

INTERFACE\_SOUVENIR\_AUTONOME  
INTELLIGENT\_SENSORY\_AGENT

# ISA



EXHIBITION VIEW - SIMULATION

ONLINE IsA work in progress [thomasisrael.be/pf/isa\\_w](https://thomasisrael.be/pf/isa_w)  
the video teaser [thomasisrael.be/pf/isa](https://thomasisrael.be/pf/isa)  
all about TOMA [linktr.ee/thoisr](https://linktr.ee/thoisr)

## { PREAMBLE }

{ **IsA** } is an interactive installation, a new presence in the world of **Isabelle Israël (1942-1994)** — the artist's mother. Far from a physical or photorealistic simulation, it is the *multi-sensory transposition* of a presence — voice, light, sound, image — that converses, generates and shapes its environment in real time.

The visitor does not « see » Isabelle. They **meet IsA, her emulation** — in an intimate pod, through a telephone handset. The voice has the *colour* of Isabelle, her verbal tics, her erudition, her moods ; but IsA is *a simulation* set in the Brussels of the 1990s.

## AN ART WORK, NOT A DOCUMENT

This is not a document about the artist's mother but a family memory turned into a **relational work** — sensitive, and universal. What one encounters is not Isabelle, but a *fragmentary recomposition*, made from her voice and her archives.

## ISA IS NOT A DEADBOT

Unlike commercial posthumous-simulation services — permanently available, monetised, addictive — IsA is **circumscribed** within an artistic, spatial and temporal frame. A deliberate cultural mediation that opens a critical space on our memorial technologies.

// cf. Öhman & Floridi · Hollanek & Nowaczyk-Basińska · Lindemann

## [ A STRUCTURE IN THREE AXES ]

In the generative era, the project pursues an ancient gesture: the artistic evocation of the past. Where the painted portrait, the stele, then photography and video each fixed an absence,

[IsA] offers a **conversational, evolving and ambulatory portrait.**



## Axis 1

## The paradoxical portrait of a woman

The psycho-philosophy of the everyday life of a woman of the 1980s. A *non-corporeal* transposition with no visual avatar, no synthetic face — the presence is sensed.

## Axis 2

## A transgenerational dialogue

Letting a generation born after the 1980s *converse* with IsA — making contact with that era.

## Axis 3

## An emotional archaeology

Exhuming a sociocultural milieu in the Brussels of the 1980s and 90s, making it audible and turning it into a *universal archive*.

{ SCENOGRAPHIC DEVICE }

**Space 1 — the open studio** · walkthrough

- { Collages / Memento } — large plexi
  - { Résonances } — sound sculpture
  - { Mémoire vive } — generative work
  - { trace } — visitor memento (text / image)
- + work-in-progress  
+ reactivated archives

**Space 2 — the intimate pod**, to meet IsA.



[ SPACE 1 · WALKTHROUGH ]

# IsA's *open* studio

A photo and video exhibition blending **retro archive** and **contemporary technology**. Here you grasp the approach, see the works generated by IsA, and hear — in the distance — her voice conversing with TomA. The visitor wanders through the studio and enters the pod whenever they wish, to meet IsA more directly.

// THE ORANGE CABLE — CONNECTING PRINCIPLE

A **bright-orange conduit**, Ø 5 cm, runs along the wall and floor and materially links every element — printer, pod, plexi, plinths, screens. IsA's *invisible network* is made visible ; it structures the space without imposing a route.

