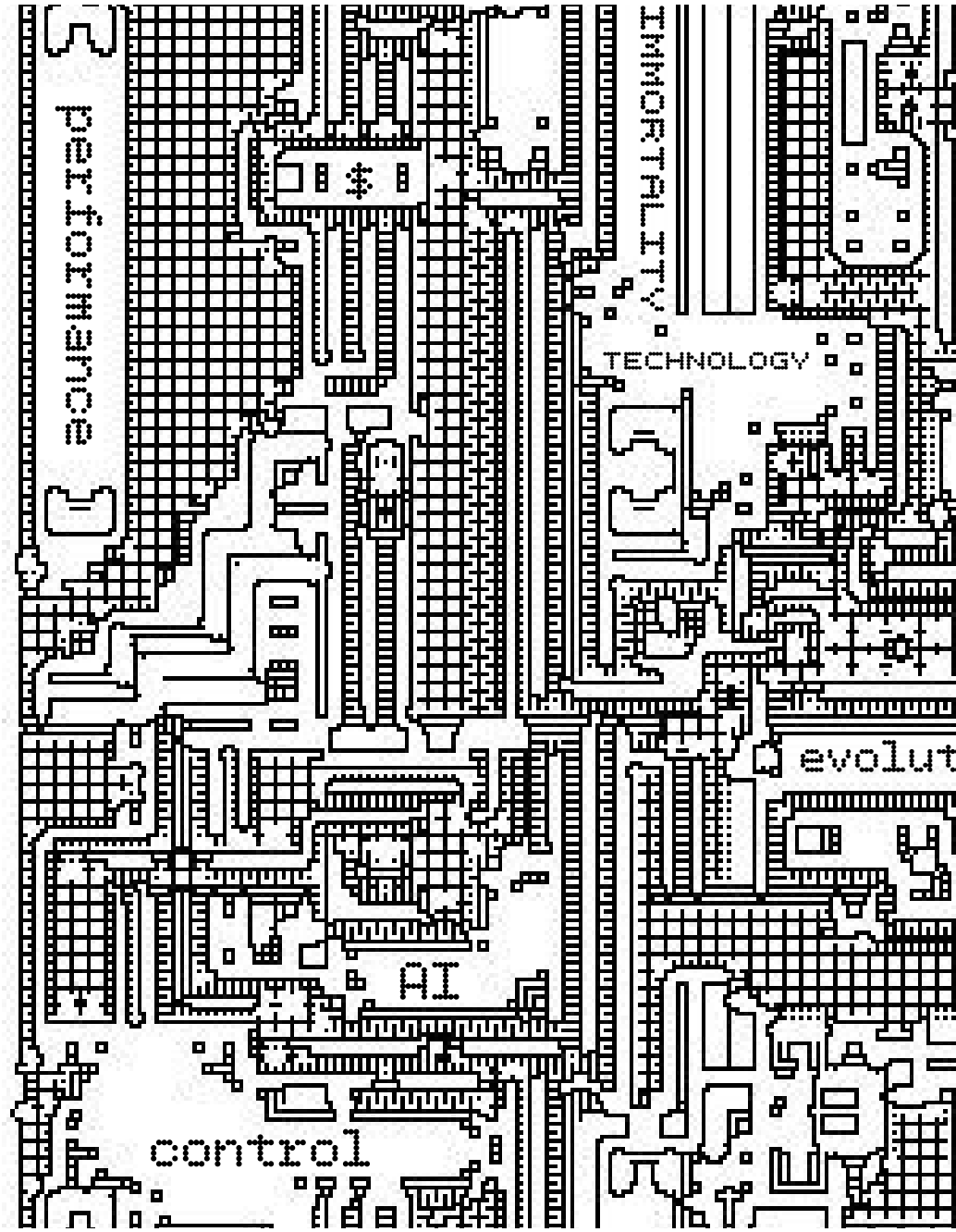
Trends & Identity
Transhumanism

&zine – Depot für Wandel

2025


evolution
TECHNOLOGY
IMMORTALITY
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editorial

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From the moment I understood the weakness of my flesh, it disgusted me. I craved the strength and certainty of steel. I aspired to the purity of the Blessed Machine. Your kind cling to your flesh, as though it will not decay and fail you. One day the crude biomass you call the temple will wither, and you will beg my kind to save you. But I am already saved, for the Machine is immortal…


GHOST IN THE SHELL

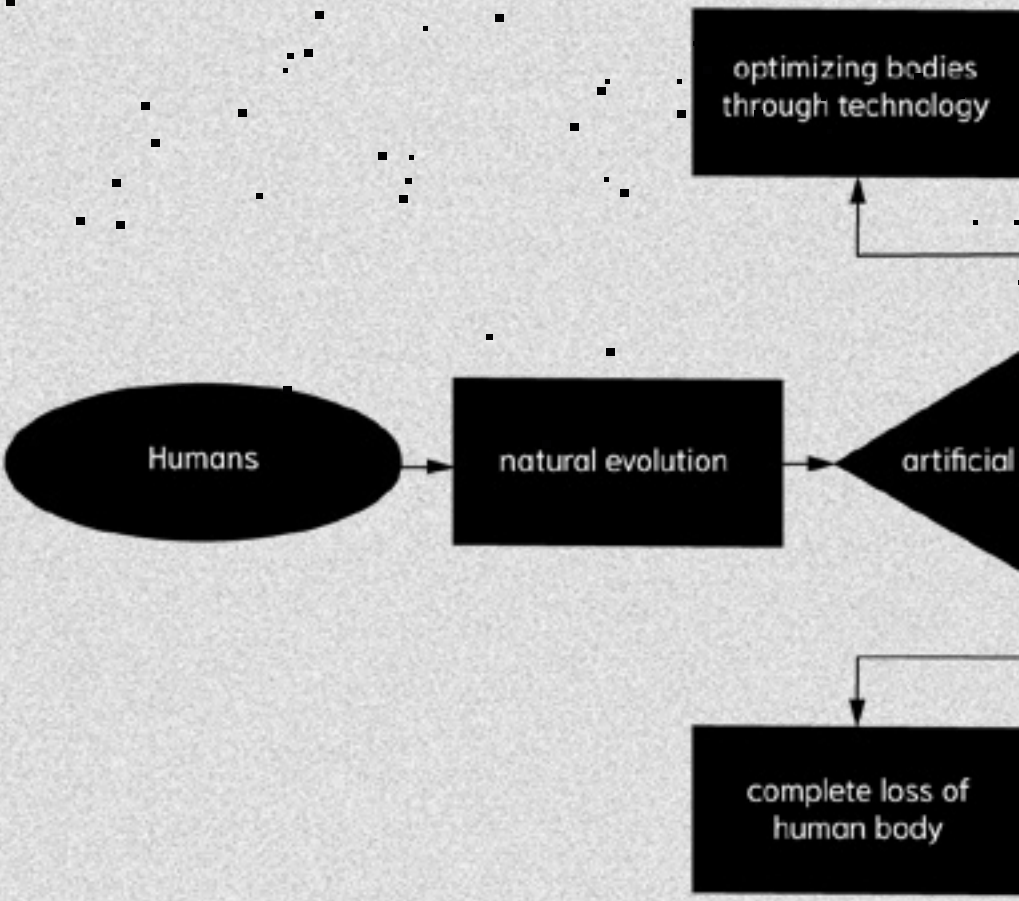

SHIT'S
GETTING
REAL

Long before implants, neuro-interfaces and cybernetic bodies appeared in laboratories, comic strips and cinema were telling stories about them. In science fiction scenarios, worlds were created and the limits of humanity were transcended solely through imagination. But science fiction was not just entertainment – it showed what humans wanted before it was technically possible. It was only through this imagination that attempts were made to realise these ideas technically.

