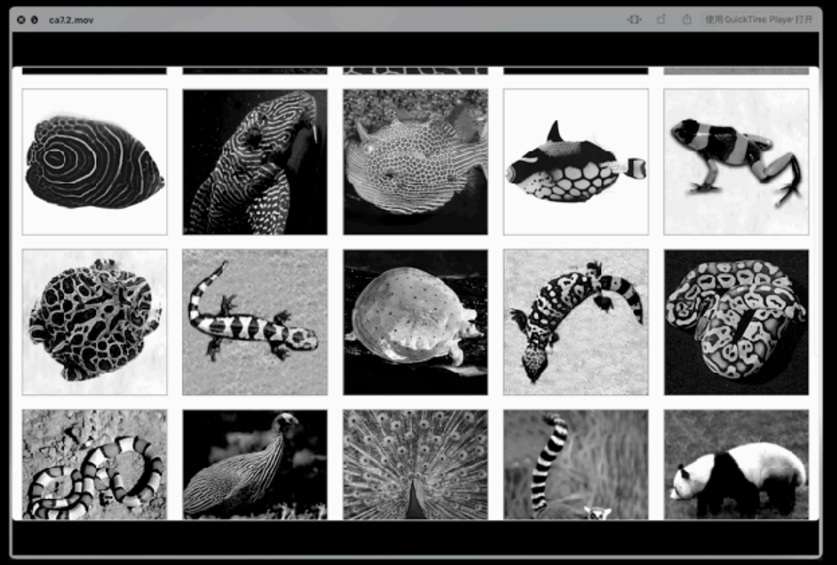
This project began with the exploring of a bionic code which simulating cellular survival in the nature. The code can automatically generate outcomes based on the input from human choices.Later, I begin to extend this system to simulate human memory—specifically, how we filter, remain, or forget our memories. It focuses on the subjective reconstruction and the layers of our memory, where the past fragments are pieced together, imagined, or distorted, like the replacement of Theseus's ship. My aim was to highlight the generative and revisionary nature of memory, making its transformation traceable and iterative in the project.

Through this, I discovered a potential research direction: using the underlying structures and rules of natural processes to create a design framework where concepts could emerge organically. For expensive to preserve something unpredictable and generative in design outcomes. For example, by using bionic code to explore how memory is reshaped, I connect non-human patterns in nature with human cognitive behavior—challenging the divide between human and non-human, and between natural and artificial processes, with methods of metaphorize from a non-human perspective.



