



## numero 10®



# TARTARUS

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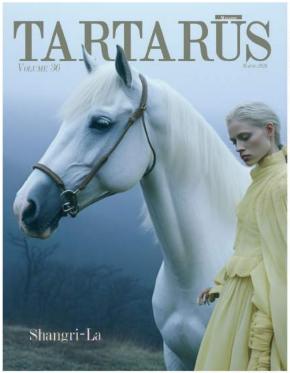
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Cover Shangri-La Photographed by Saba Laliashvili



Artwork made with the use of Midjourney AI featuring Nora Kobrenik's likeness | Nyx | February 2024

#### Dear friends,

In order to understand the inspiration behind Volume 36: Shangri-La we have to travel back to 2018 when Marilyn Manson released "Cry Little Sister". Only a few simple words written by Gerard McMahon and Michael Mainieri but oh what a world they evoked! "Little sister! Come, come to your brother! Unchain me, sister! Love is with your brother! My Shangri-La, I can't forget why you were mine. I need you now!" he growled, so erotic, so raw, so beautiful. Aside from the clear incestuous undertone the words made me think of the possibility of Shangri-La being a person and not just a place. I'm not what you call a romantic woman. I've been described as about as comfortable as an autopsy table. As warm as a freezer burn. As soft as a marble slab. As welcoming as a freshly dug grave. But something about those words something about those words has really touched me. I spend a lot of time thinking about what regular people associate with "love". For me "love" is not the peace and comfort and calmness your lover aught to make you feel (or so I've been assured).

For me it's passion and agony and violence and ecstasy and breathlessness and burning of a thousand suns. If it's not all encompassing, all drowning, all consuming- then what is the point?

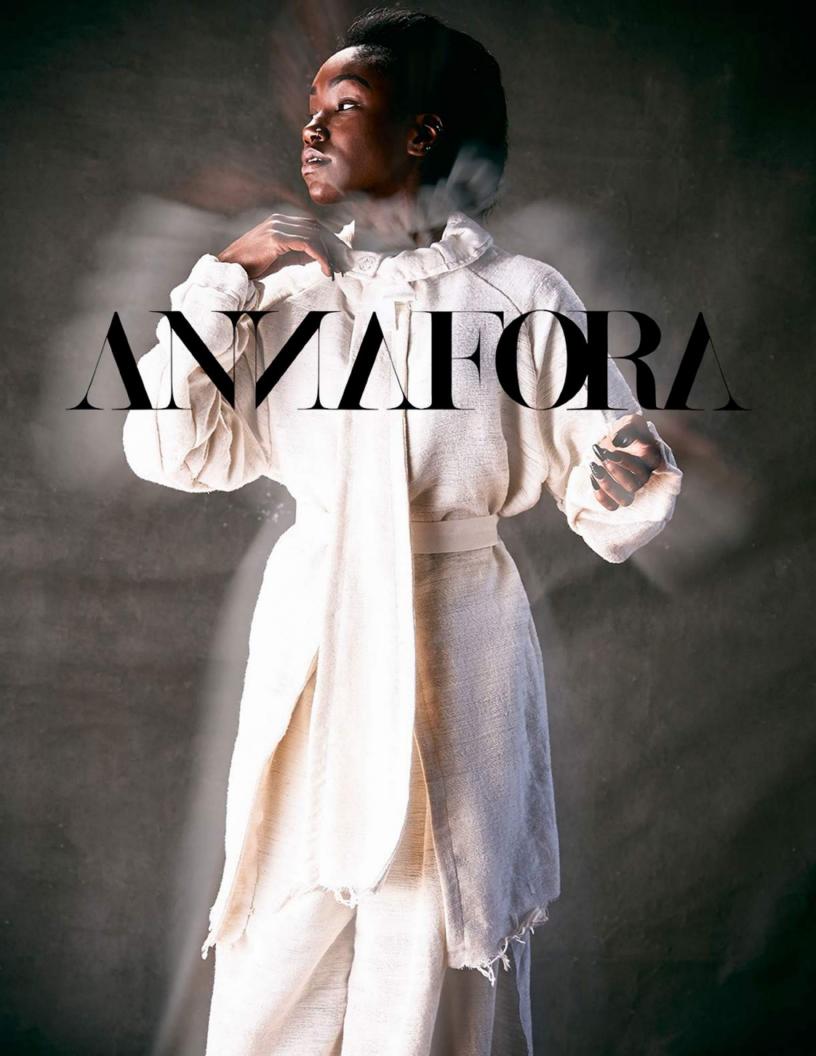
Shangri-La is an imaginary paradise on earth, en exotic utopia. A faraway haven of idyllic beauty and tranquility. Plato once told this myth about love: A long time ago, there existed three different types of humans: The male, who came from the sun. The female, who came from the earth. And the androgynous figure, which came from the moon and had both male and female halfs. Each of these humans had a round body, with four arms and four legs. They also had two faces, one on each side of their head and four ears. These being were so powerful that Gods grew jealous and thus Zeus split the humans in twain, separating each of them into two bodies. This is where the concept of "looking for one's other half" comes in. So upset were the humans by this punishment that they continue to this day to try and find their "other half", their twin flame. Their own Shangri-La.