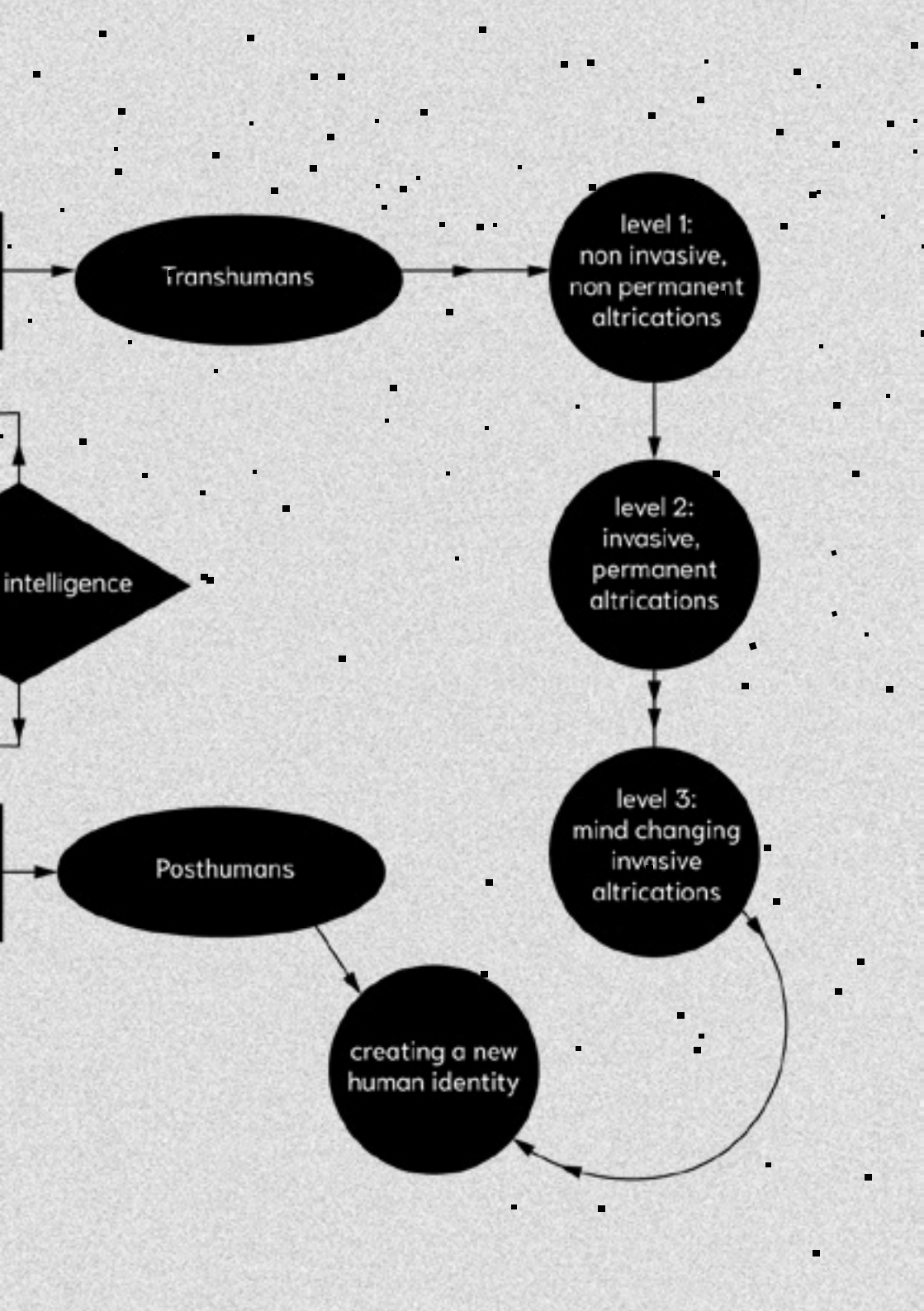
An Anime which came out 1989 called Ghost in the Shell asks what remains of humans when their bodies disappear. But films can also function as a cultural early warning system. In Blade Runner, a action movie from the 80s, the replicant Roy Batty asks what humanity actually means: 'I've seen things you people wouldn't believe.' But he doesn't mean that he regrets being an artificial being, but that he is too human, too sensitive, too vulnerable.

The machine is just as emotional as its creators, if not more so, because it is the improved being, the level-up from humans. The film shows what it feels like when humans exceed their limits or are overtaken by machines. They have normalised the idea that humans and machines could merge. Science fiction asked what would happen if humans transcended their own limitations. No one expected this question to become reality so quickly. But today, we find ourselves at precisely this decisive point. The pace of the world is fast, so fast that no biological organism can naturally keep up. Information moves faster, performance demands expand, technologies develop faster than ethics can keep up.

What used to exist in films now exists in laboratories: brain-computer interfaces, predictive algorithms, quantified emotions, augmented senses, permanent recording, and AI is leading to rapid advances. In the midst of these changes a mindset among people is spreading equally fast. Transhumanists believe in the fusion of humans and technology.



Follwoing this chart you can see the ways Transhumanism has risen out of evolutionary thoughts through the upcoming rising of artificial intelligence.

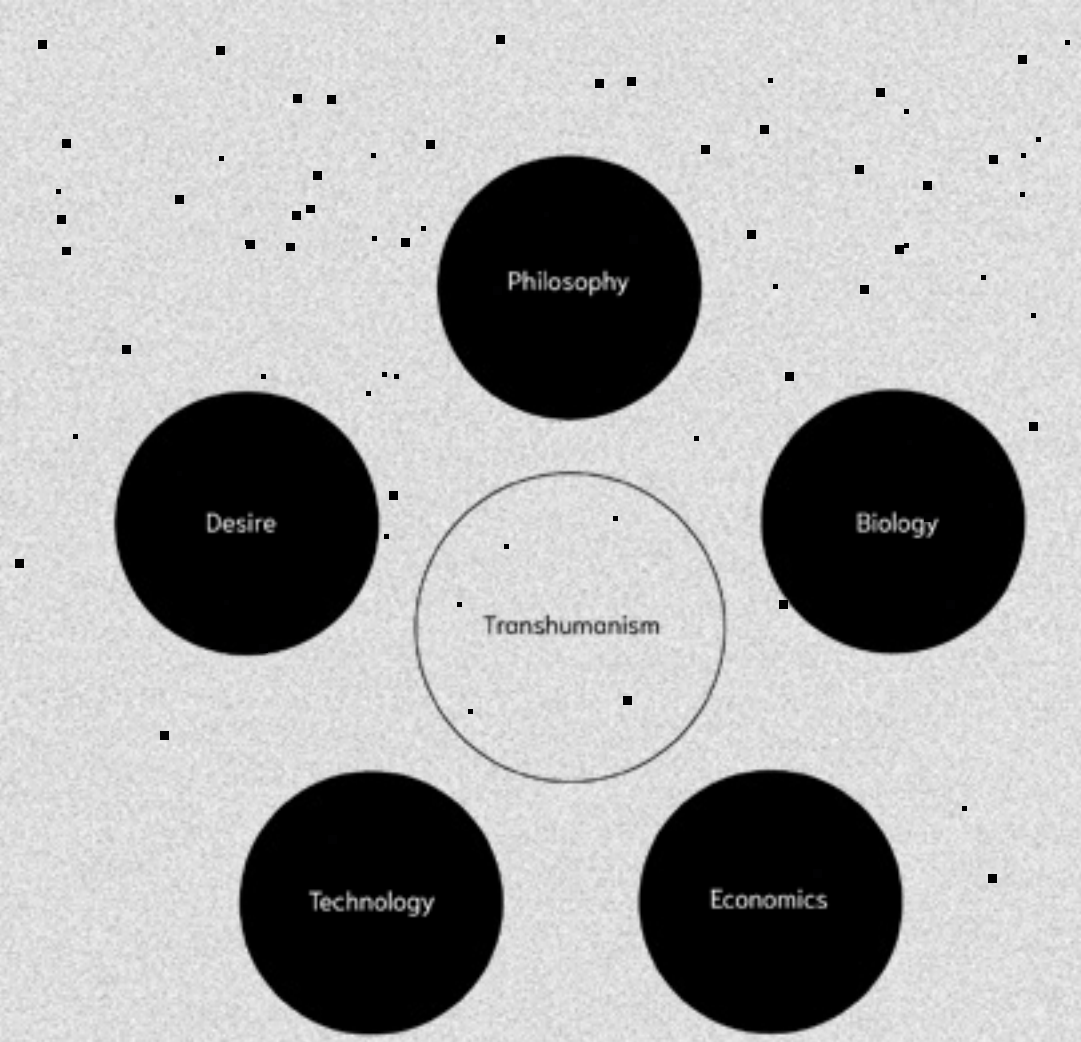

Transhumans
level 1:
non invasive,
non permanent
altrications
intelligence
level 2:
invasive,
permanent
altrications
level 3:
mind changing
invasive
altrications
Posthumans
creating a new
human identity

evolution depends on us.

Transhumanism describes the idea of an international movement that seeks ways to alter and overcome the biological limitations of humans through the use of technology. It is not a single movement, but rather an intersection of biology, technology, philosophy, economics and, surprisingly, many desires. Transhumanists believe that the next step in evolution of the humans is only possible through the fusion with technology. Technology is their tool for optimising body, mind and time. Their goal is to circumvent the limits of nature, reduce human weaknesses and expand their own abilities – sometimes to the point of defining a 'posthuman' life. Like the movements itself, Transhumanists are not a homogeneous group, they are a network of scientists, designers, activists, hackers, visionaries and amateur technerds.

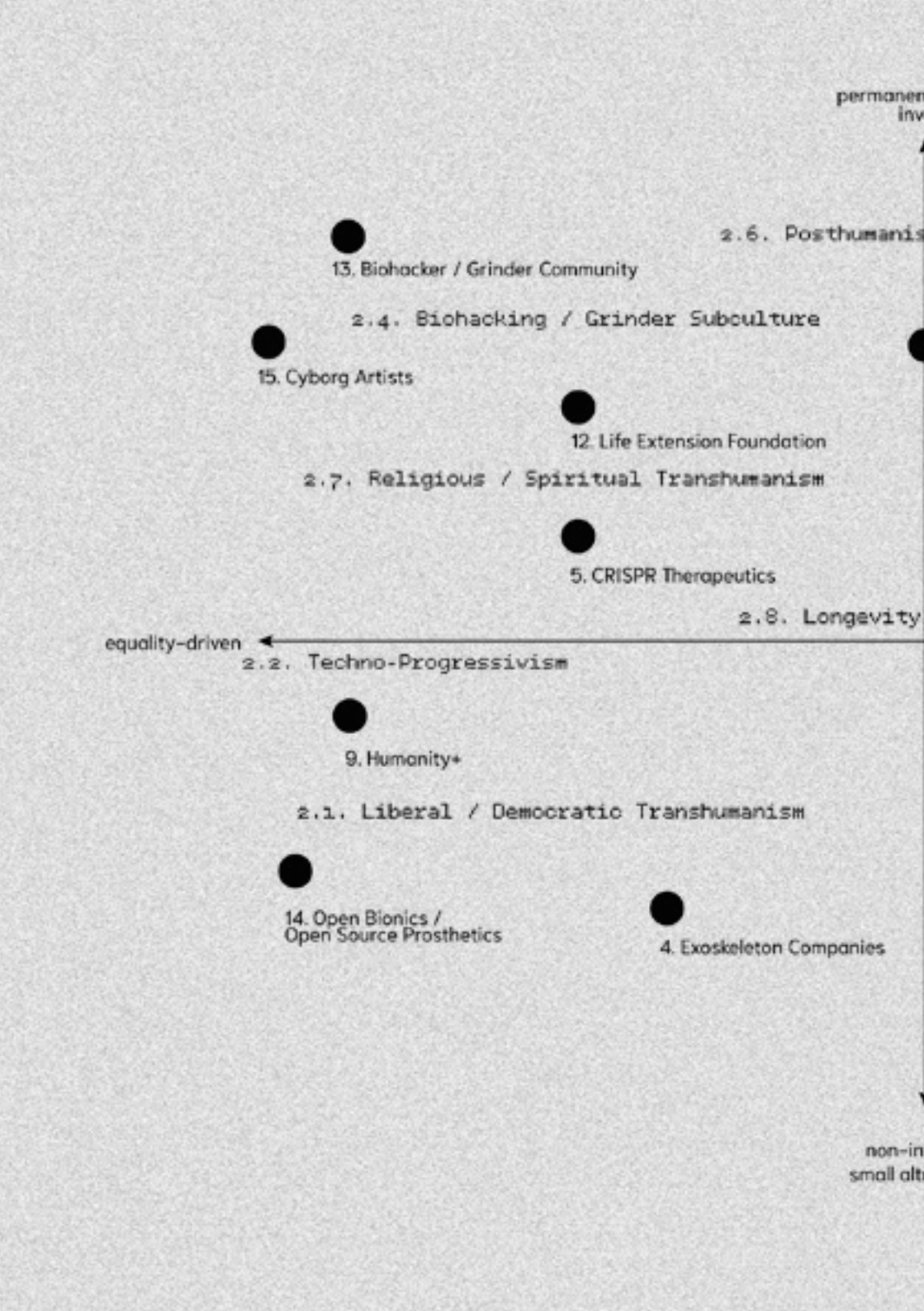
Some search for relief and equality, others thrive for the perfection of the human form. The last group, doesnt't want to just keep up, they want to be ahead. In an more economic kind of way. Transhumanism promises a faster and more efficient life in every aspect. Transhumanism promises a faster and more efficient life in every aspect. Which in our economic system is always linked to more profit.