sketch.js

Preview

```
let w = 30; //单元格宽度
let h = 15; // 单元格高度
let columns, rows; // 网格列数和行数
let board; // 前细胞状态 (0/1)
let currentWords; // 存储每个细胞当前显示的单词

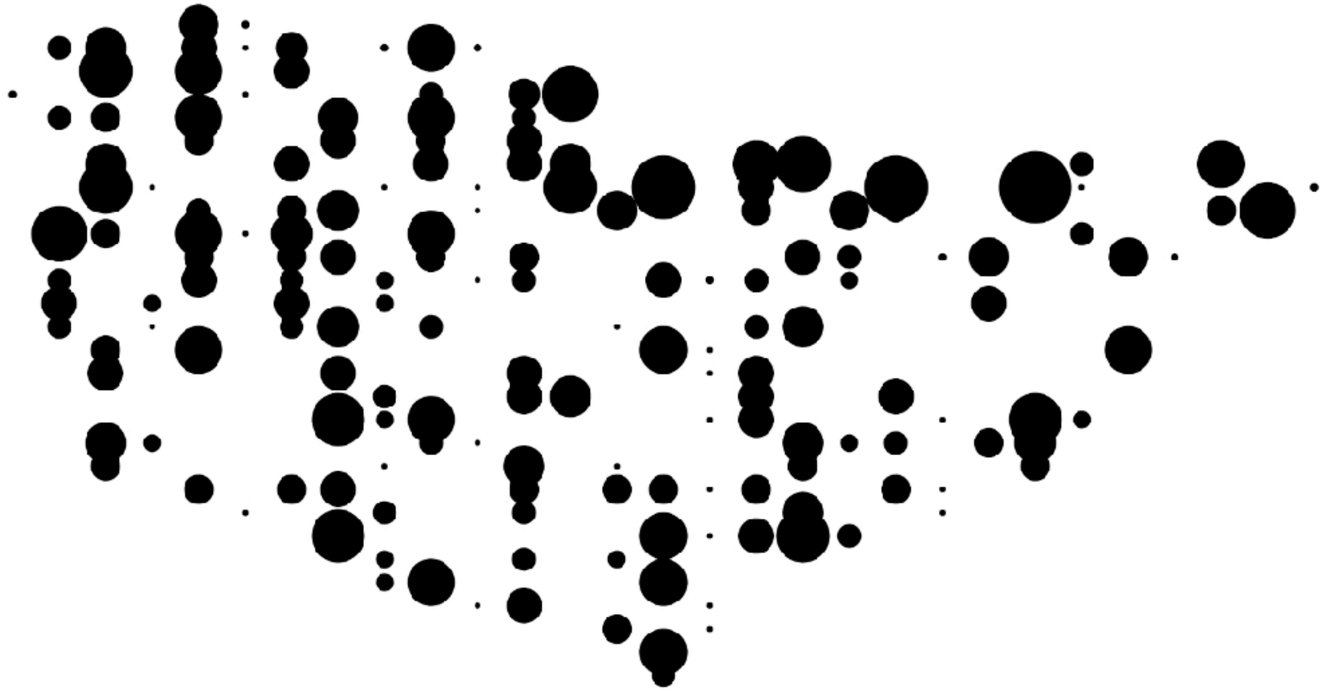
// 公用词库
let commonSubjects = ["heart","time","past","now","you","i"];
let commonObjects = ["memories", "heart", "myself", "thoughts", "love"];
let punctuation = [".",",","…","?","!"]; // 定义标点符号数组

let rule1Verbs = ["love", "hope", "inspire", "grow", "curious","imagine", "dream", "create", "enjoy", "seek"];
