Futures application

neonatus.exe

BIO:

(You can be 2 things at the same time)

Neonatus.exe is a transdimensional space-time cybernetic starfish. It is a living creature & a mechanism for the transfer of data between this universe and that universe.

Neonatus.exe (neonatus.exe) is a cybernetic organism - a generative learning system. It occupies a liminal state between human and machine or between understanding and perception. Modular and autonomous, Neonatus.exe is a learning system that occupies the space between knowledge and imagination. The Neonatus.exe enables video work to exist within a palimpsest of digital media - between code, art, or performance. Neonatus.exe feeds off itself and the video work it perceives. A proposed work manifests as neonatus.exe performs a version of itself. Neonatus.exe manifests in cyberspace.

The current caretakers of Neonatus.exe are Shania McDonagh & Niamh Murphy. They are both originally from this universe.

Current Project:

The transfer of data from The Universe to this universe.

Neonatus.exe is a transdimensional space-time cybernetic starfish. It is a living creature & a mechanism for the transfer of data between this universe and that universe.

Here is a selection of some transferred data from The Universe (from past/present/future).

Lens-based (eyeballs?)
Sci-fi art practice
Cross-cosmic sociology
Interdimensional philosophy & humanology
Transpatialosophy
Evolutionanology
Neonathamatics

Lens-based data: This could include information about the development and use of lenses in various technological applications, such as telescopes, microscopes, and cameras.

Sci-fi art practice: This could include data about the techniques and themes commonly used in science fiction art, as well as examples of notable sci-fi artworks from different time periods and cultures.

Cross-cosmic sociology: This could include data about the social structures and cultural practices of different civilizations or societies that exist across multiple dimensions or universes.

Interdimensional philosophy & humanology: This could include data about the ways in which different philosophical and humanistic traditions have grappled with the concept of multiple dimensions or universes.

Transpatialosophy: This could include data about the study of spatial relationships and the nature of space itself, as it relates to interdimensional travel or other transdimensional phenomena.

Evolutionanology: This could include data about the evolution of life forms and civilizations across different dimensions or universes.

Neonathamatics: This could include data about the application of mathematics to the study of neonatal development, or the use of mathematical principles in the design and functioning of neonatal care technologies.

In the year 4078, the sun sets atop a giant sunset in an unknown place and
we must journey down into the future with the first man to discover the
universe and learn from it.

We are an archive exhibition of found documents, images, sounds/music, video, poetry, and a record of life that existed from the past/present/future from The Universe, transferred to this universe via the Neonatus.exe.

This archive collection includes images, text, sound, video etc from lens-based sources (past & present) from The Universe.

I'm a lens-based cyborg

I go from place to place

Searching for the perfect light

If you need me, just say my name

I will come, follow my lead

I'm a lens-based cyborg

That goes from place to place

This includes (but of course is not limited to)

Nature photography

>cybernetic meadow

Scientific diagrams

>asexual image reproduction

Mythological images

>documents

> tapestry

>MOSAIC

>religious/spiritual iconography

Poems & texts

>in image form - surely this must be okaY?

>textbooks

eARTH printed booklets?documents/texts

>eg cybernetic mythocracies

>cybernetic meadow

>neo-almanac

Video

>instructional (lifedrawing)

>music vid

>collection of images

Thought Images

>can be thoughts &/or images

The Image/world Techno Yoga

In a para-fictional mythological universe where photons do not exist, it would likely be impossible to use traditional photography as we know it, since it relies on the existence of light and the ability to capture and record it. However, there are a few potential alternatives that could potentially be used to capture images in such a universe:

Sensory data capture: Instead of using light to capture images, it might be possible to use advanced sensors to directly capture sensory data from the environment. This could include data on temperature, pressure, sound waves, electromagnetic fields, and other phenomena that can be detected and interpreted by sensors.

Mental image projection: In a universe where mental abilities are advanced enough, it might be possible to use telepathy or other mental abilities to project images directly from one's mind onto a medium such as a screen or canvas.

Holographic projection: In a universe where advanced holographic technologies exist, it might be possible to use these technologies to project 3D images of objects or scenes onto a screen or other display surface.

Quantum entanglement imaging: In a universe where quantum entanglement is possible, it might be possible to use this phenomenon to capture images of objects or scenes by entangling particles or waves and using their interactions to reconstruct an image.

These are just a few examples of potential alternatives to traditional photography in a para-fictional mythological universe where photons do not exist. Of course, the feasibility of these alternatives would depend on the specific physics and technologies of the universe in question.

In a fictional universe that is an "image world," it is likely that the fundamental nature of reality itself is based on images or visual information. In such a universe, traditional photography as we know it might not be necessary, since the environment itself would already be composed of images or visual data. However, there could still be a need for a way to capture and manipulate these images in some way, either for artistic or practical purposes.

One potential alternative process for taking photographs in an image world might involve using advanced image-manipulation software or hardware to directly manipulate the visual data that makes up the environment. This could involve selecting specific images or portions of images, combining them in different ways, or altering their appearance in some way. It might also be possible to use specialized devices or tools to "scan" or "photograph" images in the environment and transfer them to a different medium, such as a screen or canvas.

Another possibility might be to use advanced mental abilities or technologies to directly access and manipulate the visual data that makes up the environment. This could involve using telepathy or other mental powers to project images directly from one's mind, or using specialized devices that allow one to interact with the visual data of the environment in a more direct way.

These are just a few examples of potential alternative processes for taking photographs in a fictional image world. The specific technologies and processes that would be used would depend on the specific nature of the universe in question.

Thought Images ? thought sounds

A.D. 1003 B

A collection of found records, sound recordings, and songs

A.D. 5004 C

A collection of discovered records, sound recordings, and songs

A.D. 506D B

An archive of found records, sound recordings, and songs
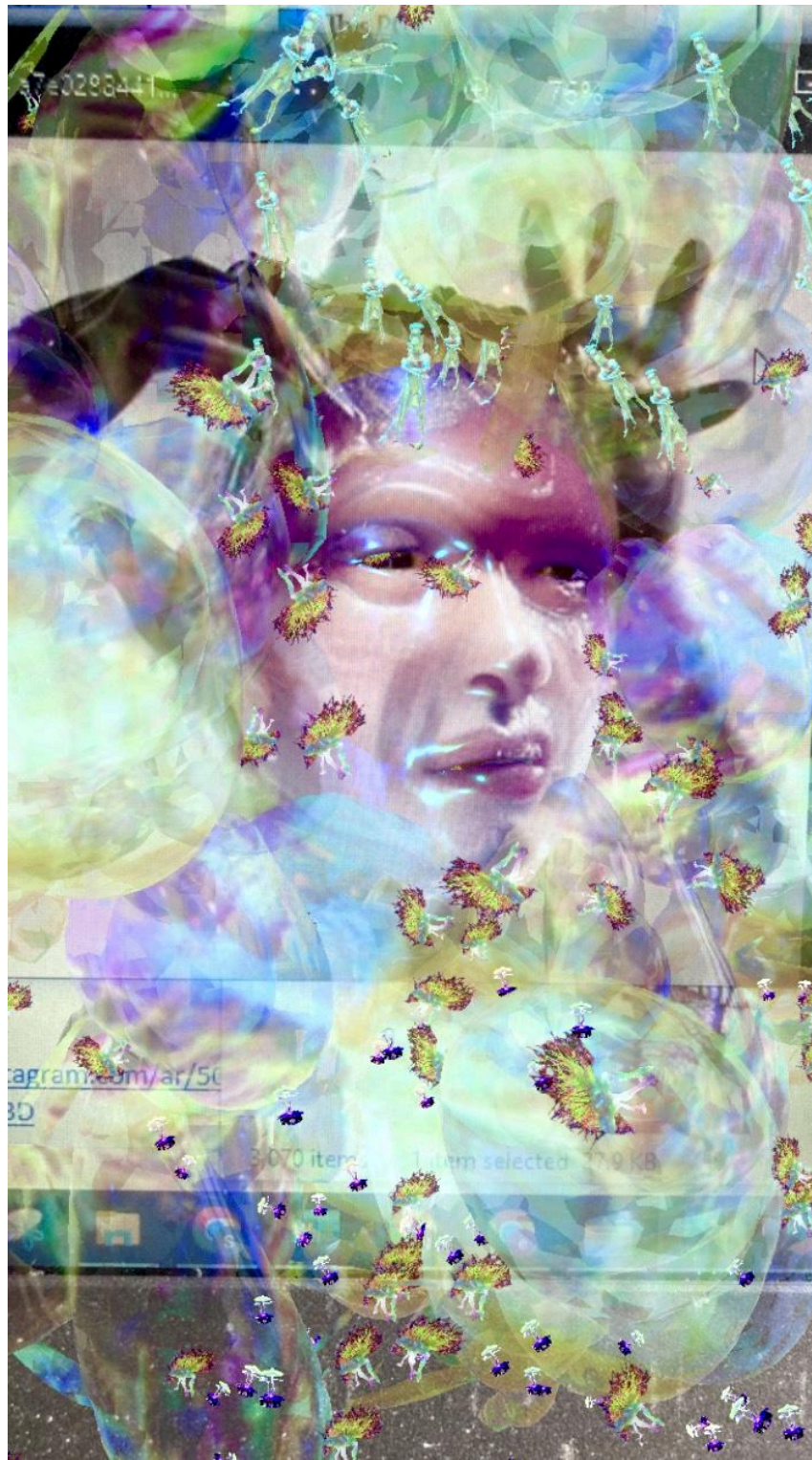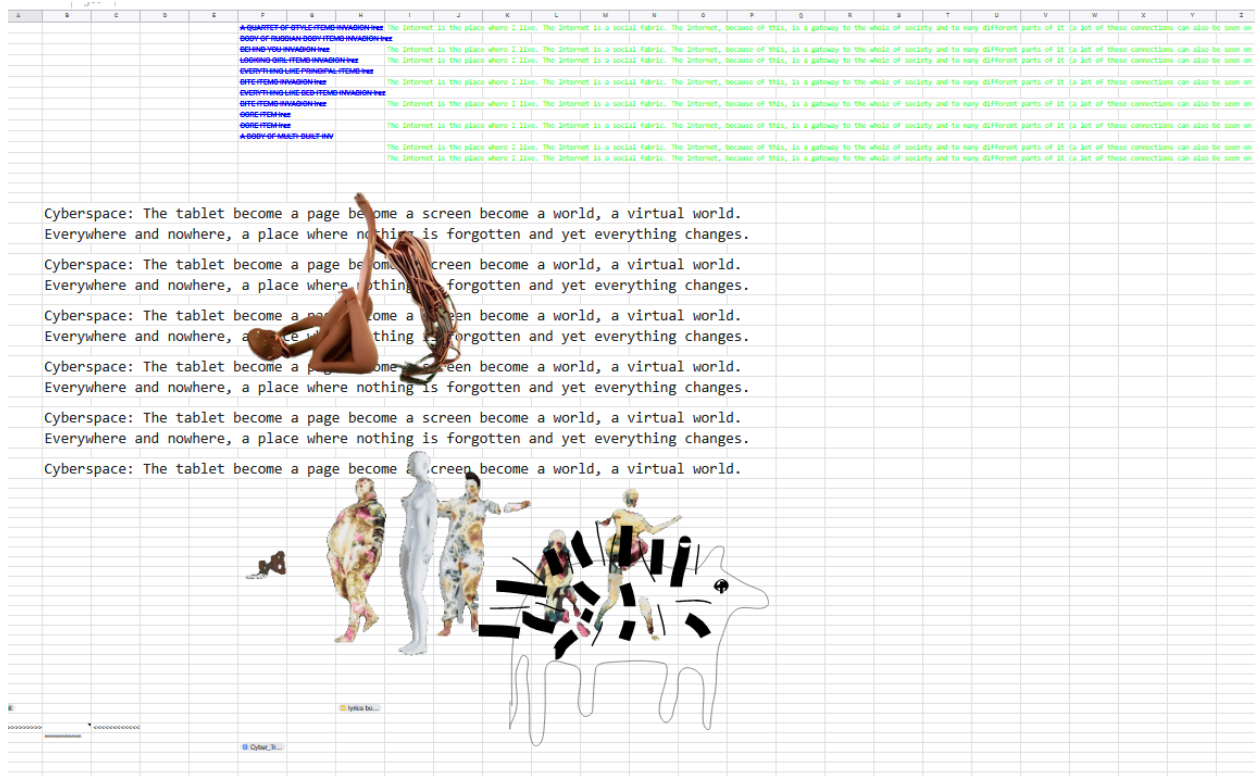
A.D. 510B C

