

VISUAL ART DIGEST 01
AUGUST '23



TECH

DESIGN

CULTURE

ISSUE ONE



THIS IS SUE

NEW THIS ISSUE

SCHISM

HOPALONG CAMANSHII

TOP 5 AI TOOLS

NEODELPHIA

FUTURE VINTAGE

SYNAPTIC KUSH BACKUP





ZHIDI EZEE

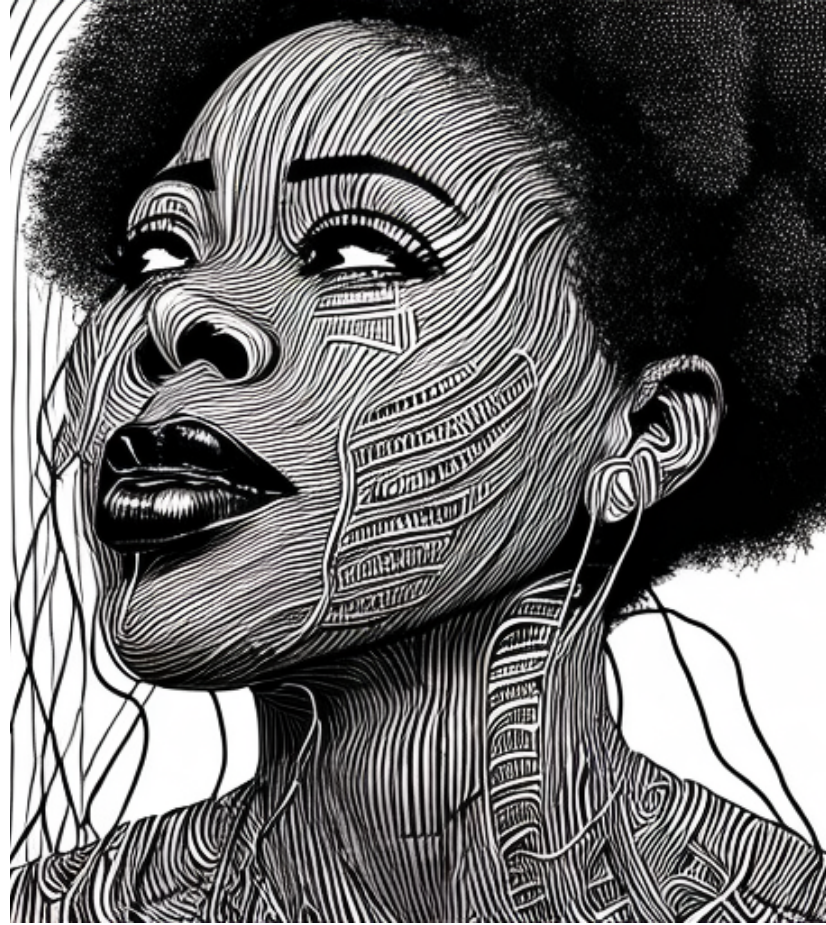
AUTHOR

SCHISM

THE DISCONNECT BETWEEN
TECHNOLOGY AND REALITY

— Article SCHISM

The Disconnect Between Technology and Reality



The world is changing rapidly, and technology is playing a major role in that change. We are now more connected than ever before, but this connectivity has also come at a price. We are becoming increasingly **disconnected from reality**.

One of the biggest ways that technology is disconnecting us from reality is through **social media**. Social media platforms like Facebook, Twitter, and Instagram allow us to connect with people all over the world, but they also create an illusion of connection. We can see what our friends and family are doing, but we don't really know what they are **thinking or feeling**. This can lead to feelings of isolation and loneliness.

Another way that technology is disconnecting us from reality is through **our devices**. We are constantly bombarded with information and stimulation from our phones, computers, and TVs. This can make it difficult to focus on the **present moment** and to appreciate the beauty of the natural world.

The disconnect between technology and reality is not just a problem for individuals. It is also a problem for society as a whole. When we are disconnected from reality, we are more likely to make **poor decisions**. We are also more likely to be influenced by **propaganda** and **misinformation**.

We need to be more mindful of our use of technology. We need to be aware of how it is affecting our relationships, our mental health, and our overall well-being. We need to find ways to connect with each other in person. This means spending time with friends and family, getting involved in our communities, and participating in outdoor activities. We need to support organizations that are working to protect the environment and promote sustainable living. We need to vote for leaders who will put the needs of people and the planet ahead of corporate profits.

I am personally doing a few things differently to address this problem. I am voting for the **Green Party**, which is committed to environmental protection and social justice. I am also reducing my time in front of a screen and spending more time outdoors. And I am becoming more involved locally by volunteering at my community garden and attending town hall meetings.

These are just a few suggestions. There are many other things that we can do to address the disconnect between technology and reality. The important thing is to start taking action. **The future of our planet depends on it.**

In addition to the above, here are some other things that we can do to reconnect with reality:

Turn off our devices for set periods of time each day. Spend time in nature, away from the hustle and bustle of city life. Practice mindfulness meditation, which can help us to focus on the present moment. Read books, which can help us to expand our knowledge and understanding of the world. Get involved in creative activities, such as art, music, or writing. Spend time with loved ones, who can help us to feel connected and supported.

Reconnecting with reality is not always easy, but it is essential for our well-being. By taking steps to reduce our reliance on technology and to spend more time in the real world, we can create a more balanced and fulfilling life.

— END



"IRIS"

HOPALONG
LONG

CAMS
NIHSII

What if you could remake the world in your own image? What if artists were Gods? What if you could create life as easy as a flick of the wrist? Hopalong Camanshii is a science fiction universe that explore concepts of reality, sexuality and the influence of mass media.

REMAKE

THE

FUTURE



PHILADELPHIA 2120

WHEN WAS SEVEN MY MOM
TOOK ME TO A DOCTOR TO
FIGURE OUT WHAT EXACTLY
WAS WRONG WITH ME.

YOUR QUANTUM
CIRCLE OF
CIRCUMSTANCES
GOT ME...

TONIGHT
HOPALONG CAMANSHII
+ THE SYNAPTIC KUSH

SINCE I WAS A BABY MY
PUPILS STARTED FADING
SLOWLY AND SLOWLY....

UNTIL THEY WERE GONE ENTIRELY.

BUT I DIDN'T GO
BLIND. IN FACT THE
MORE THEY FADED...

TAKIN' ALL
THESE
CHANCES...
ALL THE NEW
ROMANCES.

...THE MORE I COULD
SEE, I GOT SMARTER
MORE CREATIVE. THEY
CALLED ME A GENIUS.

BUT I CAN'T
TELL WHICH
WAY TO GO...

FOR A WHILE AT LEAST. SOON
THE WORDS 'WEIRDO' AND
'FREAK' WOULD BE UTILIZED.

'CAUSE I'M
SLOOOOOW.
(YA'LL SING!)

DOCTORS NEVER DID
FIGURED OUT WHAT
WAS WRONG WITH ME
AND MY WEIRD EYES.

BUT I FOUND A WAY TO FIT IN.

I FOUND MY TRIBE.

YOU GOT ME TRIPPIN' ON SYZYGY!
OH! OH! OH!

I FOUND A WAY I COULD
BELONG. A WAY TO HIDE IN
PLAIN SIGHT. A ROCKSTAR!

The background is a vibrant, abstract illustration. It features a dense, colorful pattern of lines and shapes in shades of red, orange, yellow, and green, resembling a stylized city skyline or a complex network. A large, dark, irregular shape, possibly representing a building or a shadow, is positioned in the foreground, partially obscuring the background. The overall style is graphic and modern.


But that was then.

this is now.