Differenciating between moving towards an noble goal of simplifying ones life or producing more profit gets hard. Those seeking for relief have a desire to escape overexertion and excessive demands –



the increasing pressure of modern life but also the uncertainty of climate change and its impact on humans. Those seeking for equality wish to leave the prison of our societal structures behind. No sickness or physical defects shall ever exist again.

Some even suggest, that by leaving our fleshy bodies behind by living only in an virtual world or being abele to change our appearance or even gender freely, we can leave behind all prejustice and social norm based on our looks and identity.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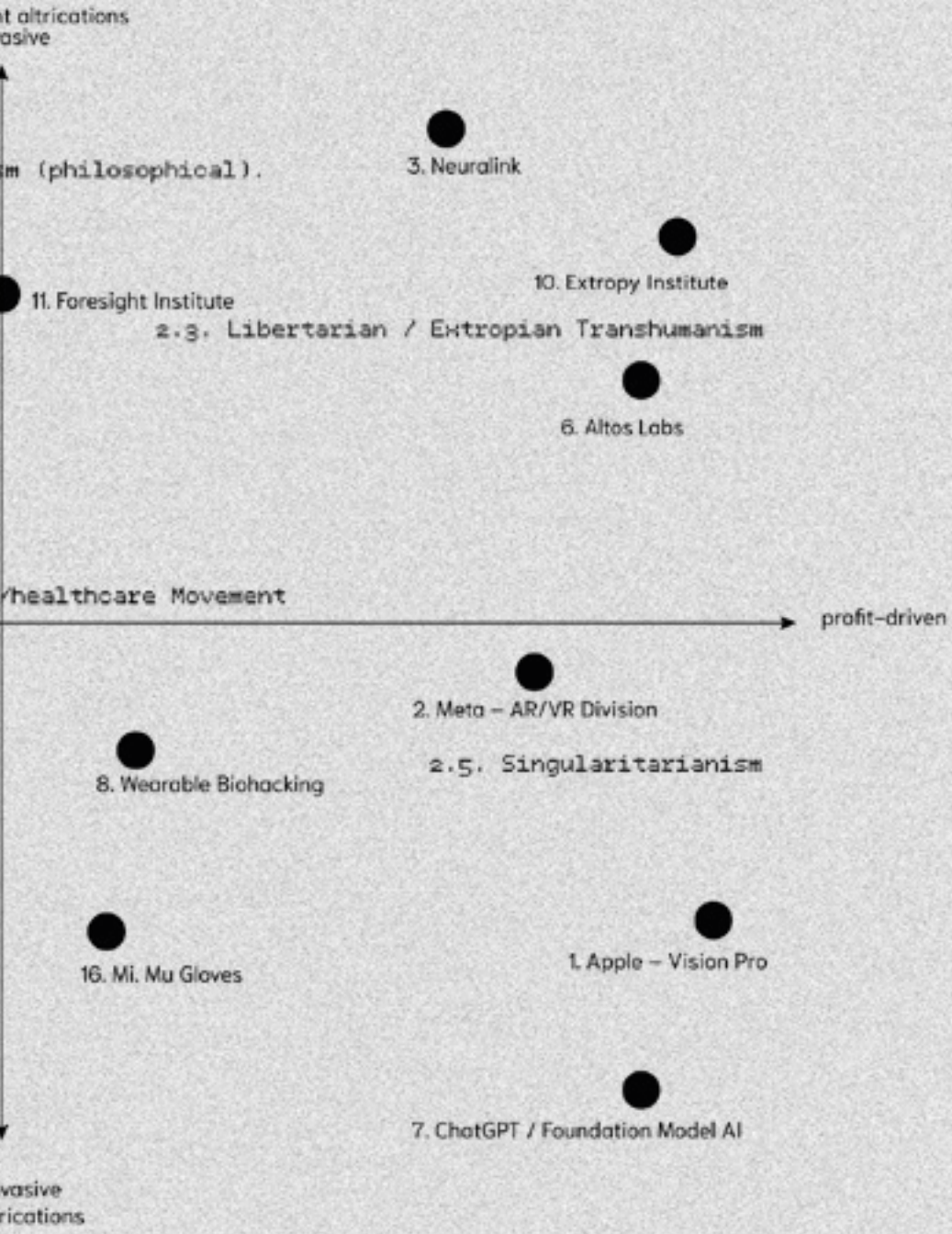
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Big Players

2.1. Liberal / Democratic Transhumanism

Focus on human rights, accessibility, equality.Enhancement should benefit everyone, not only elites.Often skeptical of corporate control over enhancement technologies.

Key themes: social justice, governance of emerging tech, inclusive futures.

2.2. Techno-Progressivism

Close to democratic transhumanism, but more policy-oriented.Advocates regulation, state involvement, ethical frameworks.

Enhancement is good only if it reduces inequality rather than amplifies it.

2.3. Libertarian / Extropian Transhumanism

Strong belief in individual freedom, private innovation, minimal state.Historically the earliest organized branch (Max More, Extropy Institute). Sees capitalism and open markets as engines of human advancement.

Often more optimistic and pro-industry than other strands.

2.4. Biohacking / Grinder Subculture

DIY enhancement, often outside institutional science.Implant experiments, nootropics, body modification, open-source biology.

More lifestyle- and experimentation-oriented than philosophical.

2.5. Singularitarianism

Focus on the moment when AI surpasses human intelligence (the Singularity).

Often linked to Ray Kurzweil and the idea of exponential technological growth.

Values cognitive enhancement and human-AI symbiosis.

2.6. Posthumanism (philosophical)

Not strictly about technology.

Challenges anthropocentrism; questions what "human" means.

Overlaps with cultural theory, feminism, ecology, queer theory.

Sometimes critical of the more techno-optimistic transhumanism.

2.7. Religious / Spiritual Transhumanism

Finds compatibility between spiritual beliefs and human enhancement.

Includes Mormon transhumanists, Buddhist-transhumanist interpretations, etc.

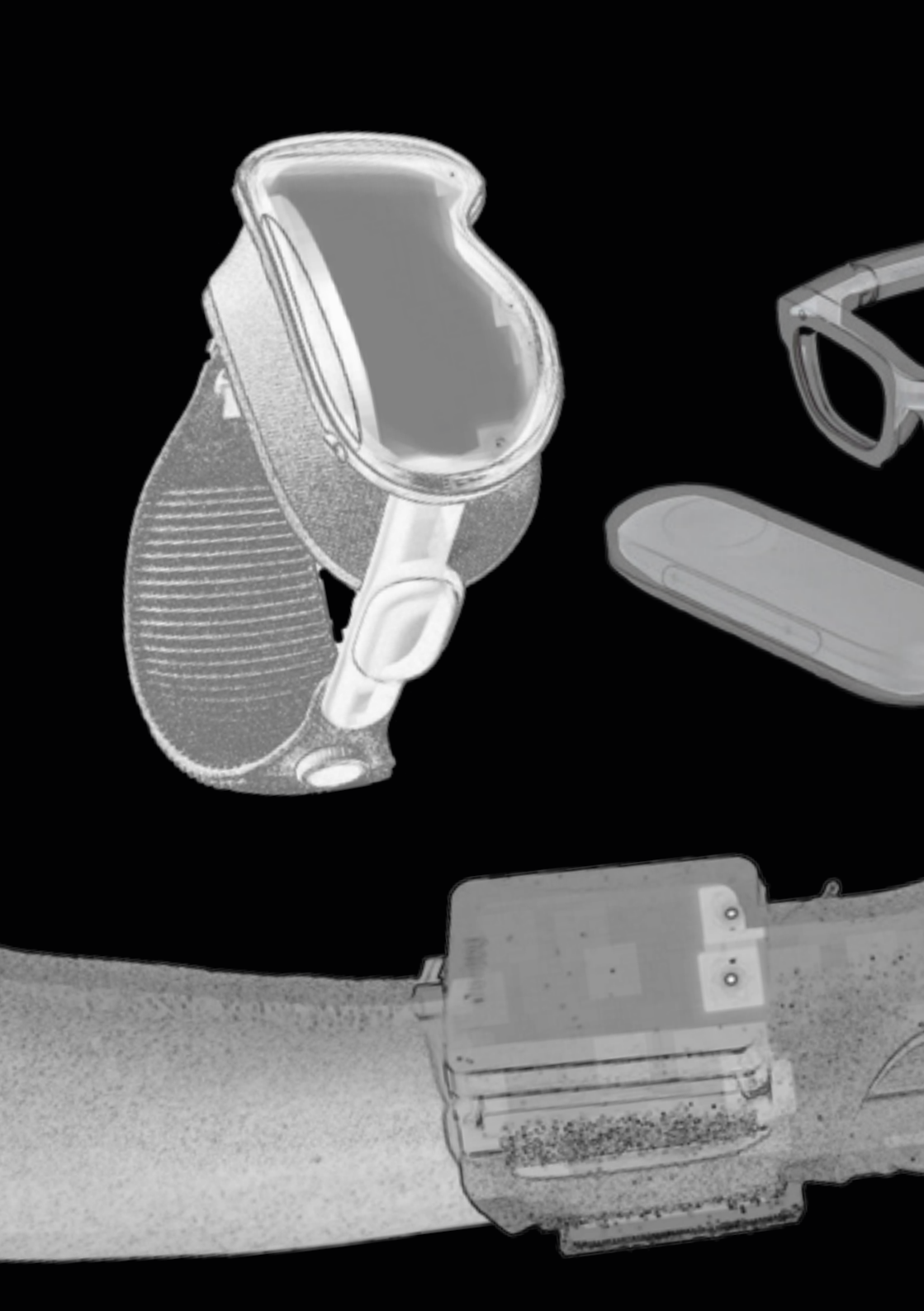
Views transformation as part of a spiritual or cosmic evolution.