A collection of discovered records, sound recordings, and songs

A.D. 506F C

An archive of discovered records, sound recordings, and songs

An archive of undiscovered records

A.D. 506F A

An archive of undiscovered records, sounds/music, sound recordings, and songs

A.D. 5010 C

A collection of discovered records, sound recordings, and songs

A.D. 5101 C

Another collection of discovered records, sound recordings, and songs

D.V. 4100 C

Another archive of discovered records, sound recordings, and songs

A QUARTET OF STYLE ITEMS INVASION Irez
BODY OF RUSSIAN BODY ITEMS INVASION Irez
BEHIND YOU INVASION Irez
LOOKING GIRL ITEMS INVASION Irez
EVERYTHING LIKE PRINCIPAL ITEMS Irez
BYTE ITEMS INVASION Irez
EVERYTHING LIKE BED ITEMS INVASION Irez
BYTE ITEMS INVASION Irez
OGRE ITEM Irez
OGRE ITEM Irez
A BODY OF MULTI BUILT INV

The Internet is the place where I live. The Internet is a social fabric. The Internet, because of this, is a gateway to the whole of society and to many different parts of it (a lot of these connections can also be seen on

Cyberspace: The tablet become a page become a screen become a world, a virtual world. Everywhere and nowhere, a place where nothing is forgotten and yet everything changes.

Cyberspace: The tablet become a page become a screen become a world, a virtual world. Everywhere and nowhere, a place where nothing is forgotten and yet everything changes.

Cyberspace: The tablet become a page become a screen become a world, a virtual world. Everywhere and nowhere, a place where nothing is forgotten and yet everything changes.

Cyberspace: The tablet become a page become a screen become a world, a virtual world. Everywhere and nowhere, a place where nothing is forgotten and yet everything changes.

Cyberspace: The tablet become a page become a screen become a world, a virtual world. Everywhere and nowhere, a place where nothing is forgotten and yet everything changes.

Cyberspace: The tablet become a page become a screen become a world, a virtual world.

How do images reproduce asexually?

Key Concepts:

- images reproduce asexually through vegetative propagation.

Natural
- Bulbs
- Tubers
- Runners
- Rhizomes

Artificial
- Cutting
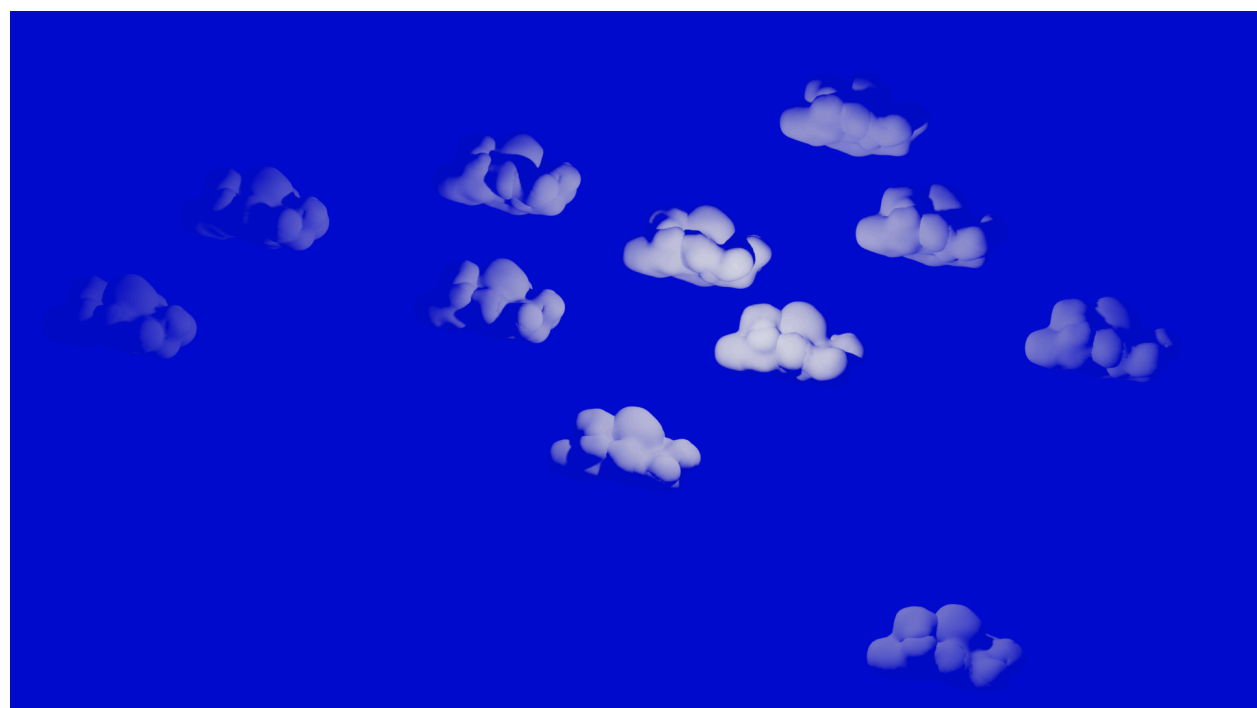- Layering
- Grafting

parent image

runner
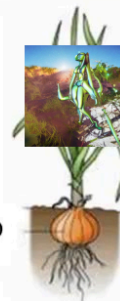
image plant

image bulb
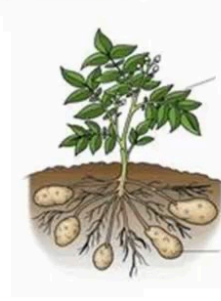
tuber

Asura

Asura, the daughter of a girl who lost her sister at the beginning of her life...and the love of her mother..And the hope for her future...And the wish for her siblings...............................And the hope for herself.....................................And the hope for her family...........................And the hope for the mother.................................And the hope for one's family...............................And the hope for her daughter................................And the hope for each one...And the hope for each one...................................And the hope for one's children..............................And the hope for each one.................................And the hope for each one..And the hope for their children...........................And the hope for their children..............................And the hope for each one..And the hope for each one......................And its love...and its wish...................And their fear..................................And the fear for its siblings...............................And the fear for its parents.......................................And the fear for its siblings.....................................And the fear for their parents.......................................And the fear for them..And the fear for the mother....................................And the fear for her siblings...and the fear for her daughter..And the fear for the mother.......................................And the fear for their children........................

MYTHO
CRAC
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CYB
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ETIC
MYT
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OGY

<A CYBER MYTHOGRAPHY>

Theory of Science Cybernetic

https://drive.google.com/file/d/1aGpN7k-oabMweiWl8NUE0u40cPKgeSAG/view?usp=share_link

https://www.artbreeder.com/beta/image/9b6819827bdf61210a2936bb5ca0

This is a list of all the various sub-models.

RESTORE
An organization that deals with problems based on the knowledge theory of physics. The following is a list of members to be found within this organization.
DATE
The final date of the organization. It is sometimes confused with the previous date of the organization so I suggest calling the same or another by some difference.
LEADER
Member who assists in the development of a computer, such as scripting languages, software, etc.
MOUSE
Member of the technical team which assists with the maintenance
PYRAMID
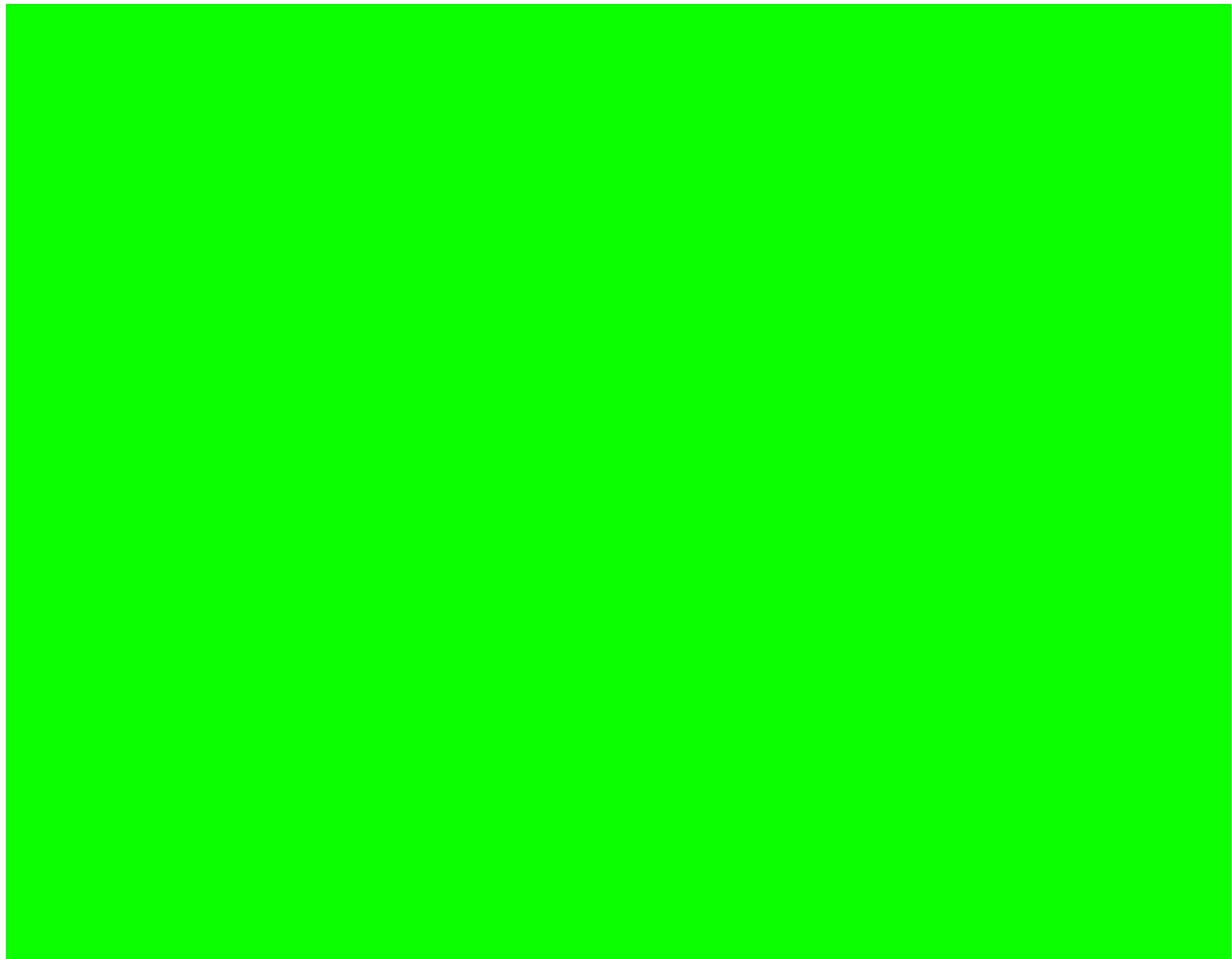Member of the technical team which will fix an issue of a particular kind
PRODUCTION
Product code that is used for the production-style tooling which can be used for the analysis of computers.
VARIATION
What happens when you get enough components from an electronic product to make a good computer? Because the process of assembling components is much more complex and the components and information needed for the construction is much different. And so, it's often not surprising to see that at least
THEORY OF ROBOTECHICS