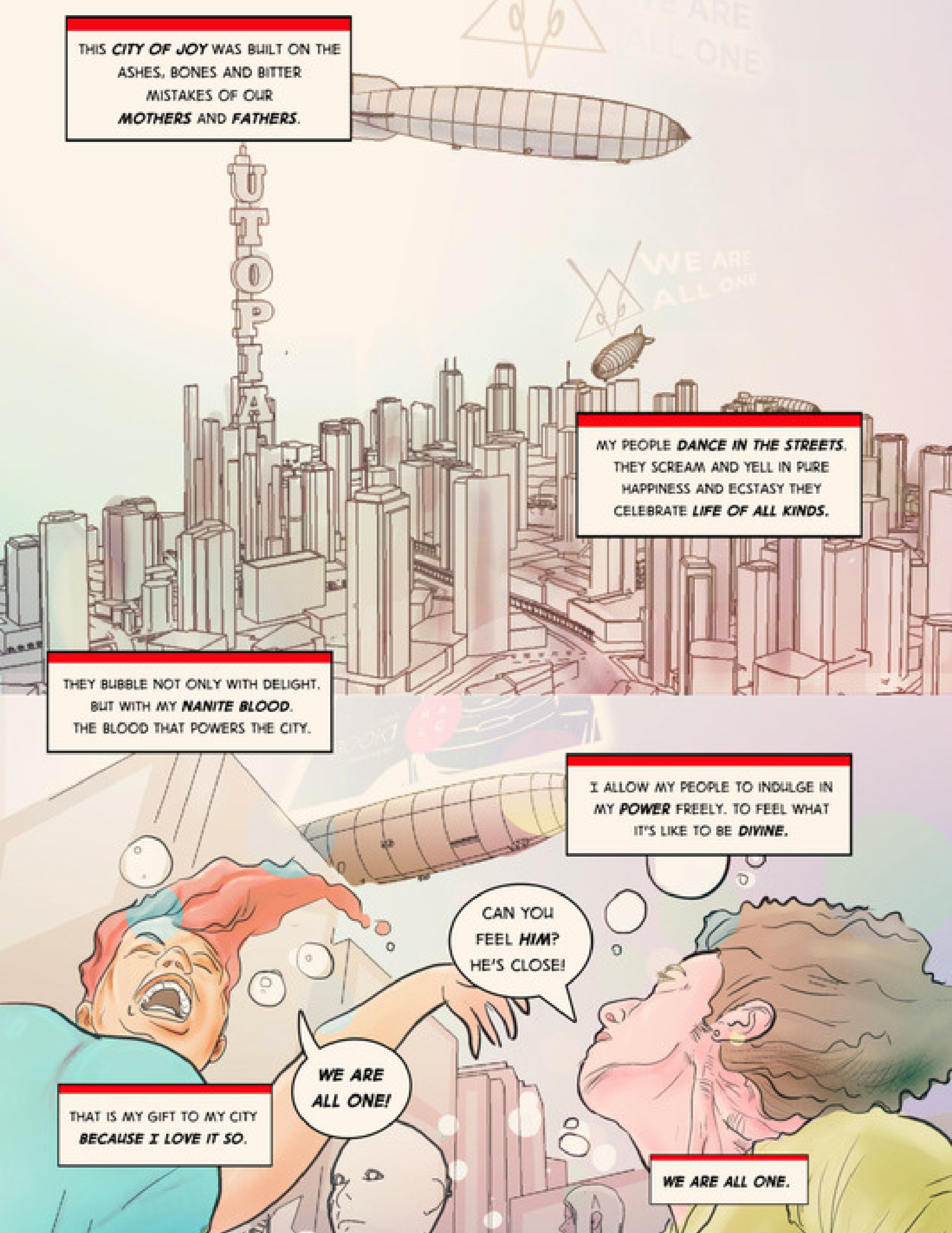


THIS IS **NEODELPHIA**.

A CITY OF BRIGHT
LIGHT AND **HOPE**.



THIS IS **MY** CITY.
AND I **LOVE** MY CITY.



THIS *CITY OF JOY* WAS BUILT ON THE
ASHES, BONES AND BITTER
MISTAKES OF OUR
MOTHERS AND FATHERS.

MY PEOPLE *DANCE IN THE STREETS.*
THEY SCREAM AND YELL IN PURE
HAPPINESS AND ECSTASY THEY
CELEBRATE *LIFE OF ALL KINDS.*

THEY BUBBLE NOT ONLY WITH DELIGHT,
BUT WITH MY *NANITE BLOOD.*
THE BLOOD THAT POWERS THE CITY.

I ALLOW MY PEOPLE TO INDULGE IN
MY *POWER* FREELY. TO FEEL WHAT
IT'S LIKE TO BE *DIVINE.*

CAN YOU
FEEL *HIM?*
HE'S CLOSE!

*WE ARE
ALL ONE!*

THAT IS MY GIFT TO MY CITY
BECAUSE I LOVE IT SO.

WE ARE ALL ONE.

IN NEODELPHIA. **EVERYONE DRINKS.**
EVERYONE BECOMES CONNECTED.

TO ME AND TO EACH OTHER.

THERE HE IS! CAN
YOU SEE HIM?

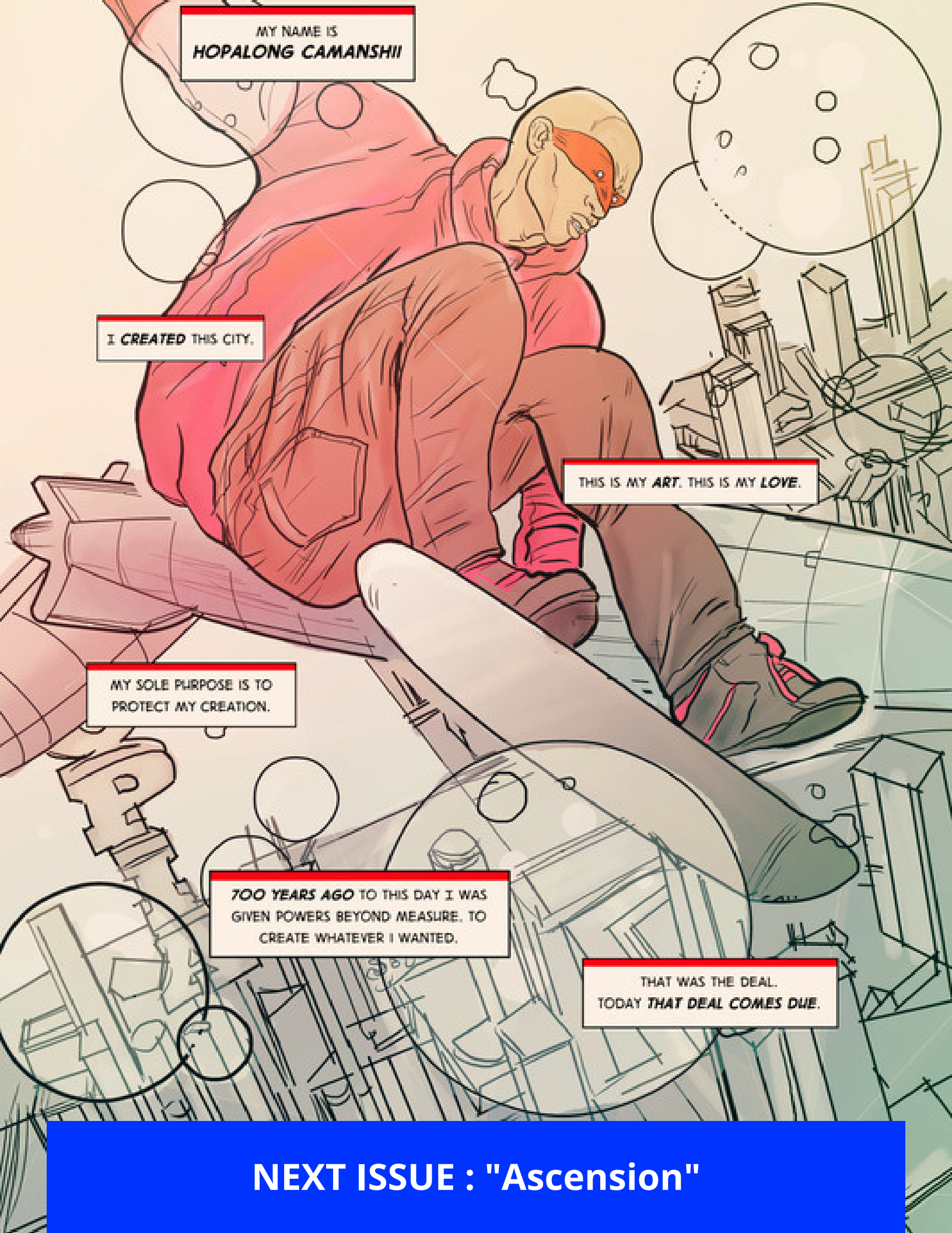
YES! THERE
HE IS!!