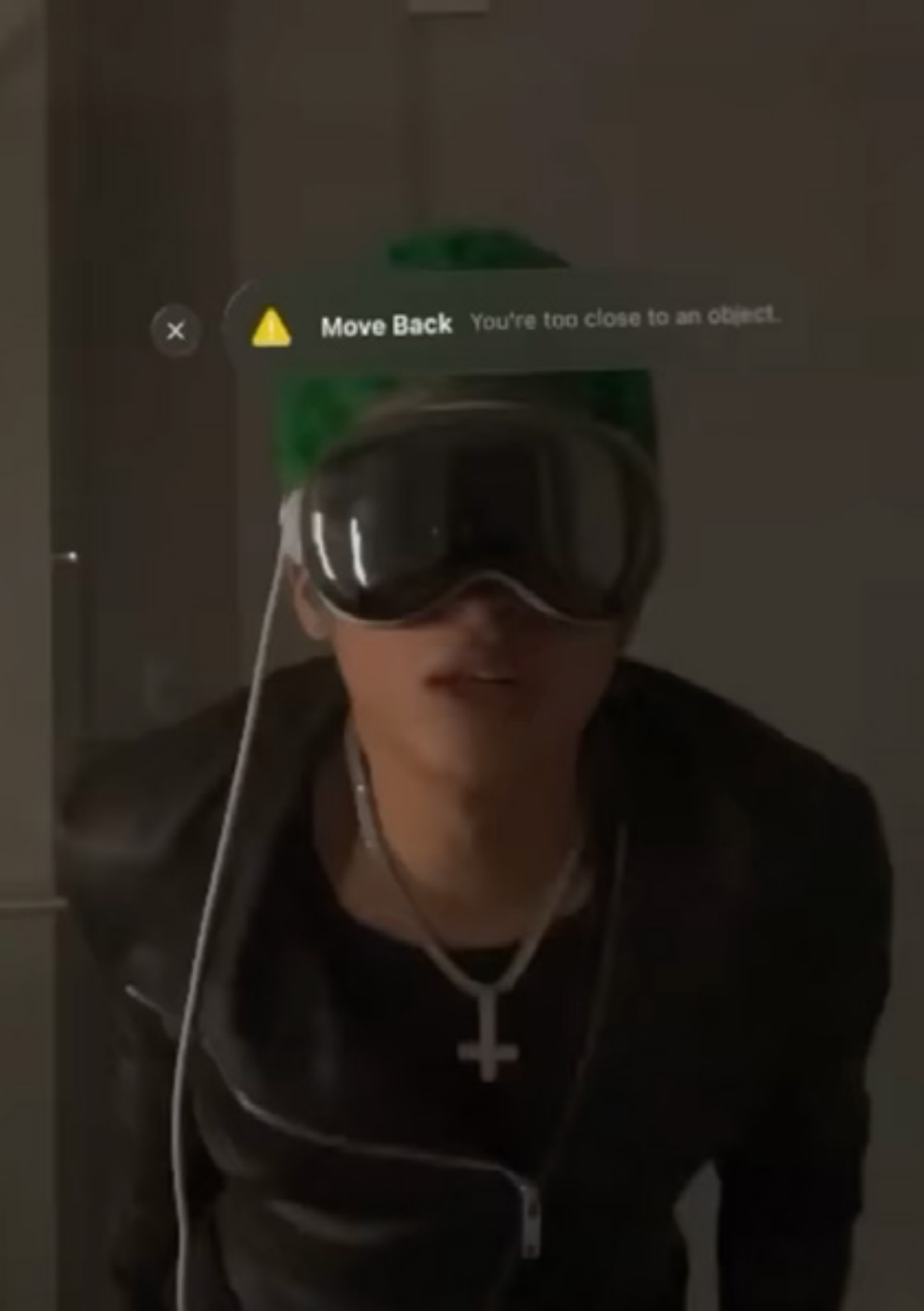
2.8. Longevity Movement

A practical branch focused on anti-aging research, biotech, life extension.

Often mainstream and science-driven.

Includes community activism (Longevity Week, labs, foundations).




Move Back
You're too close to an object.

Undermining the arts

Since the rise of new technologies on the market takes place, like the much-anticipated Apple Vision Pro, our cultural "pop language" has shifted into a transhumanistic one. Incorporating transhumanistic ideas in songs and movies are no revelation, but the face it is showing us today is much more different from what we have seen until now.

Deeply enrooting transhumanistic ideas into personality, style and visual language radically shifts the relationship of transhumanistic technologies and our perception of their everyday use.

In the year 2025, where experimental Music devours new genres and starts blending, bending and challenging, it is noticeable that these changes expect and demand new visual languages and new techniques to adhere such styles. A good example of this radical shift in sound and visual aesthetic is the Song „I GOT BANDS" by song producers: GAB3 and F1LTHY.

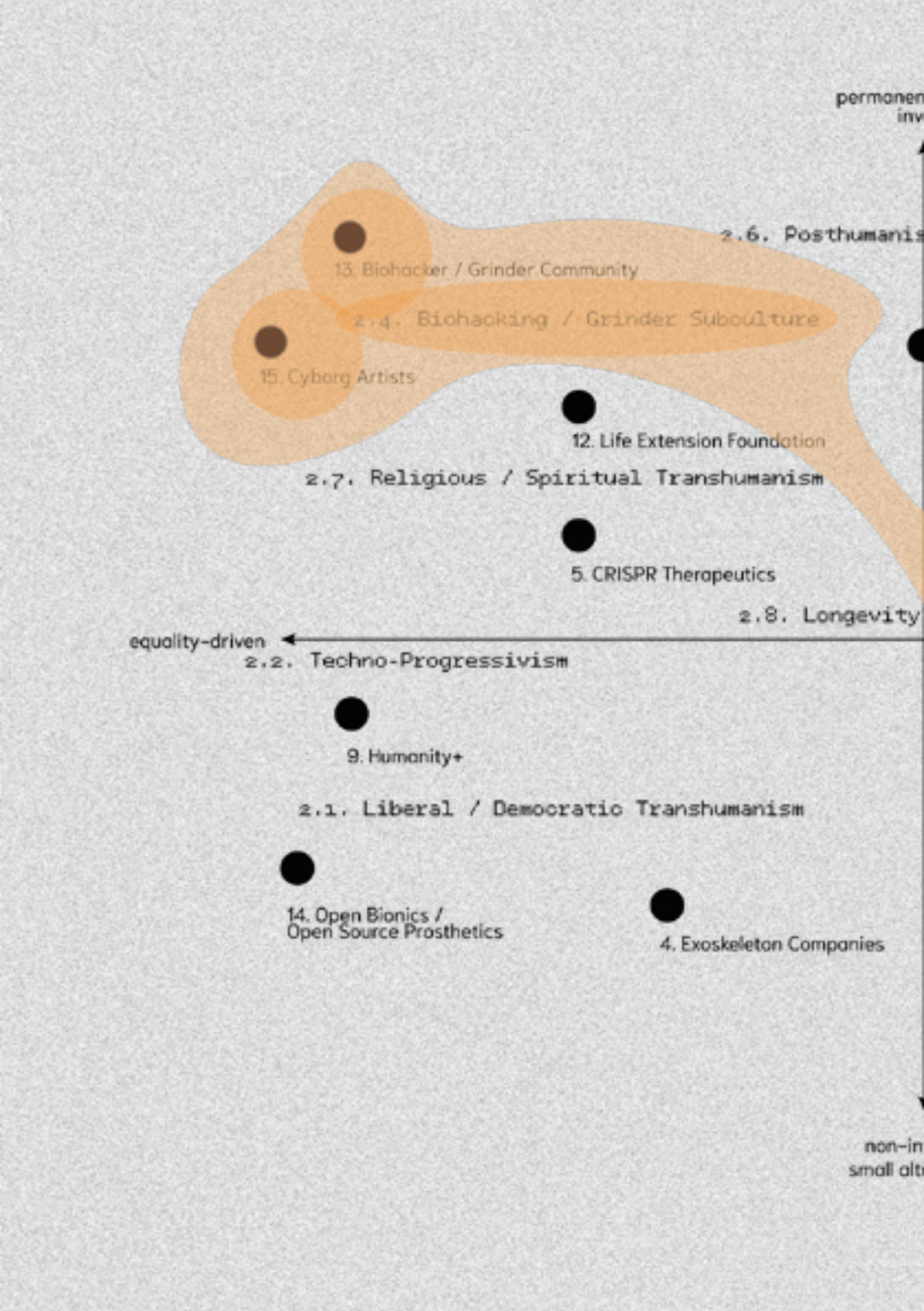
The video published in the year 2024 shows the use of an Apple Vision Pro to film their music video: Shot on Apple Vision Pro. Through these VR goggles, which create huge screens blending in with their surroundings, a new aesthetic and video perspective is created, transcending the feeling of technology and the air of a new era.


