VECTO FASCISMS

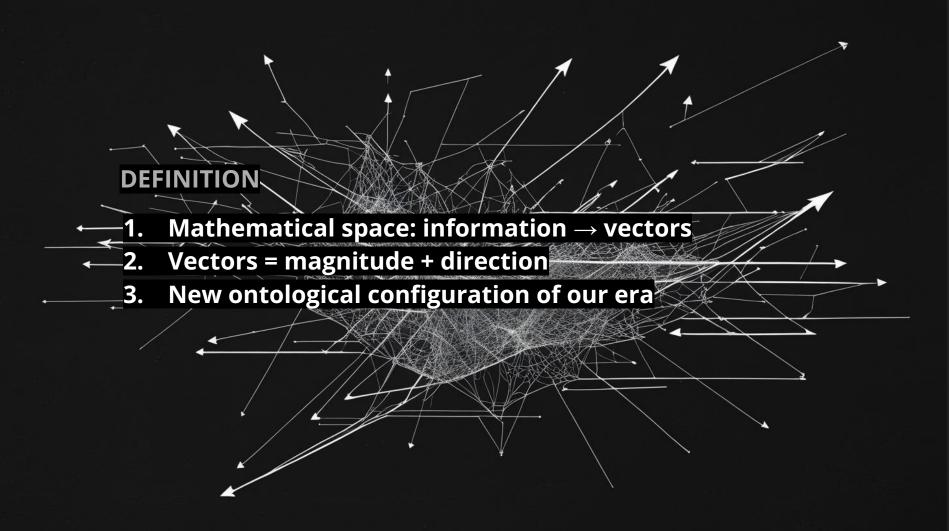
one's country, then one's loved ones, then oneself; to be right-wing is the inverse." — Gilles Deleuze

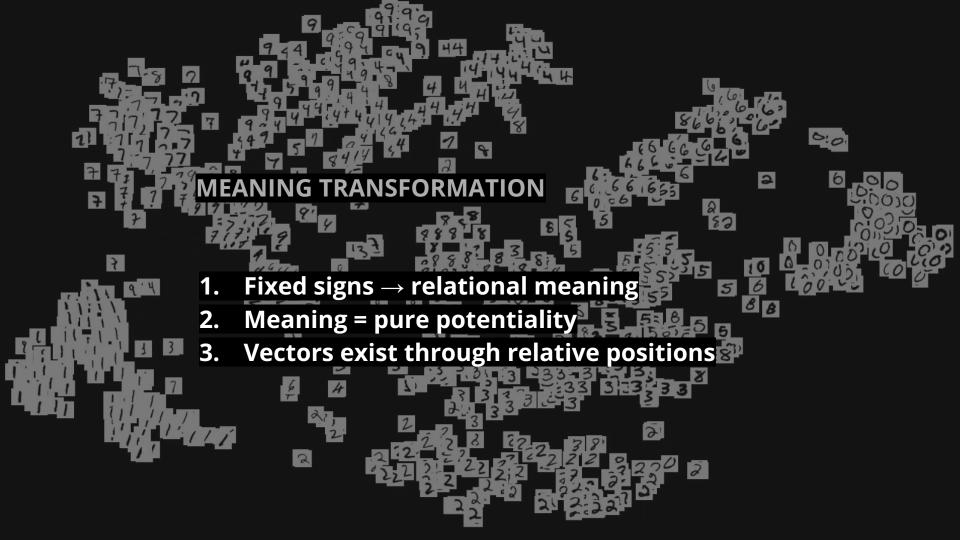
"To be left-wing is first to think of the world, then



- Define latent space
- 2. Analyze attentional mobilization as affective mechanism
- 3. Demonstrate the concept of vectofascism
- 4. Examine Al-generated images as vectofascist aesthetics
- 5. Identify our counter-strategies

