

Video 1: We are Dancers, You and I

Concept Overview:

We are dancers, You and I... is a video-based artwork exploring the friction and fascination between humans and artificial intelligence. It's about the paradox of co-creation with a non-human. AI predicts, mirrors, calculates, but it does not feel.

Inspired by recent conversations around creative collaboration with generative tools, the work reflects on the love-hate dynamic when artists and algorithms move together. The AI cannot feel the rhythm, but it can anticipate the next step. It cannot imagine, but it can remix the past. It does not understand you, but it keeps on dancing, always confident.

Can we truly “dance” with something that has no body, no intuition, no memory of pain or joy? AI systems are increasingly woven into creative processes, becoming partners in ideation, drafting, and production. They are tireless, pattern-seeking, eerily reliable and also alien. Are we leading, or being led and manipulated?

Thematic Focus:

This piece focuses on contradiction: trust and discomfort, fascination and fatigue, fear and excitement, intimacy and estrangement. It visualizes the awkward choreography between human imagination and machine intelligence, a dance out of sync, that may become inseparable.

AI is not creative in the human sense. It has no context beyond what it's been fed. But it sees what we miss. It surfaces connections too complex or subtle for the human eye.

As artists lean into AI's speed and power, are we outsourcing something essential? And if we fall too fast, will we regret the absence of ethical guardrails, the speed of unchecked development, the loss of control?

Relevance to Contemporary Art & Society:

We are dancers, You and I... invites reflection on the present moment, a cultural tipping point where creativity, automation, and identity collide. It asks: What happens when intuition meets prediction?

When spontaneity meets system?

Can machine logic ever understand human complexity?

Are we co-creating or choreographing our own obsolescence?

Work Process:

Still images were generated in Midjourney, and upscaled in Topaz AI, composited and retouched in Photoshop, and animated using Midjourney. Editing in After Effects. The script was written by hand, and the voice was recorded by Noelle Sol. Final work is accessible through the AR platform Artivive. Or on [Vimeo](#):



AI Art & Videos, Concept and text by Ulrike Kerber

Voice: Noelle Sol

Music: Joel Cummins

Ulrikerkerber@protonmail.com, UlrikeKerber.com