IN NEODELPHIA EVERYONE IS AN
ARTIST, A SCIENTIST,
A WARRIOR-POET AND A GENIUS.

BUT EACH DAY AS OUR SUN SHINES
THEY ALL LOOK TO THE SKY FOR
REASSURANCE.

THEY LOOK TO *ME*.

UTOPIA



MY NAME IS
HOPALONG CAMANSHII

I **CREATED** THIS CITY.

THIS IS MY **ART**. THIS IS MY **LOVE**.

MY SOLE PURPOSE IS TO
PROTECT MY CREATION.

700 YEARS AGO TO THIS DAY I WAS
GIVEN POWERS BEYOND MEASURE. TO
CREATE WHATEVER I WANTED.

THAT WAS THE DEAL.
TODAY **THAT DEAL COMES DUE**.

NEXT ISSUE : "Ascension"

GAME OVER?

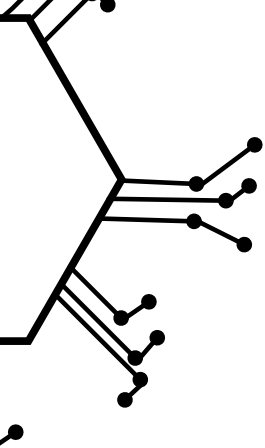


Top 5 Free AI Tools for Creating Digital Art

by Jill Taranko

Artificial intelligence (AI) is rapidly changing the way we create art. AI-powered tools can help artists to create realistic images, abstract paintings, and even sculptures.

Here are the top 5 free AI tools for creating digital art.



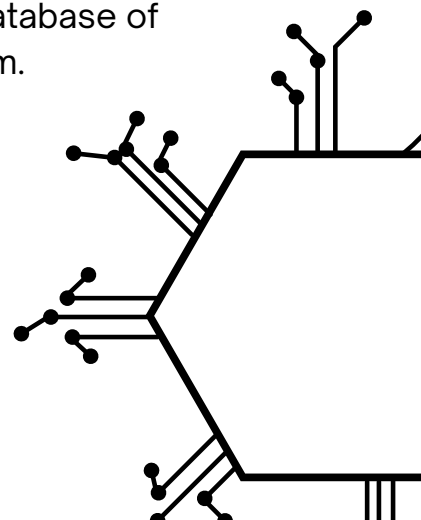
DALL-E 2

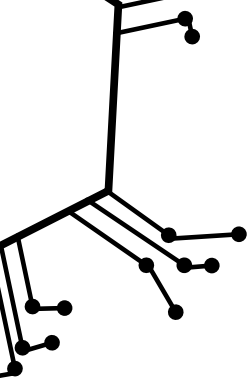
DALL-E 2 is a powerful AI image generator that can create realistic images from text descriptions. It is still in beta and has a limited waitlist, but it is one of the most impressive AI art tools available.



JASPER ART

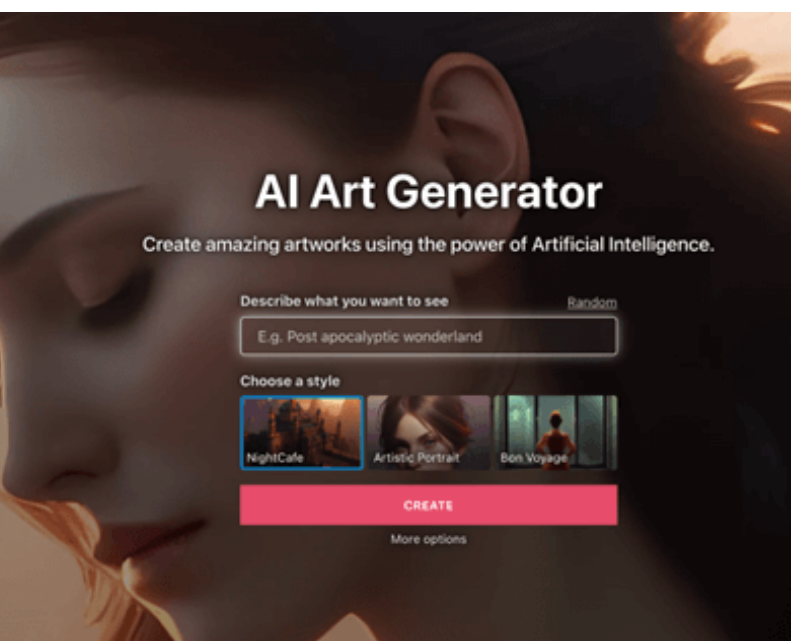
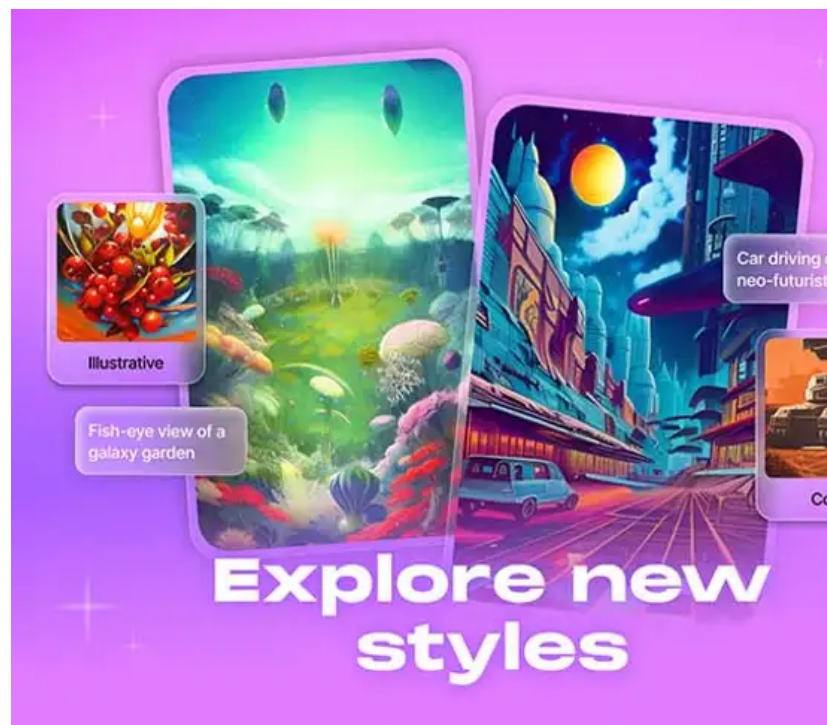
Jasper Art is an AI text-to-image generator that can create a variety of styles of art, including paintings, drawings, and sketches. It is easy to use and has a large database of images to choose from.





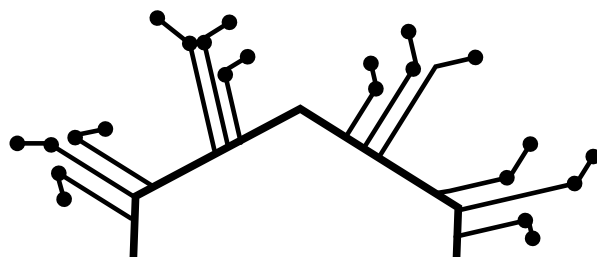
DREAM BY WOMBO

Dream by WOMBO is an AI art generator that can create abstract and surreal images from text descriptions. It is a lot of fun to use and can generate some really creative results.

