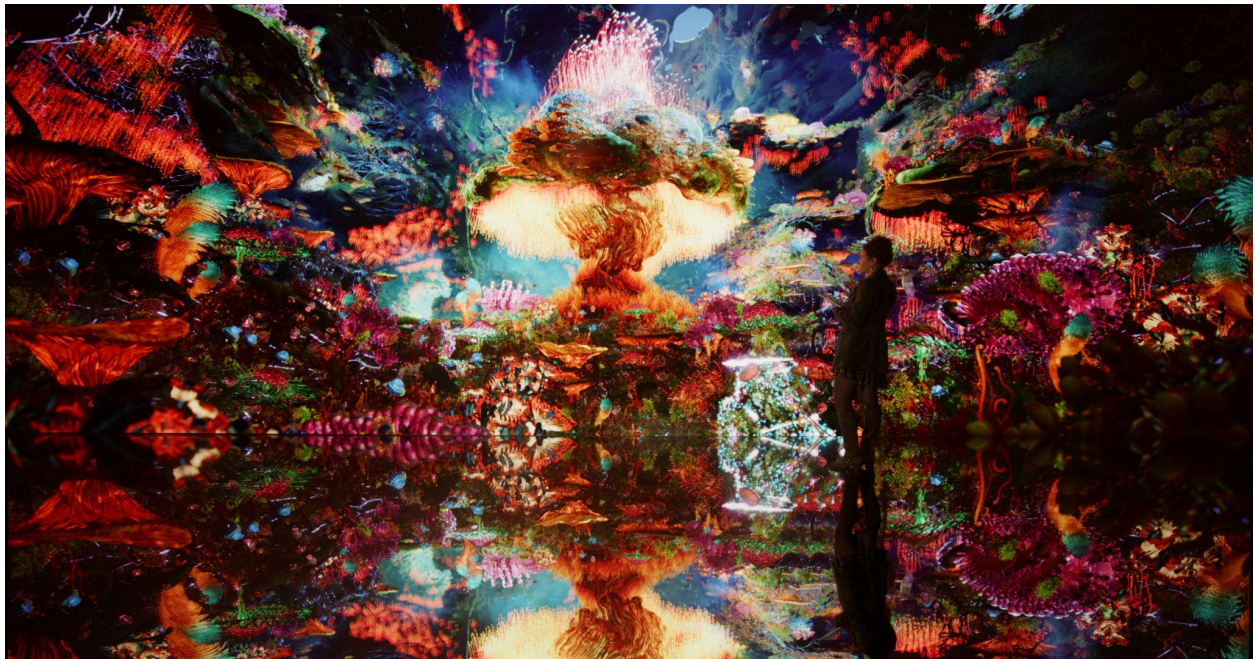


**REFIK ANADOL STUDIO ANNOUNCES THE WORLD'S FIRST
OPEN-SOURCE GENERATIVE AI MODEL DEDICATED TO NATURE,
TITLED *LARGE NATURE MODEL***

***Living Archive: Nature*, an Installation of Early Experimentations
Based on the Groundbreaking Large Nature Model, Debuts at the
World Economic Forum 15–19 January 2024**

The model is under development for DATALAND,
Refik Anadol Studio's future museum and web3 platform for AI arts



(Los Angeles, CA, January 12, 2024) Refik Anadol Studio announces the world's first open-source generative AI-model dedicated to nature, titled *Large Nature Model*. In development for DATALAND, Refik Anadol Studio's future museum and Web3 platform

dedicated to data visualization and AI Arts, the *Large Nature Model* employs a unique approach to AI model training based solely on nature's inherent intelligence. This approach diverges from current large language AI models that rely on human intellect.

“Our vision for the *Large Nature Model* goes beyond being a repository or a creative research initiative. It is a tool for insight, education, and advocacy for the shared environment of humanity. Blending art, technology, and nature, our model aims to raise awareness about environmental issues and inspire innovative solutions by finding connections among isolated archives. Moreover, by engaging people on multiple sensory levels, the outputs of the model make the abstract concept of environmental conservation tangible, encouraging a collective responsibility to act,” says Refik Anadol, artist and Founder of Refik Anadol Studio

The first installation of early experimental outputs based on the *Large Nature Model* titled *Living Archive: Nature* will be unveiled at the 54th annual World Economic Forum (WEF), held 15–19 January 2024, in Davos-Klosters, Switzerland. Held annually, the World Economic Forum focuses on exploring the opportunities gained from newly developed technologies and their impact on the decision-making of global partners. It connects more than 100 governments, major international organizations, and the most important companies from around the world to drive collaboration.