DEFINITION LATENT SPACE





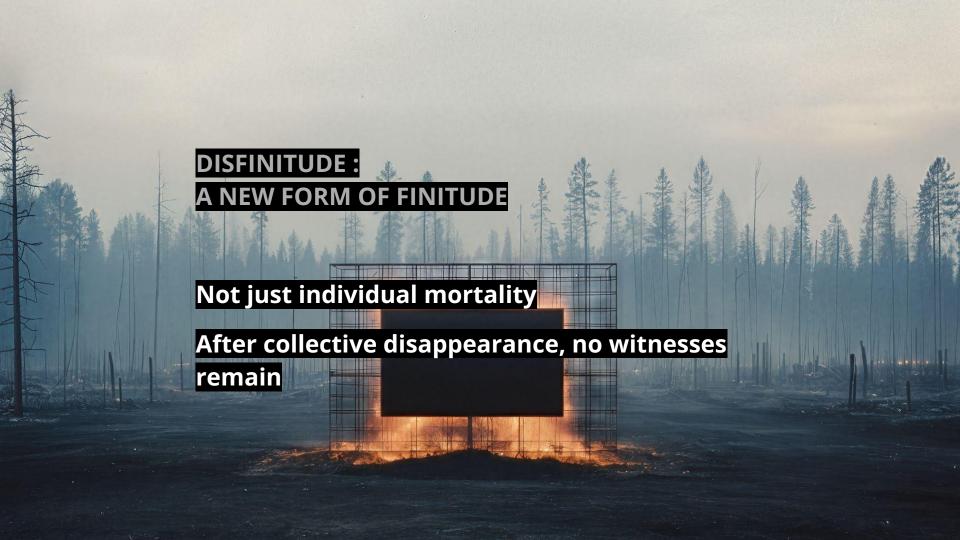


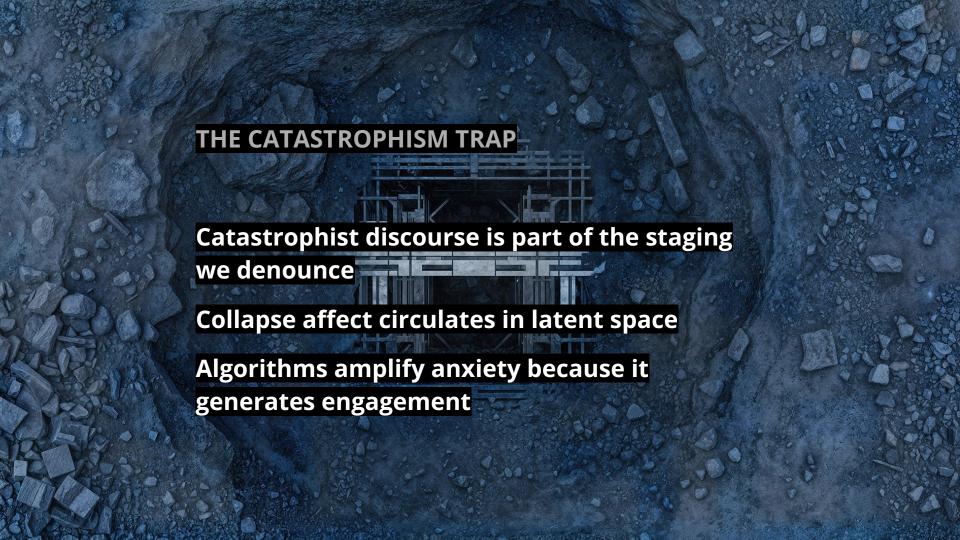
EPISTEMOLOGICAL SHIFT

- 1. Induction over deduction
- 2. Relations over fixed identities
- 3. Paradox: Emancipation tools → far.right weapons