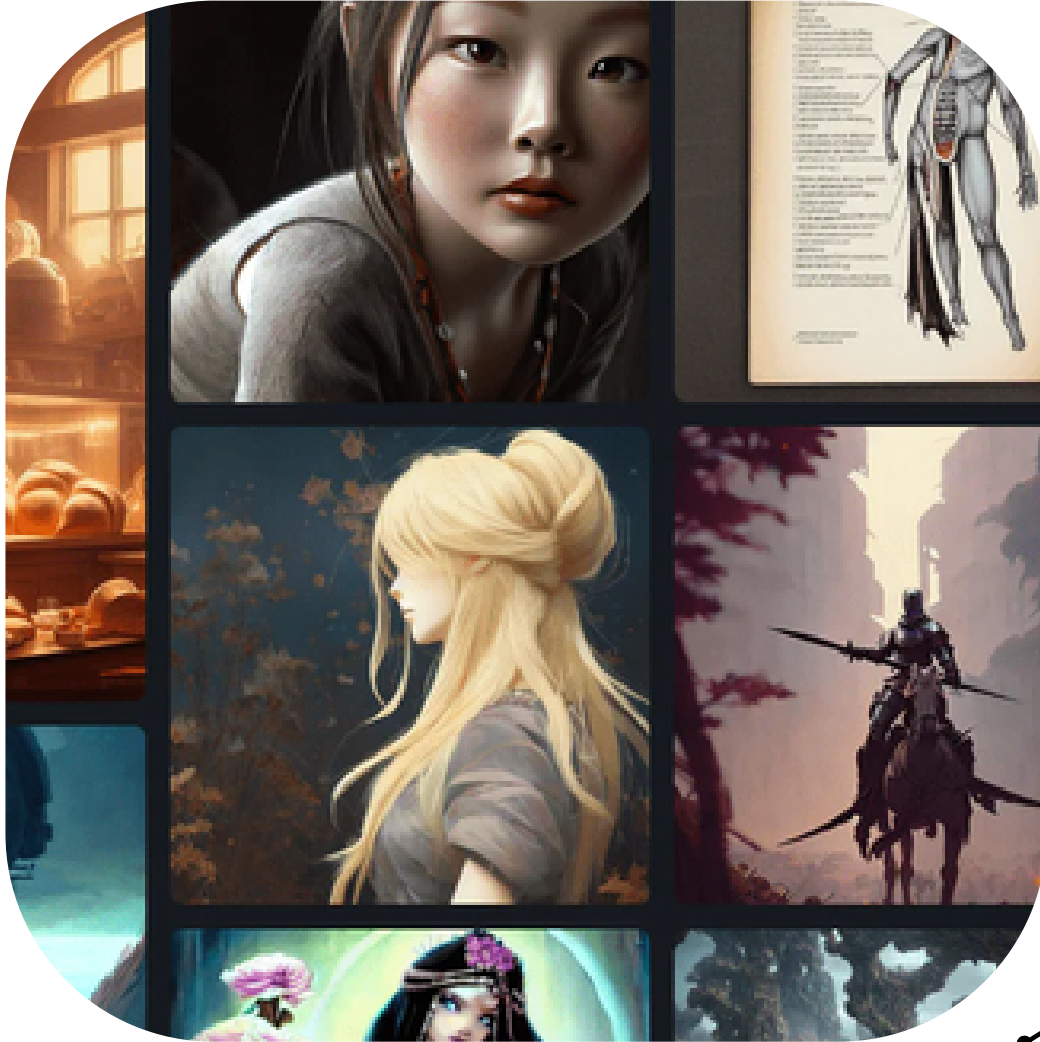


NIGHTCAFE

NightCafe is another AI art generator that can create a variety of styles of art, including realistic, fantasy, and abstract. It is a bit more complex to use than some of the other tools on this list, but it can produce some really stunning results.



PLAYGROUND.AI



Playground.ai is a new AI art tool that allows you to create art by interacting with a virtual canvas. You can use your mouse or fingers to draw, paint, and add text to your creations. Playground.ai is still under development, but it has the potential to be a powerful tool for creating digital art.

— END

A woman with long, flowing red hair is the central figure. She wears ornate golden armor with red and purple accents, including a shoulder guard and a large, decorative belt. She is holding a sword with a blue blade and a golden hilt. The background is a soft, hazy landscape with a sunset or sunrise sky.

VR GAME REVIEW

BLADE & SORCERY

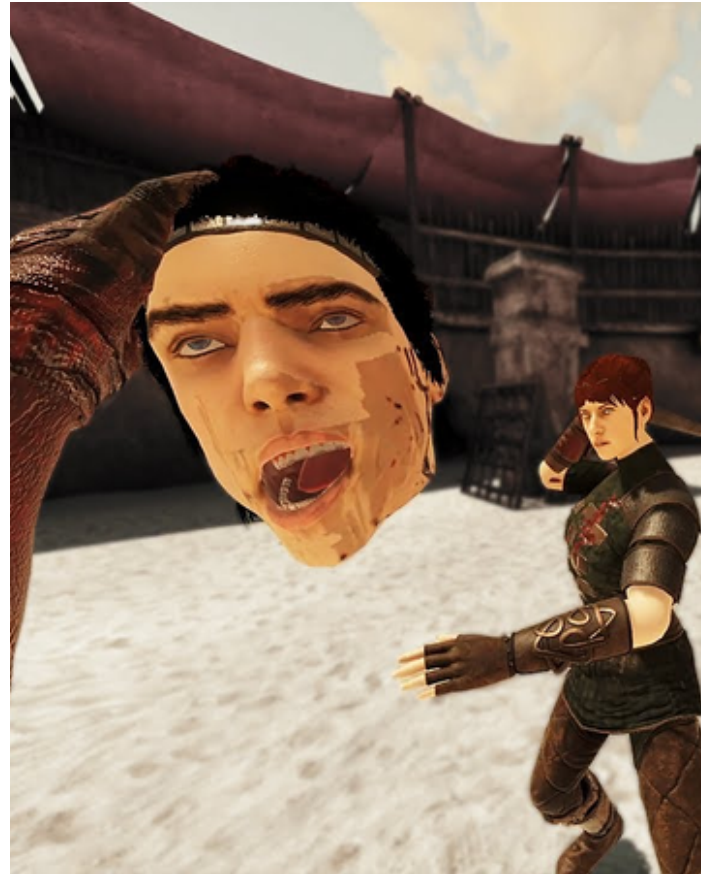
FANTASY | MAGIC | SANDBOX

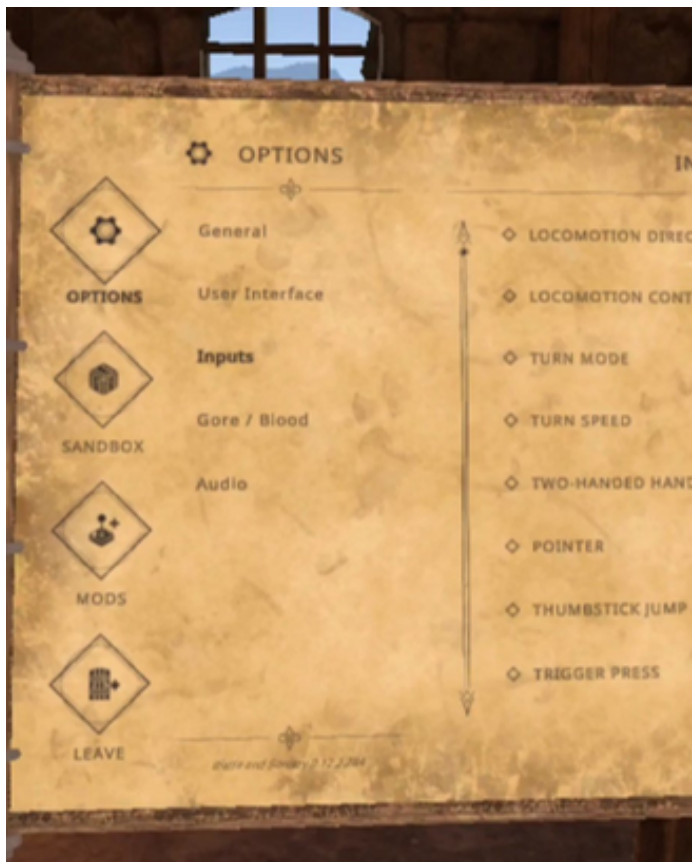
BY THE VR GODD

Blade and Sorcery: Nomad is a physics-based medieval combat simulator that allows players to wield a variety of weapons and fight against enemies in a variety of environments. The game is played in first-person perspective, and players use their hands to interact with the world.

The game's combat system is its main draw. The physics engine is very realistic, and players can use their weapons in a variety of ways to inflict damage on their enemies. They can slash, stab, and bash their enemies with swords, axes, and hammers. They can also use their environment to their advantage, such as throwing objects at their enemies or knocking them over.

The game also features a variety of enemies, including humans, goblins, and trolls. Each enemy has its own strengths and weaknesses, so players need to learn how to fight them effectively. The game also features a variety of weapons and armor, so players can customize their character to suit their playstyle.





The graphics in Blade and Sorcery: Nomad are not the best, but they are still serviceable. The environments are detailed, and the enemies are well-animated. The game's sound design is also good, with realistic sound effects for the weapons and the environment.