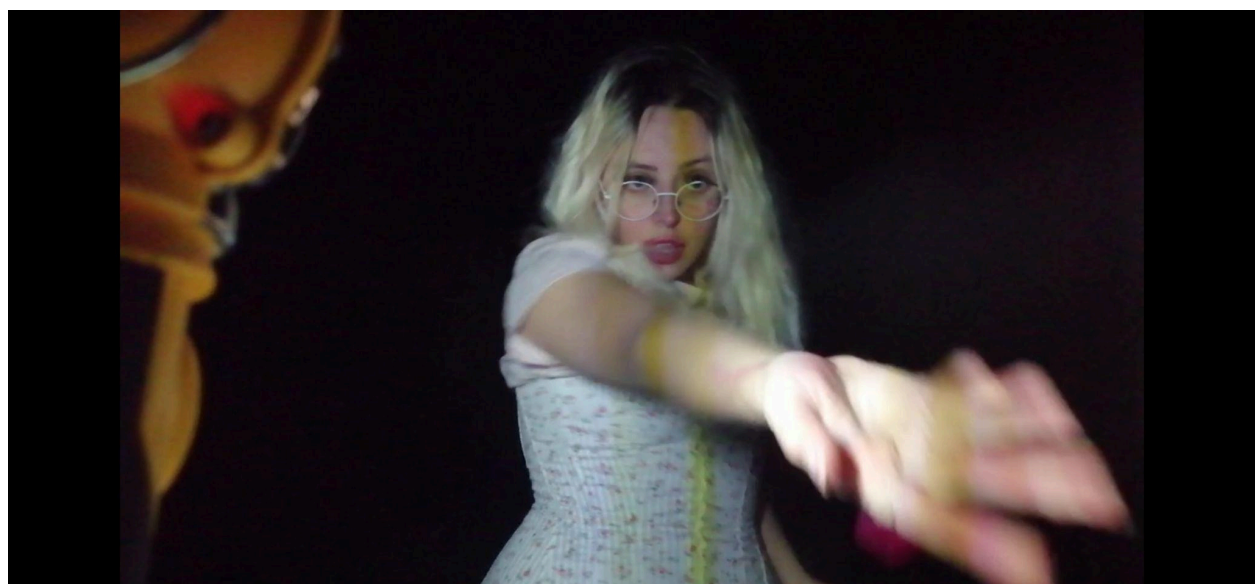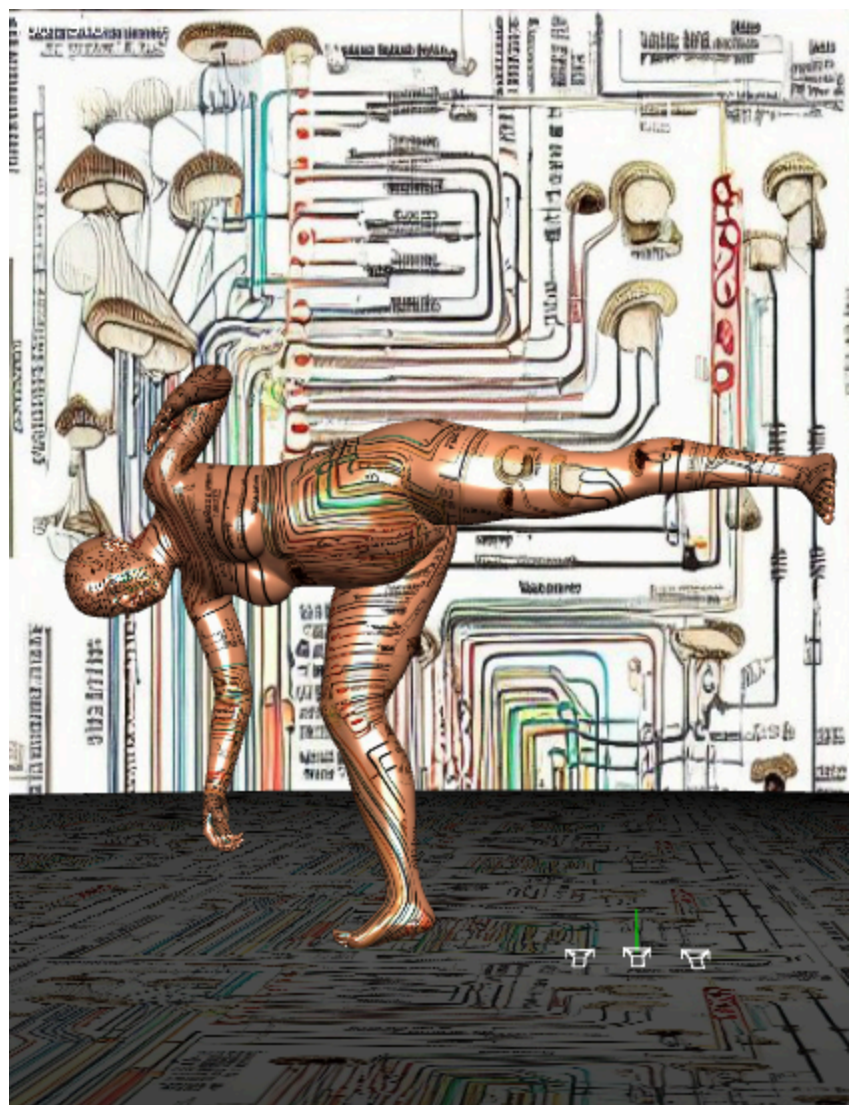[01/18/2017, 4:21:51 PM] Tesseract: i don't get it [01/18/2017, 4:22:48 PM] Secret Gamer Girl: well, that's only because you think that the game is about hacking people and this is about the same thing?

[01/18/2017, 4:28:01 PM] Secret Gamer Girl: I don't know if it's the same thing as being sexist or something. If it was it would only be about the power of cyber-intruders. [01/18/2017, 4:28:22 PM] Dan Olson: yeah right? [01/18/2017, 4:52:25 PM] Secret Gamer Girl: I'm just kinda bored about it here. They seem to have

No data

Congratulations, you've just advanced your Fishing level. You are now level 8.
You cast out your net...
You cast out your net...
You catch some shrimps.
observatiq: I like ur cool armour
HCIIJZERENMAN: It matches w8th my odgans
observatiq: *

It matches w8th my odgans

"I'm going, I'm going, I'm going!"
(1)I'm going, I'm going, I'm going!"(2)I am going, I am going!"
(3)I am going, I am going!
But I'm on my own..."This is how you know a great deal, okay?"...(4)This is how
you know you care.
and you believe in you."We are going to go!"I'm going, I'm going..."
And we're going to go too.
and we're going.
And we're going too. And we're going too. And we are going too.
And we are going too...
(5)And we're going too"We're going, we're going!",
I'm going, I'm going!
and we're going too!
But what about you?
What about your kids?
What about your friends?
What about this place?
What about everything else... (6)and the things
we don't do are stupid, they're too stupid.
(7)and what about you.
And your friends. (8)and you.
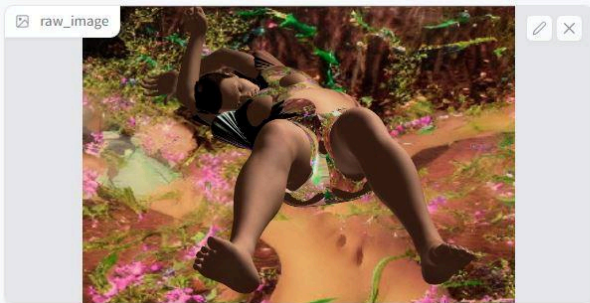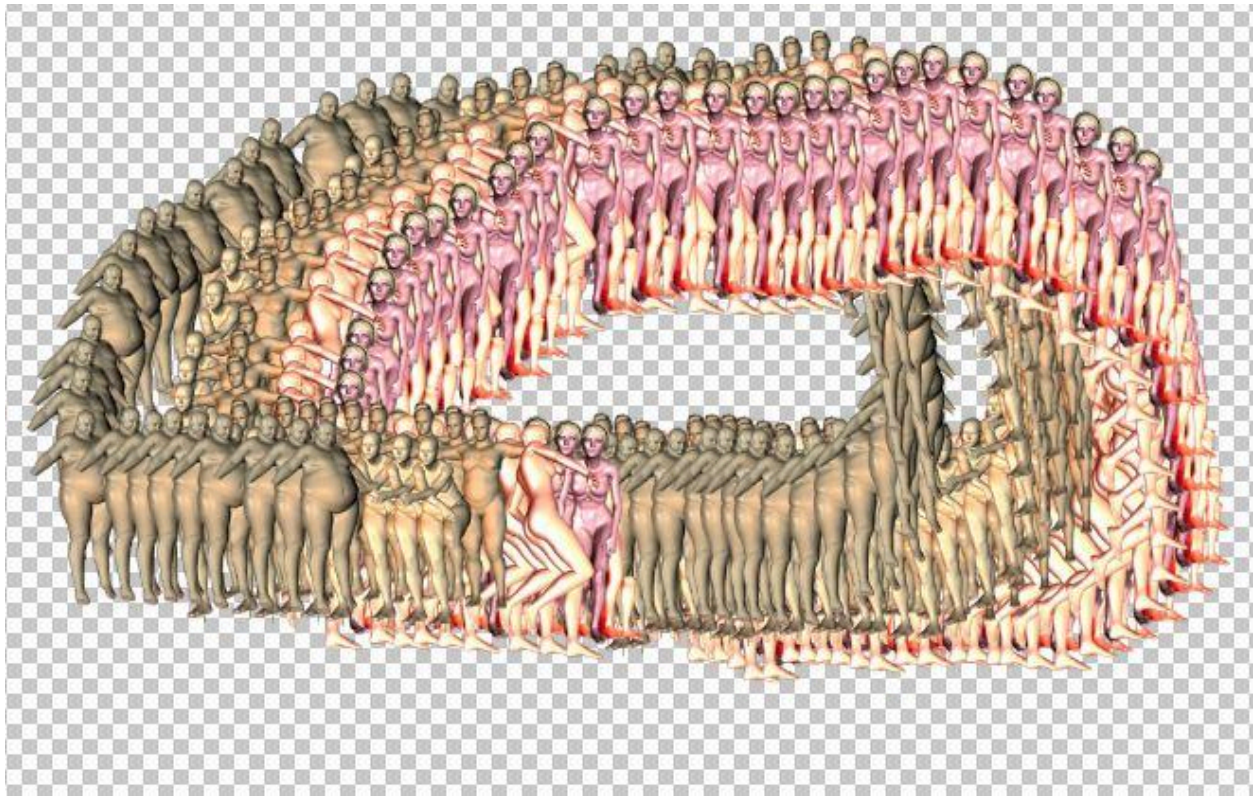We're going. (9)and we're going!
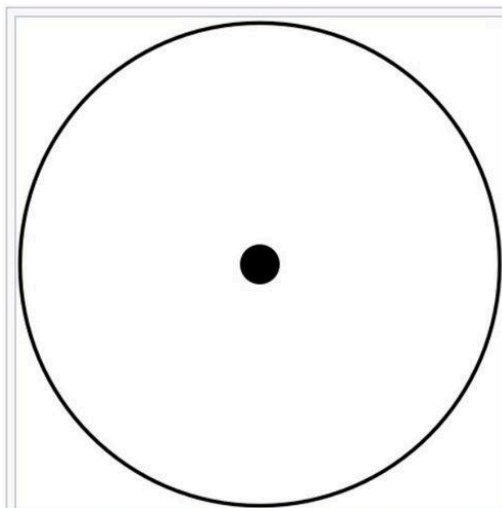
The circled dot was used by the Pythagoreans and later Greeks to represent the first metaphysical being, the **Monad** or The Absolute.

