

Detailed Theoretical Description

Stardust Ancestry: A Video Series on Digital Alchemy is a conceptual exploration of Digital Occultism, treating the computer not as a tool, but as a spiritual medium. The work operates through the lens of Meta-Morphosis, tracing the lineage of matter from its most primal state—binary dust and flickering light—into the complex, psychedelic tapestries of nature and humanity.

Theoretically, the piece draws on Computational Mythology, asserting that the algorithm is a modern form of sorcery capable of animating ancestral archetypes. The central anchor—a persistent, white-contoured Digital Shaman mask—acts as an ontological witness. While the surrounding environment undergoes a violent and beautiful digital transformation, this African-inspired icon remains static, bridging the gap between ancient tribal wisdom and algorithmic rebirth. By embracing a fluid, hallucinatory aesthetic, the work seeks to induce a state of digital "seership," challenging the viewer to perceive the "ghost in the machine" as a living, breathing ancestral presence.

Technical Rider

1. General Credits

Artist: Bransha Gautier

Title: *Stardust Ancestry: A Video Series on Digital Alchemy*

Year: 2026

Category: Media Art / Electronic Graffiti / Digital Video

2. Software Used

Compositing: [e.g., Adobe After Effects / Premiere Pro]

Creative Coding: [e.g., TouchDesigner for metadata-driven metamorphosis]

Documentation Site: www.bransha.com

3. Technical & Architectural Requirements

Display Infrastructure: Optimized for large-scale architectural LED facades (e.g., FIESP/SESI grid) or high-definition immersive screening.

Resolution: 1920 x 1080 (Full HD)

Frame Rate: 30 fps / 60 fps for ultra-fluid metamorphosis.

Format: .MP4 or .MOV (H.264 / H.265 / ProRes 422).

Audio: Evan Golde – Ambient Guitar

4. Electrical & Hardware Requirements

Power: Standard building power supply for existing LED infrastructure.

Playback: High-performance media player or workstation (PC/Mac) capable of seamless looping without frame drops.