let rule1Adverbs = ["hopeful", "optimistically", "dreamily", "friendly", "happily"];

let rule2Verbs = ["hate", "reject", "ignore", "regret", "doubt", "depress", "anger", "stop", "sadden", "bore"];
let rule2Adverbs = ["sadly", "lonely", "tensely", "anxiously", "angrily"];

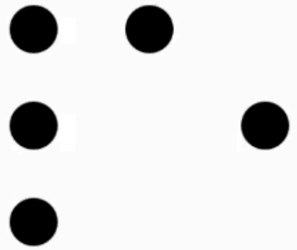
let words = [commonSubjects,commonObjects,punctuation,rule2Verbs,rule2Adverbs];

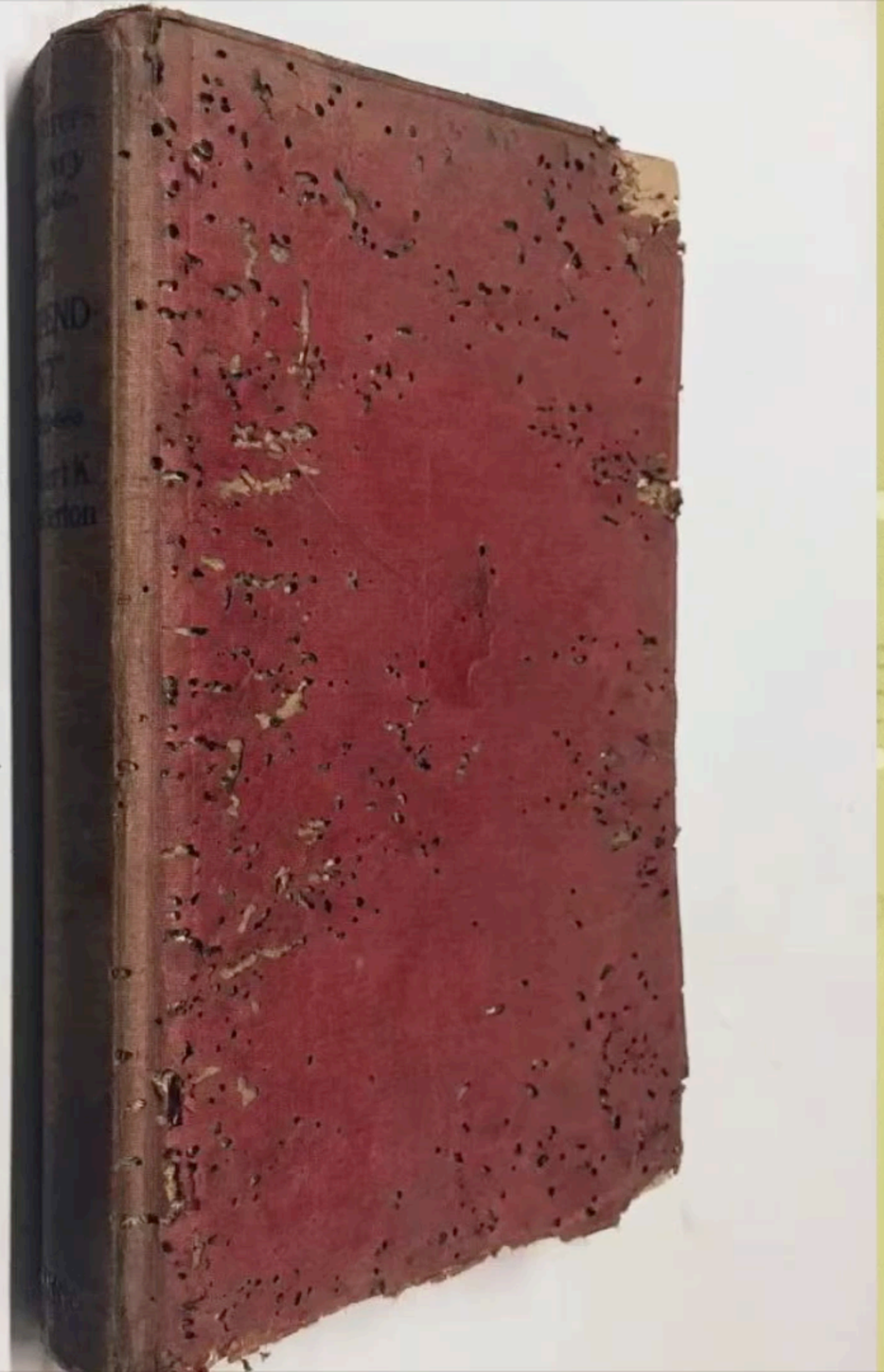
```



