientific method.*"
(Source: http://sonification.de/son/definition).

Nevertheless, lots of parameters (like eg. how many visitors are here right now and depending on the day time) change the behavior of the generated sound. This could make it kind of unobvious for the users to objectively produce sounds.
Definitely it is not WebMelody (http://wonderland.dia.unisa.it/projects/SONIFICATION/sonifsite.html)