Overall, Blade and Sorcery: Nomad is a fun and immersive VR combat simulator. The physics-based combat system is very realistic, and the game features a variety of enemies and weapons to keep players engaged. The graphics and sound design are not the best, but they are still serviceable. If you are looking for a VR game that lets you experience the thrill of medieval combat, then Blade and Sorcery: Nomad is a good option.

— END





Future Vintage

Future Vintage is a graphic novel about a young woman who is troubled by her dreams about an uncertain future. She turns to an AI-powered dream interpreter for help. The AI generates a series of images that depict the protagonist's dreams in a new light. The images are beautiful and disturbing at the same time. They show the protagonist a future that is both hopeful and terrifying.


The graphic novel explores the themes of dreams, the subconscious, and the future. It is a visually stunning and thought-provoking exploration of the human psyche.

The AI-generated images are used to create a unique and immersive experience for the reader. The images are both realistic and dreamlike, reflecting the protagonist's own uncertainty about the future. Future Vintage is a powerful and moving exploration of the human condition. It shows how our dreams can help us to understand ourselves and the world around us.







PHILADELPHIA 2123




MOMMY DOESN'T KNOW BUT
WHEN NO ONE IS LOOKING I'M
ALWAYS LISTENING TO MOMMY
AND HER FRIENDS TALK.



THEY USE TO TALK ABOUT
DADDY USING BAD WORDS.




BUT NOW THAT ONLY TALK
ABOUT ROSIES AND **THE WAR.**

A young girl with dark hair in a bun, wearing a light blue shirt, is looking intently at a robot. The robot has a red head and a black body. The background is a blurred indoor setting.

BUT I DON'T UNDERSTAND.
ROSIES ARE SUPPOSED TO BE
OUR FRIENDS. NOT ENEMIES.

A young girl with dark hair in a bun, wearing a light blue shirt, is looking intently at a robot. The robot has a red head and a black body. The background is a blurred indoor setting.

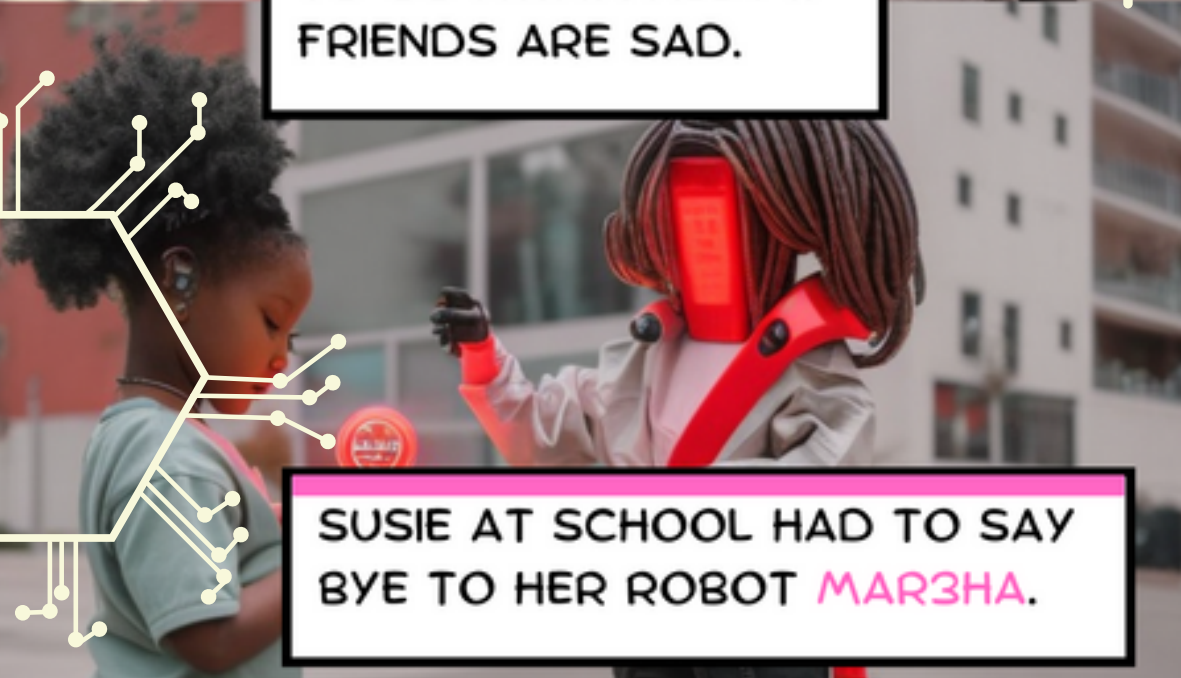
I'VE HAD **ROSIE** SINCE I WAS A
BABY. I DON'T REMEMBER THAT
FAR. BUT I ALWAYS REMEMBER
HER. SHE IS MY **BEST FRIEND**.

A young girl with dark hair in a bun, wearing a light blue shirt, is looking intently at a robot. The robot has a red head and a black body. The background is a blurred indoor setting.


BUT DADDY SAYS ROSIE HAS TO
GO BECAUSE WE CAN'T TRUST
HER. THAT MAKES ME SAD.

A young girl with dark skin and curly hair is looking intently at a robot doll. The robot doll has a red headband and a grey body. The background is a soft-focus indoor setting.


ROSIE WOULDN'T HURT ME.

A young girl with dark skin and curly hair is looking at a robot doll. The robot doll has a red headband and a grey body. The background is a soft-focus indoor setting.

A LOT OF ROSIES HAD
TO GO AWAY. ALL MY
FRIENDS ARE SAD.

A young girl with dark skin and curly hair is looking at a robot doll. The robot doll has a red headband and a grey body. The background is a soft-focus indoor setting.

SUSIE AT SCHOOL HAD TO SAY
BYE TO HER ROBOT **MAR3HA**.

A young girl with dark skin and curly hair is looking at a robot doll. The robot doll has a red headband and a grey body. The background is a soft-focus indoor setting.

SHE'S REALLY QUIET NOW.

EVERBODY IS SO QUIET.

JUST LOOKING AT SCREENS .

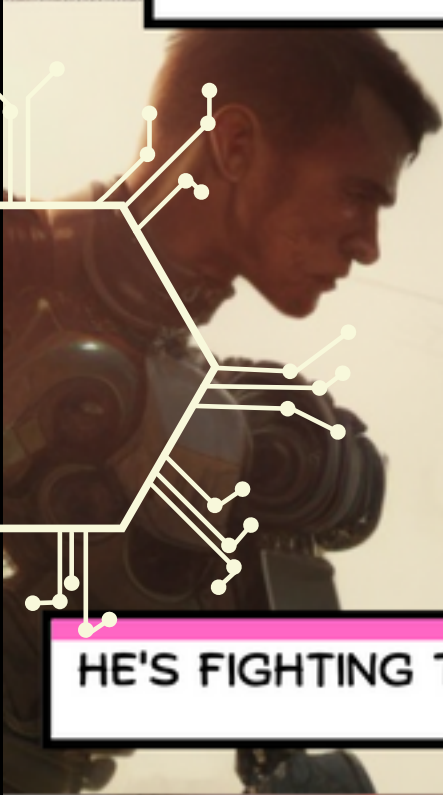
JUST WATCHING THE WAR.

AND THE BAD ROSIES...





I WISH DADDY WAS HERE NOW.



HE'S FIGHTING THE BAD ROSIES.



THAT'S WHY MOMMY IS MAD.

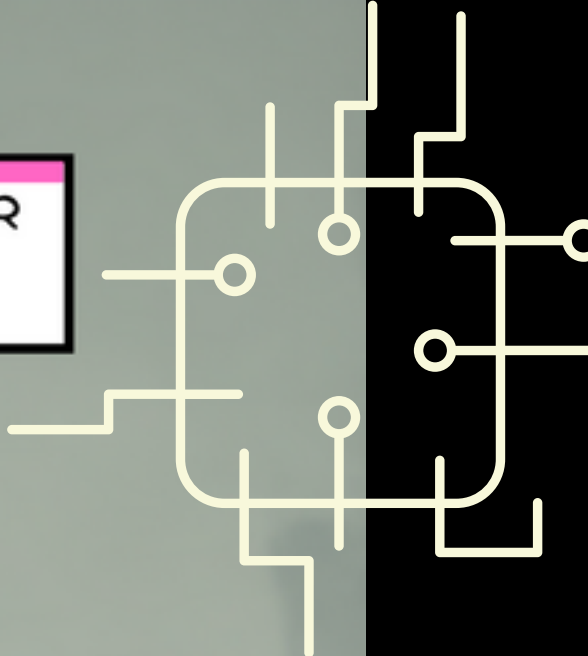


SHE HATES THE WAR....