Console

Clear



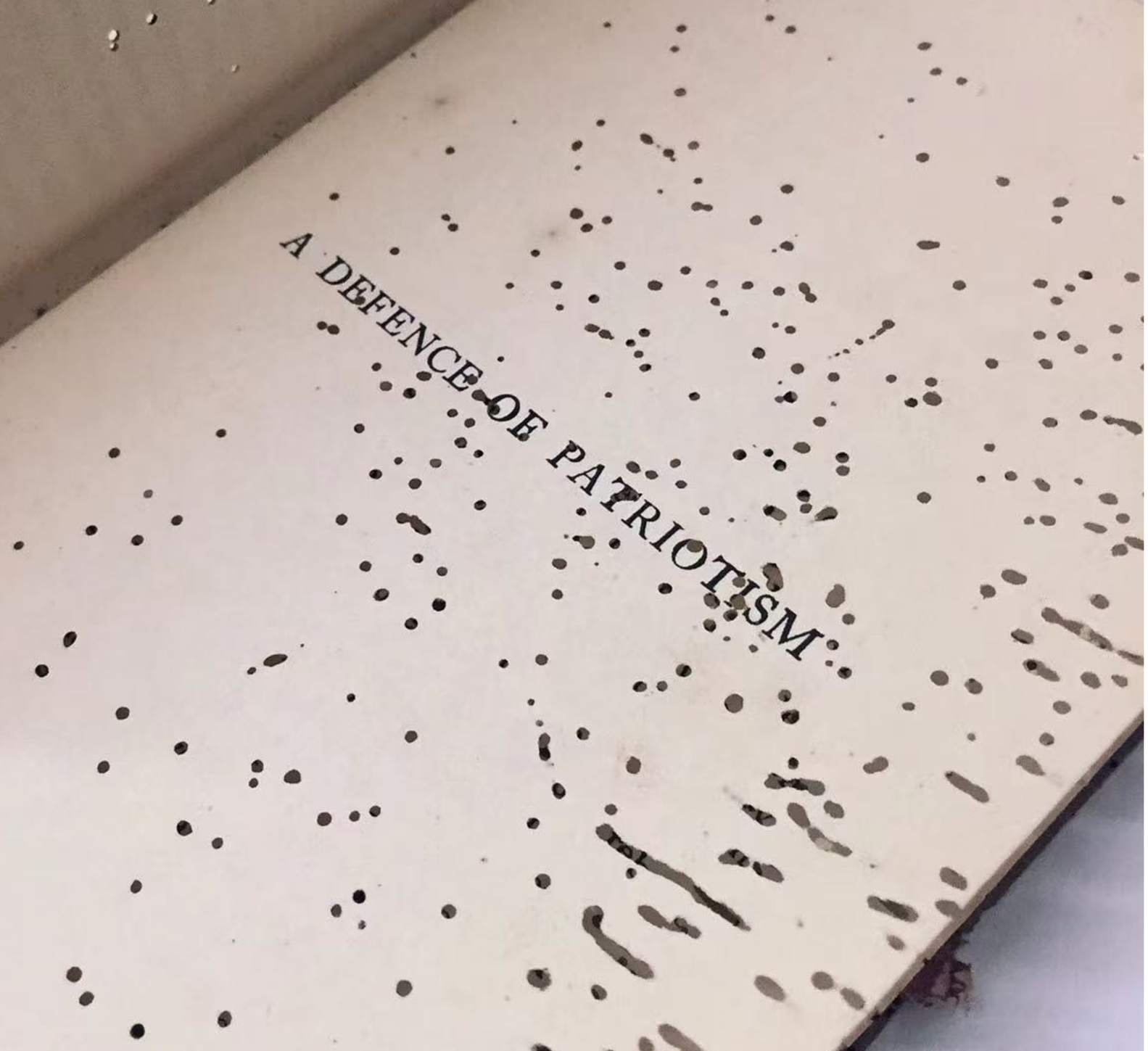


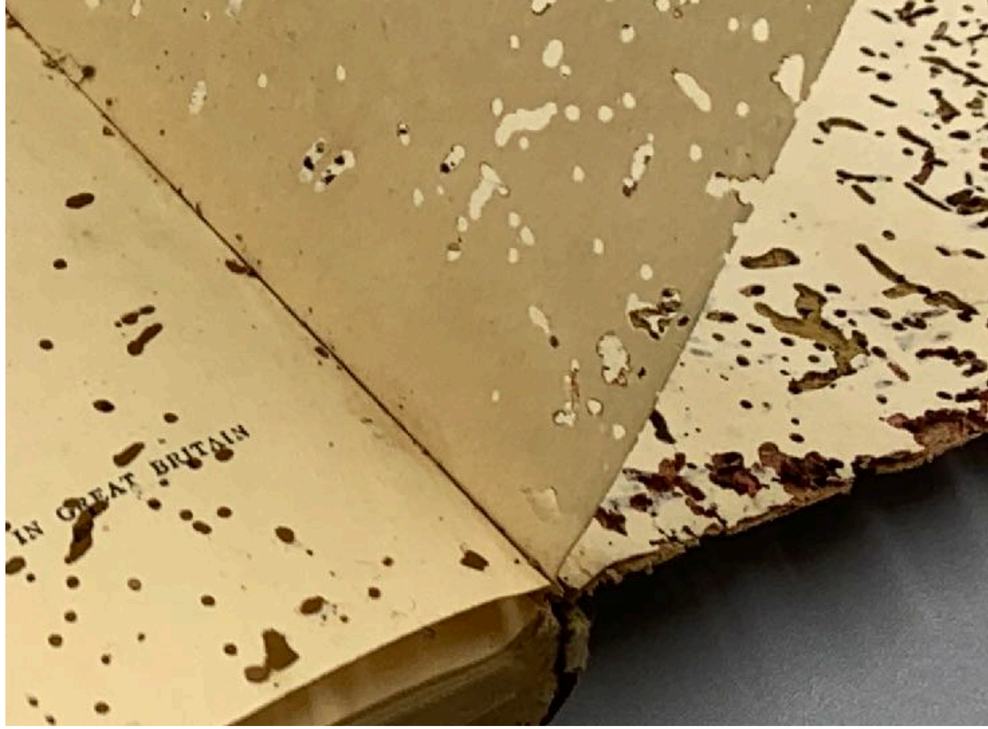
main personal chose
Primal memories are gnawed