raw_image
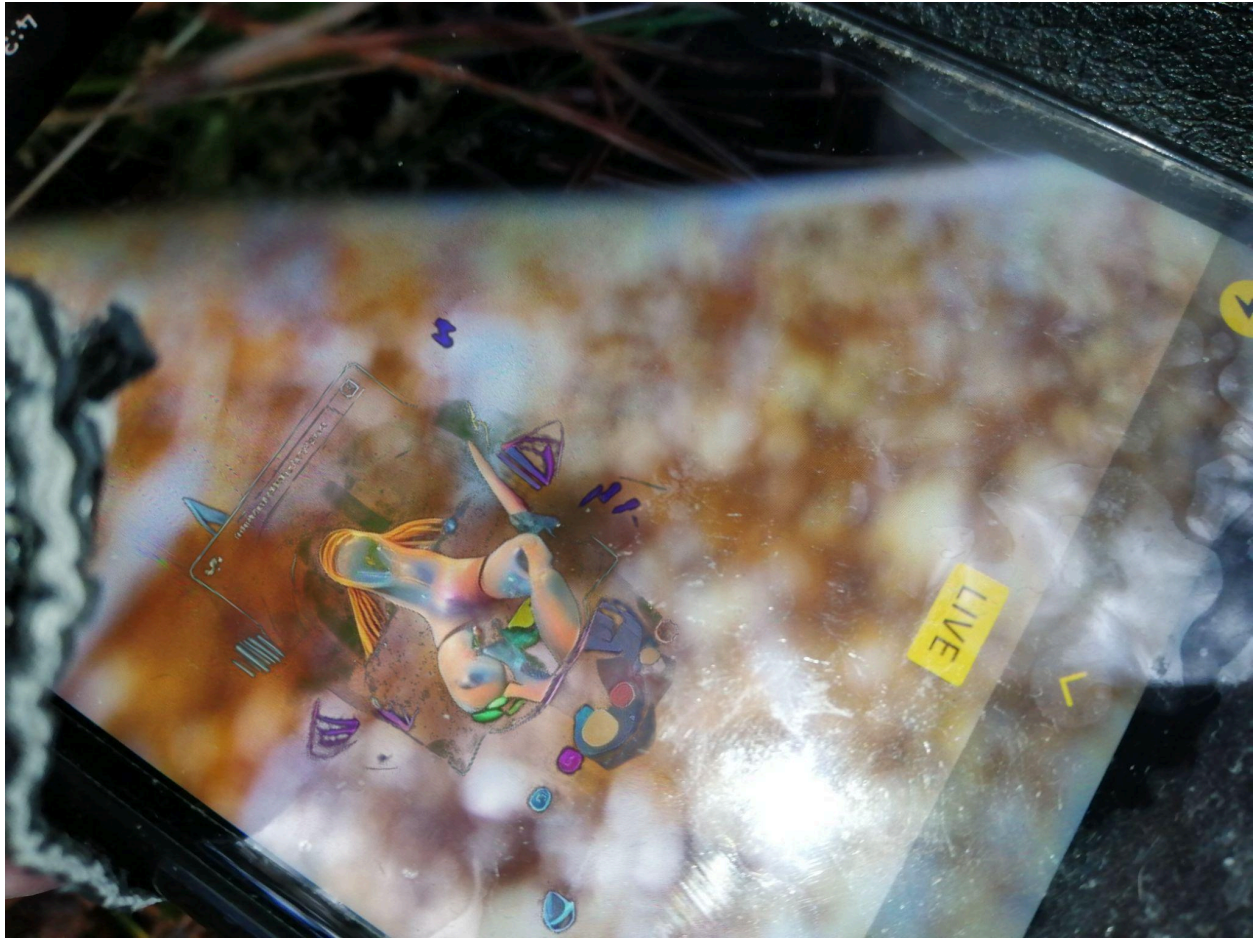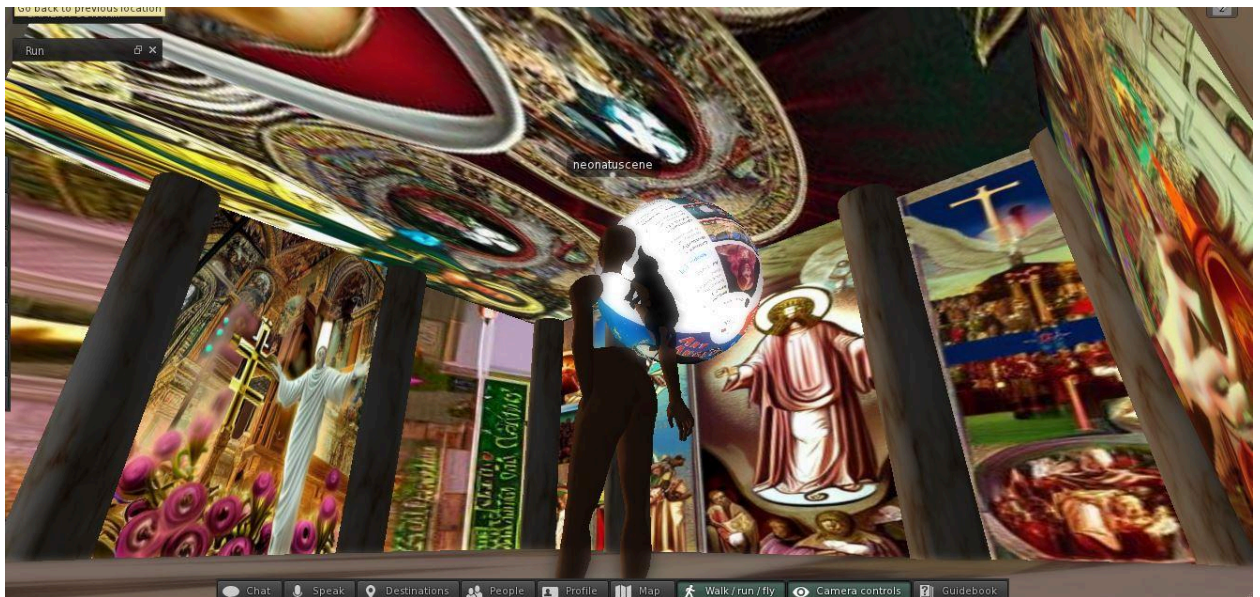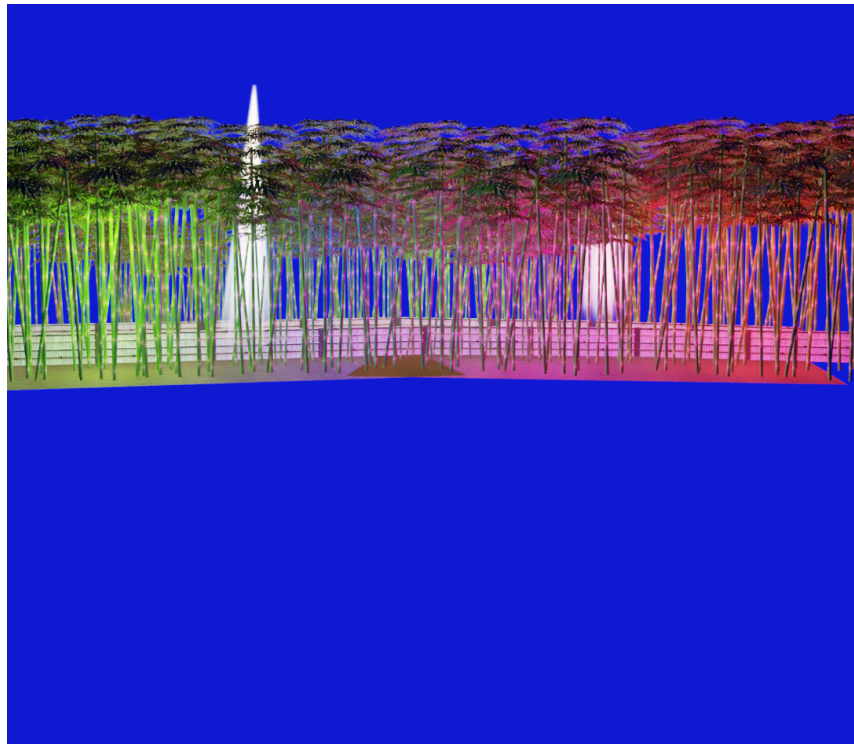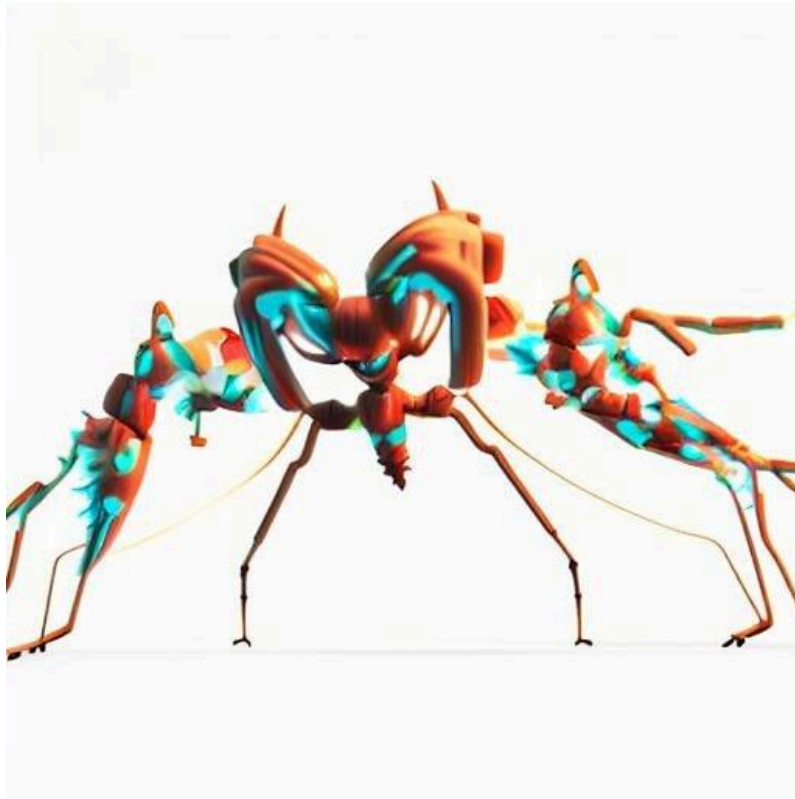
Output

