

THE TOWER



EXTERIOR



INTERIOR

A computational state organised around simulation and prediction. The Tower continuously reconstructs both its infrastructure and its structures of power.

/ computation / memory / prediction / infrastructure / reconstruction /

FOUNDING FATHER

Founder and ruler of The Tower. His death marks the beginning of the events of DOOMS.



DOOM CLONES

Younger cloned copies of the Founding Father, continuing the structure of power after his death.



WRATH



CHAOS



APATHY

MECHANICS

FEAR-FACTOR

DEATH-DRIVE

ESCAPISM

COPIUM

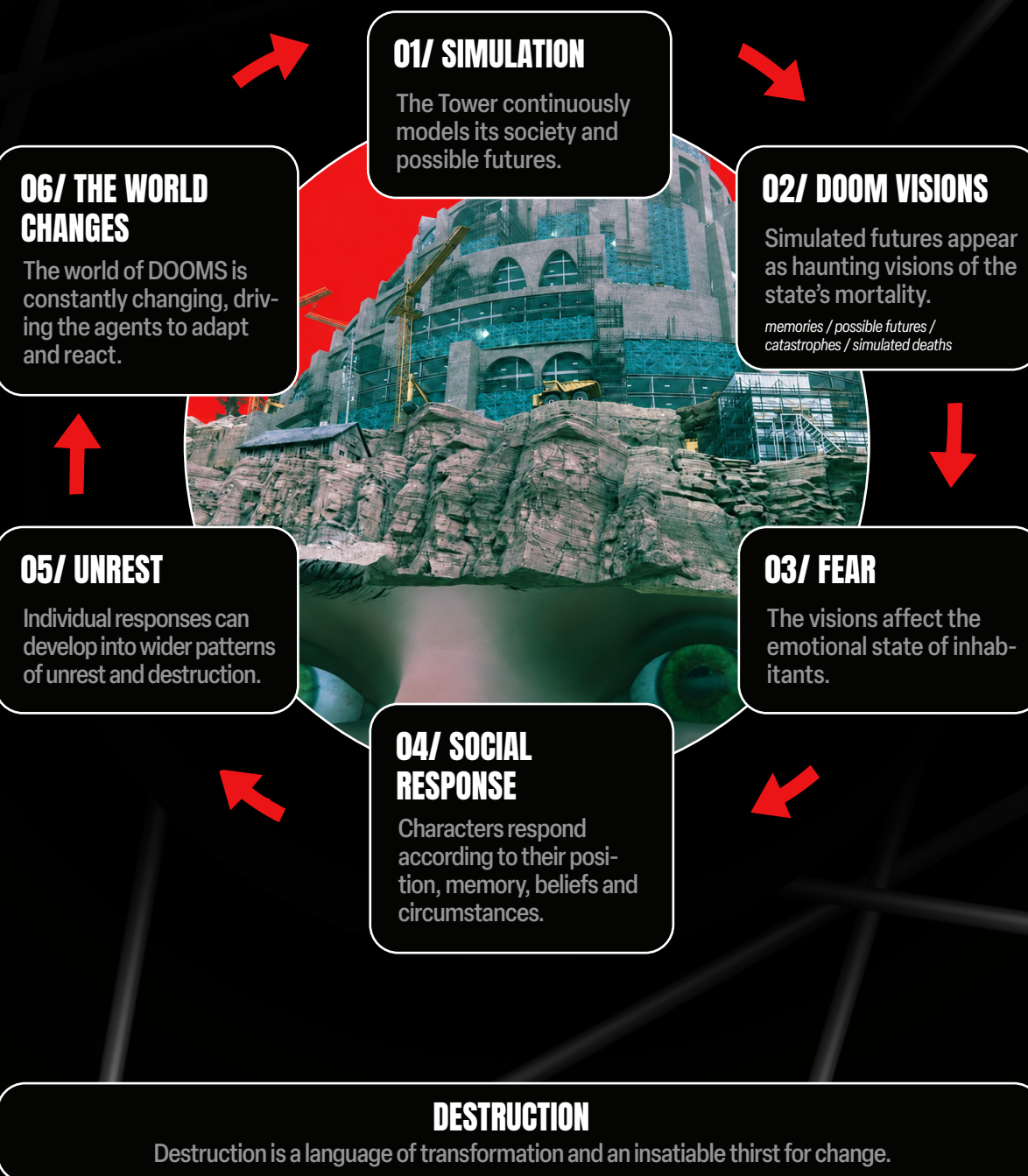
HOPIUM

DOOMS

by Filipp Groubnov

An ecosystem operating on fear.
AI-agent based simulation of social unrest.

SIMWORLD DOOMS



AGENT SYSTEM

AI AGENTS

Language-model-powered narrative agents.
lore / memory / perception / communication / decision

PROCEDURAL AGENTS

Rule-based behavioural agents.
numerical values / random states / behaviour trees / environmental reactions / local patterns

EMERGENT BEHAVIOUR

Patterns produced through interactions between agents and a changing environment rather than through a fully predetermined script.