away, while blanks are filled by the present.

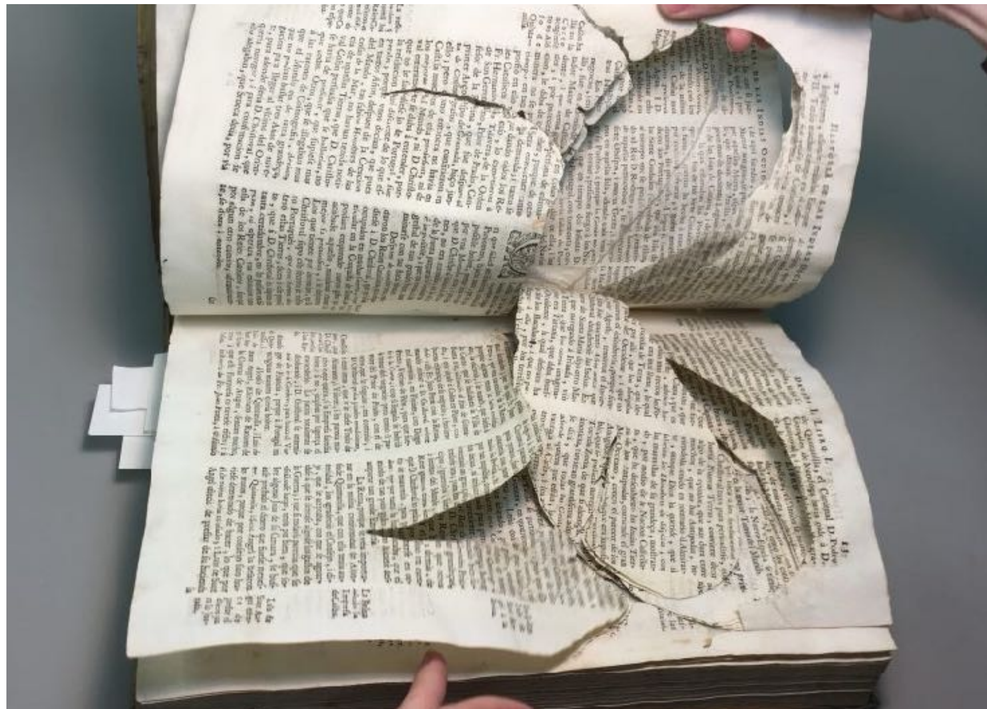
Memory is an ongoing cognitive reconstruction.
rebuild

