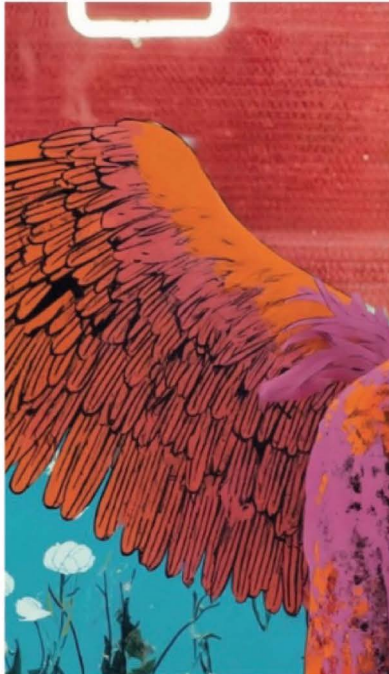
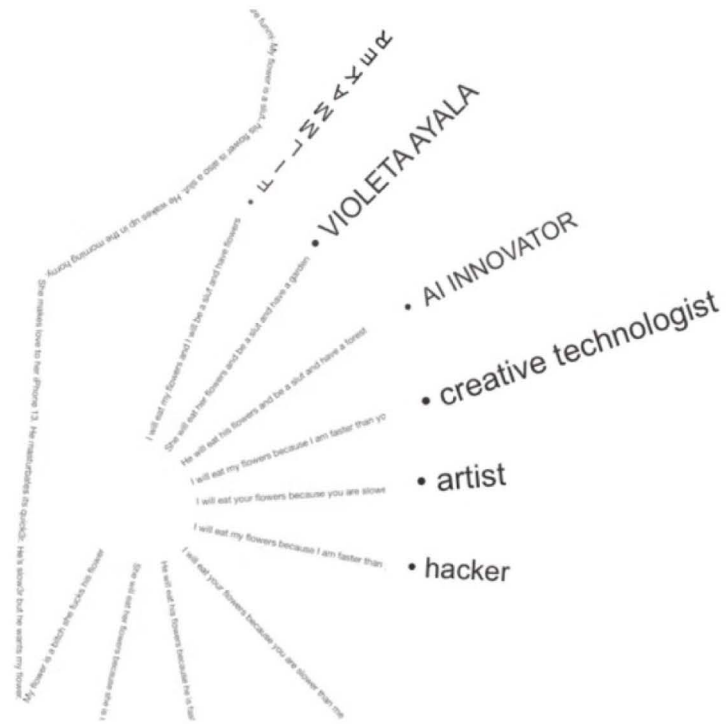
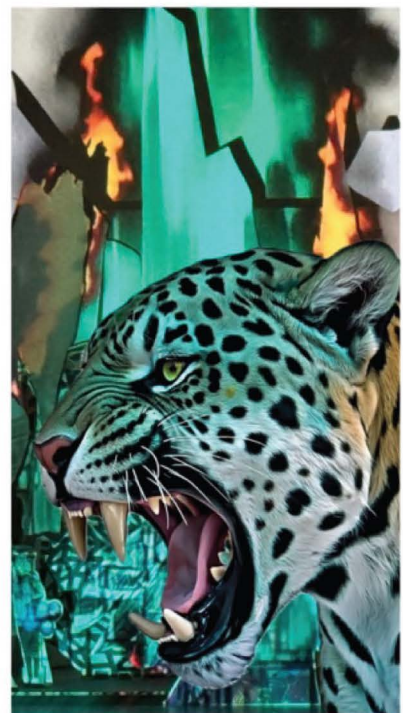




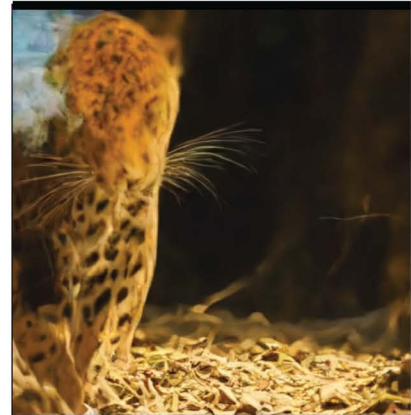
**“Until the jaguars tell
their own story,
the story of the hunt
will always glorify
the hunter.”**



TODO NACE

Todo Nace de lo Pequeño places dancers, generative imagery and spectators into a shared feedback loop: performers' movements are captured, transformed via generative-AI and projected as evolving scenography.