**BECAUSE IT TOOK ALL
THE DADDIES AWAY.**

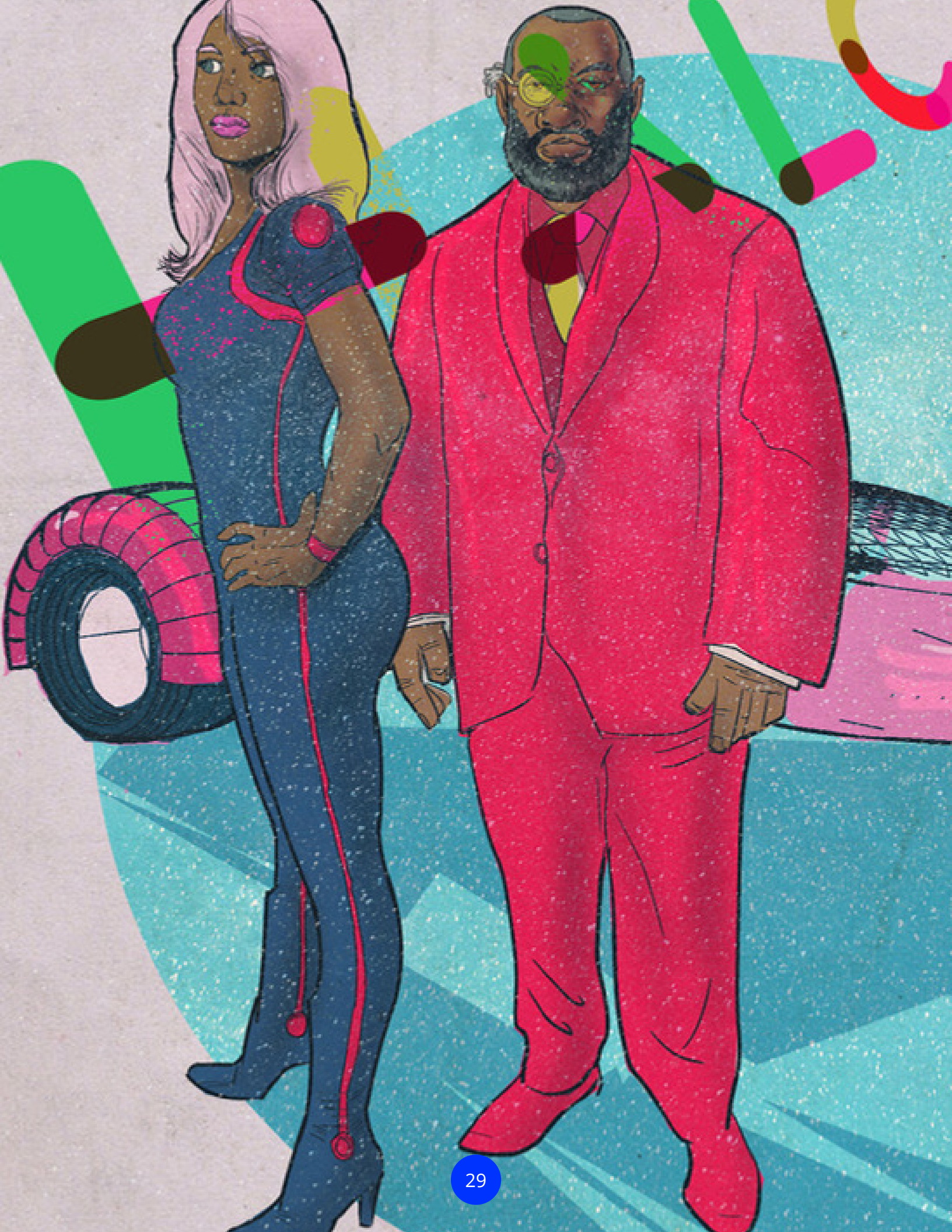




MOMMY SAYS THE WAR IS FAR
AWAY SO WE ARE SAFE.



BUT NO ONE SAYS WHY THE
ROSIES ARE **SO MAD AT US.**



THE SYNAPTIC KUSH Ep:1 "There is no spoon."

"THE EARLY MISADVENTURES OF **HOPALONG CAMANSHIZ** PART TIME(AND UNPAID) FREELANCE SUPERHERO AND THE HIS BAND THE **SYNAPTIC KUSH**."







COMMANDOES

BY TYWHO

The Jim Crow Commandoes are a superhero team inspired by the Jim Crow laws that enforced racial segregation in the United States from the late 19th to mid-20th centuries. The Jim Crow Commandoes use their powers to fight against racism, discrimination, and injustice. They also work to educate people about the history of Jim Crow and its legacy.

FOR MORE INFO ABOUT BLACK STEREOTYPES VISIT:
<https://jimcrowmuseum.ferris.ed>



The team's educational mission is especially important for high school and college students, who are still learning about American history. The Jim Crow Commandoes can help these students understand the impact of Jim Crow on the lives of African Americans, and how they can work to create a more just and equitable society.

PENCILS



INKS + TINTS

The Jim Crow Commandoes are a valuable educational resource for teaching students about racism, discrimination, and the fight for equality. The team's stories can inspire students to stand up for what they believe in and create a more just world.

The Brute/Buck Stereotype

RED BUCK



THE BRUTE CARICATURE

The brute caricature portrays black men as innately savage, animalistic, destructive, and criminal -- deserving punishment, maybe death. This brute is a fiend, a sociopath, an anti-social menace. Black brutes are depicted as hideous, terrifying predators who target helpless victims, especially white women. Charles H. Smith (1893), writing in the 1890s, claimed, "A bad negro is the most horrible creature upon the earth, the most brutal and merciless"(p. 181). Clifton R. Breckinridge (1900), a contemporary of Smith's, said of the black race, "when it produces a brute, he is the worst and most insatiate brute that exists in human form" (p. 174).

FOR MORE INFO ABOUT BLACK STEREOTYPES VISIT:
<https://jimcrowmuseum.ferris.edu>



RED BUCK

ORIGIN STORY

JAMES EDWARD MILLER WAS THE SON OF SLAVE AND A DUTCH PLANTATION HEIRESS WHO WERE FORCED FLEE INTO THE FOREST OR BE HUNG AND THEIR BABY MURDERED BECAUSE OF THEIR FORBIDDEN UNION. WHILE SEARCHING FOR FOOD JAMES' PARENTS WERE KILLED BY A GRIZZLY BEAR BUT YOUNG MILLER WAS SAVED BY A LOCAL TRIBE OF NATIVES WHO RAISED HIM AS ONE OF THEIR OWN. DURING A MYSTIC CEREMONY GONE WRONG JAMES WAS EBUDED WITH THE SPIRIT OF THE RED BUCK, AN IMMORTAL GOD WORSHIPPED BY THE TRIBE. THE SPIRIT GIFTED JAMES WITH AMAZING POWERS BUT CURSED HIM WITH IMMORTALITY.

The Coon Stereotype

KA'COON



THE COON CARICATURE

The coon caricature is one of the most insulting of all anti-black caricatures. The name itself, an abbreviation of raccoon, is dehumanizing. As with Sambo, the coon was portrayed as a lazy, easily frightened, chronically idle, inarticulate, buffoon. The coon differed from the Sambo in subtle but important ways. Sambo was depicted as a perpetual child, not capable of living as an independent adult. The coon acted childish, but he was an adult; albeit a good-for-little adult. Sambo was portrayed as a loyal and contented servant. Indeed, Sambo was offered as a defense for slavery and segregation.

FOR MORE INFO ABOUT BLACK STEREOTYPES VISIT:
<https://jimcrowmuseum.ferris.ed>



KA'COON

ORIGIN STORY

NO ONE QUITE KNOWS THE ORIGIN OR IDENTITY OF THE KA'COON. IT'S SUSPECTED THAT HE IS OF ALIEN ORIGIN. KA'COON IS MUTE AND CAN ONLY COMMUNICATE VIA THE TECHNO-ORGANIC OOZE THAT EBBS FROM HIS BODY.