The point of Volume 36 is that Shangri-La looks and feels different to everybody. We don't know what the future holds; all we can do is hope to find our own version of Shangri-La some day, hopefully not with a

blood relative. One can hope, right?

Welcome to the issue.

Nora Kobrenik Editor-in-Chief and Founder

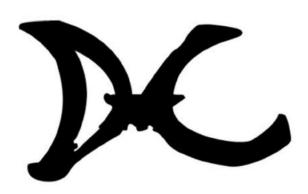


### PHILIPPE AUDIBERT

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he concept of automated art dates back at least to the automata of ancient Greek civilization, where inventors such as Daedalus and Hero of Alexandria were described as having designed machines capable of writing text, generating sounds, and playing music. The tradition of creative automatons has flourished throughout history, such as Maillardet's automaton, created in the early 1800s. The academic discipline of artificial intelligence was founded at a research workshop at Dartmouth College in 1956, and has experienced several waves of advancement and optimism in the decades since. Since its founding, researchers in the field have raised philosophical and ethical arguments about the nature of the human mind and the consequences of creating artificial beings with human-like intelligence; these issues have previously been explored by myth, fiction and philosophy since antiquity. In 2022, coinciding with the rising availability of consumer-grade AI image generation services, popular discussion renewed over the legality and ethics of AI-generated art. Of particular issue is the use of copyrighted art within AI training datasets: in September 2022, Reema Selhi, of the Design and Artists Copyright Society, stated that "there are no safeguards for artists to be able to identify works in databases that are being used and opt out." Some have claimed that images generated by these models can bear an uncanny resemblance to extant artwork, sometimes including

remains of the original artist's signature. The 2023 winner of the "creative open" category in the Sony World Photography Awards, Boris Eldagsen, revealed after winning that his entry was actually generated by artificial intelligence. Photographer Feroz Khan commented to the BBC that Eldagsen had "clearly shown that even experienced photographers and art experts could be fooled". Wider issues extend beyond the art world. As with other types of photo manipulation since the early 19th century, some people in the early 21st century have been concerned that AI could be used to create content that is misleading, known as "deepfakes". One example of that was the May 2023 Midjourney-generated photo of Pope Francis wearing a white puffer coat and another showing the fictional arrest of Donald Trump, an AI-generated image of an attack on the Pentagon went viral as a hoax news story on Twitter. AI-generated images have raised the concern that they can be made to damage an artist's reputation. Artist Sarah Andersen had her art copied and then used to depict Neo-Nazi ideology. She stated that the spread of hate speech online could be worsened by the use of image generators. Coulda, woulda, shoulda.