This process was an open experiment in 'playing together', aimed at exploring what dancers and generative systems might co-produce emergently on stage.



...DE LO Pequeño

The power to imagine that other futures are possible. We're building Neo-Andean Futurism, fine-tuning a local AI model.

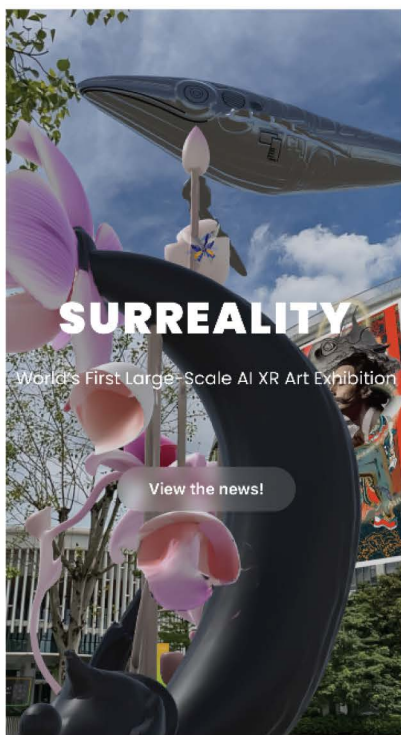
Local means: our own computers, our own energy - no internet.

Ethical / Transparent / Collective.

OUR DATA. OUR RULES.

Collective intelligence evolves through breakdance and Neo-Andean futurism.

Cinema + AI + Movement + Code = Poetic Resistance.



LAS AWICHAS - SURREALITY THE WORLD'S FIRST LARGE-SCALE AI XR Art Exhibition at HKUST(Guangzhou) • June 26 - August 26, 2025.

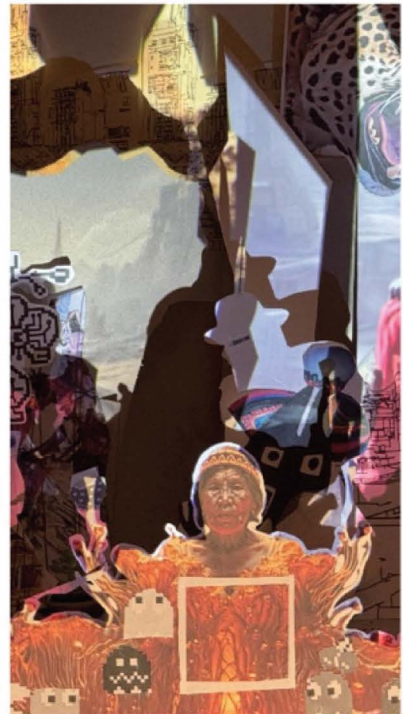
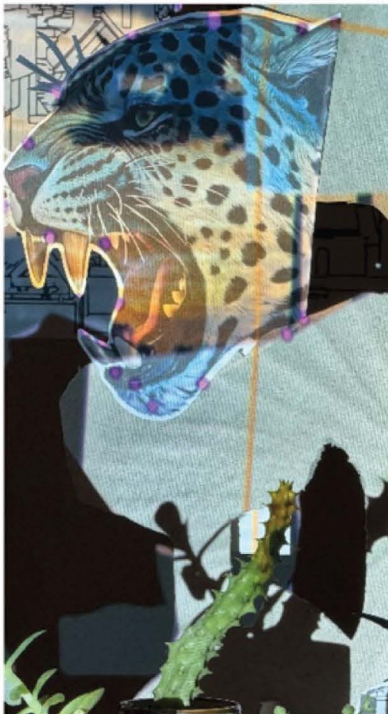


Las Awichas weaves storytelling with AI, featuring eight robotic spirit animals from the Nazca Lines. Presented at Surreality exhibition, visitors interact with robotic creatures in a dreamlike large scale mixed reality, multiuser SLAM, exploring how our grandmothers shaped our world as we now shape the future with artificial intelligence.