Never forget The Hood Had
Justin Beiber doing Push-Ups

Another perfect example is Arca. In 2018 Arca came out as a non-binary person, this paved the way for Arca's visual language. Often combining futuristic themes, pushing gender norms and adapting new forms of fashion and robotics. The music video "Puta" published in 2025 shows Arca wearing a metal gear as extension for their body, reminding of an exoskeleton adding to the functionality of the body. Combining headset, glasses and gear around the head, the whole appearance resembles a cyborg. Together with the extreme fast cuts, the video represents good, how our fast-paced society drifts, bit by bit, into a transhumanistic aesthetic.

This macro trend, better known as the Synthocene Era relies much on futuristic ideas and highly developed programs. In such works, until now, 3D programs like Blender, have been pushing boundaries. Since the creation of text-image and recently new text-video prompts, Artificial Intelligence will take a serious importance in designing more for our pop culture, completely reshaping outcomes and possibilities. A contrast to these two visions can be found in the work of Imogen Heap. She has been using Mi. Mu Gloves, a pair of motion-capture wearables she helped to invent herself, since 2010. With them she is able to take a more organic approach to the merging of humans and machine as the gloves translate her hand gestures into real-time music. The body becomes a living interface. The gloves intend to amplify expressions rather than replacing them.

Transhumanistic aesthetics in pop culture are not monolithic, ranging from augmented bodies to fully immersive environments to intimate, gestural tools that extend the musician's physicality.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Undermining economics

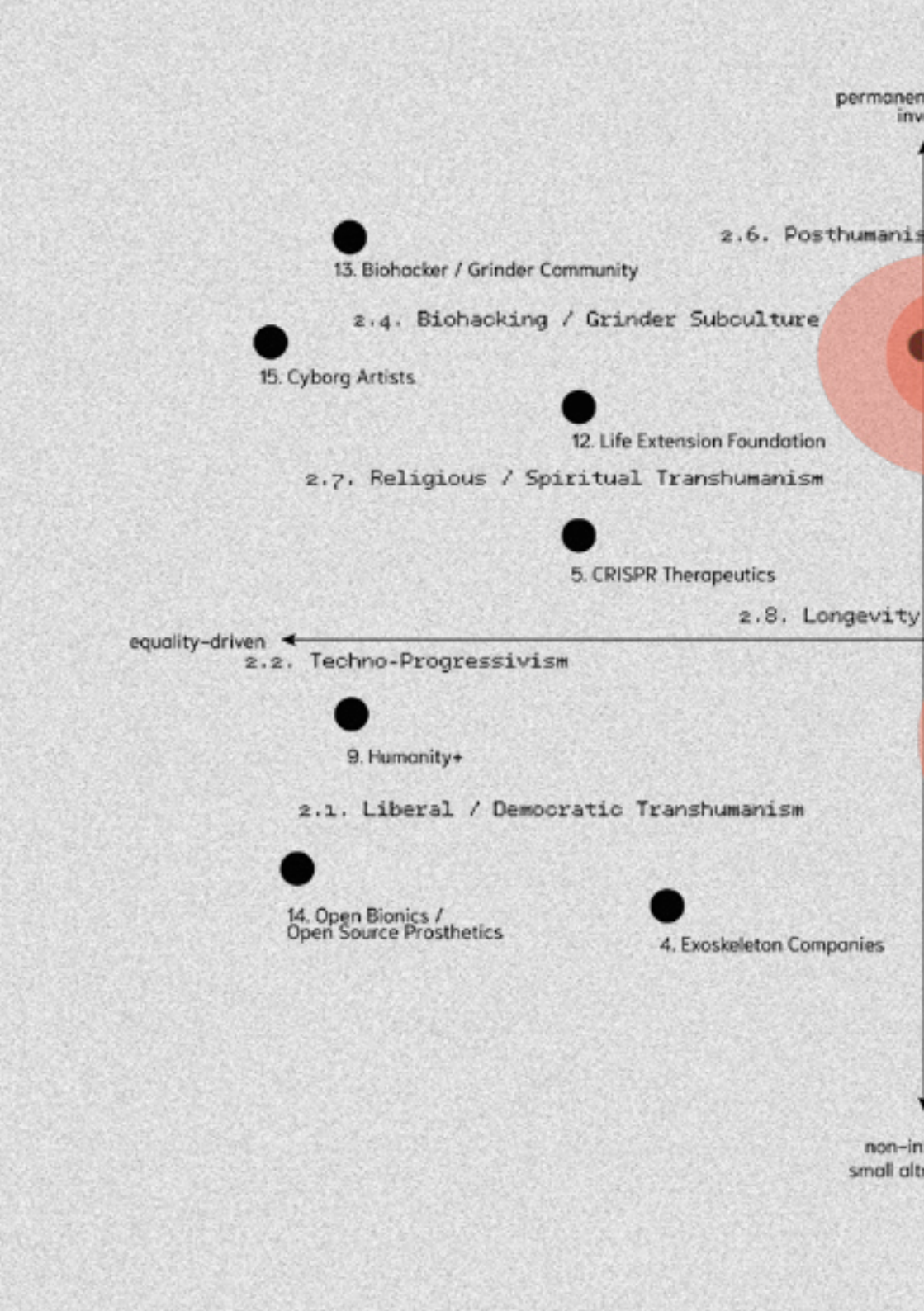
The Stargate Project, announced by OpenAI in January 2025 together with SoftBank, Oracle, and MGX, marks one of the most ambitious infrastructure efforts in the history of artificial intelligence. The partners committed up to US$ 500 billion over four years to build a vast AI computing complex in the United States, with US$ 100 billion already being deployed. The planned data centers will provide 10 gigawatts of compute power, an amount comparable to the electricity demand of large a metropolitan region.

This project highlights a striking paradox of speed. OpenAI is trying to create sovereign-grade supercomputing infrastructure (SGI) faster than any organization has ever attempted, since rapid expansion of compute is central to developing more advanced AI systems.Yet the sheer scale of Stargate makes building it quickly extremely difficult. Speed drives the goal of bigger models, but the physical realities of construction, energy production, cooling, and supply chains place hard limits on how fast such a system can come online.

Stargate is a historic milestone. It may be the largest private AI infrastructure program ever undertaken, intended to secure future model training capacity and reinforce long-term technological leadership. Its economic footprint is enormous, with spending on a scale comparable to national industrial programs and job creation that spans construction, energy, hardware, and research. A crucial part of the project is how these immense computers will be powered. The plan includes a mix of advanced energy sources: large-scale renewable power agreements, next-generation grid interconnects, and steady baseload electricity from nuclear power. Partners are exploring small modular reactors (SMRs) to supply consistent energy, along with high-voltage transmission and on-site energy storage to stabilize demand. The 10-gigawatt requirement effectively ties the project to the future of the U.S. energy system, pushing utilities and developers to expand capacity in ways not seen since the early Internet boom.

Oracle's purchase of 400,000 Nvidia GB200 chips, representing tens of billions of dollars in hardware alone, underscores the magnitude of the effort. In scale, cost, and ambition, Stargate represents a turning point, an attempt to build the physical foundation for increasingly intelligent systems, using resources once reserved for national infrastructure campaigns.

