



SUPERPROMPT CREDITS

SOPHIE FOR YOU

AI Developer: Aaron Meyers

Additional Software Development: Yuan Peng

PROMPT RESPONSE

AI Developer: Aaron Meyers

Soundscape: Nailah Hunter

FOREVER MEETINGS

AI Developer: Aaron Meyers

Additional Software Development: Yuan Peng

Soundscape: Nailah Hunter

Special Shout Out: Bhavik Singh

NEW NEW MEETINGS

AI Developer: Aaron Meyers

Additional Software Development: Yuan Peng

Soundscape: Nailah Hunter

NEW MEETINGS

Key collaborator/Networking Engineer: Nate Turley

Production Assistant: Savannah Phillips-Falk

Original Participants: GL Genco, Molly Soda, Rogue Fong, Austin Robey, Andrew Demirjian, Johann Diedrick, David Byrne, David Lobser, Andrew Rosenbaum, Noya Kohavi, Alexa Schonhaut, Helen Shaw, Loren Hammonds, Michelle Shofet, Bobby Wooten, Chike Ohayia, Travis Korte, Kinlaw, Yeseul Song, Luisa Pereira, Mark Russel, Claire Hentschker, Christopher Clary, Karen Wong, Kelsa Trom, Savannah Phillips-Falk

INTERVIEW WITH SARAH (IN THE AVATAR)

Soundscape: Nailah Hunter

INTERVIEW WITH SOPHIE

AI Developer: Aaron Meyers

Video Editing: Savannah Phillips-Falk

Soundscape: Nailah Hunter

BITFORMS SF SUPERPROMPT EXHIBITION PRODUCTION

Exhibition Text / Gallery Assistant Director: Valerie Amend (bitforms)

Technician: Scott Neal (bitforms)

Development Manager: Tyler Rutledge (bitforms)

Mingna Li: Registrar (bitforms)

Gallery Director: Steven Sacks (bitforms)

Prints: Brooklyn Editions

Installation Sourcing: Liz Cahill

CRT Monitors provided by Sudo Room Oakland

Super Cute Keyboard: Neil Cline

I SEARCH FOR YOU

Soundscape: Nailah Hunter

MORE THANK YOUS

Everyone I had a conversation with about the development of this work, including: Yotam Mann, Kelsa Trom, Marina Zurkow, Bhavik Singh, Kevin Peter He, Cezar Mocan, Andrew Steinmetz, Claire Hentschker, Alexander Porter, Peter Burr, Gabriel Barcia-Colombo, Arushi Jain, Alex Duncan

My family <3

and ITP/IMA @ NYU

ADDITIONAL READING

[Bibliography for SUPERPROMPT](#)

SUPPORT FOR SUPERPROMPT FROM...

Jerome Hill Foundation, ONX studios, bitforms, Looking Glass Studio

A SEMI-COMPREHENSIVE LIST OF SOFTWARES/ASSETS USED

Adobe Medium: Avatar Creation

OpenAI's GPT4: Language Model

LangChain: Wrapper for GPT4

Unity3d: Game Engine

FinalIK, Motion Capture/Animation system for VR: Pärtel Lang

Open-Source Unity Effects: Keijiro Takahashi

Mixamo: Typing Animation for Sophie

3d Model: Office Props Pack (seenoise on Sketchfab)

Microsoft Azure: Speech to Text, Text to Speech

NormalVR: Networking (New Meetings)

VoiceMod: Voice Effects

OBS: Broadcast/Capture Software