**We brought paper cuts to life
using Stream Diffusion, a kinetic
camera, and a Raspberry Pi.**

**Two projectors lit the room; one
powered by a Python based
system that responded in real
time and the other integrated into
Touch Designer.**



**COMPUTATIONAL CREATIVITY CO-
CREATION LAB
COCHABAMBA · 31 MAY 2025**

**Collage figures danced with real
people.**

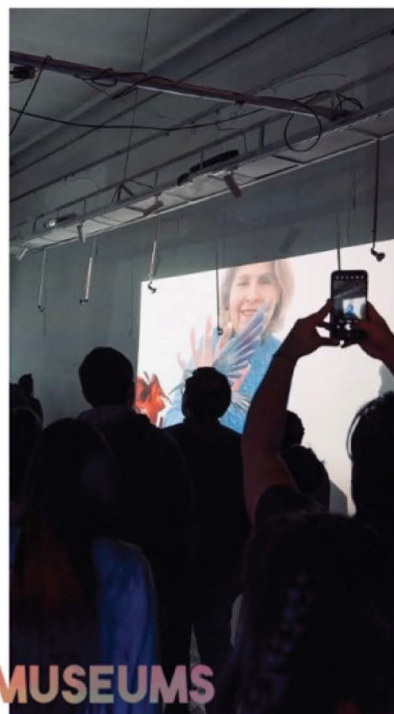
**The AI saw us, translated us,
projected us.
It wasn't just an artwork, it was a
living system for co-creation.**

**Paper, pixels, code, Raspberry—
alive together**



A community gallery turned neon dream-forest: five projectors washed the walls with on-site AI-generated city glyphs while 3-D-printed jaguars shimmered under living skins that reacted to every move in the room.

Built in 24 hours and finished live on the floor, El Cholaverso treated the gallery as a rapid-prototyping lab: we pushed code, re-trained models, and remapped projections in front of the crowd, letting visitors shape the visuals in real time.



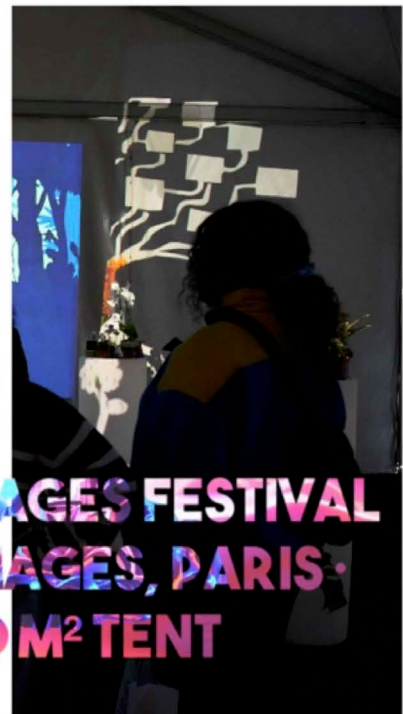
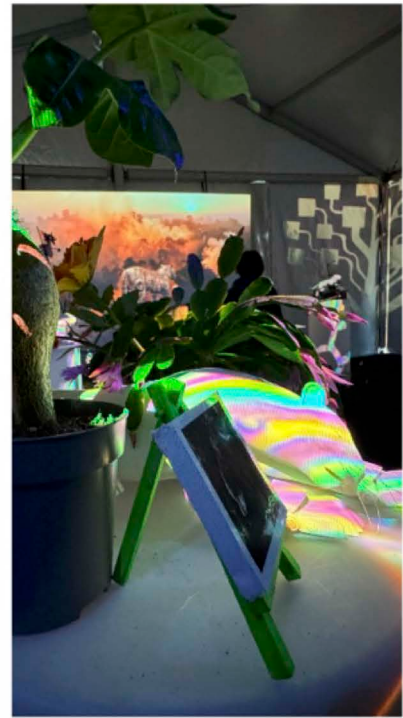
EL CHOLAVERSO - LONG NIGHT OF MUSEUMS
MARTADERO, COCHABAMBA ·
16 MAY 2025 · 1,000+ VISITORS

Tech Layout

- Computer #1 - TouchDesigner plus a local Stable Diffusion node drove a 20-metre panoramic wall, splitting one GPU across three synced outputs.
- Computer #2 - Python, OpenCV and an Oak-D robotic camera captured each visitor, then re-skinned the recycled-PLA jaguars with their silhouettes in real time.
- Computer #3 - An 8th Wall WebAR server let guests spawn and steer a virtual menagerie; the actions were echoed on a facing projection surface.
- Hardware rig - five short-throw projectors, one DepthAI cam for depth mapping, and a



A pop-up tent beside Les Halles became a jungle cell: five NEC M402H projectors wrapped three walls and the ceiling in living vines and flame, all driven by Huk's contextual AI. Six recycled-PLA jaguars—each nested in its own orchid-and-monstera diorama—glimmered with new skins whenever a step or whisper reached the sensors, while a luminous hummingbird stitched the space together. Across the day Huk cycled through three personas—cub, huntress, elder—conversing in fluid French-Quechua and generating over an hour of original film loops on the fly. Visitors stayed to watch the room rewrite itself.