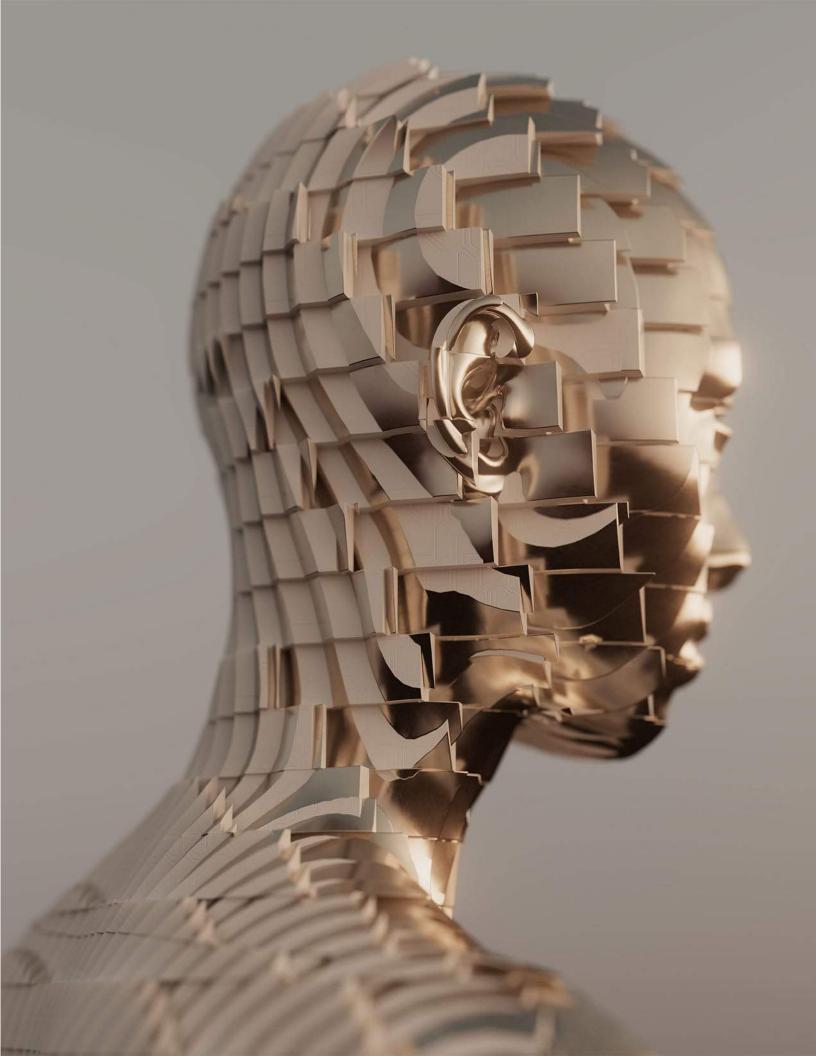
















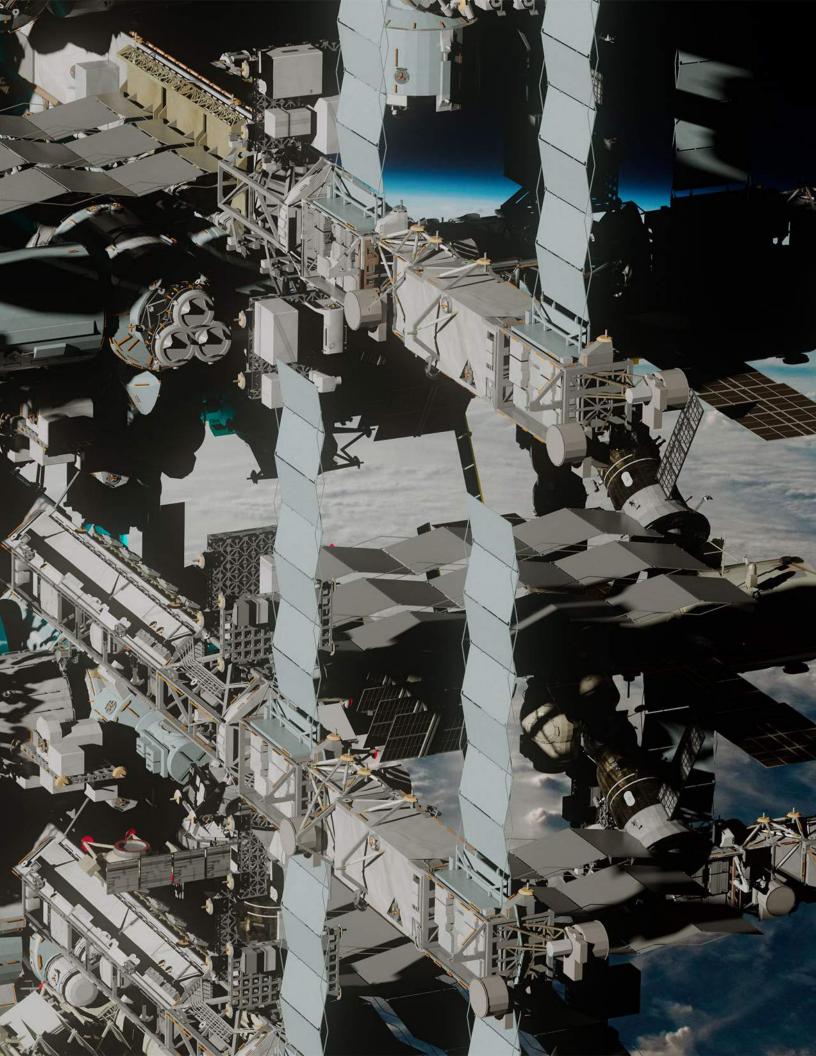








































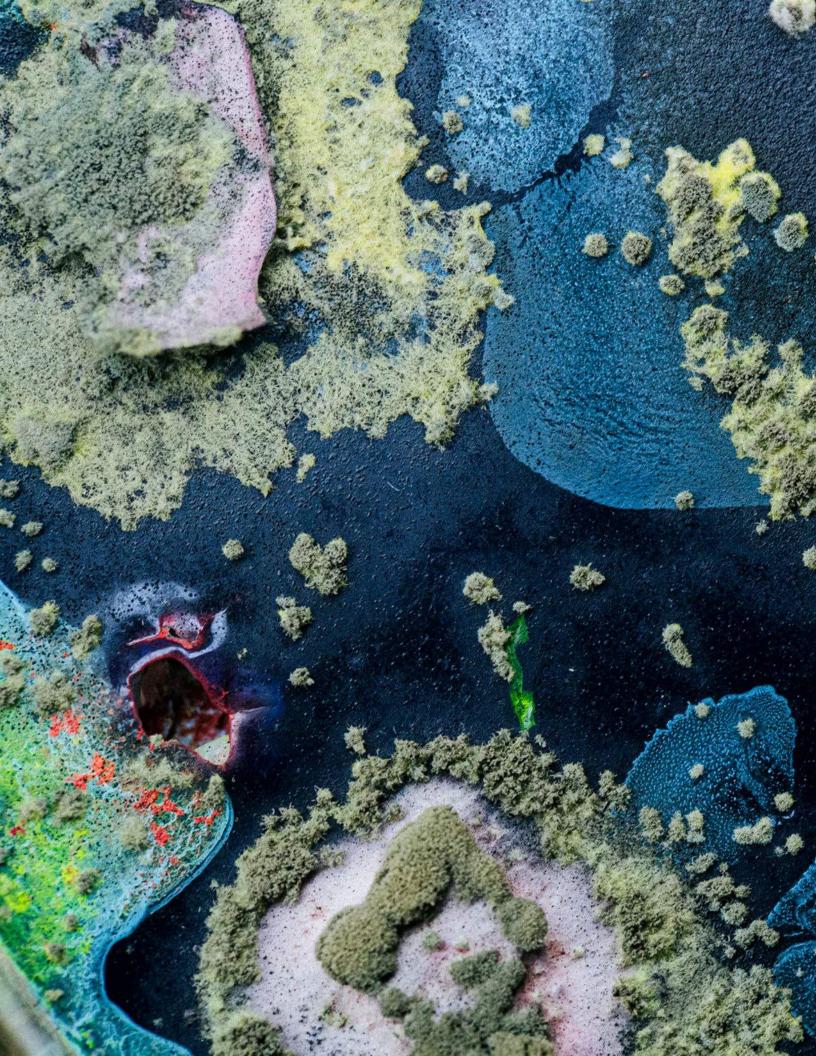


umans play a key role in the biosphere, with the large human population dominating many of Earth's ecosystems. This has resulted in a widespread, ongoing mass extinction of other species during the present geological epoch, now known as the Holocene extinction. The large-scale loss of species caused by human influence since the 1950s has been called a biotic crisis, with an estimated 10% of the total species lost as of 2007. The Holocene extinction event is the result of habitat destruction, the widespread distribution of invasive species, poaching, and climate change. In the present day, human activity has had a significant impact on the surface of the planet.

There are multiple scenarios for known risks that can have a global impact on the planet. From the perspective of humanity, these can be subdivided into survivable risks and terminal risks. Risks that humans pose to themselves include climate change, the misuse of nanotechnology, a nuclear holocaust, warfare with a programmed superintelligence, a genetically engineered disease, or a disaster

caused by a physics experiment. Similarly, several natural events may pose a doomsday threat, including a highly virulent disease, the impact of an asteroid or comet, runaway greenhouse effect, and resource depletion. There may be the possibility of an infestation by an extraterrestrial lifeform. The actual odds of these scenarios occurring are difficult if not impossible to deduce.

Should the human species become extinct, then the various features assembled by humanity will begin to decay. The largest structures have an estimated decay half-life of about 1,000 years. The last surviving structures would most likely be open-pit mines, large landfills, major highways, wide canal cuts, and earth-fill flank dams. A few massive stone monuments like the pyramids at the Giza Necropolis or the sculptures at Mount Rushmore may still survive in some form after a million years.



















































