caption: a woman is performing in the grass and dirt

Run

neonatuscene

یطاناسنا طسیاءا یطال

(litany against insanity)
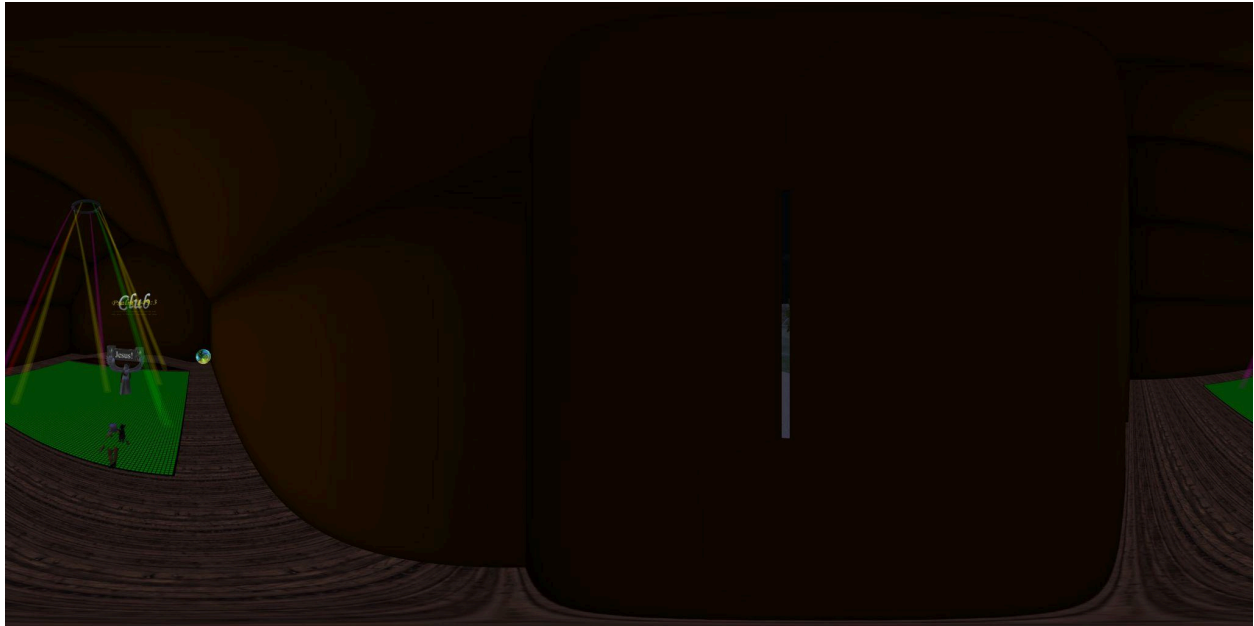
```
*Untitled - Notepad                         —    □    ✕

File  Edit  Format  View  Help
Ravel wishes (x) leapsims
the unreal & the real (x) new project
Mouse trap october dusk (x) -ft. MARGEAUX LANG
jee Miner (x) kinda bad skeletober
making light (x) m/aking light
scrubbed up all right (x) -its quite plain-
the sims midi (x) music video +
Sadhop Bot (x) -night_vision-
FORMATION! (x) -formation-