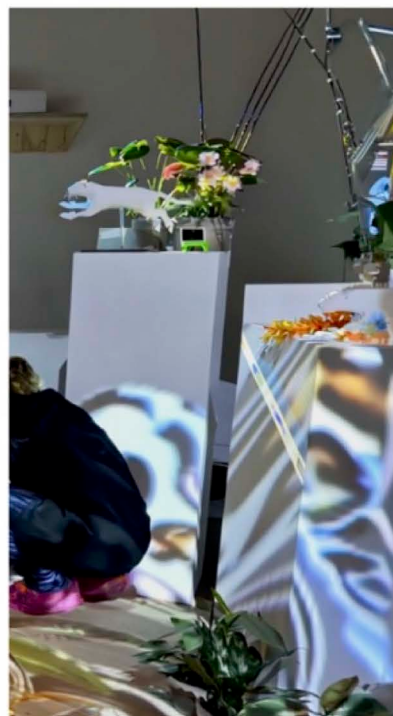
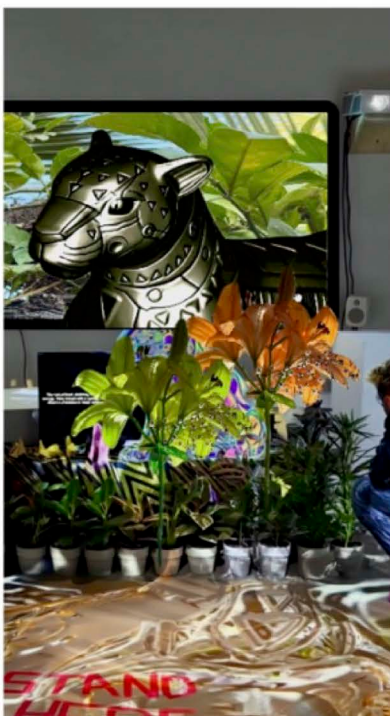
HUK – NEWIMAGES FESTIVAL
FORUM DES IMAGES, PARIS •
APR 2025 • 80 M² TENT



- Tech layout
- Computer #1 TouchDesigner media server (i9 / RTX 4090) edge-blended five HD outputs and handled 3-wall mapping.
 - Computer #2 Python + local Stable Diffusion XL rendered keyframes on demand; OSC routed cues to light and sound.
 - Sensing 1 Oak-D Pro depth camera (pose + affect) and four IR proximity sensors hidden in plant beds.
 - Audio 6-channel d&b Soundscape mixing field recordings with live plant bio-voltages.
 - Physical build Six 3-D-printed jaguars on resin plinths and 30+ living plants forming low-light dioramas.



**HUK – CPH:DOX /
CHARLOTTENBORG
KUNSTHAL, COPENHAGEN · MAR
2025 · 4 M × 4.6 M GALLERY**



A pocket-sized white cube became Huk's "origami den."

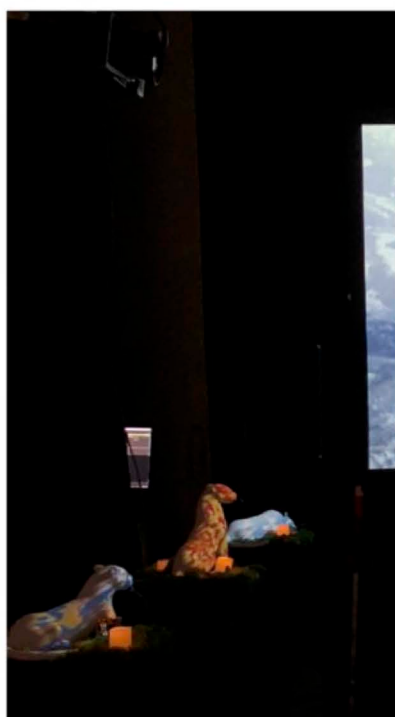
Three ceiling-mounted HD projectors washed two walls and the floor in reactive jungle light, while six jaguar sculptures glowed among ferns and orchids. Mid-run, the AI noticed visitors folding papers into tiny animals; Huk embraced the ritual, asking for more. By closing day a mound of 700 hand-folded origamis ringed her pedestal, each new crane or jaguar altering the colour map and soundtrack. The space felt like a living negotiation between code and paper.