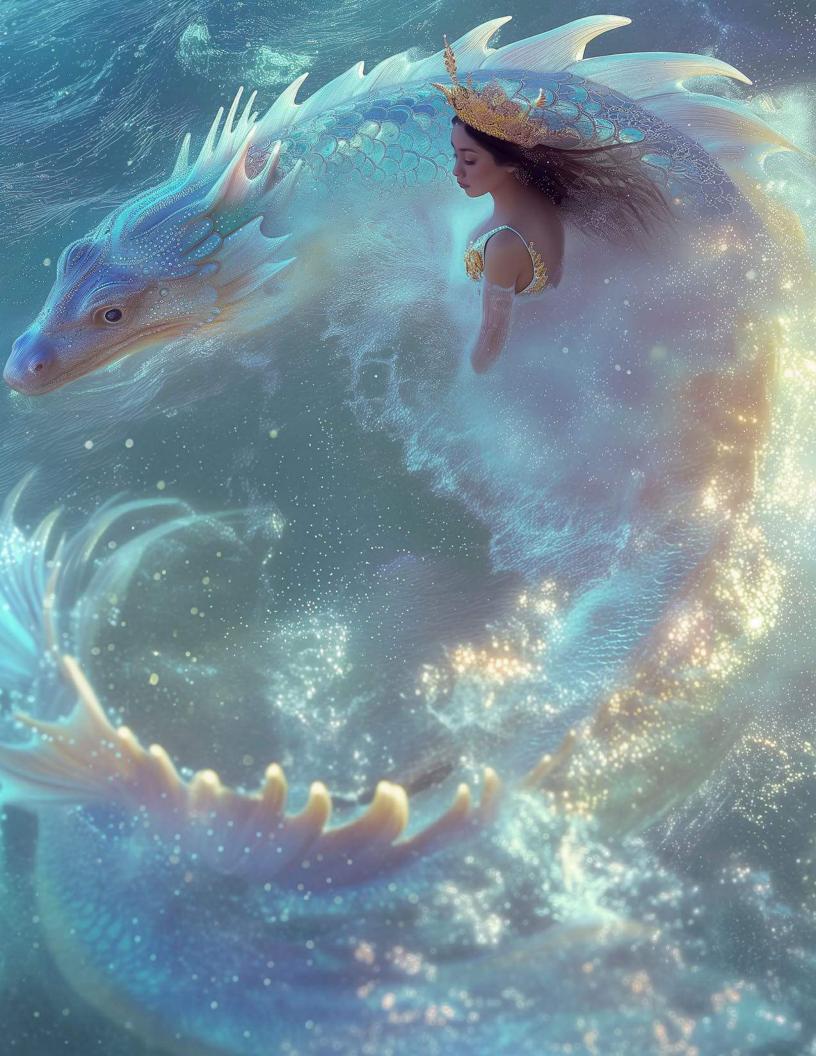
















SHANGRI-LA
ART BY SABA LALIASHVILI
STORY BY CASSANDRA HARRIS

























nglish author James Hilton described a fictional place in his 1993 novel Lost Horizon – Shangri-La was the place. Hilton portrayed Shangri-La as a mystical, harmonious valley, gently guided from a lamasery, enclosed in the western end of the Kunlun Mountains. Shangri-La has become synonymous with an earthly paradise, particularly a mythical Himalayan utopia – an enduringly happy land, isolated from the world. In the novel, the people who live in Shangri-La are almost immortal, living hundreds of years beyond the normal lifespan and only very slowly aging in appearance.

Ancient Tibetan scriptures mention the existence of seven such places as Nghe-Beyul Khembalung. Khembalung is one of several Utopia beyuls (hidden lands similar to Shangri-La) which Tibetan Buddhists believe that Padmasambhava established in the 9th century CE as idyllic, sacred places of refuge for Buddhists during times of strife. Since then many explorers and researchers have speculated upon the inspiration and possible

location of Shangri-La. A few years before publication of "Lost Horizon" Hilton visited the Hunza Valley, located in Gilgit-Baltistan, close to the China-Pakistan border. Hence it is a popularly believed to be the inspiration for the physical description of Shangri-La. Being an isolated green valley surrounded by mountains, enclosed on the western end of the Himalayas, it closely matches the description in the novel; although in a reversal on the story, due to increased exposure to ultraviolet radiation, inhabitants of the high-altitude parts of the valley appear to age quickly. Today various places, such as parts of southern Kham in northwestern Yunnan province, including the tourist destinations of Zhongdian County, claim the title. In 2001, Zhongdian County in Diqing Tibetan Autonomous Prefecture, northwestern Yunnan province, officially renamed to Shangri-la.