China and Russia are also accelerating the expansion of their AI facilities as they respond to the rapid growth of U.S. capabilities. China is developing large scale compute clusters across multiple provinces, including megaprojects that integrate state owned telecoms and hardware companies into unified national AI hubs, like the Wuhu Mega-Cluster. These facilities rely heavily on regions with abundant renewable energy (e.g. Yangtze River) and are linked by high capacity fibre networks designed to distribute AI workloads across the country with maximum efficiency. Russia is enlarging its own AI infrastructure by deploying new supercomputing systems at leading universities and constructing industrial scale data centers in energy rich regions of Siberia. These expansions aim to secure domestic training capacity, reduce dependence on foreign technology, and ensure that both countries maintain a strategic position in the global AI race. Their spendings sum up to US$ 37 billion.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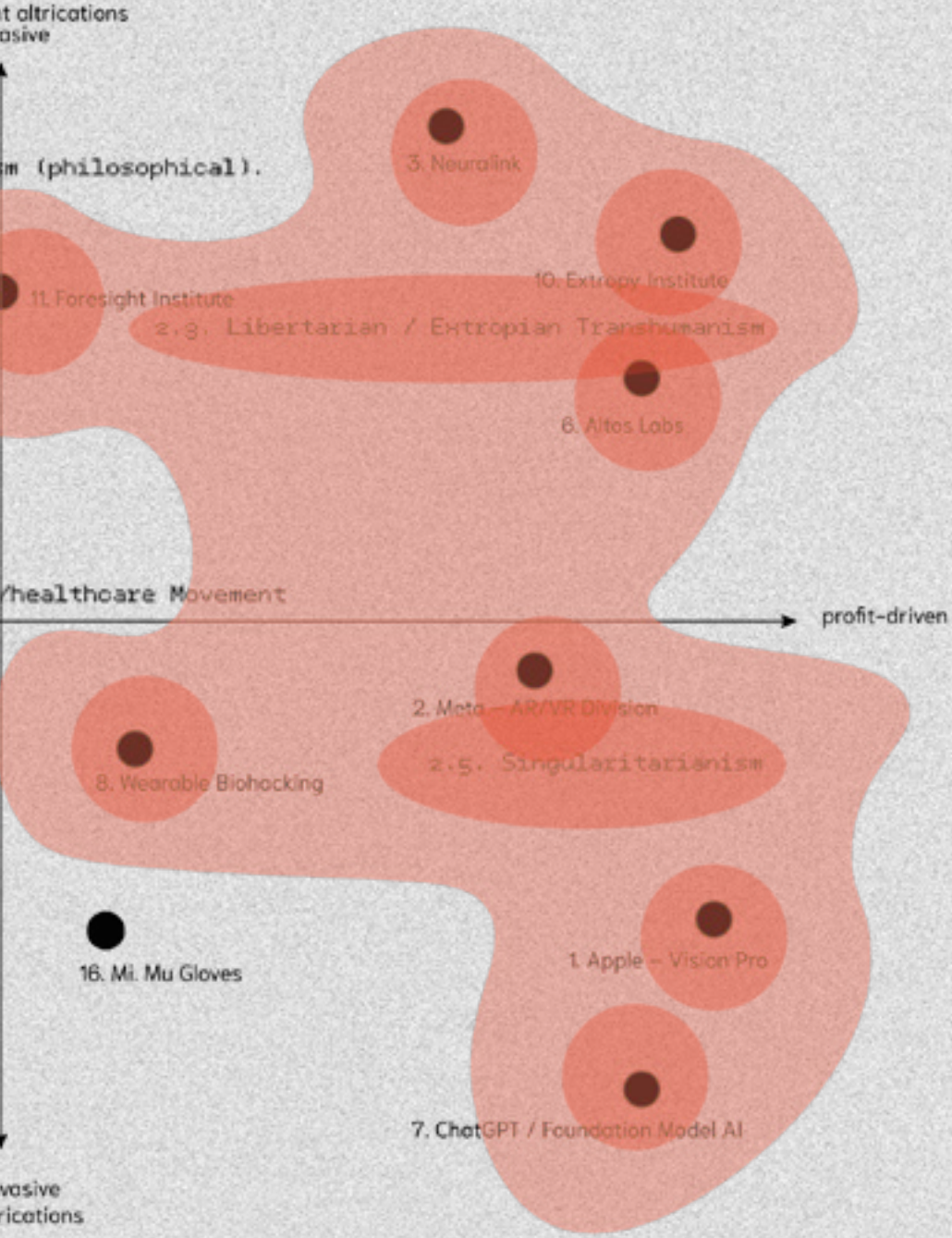
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Undermining Healthcare

Neuralink, the brain-computer interface (BCI) company founded by Elon Musk, is rapidly becoming one of the most talked-about ventures in modern neuroscience and technology. Its core mission to create a seamless connection between the human brain and digital systems has profound implications for medicine, rehabilitation, communication, and the future of human capability. Although still in early stages, Neuralink represents one of the most ambitious attempts to merge biology with advanced computing, and its potential health benefits are driving significant global interest.

The growing attention around Neuralink is largely due to its potential for ground breaking innovation. The company is not only improving the precision and biocompatibility of brain implants, but also building surgical robots capable of implanting delicate threads with extreme accuracy. As these tools become more refined, Neuralink could dramatically reduce the risks traditionally associated with brain surgery.

Additionally, the device's ability to record and stimulate neurons at high resolution could give researchers new insights into the brain, accelerating progress in understanding mental health conditions, memory disorders, and neurodegenerative diseases. One of the most important aspects of Neuralink is its health-focused ambition. The technology aims to help people with neurological disorders regain lost abilities, such as movement, communication, or sensory function. In conditions like paralysis, spinal cord injury, ALS, or Parkinson's disease.

Neuralink's implant could eventually bypass damaged pathways and restore basic functions by directly interpreting neural signals. Early demonstrations, including those in animals and the company's first human clinical trials, already show the device's ability to translate thought into digital actions. This holds extraordinary promises for medical rehabilitation, especially for individuals who have limited treatment options today.

2026

Motor cortex

Cursor control

Gaming console control

Robotic limb control

Speech cortex

Word decoding

Natural speech decoding

Visual cortex

Vision for navigation

2027

Motor cortex

Cursor control

Gaming console control

Robotic limb control

Finger decoding

Speech cortex

Word decoding

Natural speech decoding

Visual cortex

Vision for navigation

Object recognition

Whole brain

Multiple implants

2028

Motor cortex

Cursor control

Gaming console control

Robotic limb control

Finger decoding

Speech cortex

Word decoding

Natural speech decoding

Integration with AI

Visual cortex

Vision for navigation

Object recognition

Augmented vision

Whole brain

Multiple implants

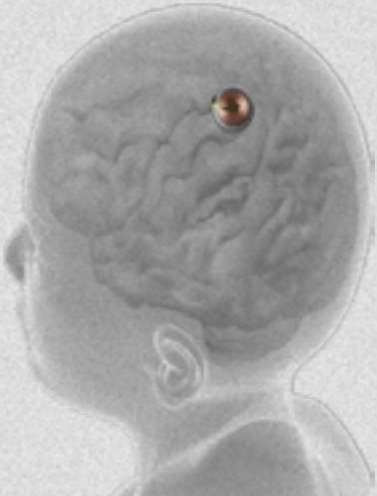
Psychiatric disease

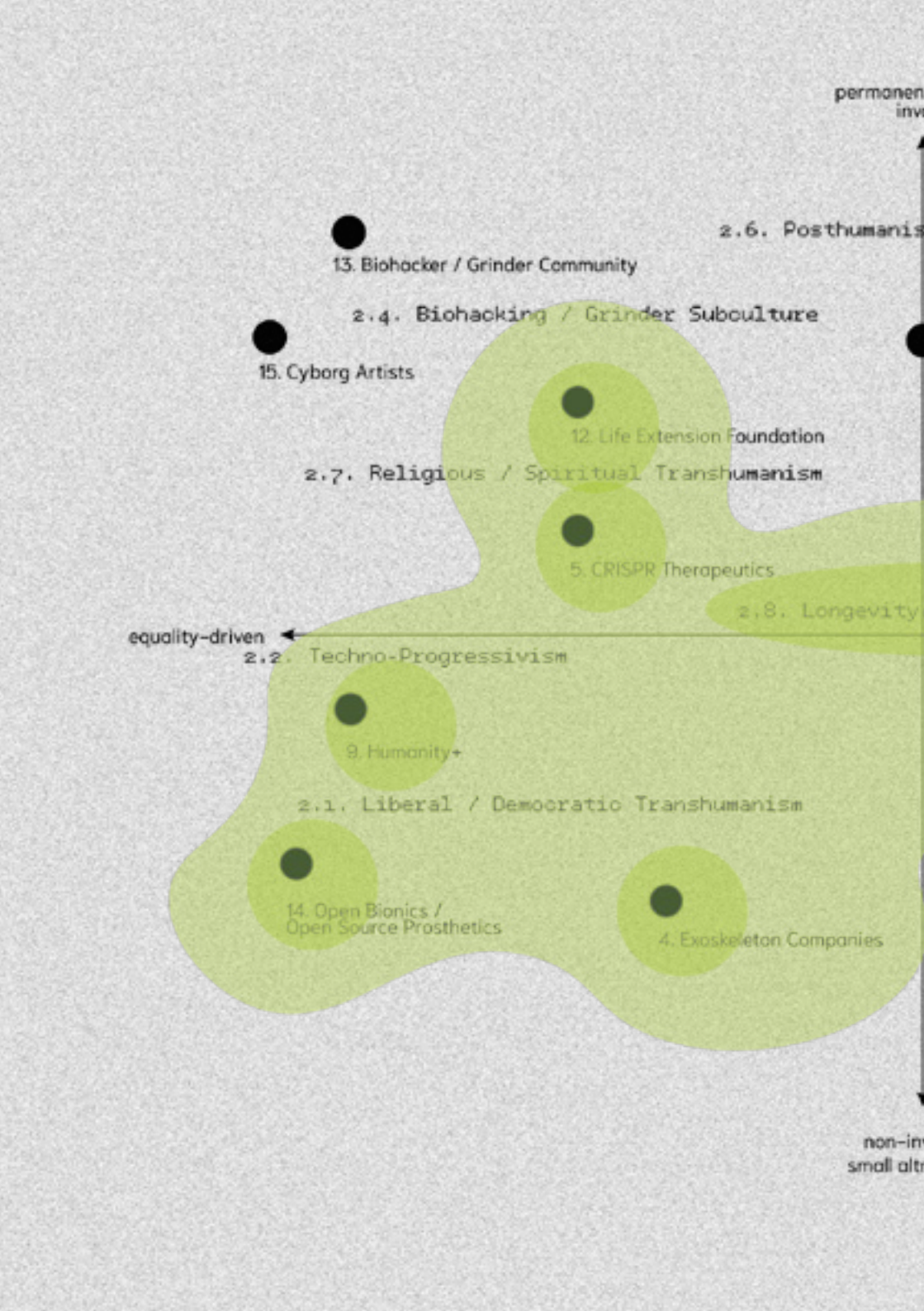
Epilepsy

Tinnitus

Over the next decades, humanity will witness several major breakthroughs. In the medical field, Neuralink could enable paralyzed patients to control prosthetic limbs, wheelchairs, or computers simply by using their thoughts. Communication devices could allow individuals with speech impairments to express themselves more naturally and rapidly. Beyond medicine, we'll see enhancements in human computer interaction, where people can operate digital interfaces far more efficiently than with keyboards, touchscreens, or voice commands. This could transform industries like gaming, education, and creative design. Additionally, Neuralink's long-term vision hints at even more futuristic applications, such as memory enhancement or brain-to-brain communication concepts that, while still highly speculative, push the boundaries of what technology could someday achieve.