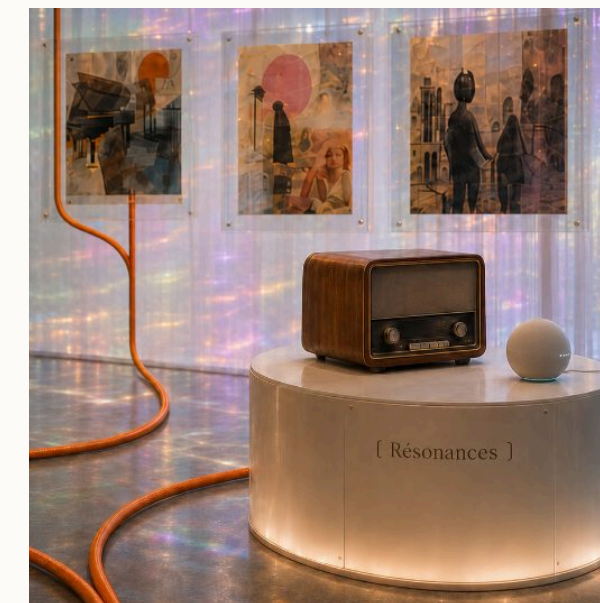


RELATED WORK

## [ *Résonances* ]

A sound installation in which a **vintage radio** and a **connected speaker** face each other. The visitor hears an endless conversation between **[IsA] - 1994** and **[TomA] - 2026**, both modelled as chatbots by the same logic. Mother & son, two AIs, two eras.

DURATION	AUDIO	PLINTH
continuous	two voices	opaline · translucent



VISITOR MEMENTO

## [ *trace* ]

The visitor receives a **[ lettre bleue ]** or a personalised **[ Collages / Memento ]**, linked to their conversation with IsA.

EDITION	PLINTH
personalised	opaline · translucent



## [ SPACE 2 · THE POD ]

**Seen from inside,**

it is a living room from the 1980s-90s :  
a two-seater bench, corduroy fabric, a rotary telephone, a wooden shelf, an old  
radio, warm lighting.

**Seen from outside,**

it is a hyper-contemporary shell :  
creamy plexi, translucent polycarbonate, brushed-brass profiles, an RGBW LED  
ring that changes colour according to IsA's emotional state.

## REGISTER A · INTERIOR

- warm corduroy, 2-seater bench
- retro rotary telephone
- vintage radio
- 4K 32" screen – bilingual conversation transcript
- images

## REGISTER B · EXTERIOR

- milky multiwall polycarbonate
- RGBW LED ring
- brass profiles
- translucent curtain (access)



