

an indigenous futures virtual reality project

Postcommodity EACH BRANCH DETERMINED

Produced by the Initiative for Indigenous Futures

Each Branch Determined imagines northern New Mexico 150 years in the future and finds a series of interconnected American Indian and Xicano pueblos working collaboratively to exercise community and regional self-determination. The immersive experience guides users through landscapes and settings that are framed to exploit sci-fi conventions of an apocalyptic future. However, over time, the user discovers that what appears as apocalyptic is actually a series of managed processes intended to restore and manage land and natural resources, and community ceremonies intended to culturally and socially actuate past, present and future.

Postcommodity is an interdisciplinary arts collective comprised of Raven Chacon, Cristóbal Martínez, and Kade L. Twist. Their art functions as a shared Indigenous lens and voice to engage the assaultive manifestations of the global market and its supporting institutions, public perceptions, beliefs, and individual actions that comprise the ever-expanding, multinational, multiracial and multiethnic colonizing force that is defining the 21st Century through ever increasing velocities and complex forms of violence.

Each Branch Determined is produced in conjunction with the Initiative for Indigenous Futures (IIF) and the 2167 project. IIF conducts research and creativity activity aimed at helping Indigenous communities imagine possible lives seven generations from now. 2167 is an immersive media series that commissions six Indigenous filmmakers and artists to create VR projects set 150 years in the future. These works serve as a counterpoint to the 150 years of Canadian confederation celebrations that will take place throughout 2017.

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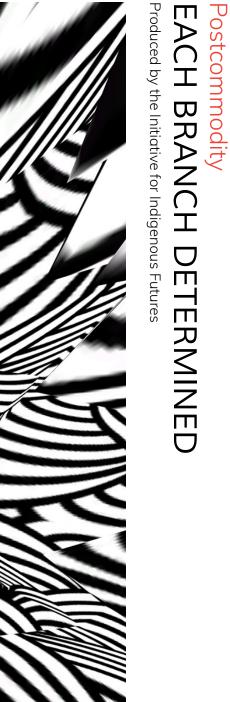
2167 is a virtual reality project commissioned and produced by TIFF, imagineNATIVE, Pinnguaq and the Initiative for Indigenous Futures.

2167 press release: http://www.imaginenative.org/new-page-5/











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[screenshot] media: virtual reality/digital media

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