Feel free to use the smartphone on the table to view, contemplate, and play around with the images as you wish, whether on your own, with friends and family, or with fellow visitors.

Permanent for a while - Light table

Some people you see here on the table have never been to the supermarket nor the bank. Never bought bread or had fika; no housing queue or parking fine either. They have never spoken nor complained. They have not walked to the metro on a Monday morning. They have never shouted nor shed a tear, not even at birth. Although their smile embodies the idea of being human, they do not have a body or mind. Yet, they are here among us. Who are they?

We collected these synthesized images from Phillip Wang's website *This Person Does Not Exist*. Each time you visit Phillip's site a new human face, seemingly made of flesh and bones, appears. Behind the scenes operates an artificial intelligence that synthesizes these high-quality realistic images. The generated faces seem to belong to authentic human beings. Yet, they are not.

In this installation, there are 36 slides. One half contains the synthesized images while the other contains some of the old pictures depicting real humans in this exhibition. The images are placed into used slides with old tags which marks a connection between past and present. However, these digital images are not visible immediately, in the literal sense of the word. To address our senses they require a medium, a mobile device in this case, because they are shown as markers in the slides that only a machine can read and understand. It is difficult for us to make sense of these markers, just as it is difficult to grasp the incredibly realistic quality of these fabricated images.

Are they real or fake? We do not know about the people displayed in this exhibition. The curiosity they spark in us to search for personal (hi)stories behind them is fascinating. This search may be a way to reflect on what images, faces, bodies, authenticity and physicality mean to us.

Installation by Ahmet Börütecene

We would like to thank Phillip Wang for his collaboration and generosity. We collected these images from his website: https://thispersondoesnotexist.com/.

The technique, StyleGAN, Phillip used to generate these images was developed by Nvidia (TM) researchers Tero Karras, Samuli Laine, and Timo Aila. Link to the paper: https://arxiv.org/abs/1812.04948.

We used Unity (https://unity3d.com) and the Vuforia Engine (https://engine.vuforia.com/engine) to implement the installations.

To generate the augmented reality markers we used the utility ARMaker created by Shawn Lehner: https://shawnlehner.github.io/ARMaker/.