They become a traceable, iterative process of revision.

visible


A DEFENCE OF PATRIOTISM

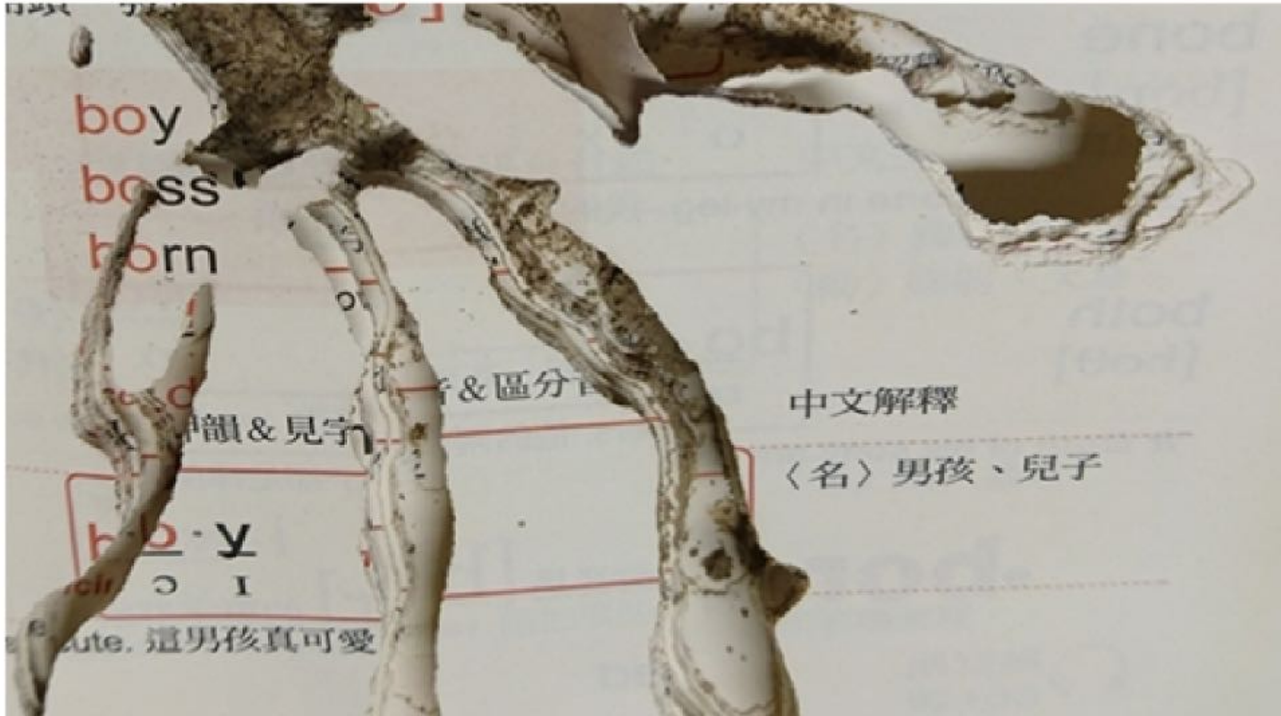

IN GREAT BRITAIN

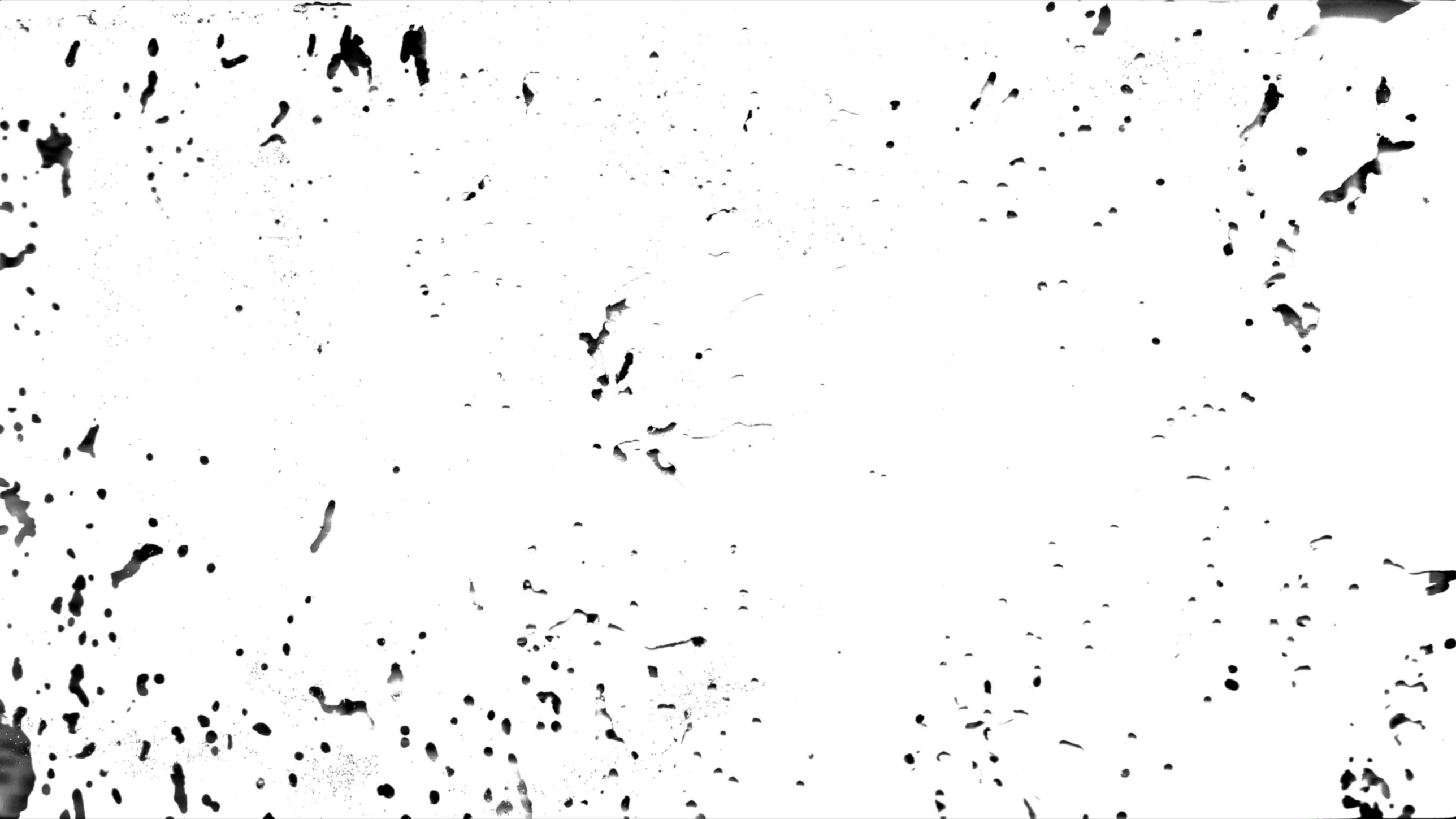