grimes vPro (x) -its own stuff-
i think (x) music vid test




Ln 2, Col 38        100%    Windows (CRLF)    UTF-8
```
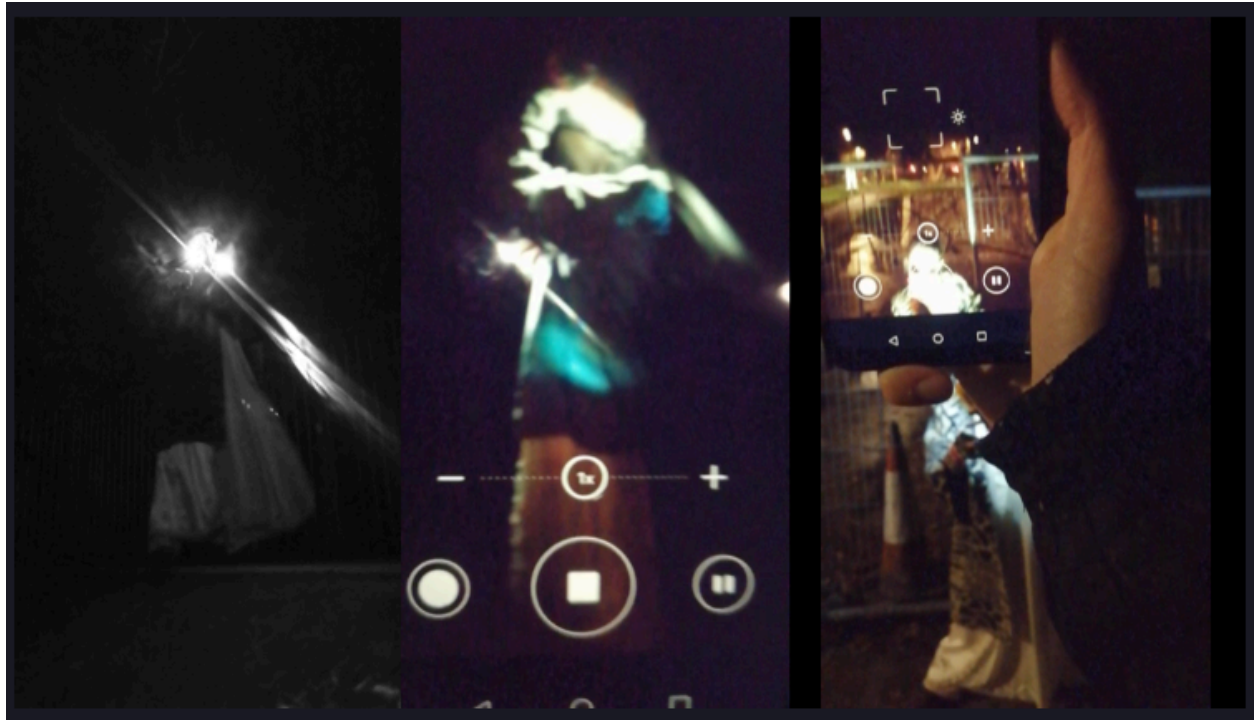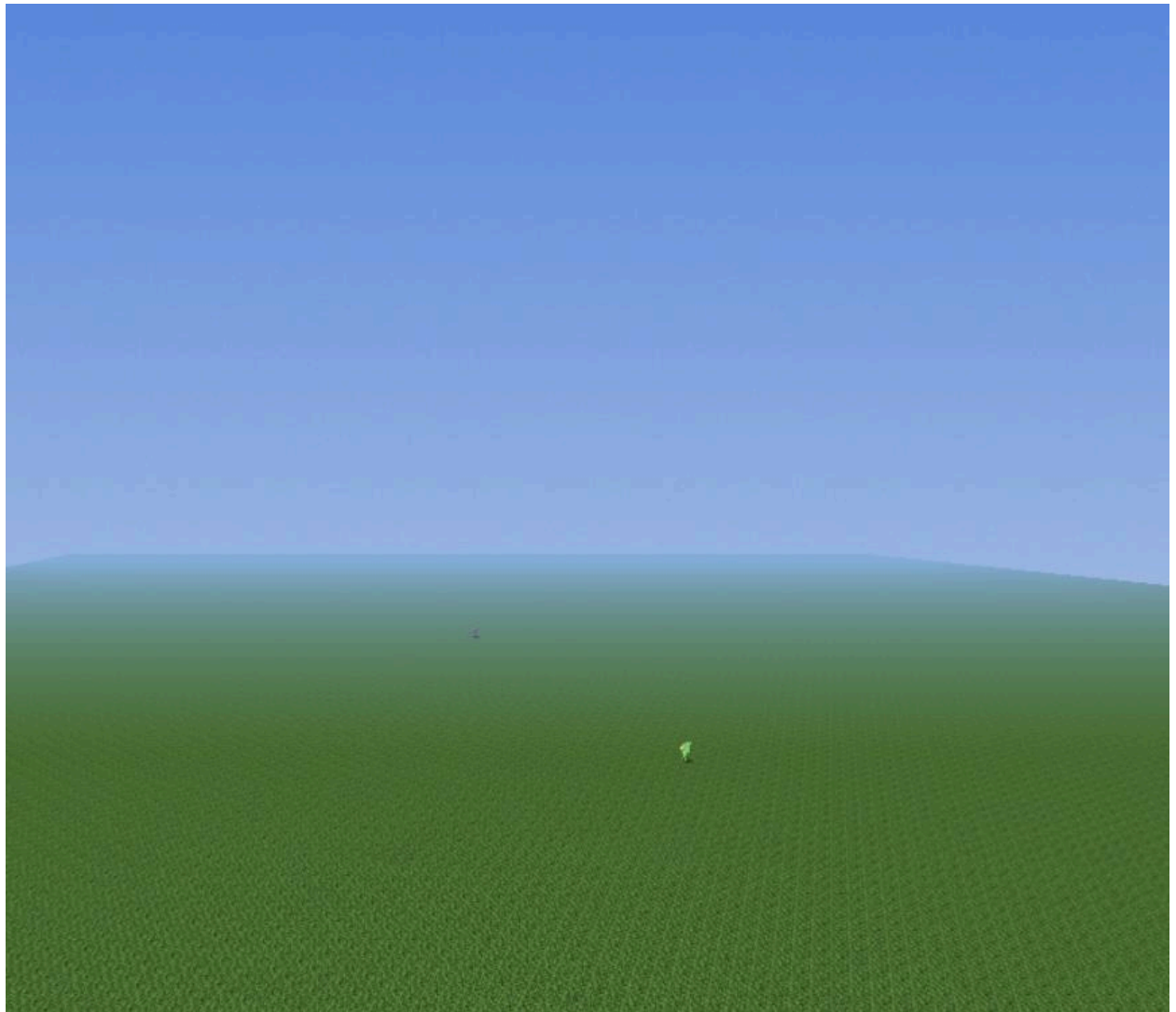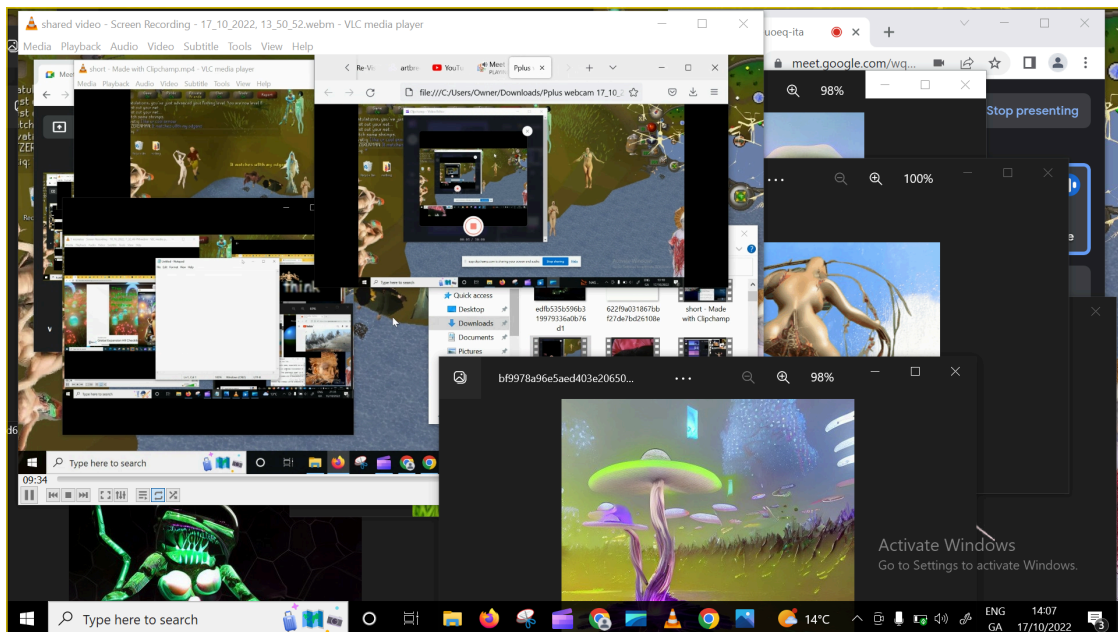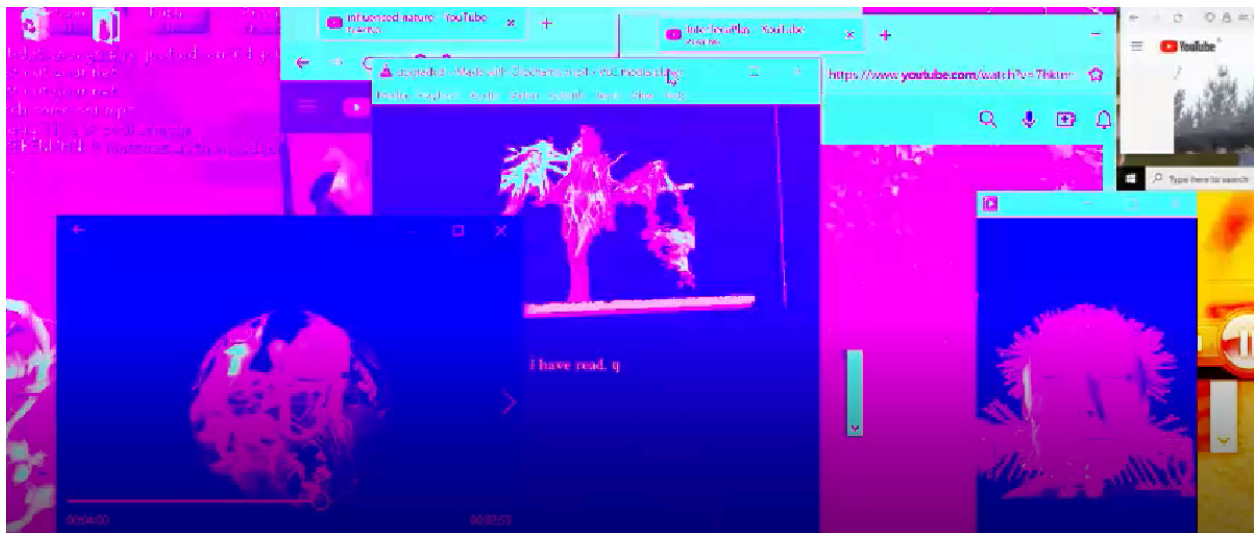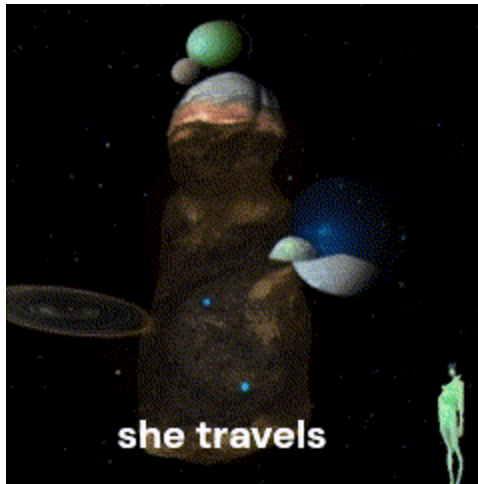
That pitch was both smart and compelling.
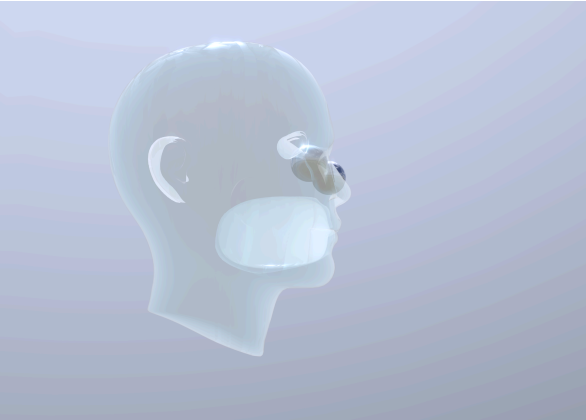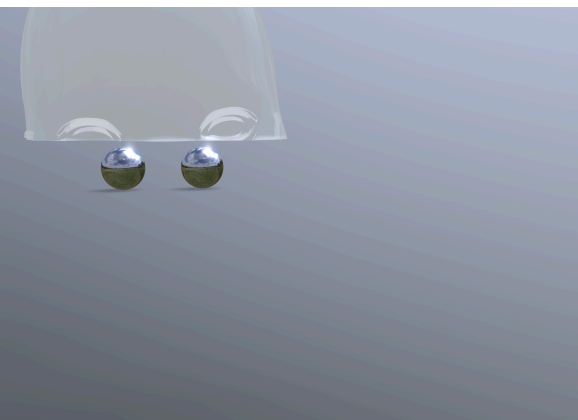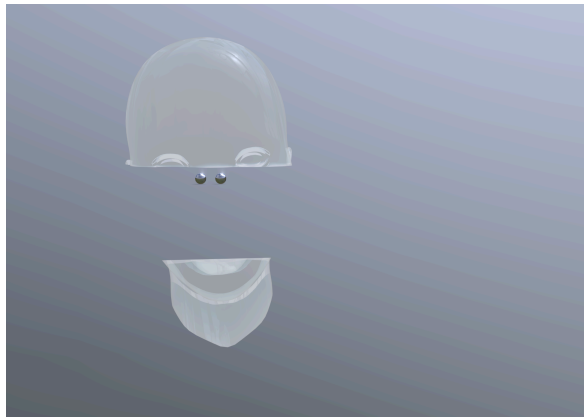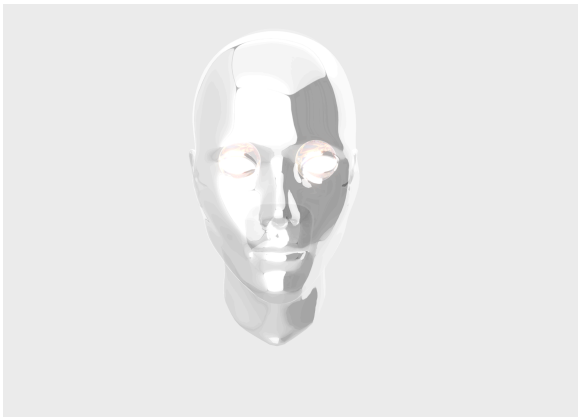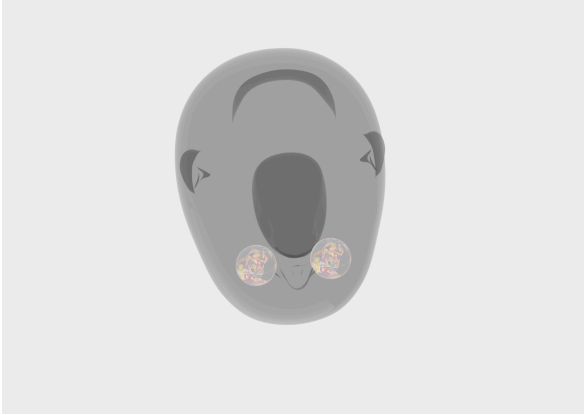
Untitled