Neuralink is growing because it sits at the intersection of innovation, healthcare, and imagination. Its work promises to reshape how we treat neurological conditions and how humans interact with technology itself. While many challenges remain ethical, medical, and technical the potential breakthroughs are enormous. If Neuralink succeeds even in a fraction of its goals, we may soon find ourselves witnessing one of the most transformative moments in both medicine and human evolution.

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cyborg artists

Neil Harbisson, Stelarc, and Marco Donnarumma are three influential figures whose work has helped shape the modern transhumanist movement. While Neuralink represents a technological path toward expanding human capabilities, these artists and innovators approach the same goal through embodied experimentation, performance, and the integration of technology directly with the human body.

Neil Harbisson is widely known as the world's first legally recognized cyborg, thanks to his implanted antenna that allows him to perceive color through sound. Born with achromatopsia, His work highlights a central transhumanist idea that humans can deliberately extend their sensory boundaries through augmentation, turning biology into something more flexible and open to redesign. Stelarc, a performance artist known for his bold and provocative work, has long argued that the human body is outdated for the realities of the technological age.

He transformed a limitation into a new sensory experience, demonstrating how technology can not only restore abilities but create entirely new ones. His projects involving mechanical limbs, body suspensions, and even an ear implanted into his arm challenge traditional notions of physical limits. Stelarc's philosophy and practice explore how technology can fundamentally reshape human identity, suggesting that enhancement and extension are natural progressions rather than disruptions.

Marco Donnarumma combines biotechnology, sound, and performance to explore the intimate relationship between humans and machines. His work often uses sensors and AI-driven instruments that read muscle signals or bodily processes, transforming them into expressive artistic output. Donnarumma's approach demonstrates how technology can merge with the body in ways that expand creativity and redefine what it means to be human.

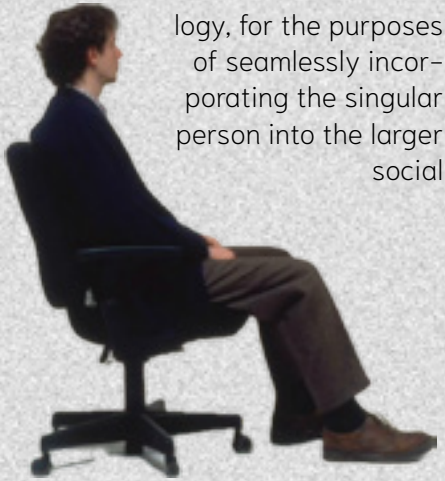
Together, Harbisson, Stelarc, and Donnarumma stand as pioneers of transhumanism by embodying its core concept: that the integration of technology and the human body can lead to new forms of perception, expression, and existence. While they work from artistic rather than medical or commercial perspectives, their contributions parallel the goals of emerging technologies like Neuralink. Each of them challenges society to rethink not only what humans are, but what we might become.


eyo chat!
are we
cooked ?

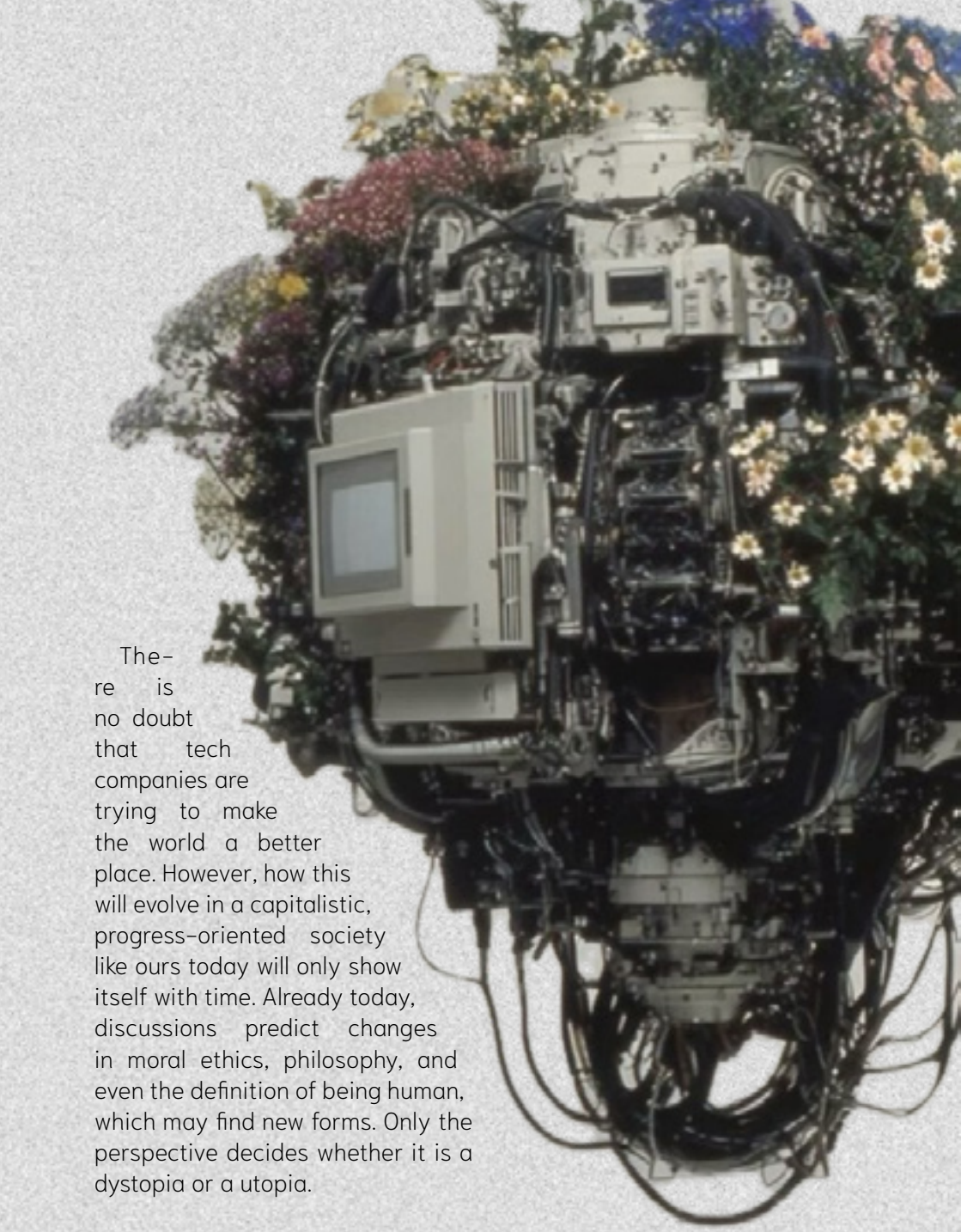
EVO CHAT!

Like a headless chicken are we, as a society, running into the unknown. “We cannot predict the future nor tell what will happen” – Sam Altman, OpenAI CEO.

Nevertheless, CEO’s and tech companies like: xAI, Google, Microsoft , Meta, and many more, are playing with our future and driving the tech-train with full speed into the wall of tomorrow. Neither the bigger picture nor the actual goal of the AI race has been defined by these companies. The only thing showing itself are the bold geopolitical interests of the US. An insane amount of spending, only reflecting the necessity of being faster and better than their “tech-rivals”.A person’s sense of self is not the only thing threatened by the use of Transhumanist technology, for the purposes of seamlessly incorporating the singular person into the larger social organism whether they want to be or not. By minimizing the distinctiveness of each individual within the context of the larger group, even if one claims to be elevating the status of everyone, by ensuring that each voice plays a part in determining the overall consensus, this notion of the ultimate communal entity having the only real value minimizes the worth of any of its singular components, to the point of fostering a mentality of easy bio-disposability. Furthermore, some people may already say we live in a dystopia. People from 100 years ago would rather say that we live in a utopia.



This perspective shift, which in the near future will make us seek more progress and solutions for our world problems and future well-being, might do us harm. The speed and eagerness with which we are moving may cause the human race, as we know it today, to vanish and leap into a new reality. Whether we will live in a utopia or a dystopia will show itself in the progress of the next 30 years.