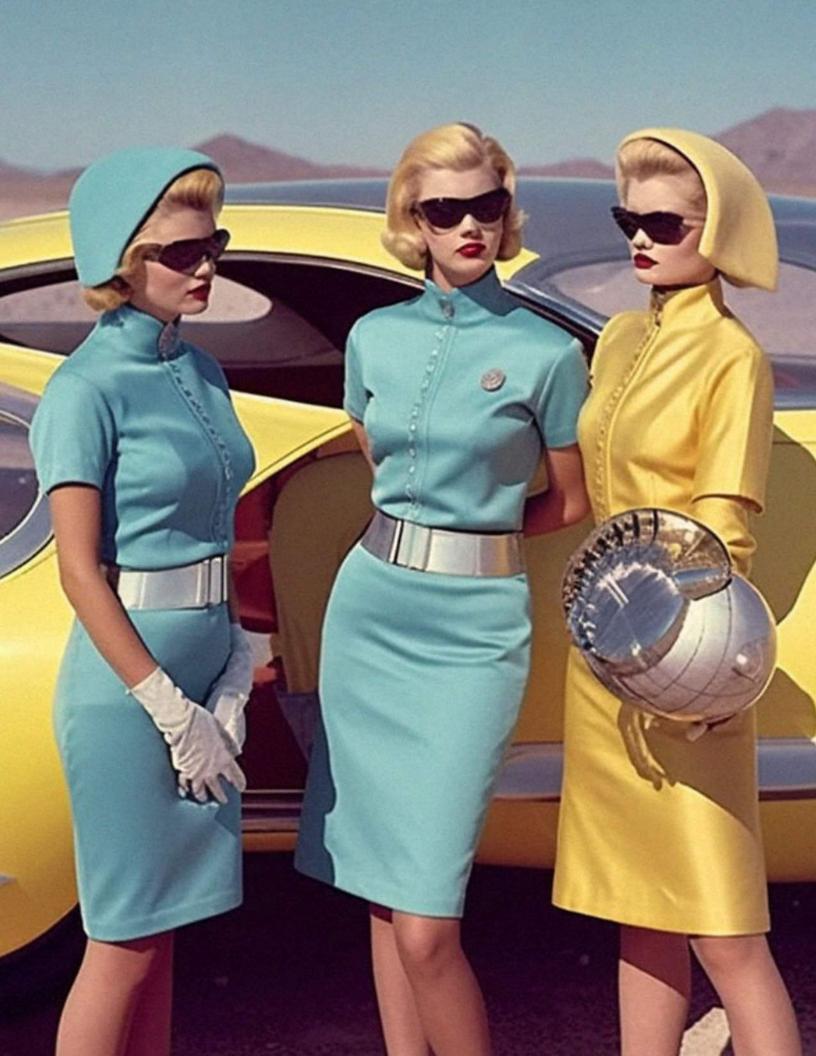






## Don't Worry Darling





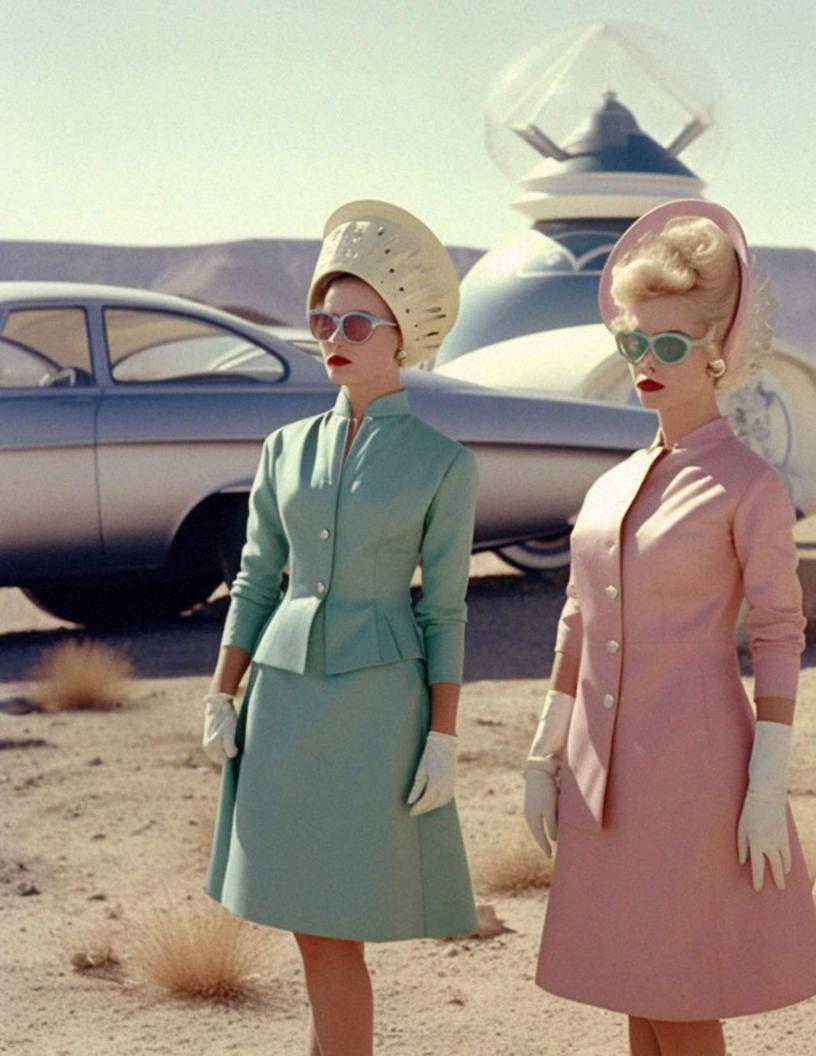




















rom 1991 to 1997, Rosalind Picard and her students, Steve Mann and Jennifer Healey, at the MIT Media Lab designed, built, and demonstrated data collection and decision making from "Smart Clothes" that monitored continuous physiological data from the wearer. These "smart clothes", "smart underwear", "smart shoes", and smart jewelry collected data that related to affective state and contained or controlled physiological sensors and environmental sensors like cameras and other devices.