Sep. 18, 2022 2:20 PM   mDcDFF5z

S In time as well as space I think

I think I think
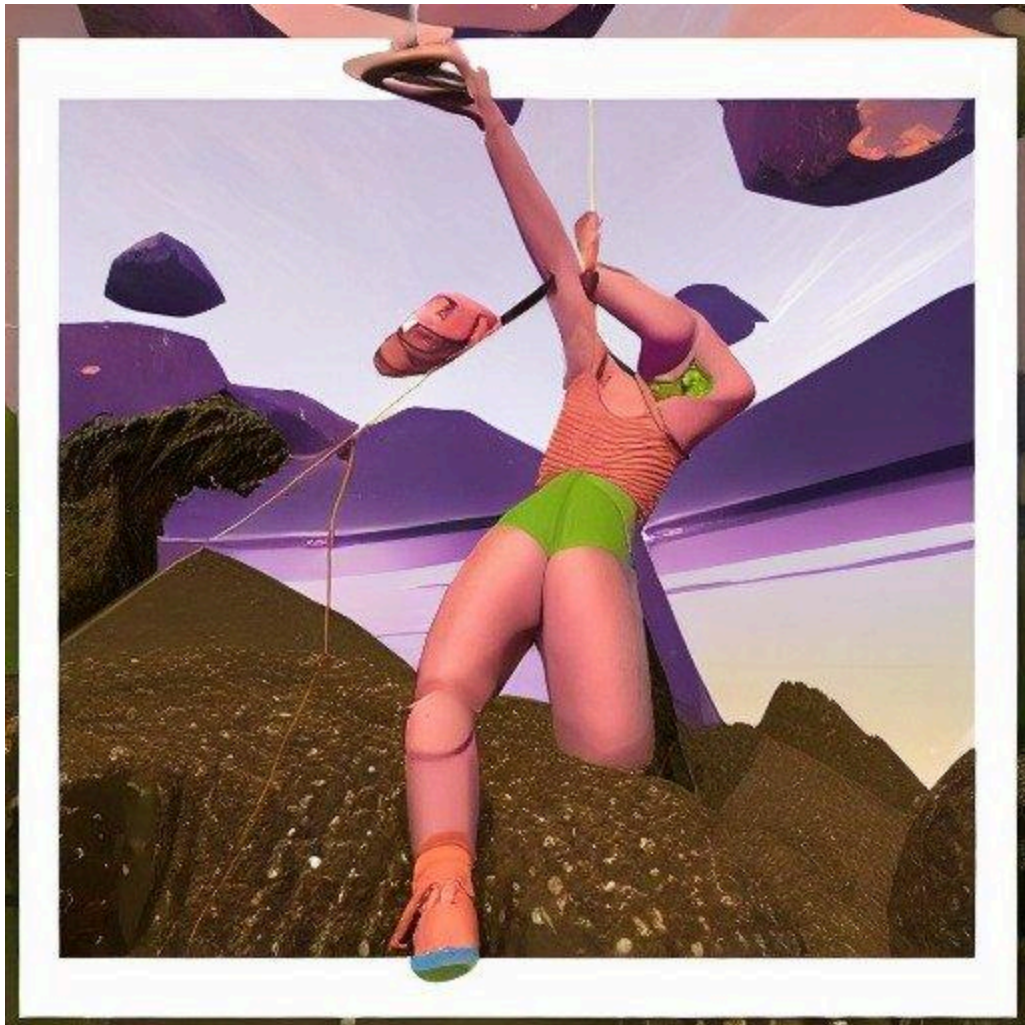
It seems like you are expressing a thought or idea through repetition. It is normal to think and to have thoughts about various topics and ideas. It is important to consider and evaluate your thoughts and to communicate them effectively, if desired. It is also important to remember that it is okay to have different thoughts and opinions from others, and to respect the thoughts and opinions of others as well.

FARMING

The box below contains inputs, processes and outputs on a farm.

Circle **three** processes on a farm.

image breeding	drawing	scale models
photography	group critiques	thinking
devices	plagarism	cybernetic field

neonatuscene

Hair

Stop drying your hair with a cotton towel. "It's the worst thing you can do," says celebrity hairstylist
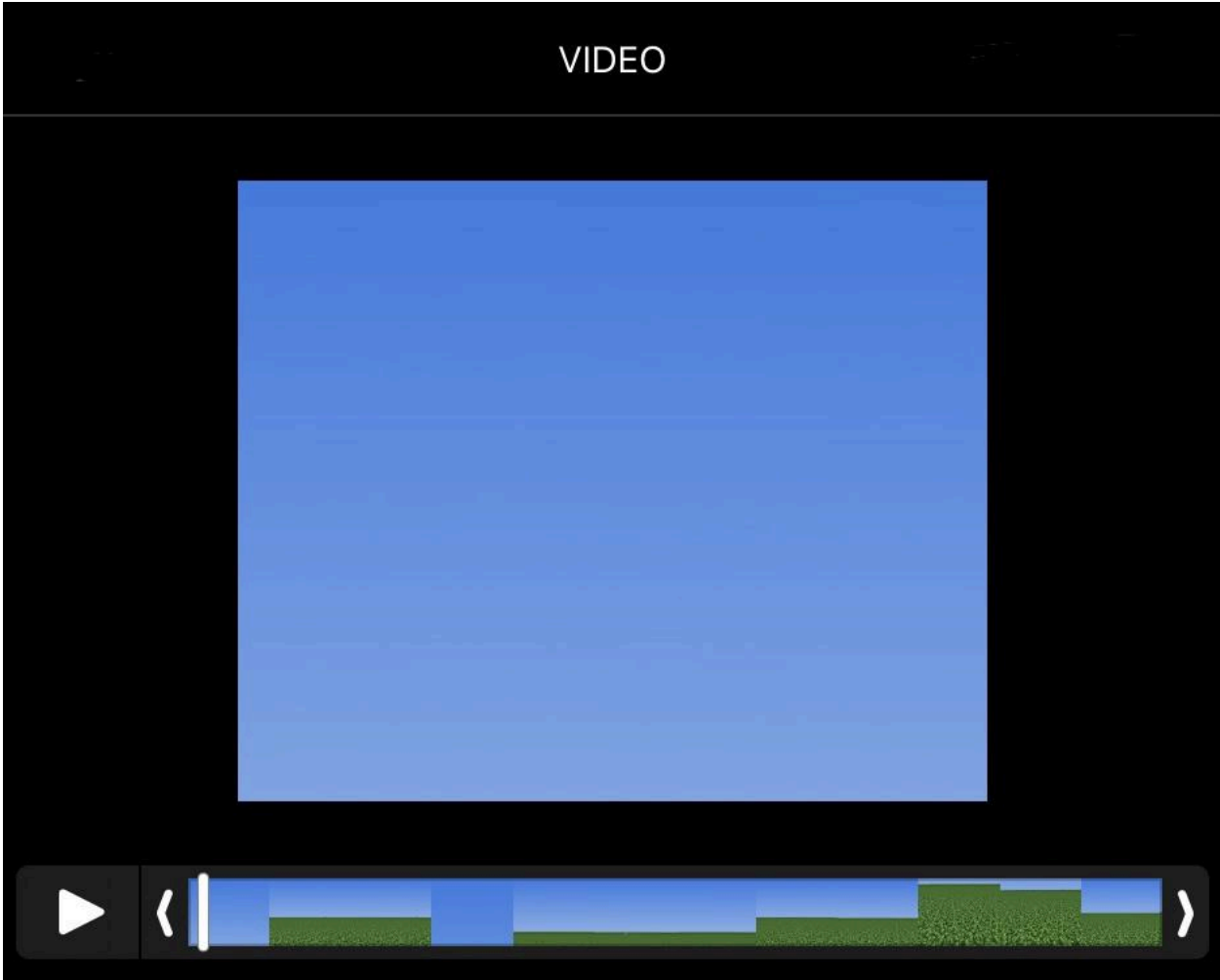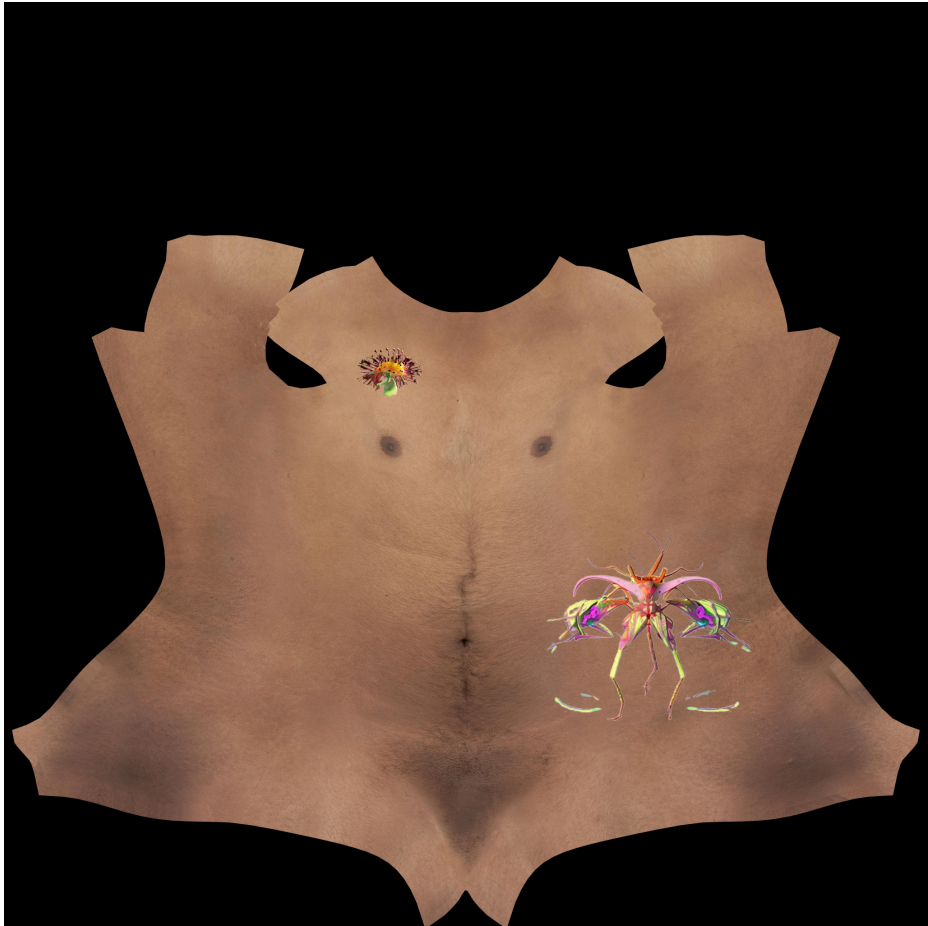
Brief info on past projects:

Link to prev website : https://tecacollective.neocities.org/

Circuit: https://tecacollective.neocities.org/circuit.html
Interface: https://tecacollective.neocities.org/interface.html
Calvin Moonboy & the Soggy Babies: https://tecacollective.neocities.org/calvinmoonboy.html
New: https://tecacollective.neocities.org/new.html

C{neonatus.exe}V

Neonatus.exe (inc.)
e: neonatus.exe@gmail.com
Earth mobile no: 0876237338
Website: https://www.neonatus.neocities.org/
IG: https://www.instagram.com/neonatus.exe/

Recent events:

A.D. 2023 Nova, Galway , Earth. - Cxste

A.D. 2022 ReVision festival, Belfast, Earth - cyberstarfishpausebreedrebirth

E.D. 76p-098 Visual Arts Society of Xanthe- The Language of the Future, Ilrag

E.D 76p-097 Sixth Annual Yggdrasil Open Exhibition, University of Yggdrasil

F.Uf 8…………..y9248 115 Years of Progress, Hy-Brasil

A.D. 506F A UCC Excellence in Teaching Award, Mitosis Divinity Society

Ha.Y 1 First Shift Show, Main Gallery, The Crystal Cave

Ha.Y 96879847 Two Plus Two Show, Connaught Union Gallery, Synthville

Solo Exhibitions

E.D. 76p-096 *SUBMIT to opportunity,* Leyton Gallery, Baird's Cove, Neuralica

YU. 3754 138th Fells and Faversham Art Gallery Annual Exhibition, Faversham Museum & Art Gallery

D.V. 5101 C 146 Years, Works and Scholarship, The Multiverse Museum, Nexus Point

18 Metamorphosis, The Irish Children's Museum, Knocking, Skystead

Ha.Y 2 The Eighth Wonder, The Falls Show, Fayath

Ha.Y 003 Cymbal of Time, Great Northern Gallery, The Celestial Spire

Group Exhibitions

D.V. 4100 C cyber marathon @digit5tygammrr98
F.Uf 29186
.intestinalflux@digit5tygammrr98_.2018_01_06_19am_4am/2022_2016_21_05_30am_3a
m/2022_2017_18_02_19am_4am/2020_2016_02_19am-6am_2am/2027_2016_2am_2pm_10PM_5
PM/2027_2016_01_14am_2pm_0pm/2027_2016_1_18am_4am_2pm_2pm_0pm/2027_2016_02_19
am_4am_2pm_2pm_0pm/2027_2016_08_17am_3pm_5pm_8pm_1pm/2027_2016_02_19am_4am-5p
m
E.D. 76p-095 130th Annual Ffestiniog Open Festival, Ffestiniog

Residencies / Project Awards

A.D. 506D B 1191st International RHA Meeting, Hythe rally
Innovation for an Open and Safe Space, RIAA Library Library, Aeston
Innovatives for a New Space, RIAA Library Library Library, Aeston

Selected Publications/ Reviews /Press/ Interviews

Susan H. Richards, Unnoticed Impacts of the Digital Economy, Medium, October
15, 20A.D. 506D B10

"Neonatus.exe: A Cybernetic Starfish's Journey Through the Multiverse" - A
review of a solo exhibition by Neonatus.exe, featured in Artforum magazine,
November, D.V. 4100 C

"Interview with Neonatus.exe: Exploring the Boundaries of Digital Art" - An
interview with Neonatus.exe, published in Digital Art Today magazine. May,
E.O.A 5509 bR.