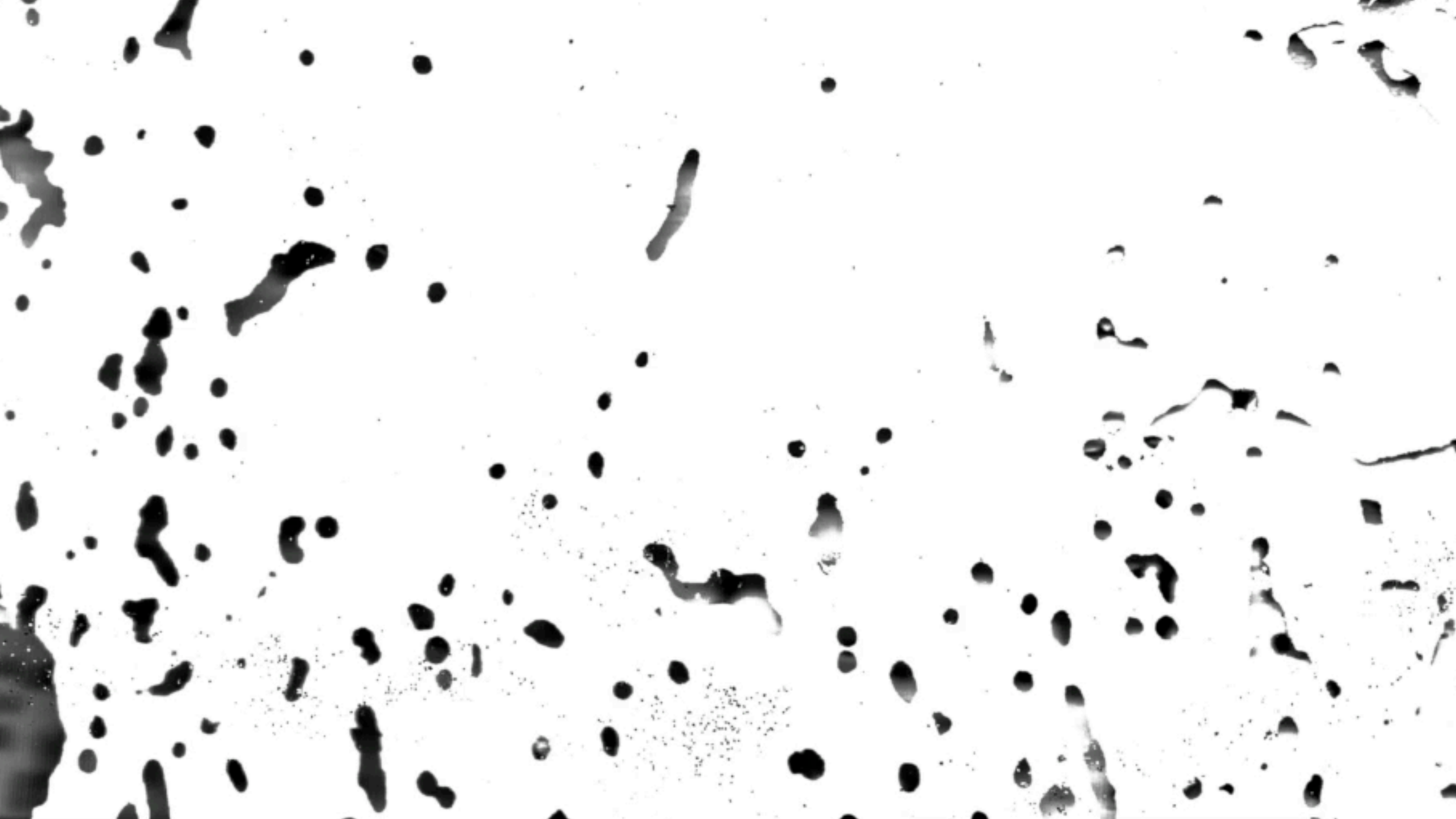




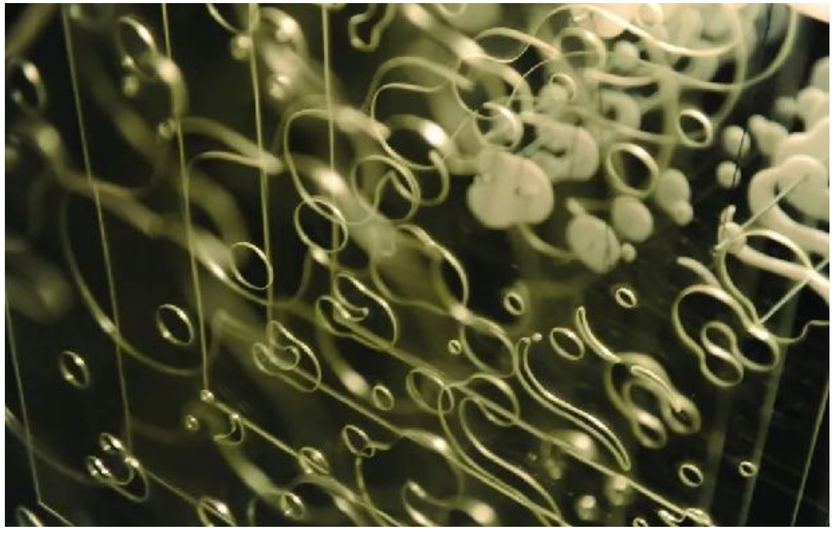

boy
boss
born
中文解釋
〈名〉男孩、兒子












I wrote a book on the subject, *The Mulberry Empire*.