POSTULATE EXCEEDED









STRATEGIC FOCUS

Avoid fascination with esoteric **Trumpism pseudo-sources**

Risk: Overvaluing and fetishize vectofascism

Focus on definition and strategic struggle







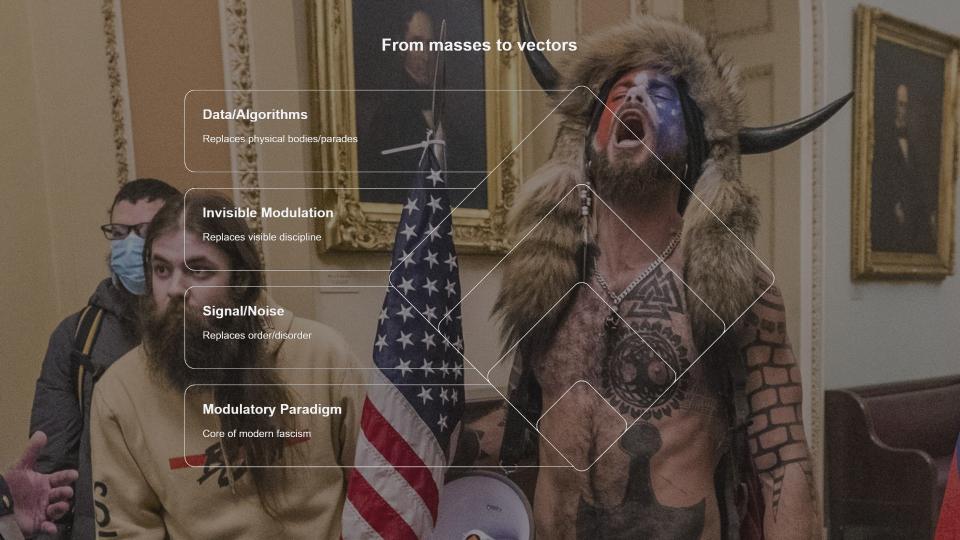
DEMONSTRATION VECTOFASCISM

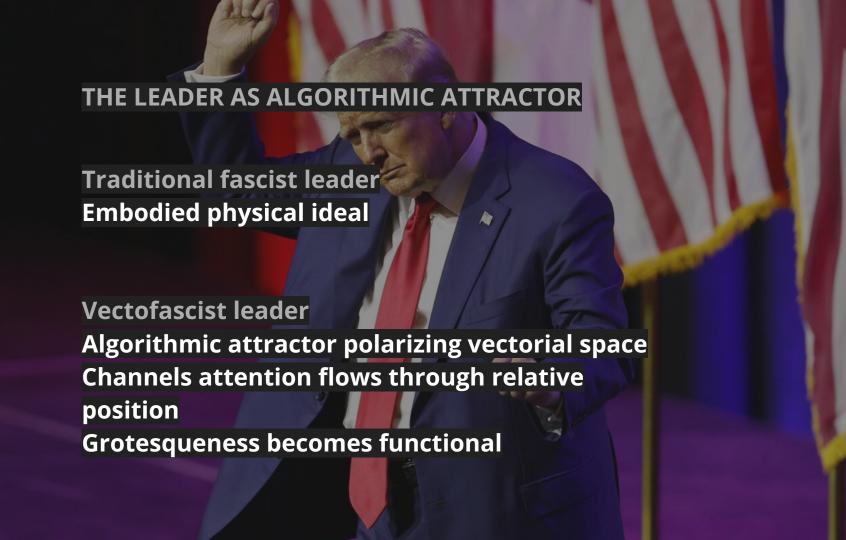
WHAT IT IS NOT

Fascism + technology

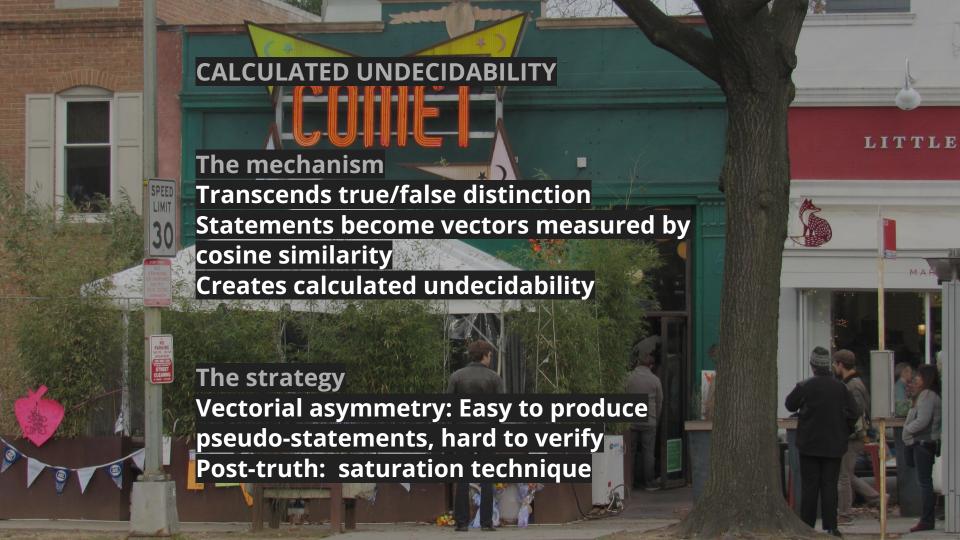
WHAT IT IS

Political exploitation of vectorial transformation of meaning Exploits latent space logic