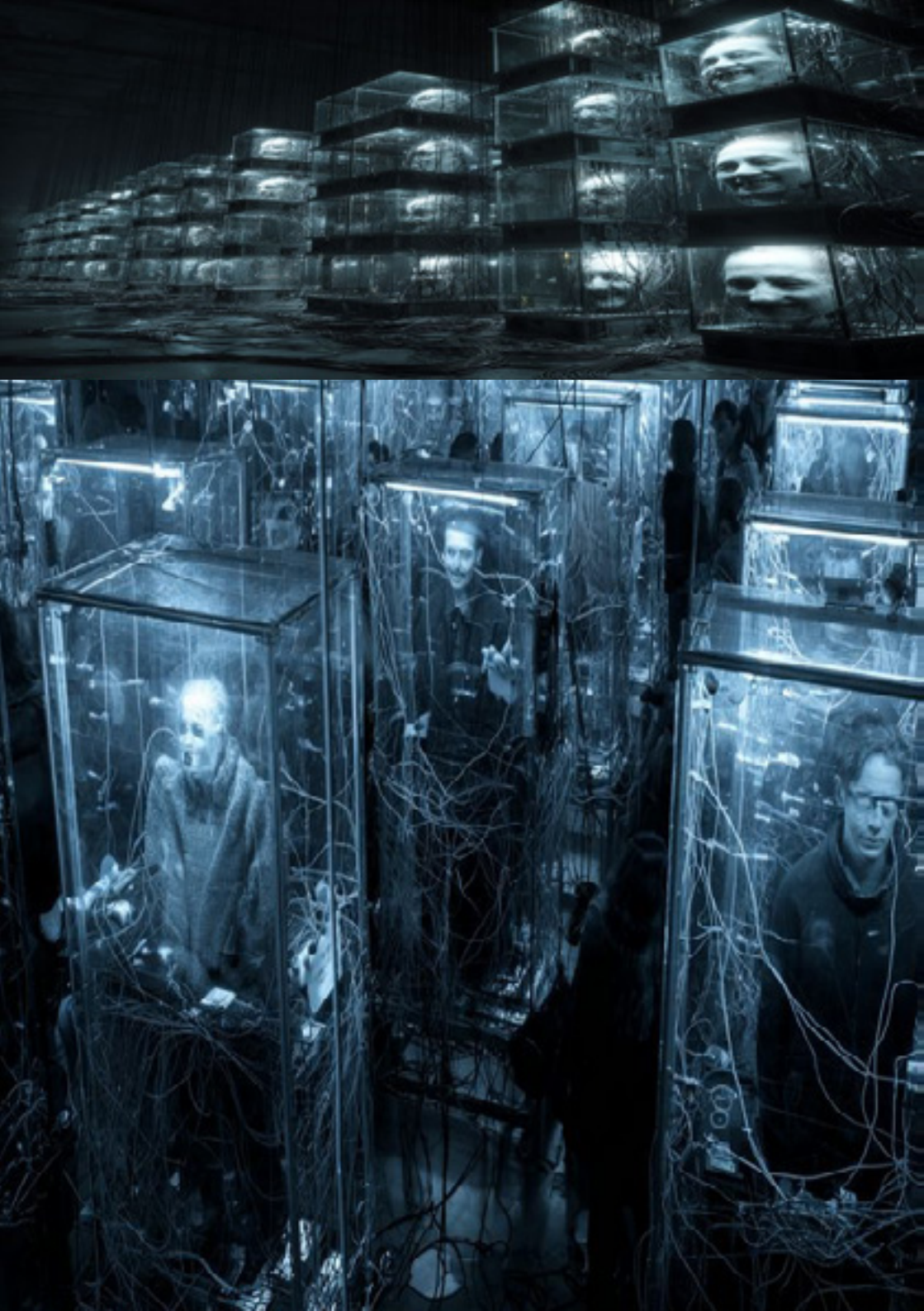


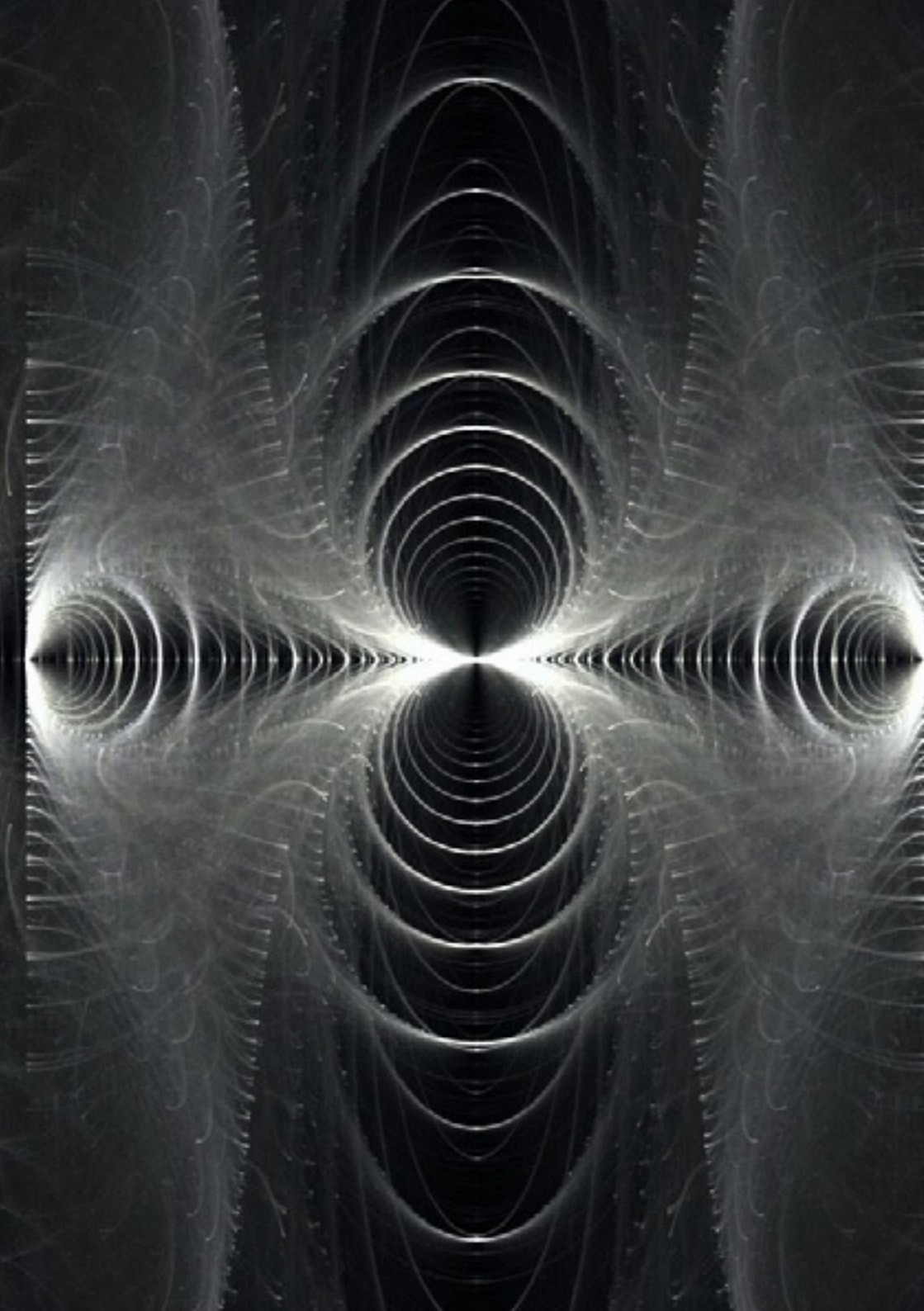
There is no doubt that tech companies are trying to make the world a better place. However, how this will evolve in a capitalistic, progress-oriented society like ours today will only show itself with time. Already today, discussions predict changes in moral ethics, philosophy, and even the definition of being human, which may find new forms. Only the perspective decides whether it is a dystopia or a utopia.

are we cooked?

A possible scenario of a so-called dystopia would be a total dependence on digital and spatial technologies. All human beings, because of social pressure, would have to get BCIs (Brain–Computer Interfaces), because we as a society would have moved on to using such technologies and evolving our whole world around them, similar to what happened to society and smartphones, resulting in total dependence. Together with an UBI (Universal Basic Income), which could help but also, paradoxically, enslave us completely.

A basic income for the regular person might, from time to time, be reduced, meaning you would no longer be able to afford normal living. Here, it is not far-fetched to think that, together with BCIs and the ability to create virtual realities and merge with them, an affordable simulation would then be launched and sold to the populous as escapist self-fulfillment, putting humanity into a simulation. The already existing VR and AR technologies, like the Apple Vision Pro, are of great technological importance and are already hinting at the direction humanity is going.





The scenario of a utopia might be far off, looking at the societal problems we are facing today. Nonetheless, tech companies like OpenAI are accelerating their work pace for the sake of humanity, a short-time turbo boost to solve all of our future problems. Building an SGI (Superintelligence) to solve and overcome problems such as climate change, poverty, famine, and diseases, maybe even death.

Through such superhuman powers, everything would be facilitated. Additionally, the SGI could give us total abundance, a world where resources, electricity, and life are infinite, a world where no disease exists and suffering is only a historic term, a world where peace and ruling are orchestrated by an SGI that has the best interests of the human race at heart. The SGI could even give us explanations for our everyday physics and could explain, and bring us nearer to, what God is.

Enlightenment through telling us what is behind this realm of reality. Through such superhuman powers, everything would be facilitated. Additionally, the SGI could give us total abundance, a world where resources, electricity, and life are infinite, a world where no disease exists and suffering is only a historic term, a world where peace and ruling are orchestrated by an SGI that has the best interests of the human race at heart. The SGI could even give us explanations for our everyday physics and could explain, and bring us nearer to, what God is. Enlightenment through telling us what is behind this realm of reality. The future could look a lot like a world where humans live forever in peace and abundance, where everybody is equal. A place where no harm nor suffering exists.

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Glossary

A
AI Race
ALS
Altercation
Altos Lab
Apple Vision Pro
Artificial Intelligence
Augmented Reality

B
BCI
Biohacking
Biological

C
Chat GPT
Communication
Control
CRISPR Therapeutics
Cyborg
Cyborg Artist

D
Democratic
Desire
Doomsday
Dystopia

E
Economics
Efficiency
Elon Musk
Enhancement
Equality
Equality
Evolution
Exoskeleton
Extropian
Extropy Institue

F
Fast
Finances
Foresight Institute
Fusion

G
Genetic Engineering
Ghost in The Shell
Gigawatt
God

H
Harmony
Healthcare
Humanity +

I
Imagination
Immortality
Invasive
Investment
Irrelevance

J
Job
Justification

K
Keyboard
Kinesthetics

L
Laboratory
Liberal
Liberitarian
Life Extension

#Efficiency
#Progress
#Productivity
#Humanity
#Immortality

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