Living Archive: Nature is a multimodal experience that includes visuals, sound, and scent elements, and highlights the nuanced interplay between ecosystems. It puts a spotlight on the transformative potential of generative AI and experiential storytelling in shaping a sustainable future. The installation is presented on a 12m x 4m media wall and features the longest 3D generative AI outputs on nature to date, including detailed rainforest flora and fauna simulations. Viewers of the installation can expect to see, hear, and smell vibrant generative nature simulations based on rainforest data, including soaring waterfalls and forests, colorful birds and flowers, and inspired ecosystems. Expanding the visual experience, the installation includes custom-designed generative sound and scent and offers an opportunity to interact with the raw dataset, the foundation of the model. In addition, a process video wall is incorporated into the installation, giving viewers detailed explanations of the interdisciplinary AI research behind the outputs.

Representing a paradigm shift in the use of AI to perceive Earth's ecosystems, the *Large Nature Model* aims to redefine society's engagement with and understanding of the natural world. Founded in extensive interdisciplinary research, the model utilizes the open access information of several venerable institutions, including the Smithsonian Institution, London's Natural History Museum, and others. As deeper collaborations continue to develop with these entities, and additional sources of trusted data are included from universities, museums, foundations, government entities and libraries joining the effort, the model will expand over time. Additionally, Refik Anadol Studio is

venturing to 16 unique rainforest locations, deploying data collection technologies such as LiDAR, photogrammetry, and capturing ambisonic audio and high-resolution visuals of diverse ecosystems for the ever-expanding model.

Computing power for the *Large Nature Model* is driven by DATALAND partners Google Cloud, who is pursuing net-zero emissions across its operations and value chain by 2030; and NVIDIA, whose groundbreaking neural network algorithms and advanced tools enable Refik Anadol Studio's visual representations and next-generation computer graphics.

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About DATALAND:

DATALAND is a future museum and Web3 platform dedicated to data visualization and AI arts. DATALAND will unite pioneers in diverse fields including the arts, scientific researchers, institutional archives, and cutting-edge technology under the artistic leadership of Refik Anadol Studio. More information about DATALAND will be announced in the coming months.

Instagram: [@datalandmuseum](#)

X (Twitter): [@datalandmuseum](#)

About Refik Anadol Studio

Established in 2014 by Refik Anadol (b. 1985, Istanbul, Turkey), a pioneer in the aesthetics of data and machine intelligence, Los Angeles-based Refik Anadol Studio produces enthralling and immersive media art intended for anyone, any age and any background. The award-winning studio has been engaged by leading tech companies, groundbreaking researchers, and cutting-edge thought leaders to produce projects that have been shown in over 70 cities, spanning six continents, and experienced by millions of ardent fans. The studio's body of work locates creativity at the intersection of humans and machines. In taking the data that flows around us as the primary material and the neural network of a computerized mind as a collaborator, Anadol and his team paint with a thinking brush, offering us radical visualizations of our digitized memories and expanding the possibilities of architecture, narrative, and the body in motion. The site-specific AI data sculptures, live audio/visual performances, and immersive installations take many forms, while encouraging us to rethink our engagement with the physical world, its temporal and spatial dimensions, and the creative potential of machines. Refik Anadol Studio comprises artists, architects, data scientists, and

researchers from diverse professional and personal backgrounds, embracing principles of inclusion and equity throughout every stage of production.

About Refik Anadol

Refik Anadol (b. 1985, Istanbul, Turkey) is an internationally renowned media artist, director, and pioneer in the aesthetics of data and machine intelligence. He is the Founder of Refik Anadol Studio in Los Angeles and teaches at UCLA's Department of Design Media Arts. Anadol's work locates creativity at the intersection of humans and machines. Using data as the foundation of the artwork, created in collaboration with advanced AI tools, Anadol creates site-specific data paintings and sculptures, live performances featuring audio and visuals, and immersive installations. Viewers of his works are emboldened and inspired to reevaluate the physical world and experiences, art, computing, and the never ending potential of artificial intelligence in the creative world. Anadol's work has been exhibited at venues including MoMA, Centre Pompidou-Metz, Art Basel, National Gallery of Victoria, Venice Architecture Biennale, Hammer Museum, Arken Museum, Dongdaemun Design Plaza, Ars Electronica, Istanbul Modern, ZKM | Center for Art and New Media, and will be on display February through April 2024 at Serpentine. Anadol has received a number of awards and prizes including the Lorenzo il Magnifico Lifetime Achievement Award for New Media Art, Microsoft Research's Best Vision Award, German Design Award, UCLA Art+Architecture Moss Award, Columbia University's Breakthrough in Storytelling Award, iF Gold Award, D&AD Wood Pencil Award, SEGD Global Design Award, and Google's Artists and Google Machine Intelligence Artist Residency Award.

Instagram: [@refikanadol](#) | Facebook: [@ranadol](#) | X (Twitter): [@refikanadol](#)

Media Contacts

FITZ & CO Kat Harding | dataland@fitzandco.com | +1 6468470022

FITZ & CO Lachlan Woolsey | dataland@fitzandco.com | [+1 6465890923](tel:+16465890923)