MEMORY

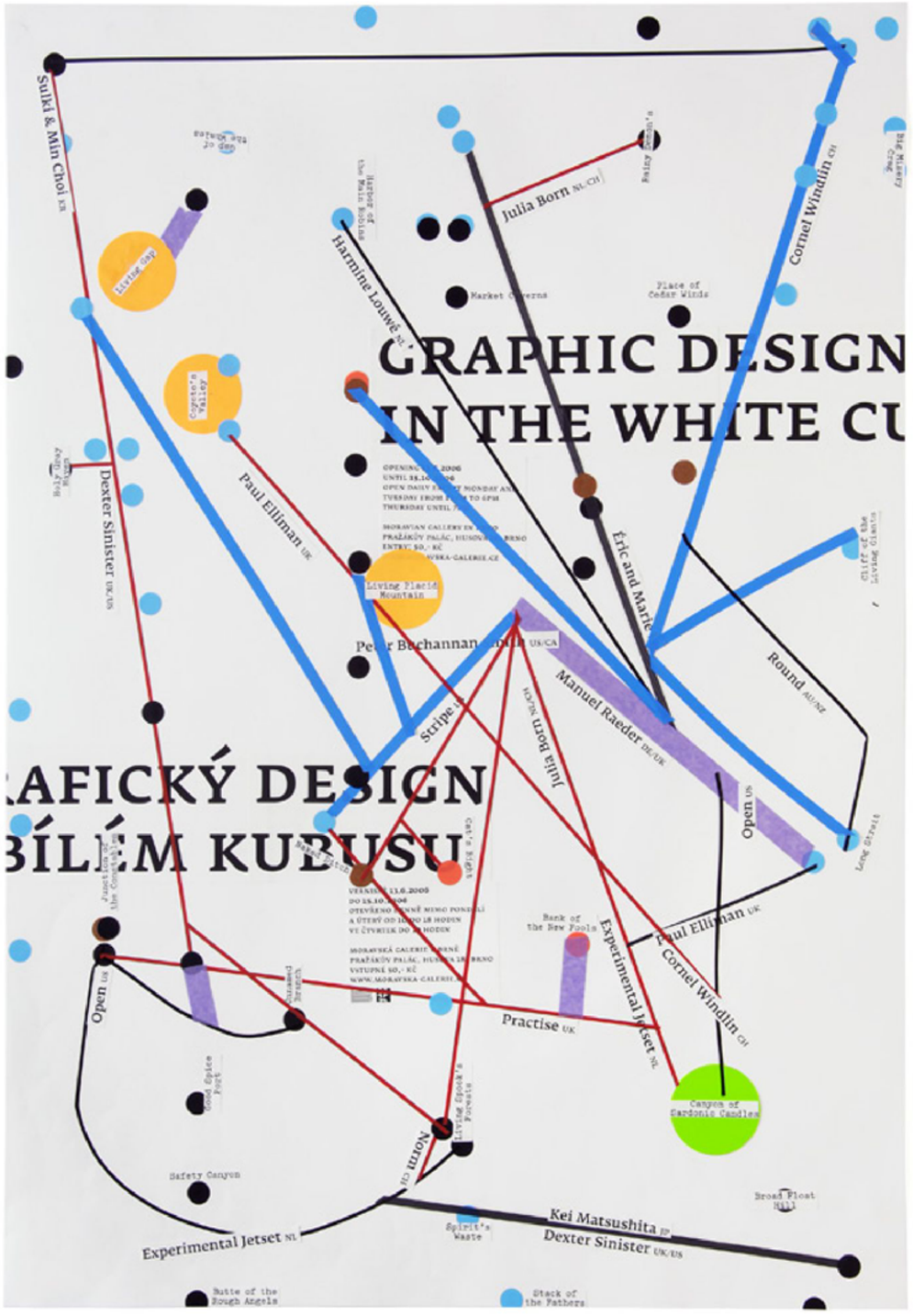
Animate and inanimate, milieu and mechanism—interlinked, they reform who we are. Posthumanism unsettles entrenched binaries and thresholds: across beings and biosphere, living and manufactured, by investigating divergent modalities of existence, sentience and adaptation. Amid these entangled, trans-human arrangements of the living world, whose voice echoes nature's intent? Via structural grammars discerned in epidermal organisms and sensorimotor terrains, a metaphoric procedural matrix surfaces—one that imitates the diffusion-reaction choreography of adaptive change, exposing how figures are continuously recast and modulated within an unfolding biocentric field. These generative schemata are implanted in our chromosomes, establishing a feedforward-loop cognitive architecture—where remembering operates as perpetual revision. It is a repositing web, knit from impressions gathered across heterogeneous inputs, a fluctuating lattice of impressings. Its arising and alteration negate the premise of conservation. The neural field hosts its flow. Vision and affect co-author the iterative revision of memory—disruptions and overlays—alienately divergent or coalescent. Primal inscriptions deteriorate, while absence is overwritten by the immediacy of now. In temporal drift, the corporeal archive reconfigures—its formal logic metamorphosing alongside time. Actual and simulated, embodied and other—mutually generative. "Excavating remembrance." Through lexicon as its threshold, it unfolds in tractable, recursive cycles of reformation. A more integrated, mutable storytelling arises.

1.MEMORY 2.or 3.produced 4.examining 5.existence 6.consciousness 7.twisted 8.mankind 9.reflections 10.noticed 11.ground 12.syntax 13.arrangement 14.revealing 15.constantly 16.implanted 17.monitoring-loop 18.recollect 19.continuous 20.deposited 21.above 22.diverse 23.feelings 24.its 25.sequentially 26.immediateness 27.changing 28.detectable 29.iterative 30.assimilated

MEMORY

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GRAPHIC DESIGN
IN THE WHITE CU
AFICKÝ DESIGN
BÍLÉM KUBUSU
Sulki & Min Choi KR
Julia Born NL/CH
Harmine Louwé NL
Cornel Windlin CH
Dexter Sinister UK/US
Paul Elliman UK
Peter Buchanan-Smith US/CA
Manuel Raeder DE/UK
Julia Born NL/CH
Round AU/NZ
Open US
Paul Elliman UK
Cornel Windlin CH
Experimental Jetset NL
Practise UK
Open UK
Kei Matsushita JP
Dexter Sinister UK/US
Experimental Jetset NL