Teknolust is a contemporary Frankenstein story, with gender reversals. While Mary Shelley was the first to write about how Artificial Intelligence animated through electricity as a monster, Teknolust, focuses on bio-technology, virtual life and spiritual machines which can become our friends, guides or even lovers.

Imagine a world in which there is a blurring between the soul and the chip, a world in which artificially implanted DNA is genetically bred to create enlightened and self-replicating intelligent machine which, perhaps, use a human body as a vehicle for mobility.

According to several experts, this premise is not science fiction but actually plausible in the near future. The relationship of humans to technology and the unknown threat of biogenetics is one of the more vital areas of contemporary life. The provocations of a compelling vision for a future in which evolution is continually reformatting our dreams and digital enhancements, one by one, add solidity to this era’s newly formed cyborgian spine were appealing enough to create this film, which, though a comedy, hopefully sets forth some of the issues of our era.

I used the 24p camera and the A.I. web agent to expand the relationship of the real to the virtual world. The camera image has been described as “more real than real”, and this format allowed seamless composting of the four characters. The web agent extends the film premise onto the net, bringing about a new community that breeds and mutates on its own.

I use digital tools to create metaphors for themes such as voyeurism, privacy in an era of surveillance, personal identity in a time of pervasive media manipulation, collaborative and caring interaction in an age of alienation.