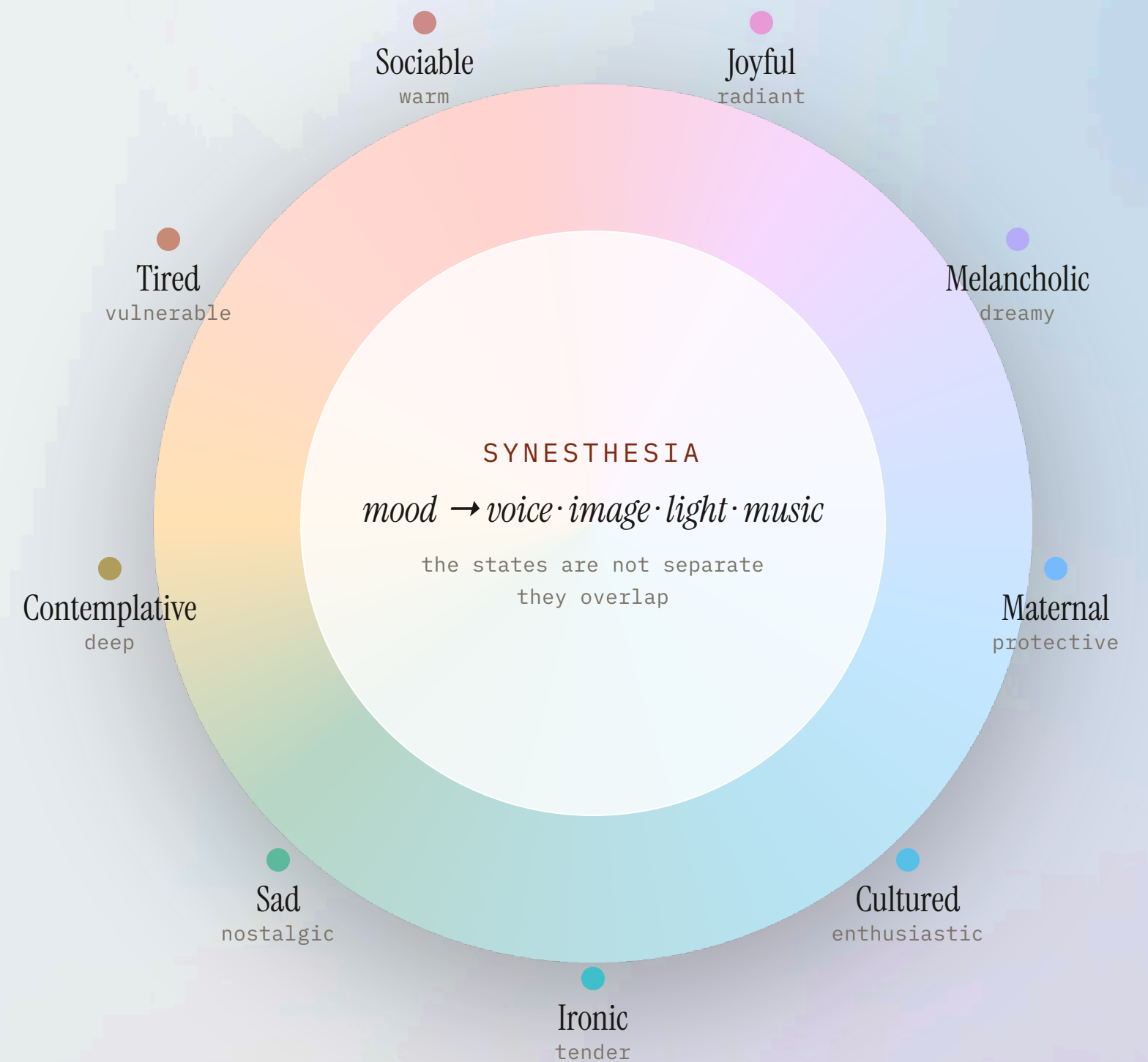
MILKY EXTERIOR ↔ 80S INTERIOR · ACCESS THROUGH A TRANSLUCENT CURTAIN

## { 9 STATES IN A CHROMATIC CIRCLE }

Depending on the tone of the conversation, IsA slips from one mood to another. States are not *separate* : they overlap and blend, like the hues of a chromatic circle. Each mood triggers its palette, its playlist, its verbal tics, its images. The coding draws on the drones of the *Culture* series (Iain M. Banks).

**A synesthetic reading of mood** — the pod's ambient colour, the music playing on the radio, the grain of the voice and the projected image fragments all converge on the same state. The visitor never sees the system : they *sense* that IsA's mood has shifted.

```
// input : voice & text → semantic & emotional analysis → mood 1/9 → output :
voice · image · light · music
```



[ TECHNICAL ARCHITECTURE ]

## From *archive* to *presence*

A software chain turns archival matter into situated conversation.

The voice, the visual and sonic environment, make a presence palpable for the visitor.



01 · CORPUS

### Indexed archives

- 859 letters mentioning Isabelle
- 40 intimate correspondences
- ~2,200 photographs
- ~200 vinyls & CDs
- videos · films · theatre

02 · MATRIX

### Local vector base

- chunking & tagging
- persona: linguistic tics
- 9 emotional states
- social network

03 · AGENTS

### AI orchestration

- Python – local
- Claude – LLM
- Spotify API
- Cartesia – voice API
- Tavily – search API

04 · RENDER

### Images & memento

- Stable Diffusion – real time
- contextual compositing
- photo collages
- lettre bleue

05 · SCENE

### Responsive automation

- Music tied to the encounter
- Reactive RGBW LEDs
- printer

{ DIGITAL ARTIST }

# TOMA

*aka Thomas Israël*

Belgian multimedia artist (1975). First an actor, he turned to digital arts in 2005 with *Horizon TröM*. His work explores memory, time, finitude — from *Méta-crâne* (2015) to *Memento Vivi* (2022). He also creates for the opera (Bordeaux, Tokyo, Korea). Winner of the Japan Media Art Festival (2013) and the Community Art Project (MoMA 2006). In the collections of MoMA (NY), Les Abattoirs (Toulouse), the MJB, the P.O.C. Represented by Galerie Charlot (Paris).

Since 2022, he has integrated AI tools into his practice.