Wearable technology has the potential to create new and improved ways of how we look at health and how we actually interpret that science behind our health. It can propel us into higher levels of medicine and has already made a significant impact on how patients are diagnosed, treated, and rehabbed over time. While virtual reality (VR) was originally developed for gaming, it also can be used for rehabilitation. Virtual reality headsets are given to patients and the patients instructed to complete a series of tasks, but in a game format. This has significant benefits compared to traditional therapies. For one, it is more controllable; the

operator can change their environment to anything they desire including areas that may help them conquer their fear, like in the cases of PTSD. Wearables have expanded into the entertainment space by creating new ways to experience digital media. Virtual reality headsets and augmented reality glasses have come to exemplify wearables in entertainment. Meanwhile fashionable wearables are "designed garments and accessories that combines aesthetics and style with functional technology." Garments are the interface to the exterior mediated through digital technology. It allows endless possibilities for the dynamic customization of apparel. All clothes have social, psychological and physical functions. However, with the use of technology these functions can be amplified. There are some wearables that are called E-textiles. These are the combination of textiles and electronic components to create wearable technology within clothing.







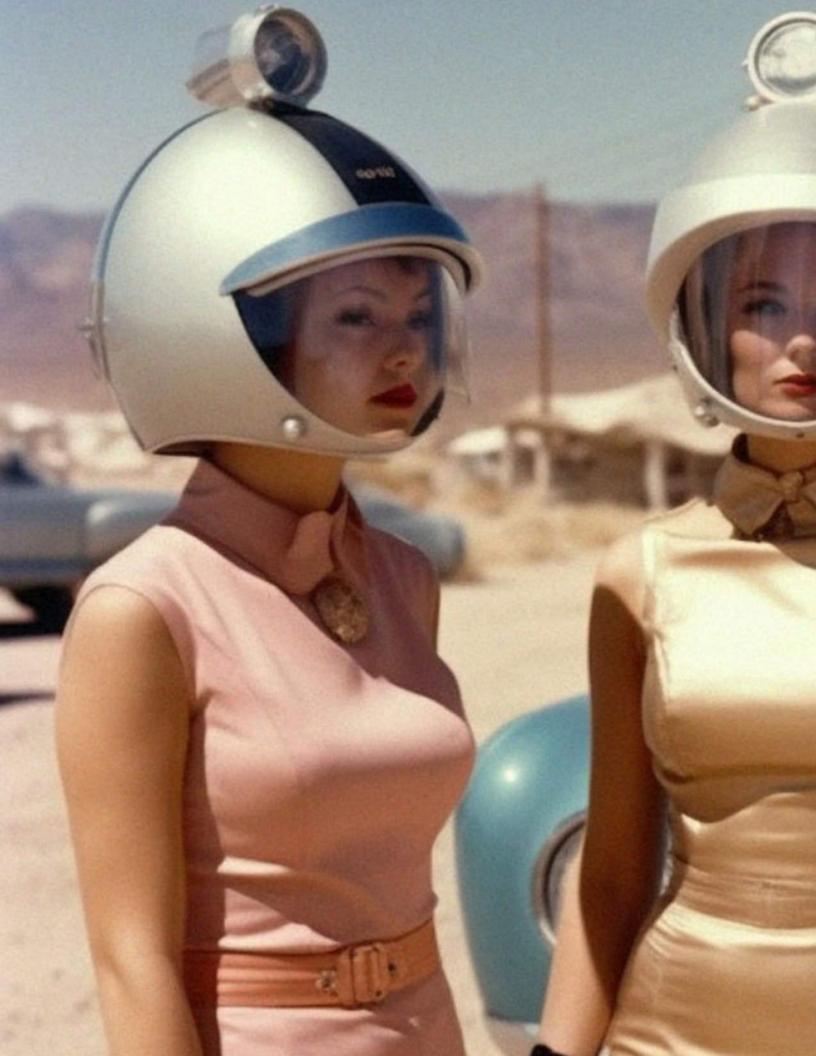










































































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hellen van berkel

HEARTMADE PRINTS



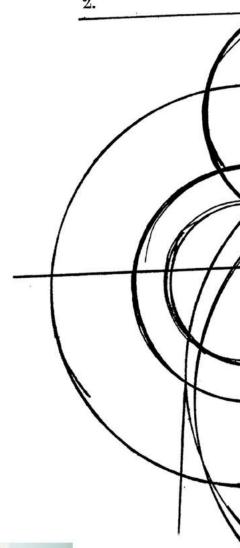




## Nora's Deities





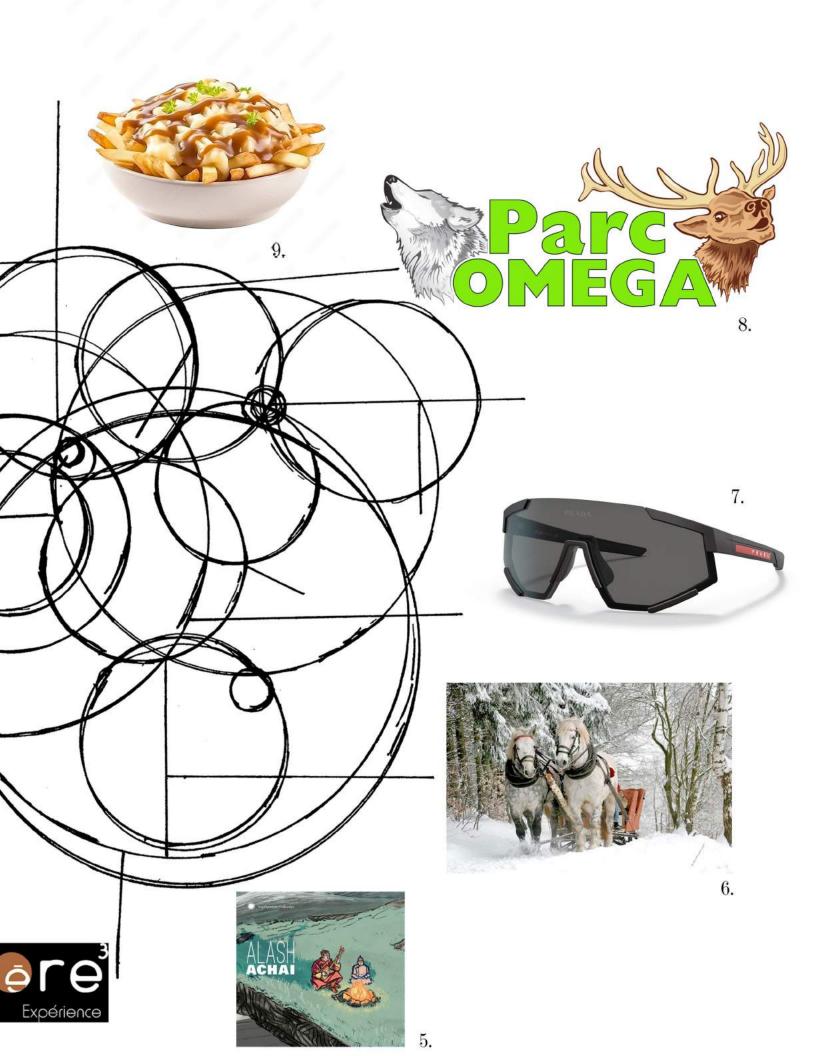


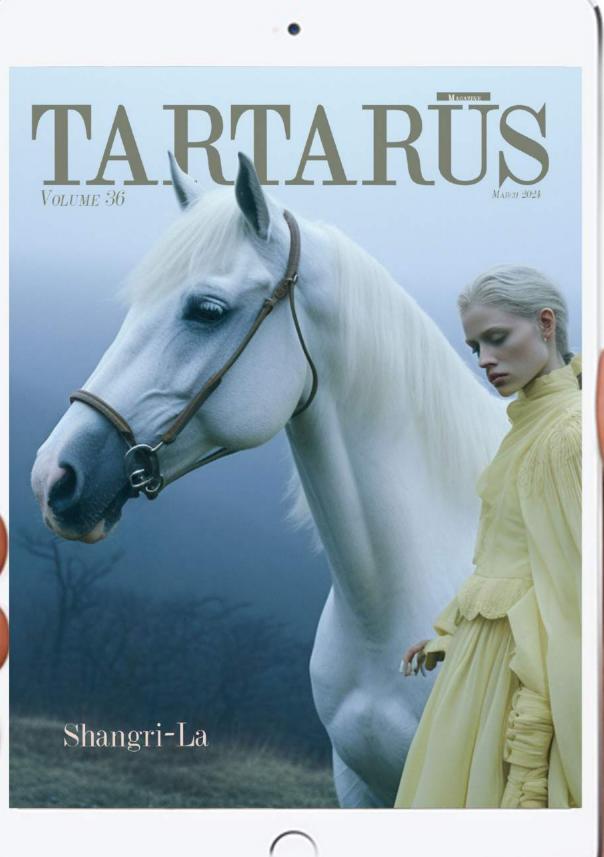
- 1. Moncler \* Rick Owens Radiance Coat
- 2. Maison Margiela snow boots
- 3. Visit: Québec City, CA
- 4. Food for thought: Taniere QC
- 5. Alash Ensemble tuvan throat singing
- 6. Sleigh ride
- 7. Prada Linea glasses
- 8. Omega Park
- 9. Poutine













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