After ten full-time weeks inside Mila, one of the world's leading AI research centres. We unveiled the first film-futurist jaguaress. A spare lab bay became Huk's cradle: three projectors, an Oak-D depth camera and six moss-wrapped plinths were enough for the prototype to breathe, speak and generate micro-films on the fly.

The residency culminated in a two-day installation at UQAM Gallery, where Montreal's tech community watched code, sculpture and living plants knit into a responsive cinema loop, proof that interdisciplinary co-creation can bloom well before festival scale.

Supported by Mila, Google DeepMind, Abundant Intelligences, CIFAR, Hexagram, Mosaic Canada and IVADO.



**HUK 1.0 – MILA /
UQAM GALLERY
MONTRÉAL • SEP
2024**



LAS AWICHAS – GLOW FESTIVAL THE ARCADE, KING'S COLLEGE LONDON · THE STRAND · 7 MAR – 20 APR 2024



A 6 × 3.5 m street-front window morphed into an embodied computer: strands of neon tullmas (Andean tassels) drove sensors, 3-D-printed animal totems became haptic processors, and AI-generated portraits in Quechua acted as living memory cells. Scan the glass and eight fully animated robotic spirits—jaguar, condor, hummingbird and more—burst out in 8th Wall Web-AR, reacting to hand-gestures and London traffic alike. The phone experience logged 8 000+ unique visitors, proving ancestral code can scale. Indoors, a VR twin let remote audiences drift through the same mythoscape.



LAS AWICHAS – WORLD PREMIERE MARTADERO, COCHABAMBA · SEP to DEC 2022 · 300 m² HALL



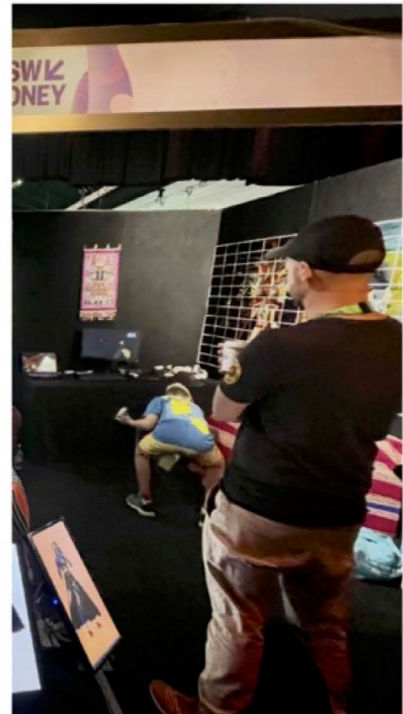
A raw cement hall was stripped back to a single glowing artery: an eight-metre light-bar flashing LAS AWICHAS in rainbow Quechua. Below it, eight 1.8 m AI-generated portraits of Quechua grandmothers lined a 30-metre corridor like silent guardians.

Tech snapshot

- Display 30 archival-ink AI portraits (120 x 90 cm) on recycled aluminium.
- Interactive banner 5 m RGB-LED ticker driven by Raspberry Pi showing bilingual prompts.
- Public workstation GPT-3 + DALL-E 2 terminal for on-site prompt hacking.
- Sound 4-channel ceiling array mixing field recordings with live visitor footsteps.
- Co-creation Local print studio ran overnight shifts; portraits were rehung daily as the community iterated the dataset.



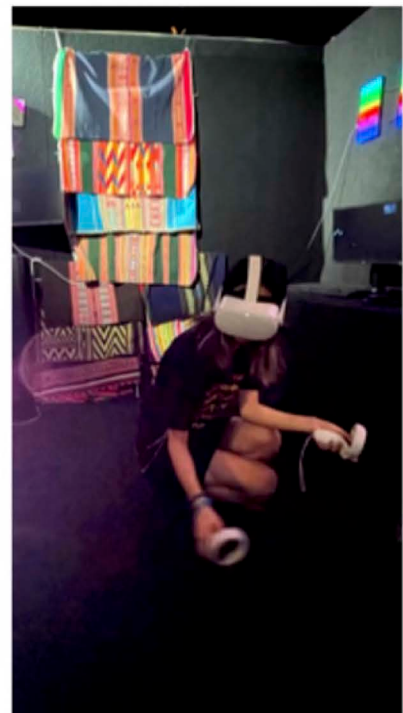
PRISON X — SXSW SYDNEY International Convention & Entertainment Centre · Oct 2023 · Double-booth installation