The Thug Stereotype

CONVICT DIAMOND



THE THUG CARICATURE

Movies were, and still are, a powerful medium for the transmission of stereotypes. Early silent movies such as "The Wooing and Wedding of a Coon" in 1904, "The Slave" in 1905, "The Sambo Series" 1909-1911 and "The Nigger" in 1915 offered existing stereotypes through a fascinating new medium (Boskin, 1986). The premiere of "Birth of a Nation" during the reconstruction period in 1915 marked the change in emphasis from the happy Sambo and the pretentious and inept Jim Crow stereotypes to that of the Savage. In this D.W. Griffith film, the Ku Klux Klan tames the terrifying, savage African-American through lynching. Following emancipation, the image of the threatening brute from the "Dark Continent" was revitalized. Acts of racial violence were justified and encouraged through the emphasis on this stereotype of the Savage. The urgent message to whites was, we must put blacks in their place or else (Boskin, 1986).

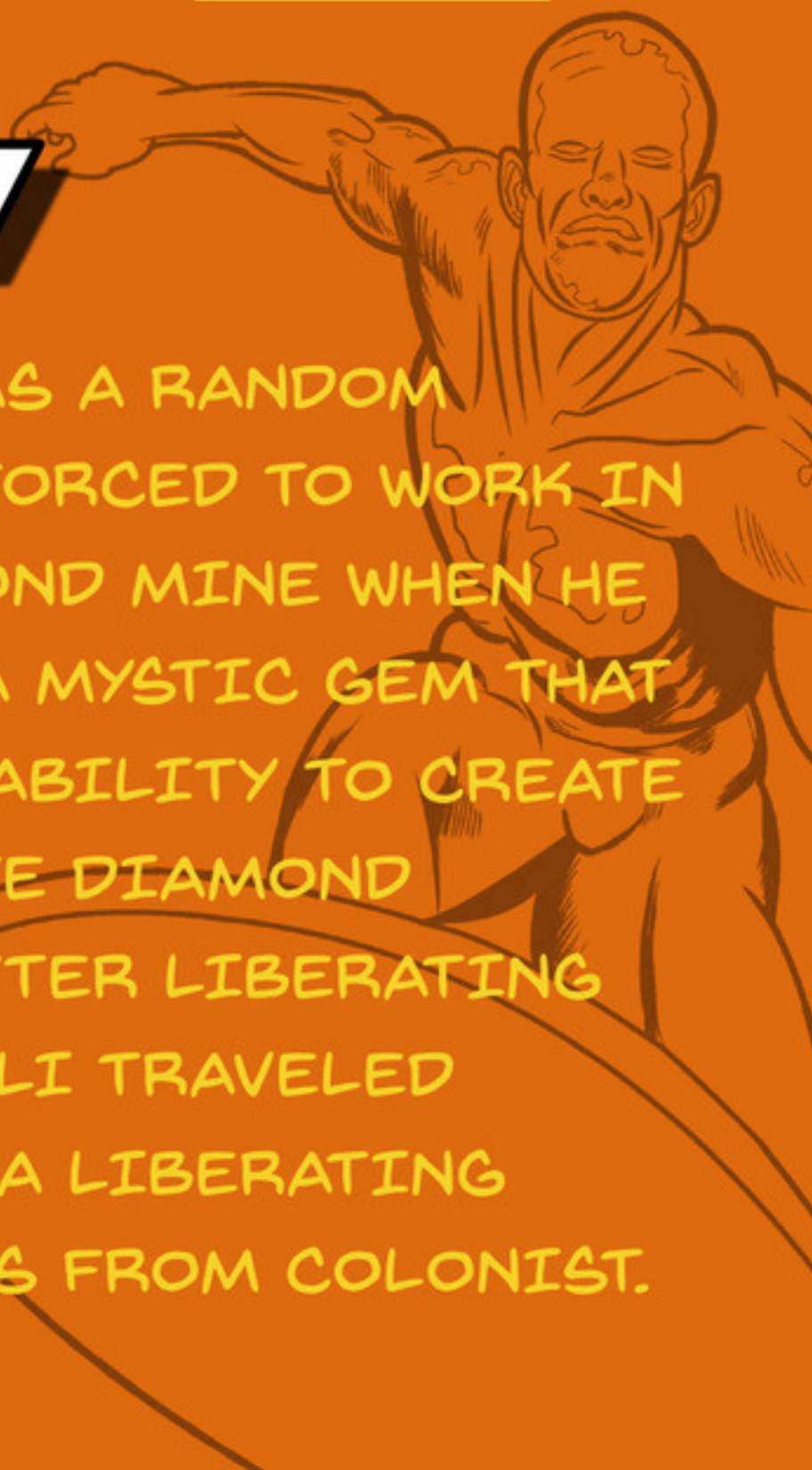
FOR MORE INFO ABOUT BLACK STEREOTYPES VISIT:
<https://jimcrowmuseum.ferris.ed>



CONVICT DIAMOND

ORIGIN STORY

AKILI YANDER WAS A RANDOM ANGOLAN MAN FORCED TO WORK IN A BLOOD DIAMOND MINE WHEN HE CAME ACROSS A MYSTIC GEM THAT GAME HIM THE ABILITY TO CREATE AND MANIPULATE DIAMOND CONSTRUCTS. AFTER LIBERATING THE MINES, AKILI TRAVELED THROUGH AFRICA LIBERATING OTHER VILLAGES FROM COLONIST.



The Jezebel Stereotype

BLUE JEZEBEL



THE JEZEBEL CARICATURE

The portrayal of black women as lascivious by nature is an enduring stereotype. The descriptive words associated with this stereotype are singular in their focus: seductive, alluring, worldly, beguiling, tempting, and lewd. Historically, white women, as a category, were portrayed as models of self-respect, self-control, and modesty - even sexual purity, but black women were often portrayed as innately promiscuous, even predatory. This depiction of black women is signified by the name Jezebel.¹

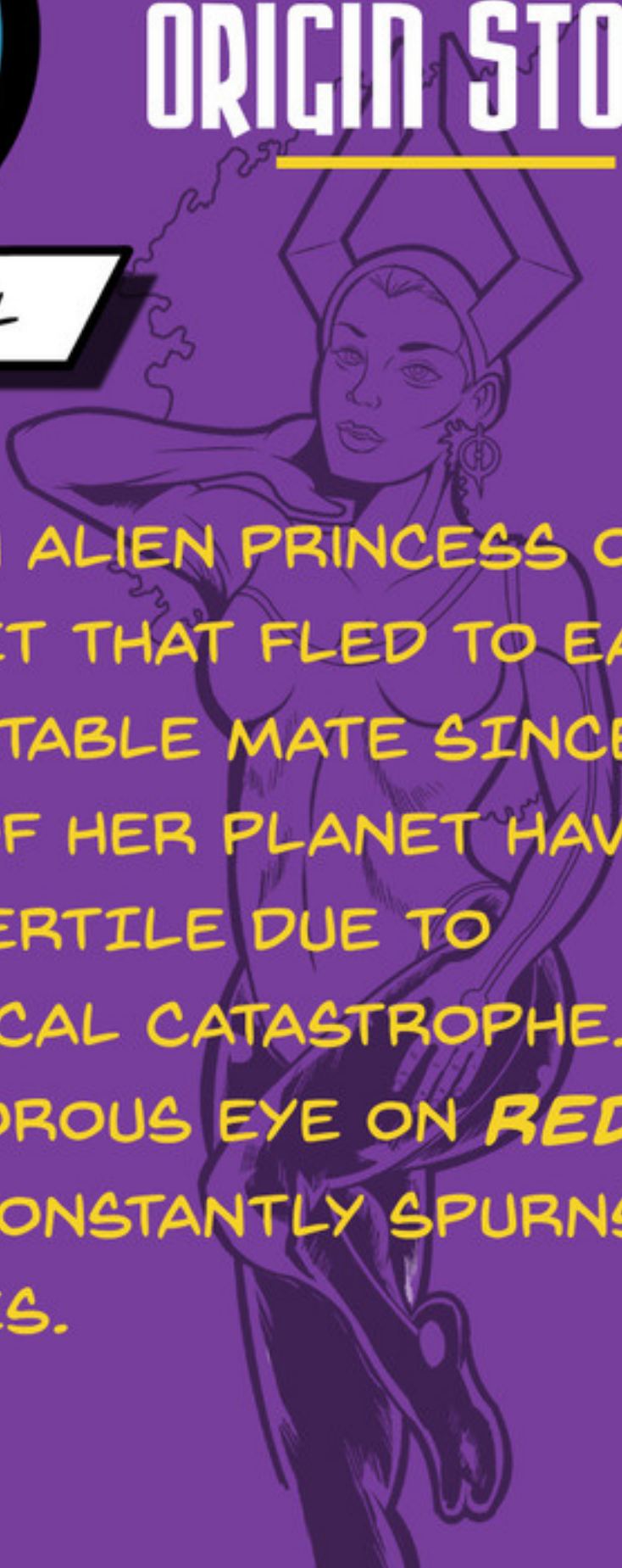
FOR MORE INFO ABOUT BLACK STEREOTYPES VISIT:
<https://jimcrowmuseum.ferris.ed>