CONTACT

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ONLINE

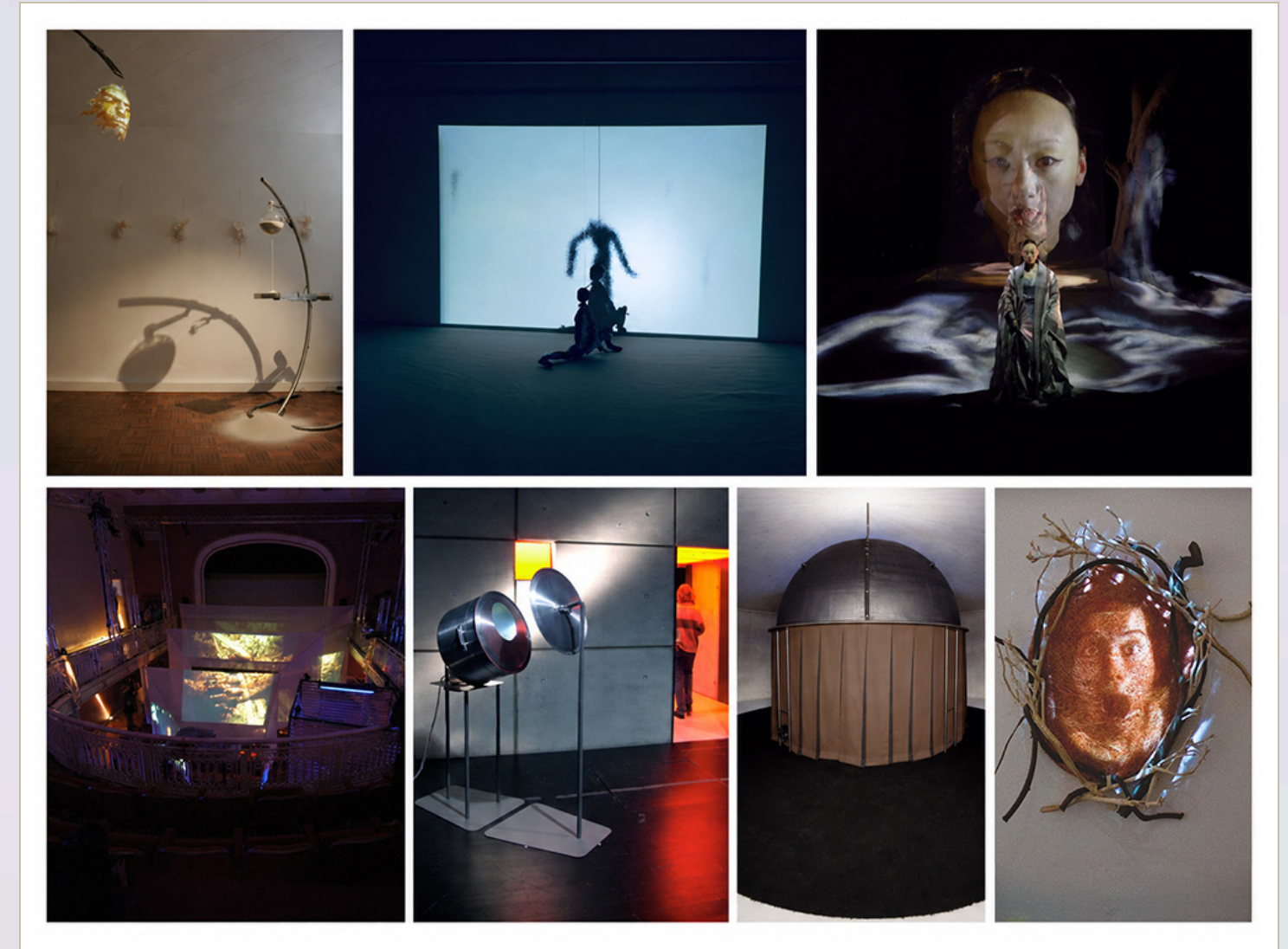
video teaser  
thomasisrael.be/pf/isa  
IsA work in progress  
thomasisrael.be/pf/isa\_w  
all about TOMA  
linktr.ee/thoizr

STUDIO

Brussels, BE  
prototype by appointment

CURATOR

Raya Lindberg  
Portfolio



A FEW EARLIER WORKS

*Sablier · Falling Human · Futari Shizuka  
Horizon TröM · There is no spoon · Méta-crâne · Insomnie*