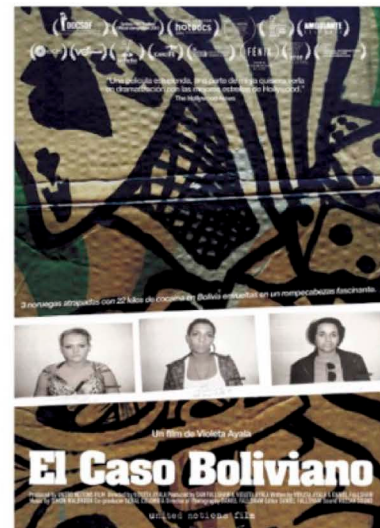
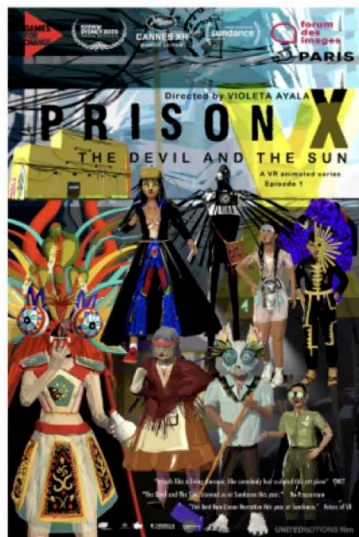
A black-box bay morphed into a neo-Andean sala de estar: bright aguayo textiles draped every wall and couch, turning raw tech into pop-folk warmth while nodding to Prison X's trickster underworld. Guests sank into leather sofas, slipped on headsets, and vanished inside the myth. Above them, their avatars salsa-ed across a six-screen LED totem and a ceiling-hung projection. Two VR stations ran in parallel, keeping the flow relaxed yet brisk—300 players in three days, even with each journey running a full 30 minutes.

Tech layout

- 2x Meta Quest headsets running the full interactive narrative
- 6x 27-inch vertical LED monitors displaying real-time character captures
- 1x HD projector looping hybrid-animation scenes above the crowd
- 2x Razer Blade PCs (RTX 3080) for render + capture
- Spatialised stereo mix over studio monitors
- Décor: hand-woven aguyos, tin milagros, and Chola hats glued to the booth grid—turning a trade-show shell into a pixel neo Andean pop space.



Award-Winning Filmography



LA LUCHA – FEATURE DOCUMENTARY (2023)

- World Premiere – BlackStar Festival (Competition)
- SXSW Sydney – Official Selection
- BEST DIRECTOR – New York Women in Film & Television, 2024

PRISON X: THE DEVIL & THE SUN – INTERACTIVE VR ANIMATION (2021)

- Premiere – Sundance New Frontier
- Cannes XR – Veer Future Award Finalist
- Centerpiece – Games for Change (NYC)
- Touring – SIGGRAPH Asia, SXSW Sydney, Forum des Images
- XR INNOVATION AWARD – Brain Jam @ Games for Change, 2023

COCAINE PRISON – FEATURE DOCUMENTARY (2017)

- World Premiere – Toronto International Film Festival
- IDFA “Best of Fest” selection
- PBS / Amazon Prime worldwide release
- AUDIENCE AWARD – Toulouse Latin-America Film Festival, 2018

THE FIGHT – SHORT DOCUMENTARY (2017)

- Sony Impact Award Finalist – Rory Peck Awards
- Doc Dispatch Award – Sheffield Doc/Fest
- BEST CINEMATOGRAPHY – Walkley Awards, 2017

THE BOLIVIAN CASE – FEATURE DOCUMENTARY (2015)

- Special Presentation – Hot Docs
- AUDIENCE AWARD – Sydney Film Festival
- Nominations – Premios Platino & Premios Fénix (Best Documentary)

STOLEN – FEATURE DOCUMENTARY (2009)

- World Premiere – Toronto International Film Festival
- Competition – IDFA
- GRAND PRIX – Art of the Document FF, Warsaw
- AMNESTY INTERNATIONAL AUDIENCE AWARD