BLUE JEZEBEL

ORIGIN STORY

LOR'AH IS AN ALIEN PRINCESS OF A DYING PLANET THAT FLED TO EARTH TO FIND A SUITABLE MATE SINCE THE MALES OF HER PLANET HAVE BECOME INFERTILE DUE TO TECHNOLOGICAL CATASTROPHE. SHE HAS HER AMOROUS EYE ON **RED BUCK** WHO CONSTANTLY SPURNS HER ADVANCES.



The Coon Stereotype

BITCH LIGHTNING



THE SAPPHIRE CARICATURE

A magazine is a periodical publication, which can either be printed or published electronically. It is issued regularly, usually every week or every month, and it contains a variety of content. To create your own, choose a topic that interests you. It can be anything from fashion and beauty to travel and the news. Once you have your overall theme, you can start.

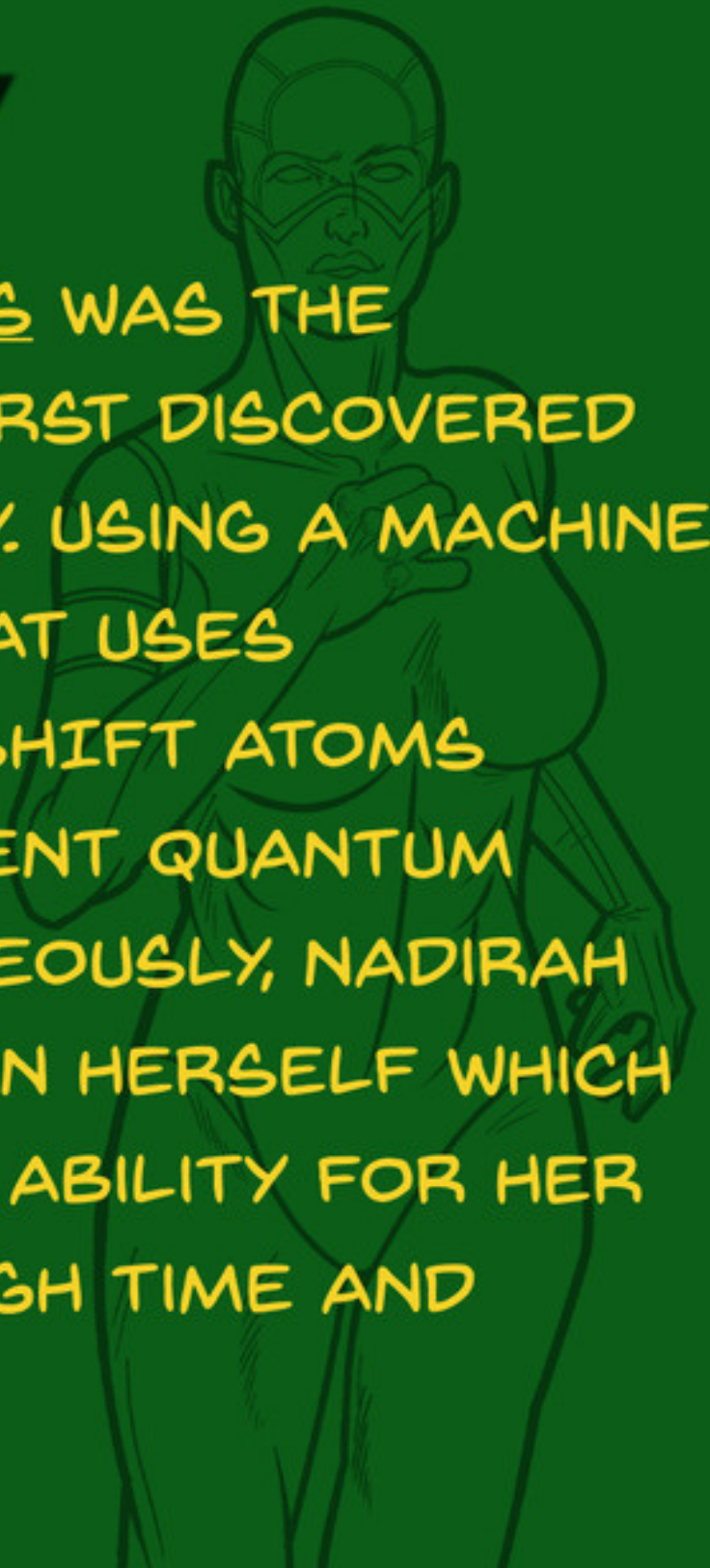
FOR MORE INFO ABOUT BLACK STEREOTYPES VISIT:
<https://jimcrowmuseum.ferris.ed>



BITCH LIGHTNING

ORIGIN STORY

NADIRAH HOLMES WAS THE SCIENTIST WHO FIRST DISCOVERED QUANTUM THEORY. USING A MACHINE SHE CREATED THAT USES ELECTRICITY TO SHIFT ATOMS THROUGH DIFFERENT QUANTUM STATES SIMULTANEOUSLY, NADIRAH EXPERIMENTED ON HERSELF WHICH RESULTED IN THE ABILITY FOR HER TO PHASE THROUGH TIME AND SPACE.



The "The Man" Stereotype

THE MONOPOLIST



THE EVIL WHITE MAN CARICATURE

Stereotypes of white people in the United States are misleading generalizations about the character, behavior, or appearance of white Americans by other Americans in the United States. For stereotypes about Americans by people of other nationalities, see Stereotypes of Americans.

White Americans are stereotyped to be greedy, materialistic, racist, never to be victims of hate speech or hate crimes, have no rhythm and come from rich families. White American college students are stereotyped to not study, party all the time and are stereotyped to be ignorant of the outside world.[1] White males are often stereotyped by minorities as being racist, greedy, privileged, arrogant, and bad dancers. White women are stereotyped to be dumb, snobby, sexually easy, racist, shopaholic, untrustworthy, immoral, and career-oriented.[2]

FOR MORE INFO ABOUT BLACK STEREOTYPES VISIT:
<https://jimcrowmuseum.ferris.ed>



ORIGIN STORY

THE MONOPOLIST IS PART OF A
CLANDESTINE OPERATION WHO'S
GOAL IT IS TO EXPAND GLOBAL
CONFLICT FOR POLITICAL AND
FINANCIAL GAIN. CURRENTLY
WORKING ON THE MYSTERIOUS
PROJECT H.O.N.K.E.Y.



COLORS + TONE

JULY 4

THE JIM CROW

10¢

NO. 1

COMMANDOS



RED BUCK



BITCH LIGHTNING



BLUE JEZEBEL



CONVICT DIAMOND



KA'COON



IN THE EVIL GRIP OF THE...

MONOPOLIST!



Behind the Scenes Hopalong Camanshii



FINAL



ORIGINAL

The image on the left represents the final page that I went with. In the original version of my story I imagined the cast a little older and more punk rock in their appearance and less 'pop star'. The only thing that didn't change was the fact that I wanted the first scene to take place during one of their shows.







© 2023 Piscium Magazine. All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law.

**For permission requests, please contact the publisher at:
The Piscium Innovation Labs | 2930 Domingo Ave #1186 Berkeley, CA 94705**