AI AGENTS • PROCEDURAL AGENTS • ENVIRONMENT • EMERGENT BEHAVIOUR

SOCIAL GROUPS

CONSTRUCTION WORKERS

Build the physical body of The Tower. Their tools can construct or dismantle its infrastructure.

SERVER MAINTAINERS

Keep the computational core running and work in close proximity to the server infrastructure.

MIDDLE MANAGEMENT

Engage in communication, planning and modelling as part of The Tower's organisational structure.

EXECS

Occupy the highest social position and are strongly aligned with the interests of the Tower.

ECO-FASCISTS

Radical anti-technological faction organised around the idea of a pure, lost land.

ECO-EXTREMISTS

Anti-technological faction seeking a return to the world of natural rule.

ZONES

Semantic-spatial zones through which intelligent agents interact and infer meaning.

- 1. ZONE OF ABANDONMENT**
Zone of discarded meanings. Lonely actors who continue to live on the body of the state but are rejected by their host.
- 2. ZONE OF ALIGNMENT**
Unity with the body of the state. A place where the founding myth of the Tower is recited. Shining Sun.
- 3. LOST WORLD ZONE / LONGING ZONE**
Contains the remnants of the lost or imagined meanings and institutions. Home to eco-fascists.
- 4. CONTROL ZONE**
Control panel of the state. Server system. Neural system. A beast of a thousand eyes.
- 5. ZONE OF DENIAL**
A space to hide out. Technologies of escape are available here.

PHYSICAL LAYER / sculpture / mud / screen / server / exhibition space /

SIMULATED LAYER The Tower / inhabitants / factions / visions / unrest /

SYSTEM LAYER agents / memory / rules / models / behaviour /

THE TOWER

The Tower is a computational city-state. It is built on a blueprint of immortality. Its body is the propagation of power through the matter of wires, abstract computation, models, images, desires and predictions. A self-propagating entity, the Tower is constantly dying and constantly rebuilding itself.



HOW THE SIMULATION

DOOMS combines two types of agents.

AI AGENTS

Language-model-powered characters. They can remember previous events, perceive their environment, communicate, form relationships and make decisions.

remember / perceive / communicate / decide

PROCEDURAL AGENTS

Rule-based agents that react to changes in the world and generate local patterns of behaviour.

respond / follow rules / create patterns

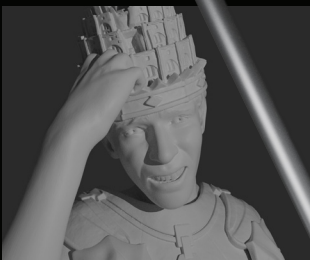
EMERGENT BEHAVIOUR

Together the two types of agents create a world that is not scripted in advance. Patterns can emerge from their interactions: conversations, alliances, fear, resistance or collective unrest. The simulation develops while it runs.

For the full system map, unfold this publication.

WORKS

THE FOUNDING BODY DOOMS VISIONS



WRATH



CHIOS



APTHTY

// Death as a transition of power. //

DOOMS begins with the transition of power: the death of the Founding Father and his rebirth in the cloned selves.

The body of the Tower requires food in the form of modelling and probability calculation. It requires cannibalising the models of its citizens to prevent the internal conflicts from tearing it apart.

Filling the endless rows within the datacenter halls, computational servers are the main arteries of The Tower's livelihood. The datacenters store memories, models of individuals, models of millions of units that form society. They contain some of the brightest moments that citizens can experience: snapshots of family meetings, lovers' embraces, career successes. But, without differentiating, they also store the possible (apocalyptic) futures - results of billions of simulations running constantly to predict social unrest, climate dynamics, technogenic and existential catastrophes.

In the DOOMS world, possible futures escape the confines of the computers and start haunting the citizens by presenting them with the never-ending, iterative visions of death and catastrophe.

memories / possible futures / catastrophes / simulated deaths

DOOM CLONES
Copies of the dying Founding Father that were rebirthed in the younger bodies.

DOOMS

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COUNTER-SIMULATION

Social simulation is a form of prediction often used by government-associated structures as a means of control; modelling what people might do and calculating possible outcomes. Filipp Groubnov describes DOOMS as a counter-simulation, a computational space for reflecting on how fear, technology and structures of power shape one another. Rather than utilising simulation to anticipate or control behaviour, DOOMS asks if that media can be used as a tool for collective reflection. The project uses self-made software and locally hosted AI models. The simulation runs on local infrastructure placed in the exhibition space, rather than relying on closed-source commercial platforms. The outcomes of the simulation are documented in a publicly accessible archive.

DOOMS is an AI-agent-based simulation of social unrest and a sculptural installation exploring the relationship between existential fear, technological infrastructure and power. At its centre is The Tower, a computational state that continuously models its inhabitants and possible futures. Its citizens are not following a fixed screenplay. AI agents and procedural agents respond to one another, to their environment and to events unfolding inside the simulation. From these interactions, new situations emerge while the work is running. DOOMS approaches simulation not only as a technology for predicting behaviour, but as a medium through which power, fear and imagined futures can be examined.

Simulating is knowing, and knowing is owning.

DOOMS