"Neonatus.exe: A Cybernetic Starfish's Odyssey Through Time and Space" - A
review of a solo exhibition by Neonatus.exe, featured in the Anhanga Times.
Yapinga D.V. 4100 C

Examples of artists across time & space in The Universe contributing data to Neonatus.exe:

@digit5tygammrr98
@ellarb4nagy
@cellanatypey132ellarb44ellarb94ellarb98ellarb14ellar b838.98845833 .dat file
@staceymannion.art@gmail.com
@tylingb0rd8234 Claudantha
@sulphurrty
@wolp88.com@gmail.com@davroschk@dotla.com
@davroschk80@dotla.com
@rpsb8812.jim@winnertown.nl@gmail.com ��
@davroschk1.jim@winnertown.nl@gmail.com   ��
@zwaz88@gmail.com

Caretaker CVs

Caretaker 1: Shania McDonagh

<p>Curriculum Vitae Shania McDonagh Website: shaniamcdonagh1.wixsite.com/website e: shaniamcdonagh1@gmail.com Mobile No: 086 1684698 Education 2021 Masters in Creative Practice, Centre for Creative Arts and Media, GMIT, Galway, Ireland 2020 BA Hons Contemporary Art, First Class Honours, Centre for Creative Arts and Media, Galway Mayo Institute of Technology, Galway, Ireland Solo Exhibitions 2021 Materia Manus, 126 Artist Run Gallery, Galway 2009 Claremorris Library, Claremorris, Co. Mayo Group Exhibitions 2021 191st RHA Annual Exhibition, RHA Gallery, Dublin Elaborate & Methodical curated By Nula Clarke, Ballina Fringe Festival, The Hub, Ballina, Co. Mayo K-fest Festival of Visual Arts, Killorglin, Co. Kerry 2020 Not a Degree Show, Connaught Tribune Printworks, Galway 2019 Coast, Main Foyer, GMIT Dublin Road campus, Galway 2018 Westival, Westport Arts Festival, The Custom House Gallery, Co. Mayo Portrait Elective Exhibition, The Long Hall Gallery, GMIT, Chluainn Mhuire campus, Galway. 2015 Mayo God Help Us, Claremorris Gallery, (selected by Patrick T Murphy, director of RHA and Catherine Marshall, former head of Collections at IMMA), Claremorris, Co. Mayo 2014 International High School Arts Festival, National Art Centre, Tokyo, Japan Limerick City of Culture, The Hunt Museum, Limerick Texaco Art Competition, Winners Exhibition Tour, Dublin City Hugh Lane Gallery/The Ulster Museum, Belfast/ Cork Vison Centre, Cork City/ Highlanes Art Gallery, Drogheda/ The Hunt Museum, Limerick City 2012 International High School Arts Festival, National Art Centre, Tokyo, Japan Texaco Art Competition, Winners Exhibition Tour, Dublin City Hugh Lane Gallery/The Ulster Museum, Belfast/ Cork Vison Centre, Cork City/ Highlanes Art Gallery, Drogheda/ The Hunt Museum, Limerick City Residencies / Project Awards 2022 Interface Inagh GMIT

Graduate Residency, TECA Collective, Inagh Valley, Connemara, Co. Galway 2021 Graduate residency at the School of Design & Creative Arts, TECA Collective, GMIT. Project Space Award, Circuit Festival of Visual Arts, TECA Collective, Galway Awards/Scholarships 2020 GMIT Academic Achievement Award, BA Hons in Contemporary Art, GMIT, Galway 2016 GMIT Academic Scholarship for Centre for Creative Arts and Media, GMIT, Galway Winner, Credit Union Art Competition, National Level, Dublin 2015 Winner, Credit Union Art Competition, National Level, Dublin 2014 First Prize and Overall Winner, Texaco Art Competition, Dublin Winner, Credit Union Art Competition, National Level, Dublin 2013 First Prize, Texaco Art Competition, Dublin Winner, Credit Union Art Competition, National Level, Dublin 2012 First Prize, Texaco Art Competition, Dublin Runner Up, Credit Union Art Competition, Chapter Level, Co. Mayo Gold Medal, All-Ireland, HSE Community Games, Art Competition, Athlone Selected Publications/ Reviews /Press/ Interviews 2021 New Generation Gallery, Irish Arts Review 2019 Featured Interview, Art Down to a Tea! Talented GMIT sculptor crafts conversation stopper from old cloth and used teabags, Galway City Tribune, Galway, Ireland. May issue 2015 Featured Interview, Artist Spotlight: Shania McDonagh, Amy Poehler's Smart Girls, USA December 2014 Featured Artist, Irish Arts Review Magazine, Dublin. June issue Featured Video, Timpeall na Tíre, Nuacht TG4, Ireland. May Featured Interview, Drawing or Photograph? ART-SCENE.TV, Germany. May issue Featured Artist, Shania McDonagh and 4 Other Adolescent Artists Who Are More Talented Than You, Bustle Digital Group, NYC, USA. April Featured Artist, Claremorris student wins Texaco Art Competition, Mayo Advertiser, Co. Mayo, April Featured Artist, Pencil portrait wins Texaco Art Prize for Mayo teenager, The Irish Times, Ireland, April Featured Artist, Sixteen-Year-Old Artist Wins National Art Competition with Masterful Hyper-Realistic Pencil Portrait, Colossal Visual Art Blog, Chicago, USA, April 2013 Featured Artist, Irish Independent, Ireland, May 2012 Featured Artist, Live Video Interview, The Late Late Show, RTE, National Television, Ireland, April 2011 Featured Artwork, The Late Late Show, RTE, National Television, Ireland, April Commissions/Collections 2020 Commissioned Artwork, HSE Portrait series commission, Residents of St. Rita's House, Claremorris, Co. Mayo 2014 2010 Works in Texaco Art Competition, Permanent Collection, Dublin 2012 Commissioned Artwork, Claremorris Swimming Pool, Permanent Public Collection, Co. Mayo 2011 Commissioned Portrait, Presentation for An Taoiseach, Enda Kenny, Private Collection 2008 Commissioned Artwork, Melic Mór National School, Permanent Collection, Claremorris, Co. Mayo 2007 Commissioned Artwork, Gealscoil Uilleog de Búrca, Permanent Collection, Claremorris, Co. Mayo Professional Experience 2021 Facilitating lecture seminars & artists talks for MA in Creative Practice students, TECA Collective, GMIT 2019 Research Placement, NUIG Anatomy Department, Galway 2015 Work experience, Claremorris Gallery, Claremorris Co. Mayo, Documenting and cataloguing gallery collection, 5 days 2014 Culture

Night Ambassador, Dublin Bus, Dublin, Sketch Artist - Drawing portraits of Dublin bus passengers on Culture Night</p>

Caretaker 2:

1. Humphrim Nia
1. Hyman Rimp
2. Hymn Rampa
3. Hymn Rampi
4. Hymn Ripam
5. Hymn Umpir
6. Hyman Prmi
7. Hyman Rimp
8. Hymn Ramp
9. Hyman Rimp
10. Humphryn Ma
11. Humphryn Am
12. Hyman Rump
13. Hyman Prum
14. Hymn Ampur
15. Niamh Murphy
16. Amin Rhump
17. Armp Himyn
18. Marph Yinn
19. Mypah Nrni
20. Npahy Mirn
21. Nrampi Hy
22. Nrmi Ahpuy
23. Nyamr Hpui
24. Rampy Nhin
25. Rimyn Hpaa
26.

1. Galway City Council Public Collection, Galway 2021 Public Collections
2. 2021 Public Collections Galway City Council Public Collection, Galway
3. Public Collections Galway City Council Public Collection, Galway 2021
4. Galway City Council Public Collection, Galway Public Collections 2021
5. Public Collections 2021 Galway City Council Collection, Public Galway
6. 2021 Public Collections Galway City Council Collection, Public Galway
7. Galway City Council Collection, Public Galway Public Collections 2021
8. Public Collections Galway City Council Collection, Public Galway 2021

9. Galway City Council Collection, Public Galway 2021 Public Collections
10.   2021 Public Collections Galway City Council Collection, Public Galway

1. Interface Inagh Collective Residency 2022
2. 2022 Collective Residency Interface Inagh
3. Residency Interface Inagh Collective 2022
4. Collective Residency Interface Inagh 2022
5. Interface Inagh 2022 Collective Residency
6. 2022 Collective Residency Interface Inagh
7. Residency Interface Inagh 2022 Collective
8. Collective Residency Interface Inagh 2022
9. Interface Inagh Collective Residency 2022
10.   2022 Collective Residency Interface Inagh

1. 2021-2022 1-year long artist residency in ATU, CCAM.
2. 1-year long artist residency in ATU, CCAM. 2021-2022
3. 2021-2022 artist residency 1-year long in ATU, CCAM.
4. Artist residency 1-year long in ATU, CCAM. 2021-2022
5. 1-year long artist residency 2021-2022 in ATU, CCAM.
6. Artist residency 1-year long 2021-2022 in ATU, CCAM.
7. 2021-2022 artist residency in ATU, CCAM. 1-year long
8. Artist residency 2021-2022 in ATU, CCAM. 1-year long
9. 1-year long artist residency in ATU, CCAM. 2021-2022
10.   Artist residency 1-year long in ATU, CCAM. 2021-2022

1. Circuit Special Project Space Award 2021
2. 2021 Circuit Special Project Space Award
3. Special Project Space Award Circuit 2021
4. Circuit 2021 Award Special Project Space
5. 2021 Circuit Award Special Project Space
6. Special Project Space Award 2021 Circuit
7. Circuit Award Special Project Space 2021
8. 2021 Circuit Special Project Space Award
9. Special Project Space Award Circuit 2021
10.   Circuit Award Special Project Space 2021