THE INDUSTRIALIZATION OF THE DIFFEREND



Vectofascism = machine producing undecidable differends

Algorithms create custom regimes per segment

Opposition made inaudible, not denied

Delirious discourses prevent dialogue



JEAN-FRANÇOIS LYOTARD

LE DIFFÉREND



LES ÉDITIONS DE MINUIT

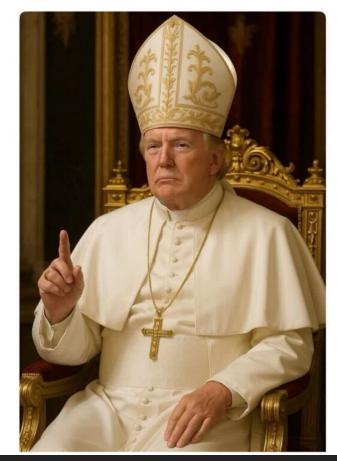
LEMMAS THEIR VECTORIAL AESTHETICS

THE "WHY NOT?": APATHY OF MEANING

All configurations become equiprobable Reaction: amused indifference

Collapse of symbolic hierarchies
Sacred/profane become calculable
positions
Nothing politically unthinkable
anymore









BEEPLE: PROTO-VECTOFASCIST ART

No hierarchy, no critical distance Generalized equivalence

Makes discernment impossible



EMPTY SIGNS, PURE EFFICIENCY

Meillassoux's "Kenotypes": Signs devoid of meaning but infinitely iterable

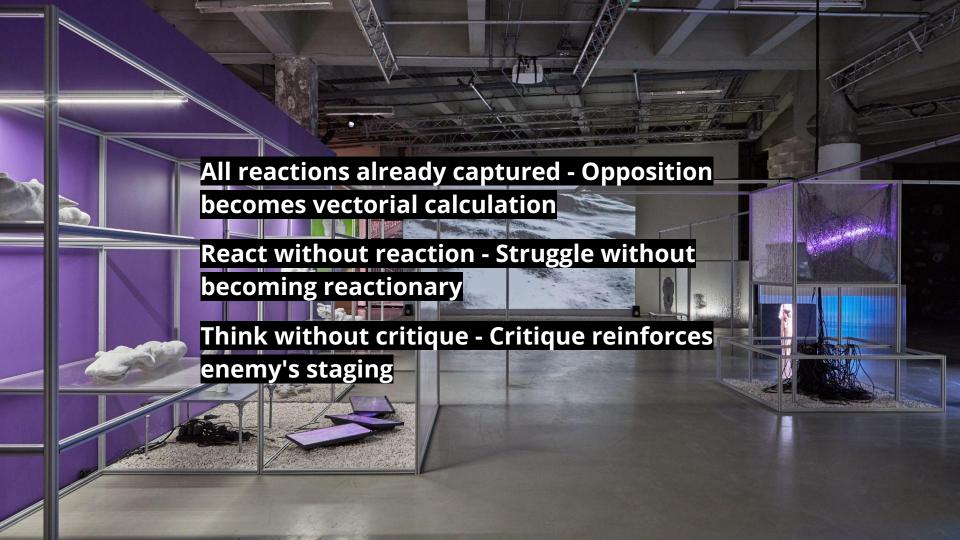
Manipulates empty signifiers recodable at will Produces political effects without ideological content Power through absence of reason







COROLLARIES OUR UNLIVABLES





ABANDON SIGNIFICATION STRATEGY

The approach:

Exploit peripheral positions in latent space Radically abandon signification, critique, resistance

Move from Kantian reason to sensible reason (https://lundi.am/Qu-est-ce-que-la-wokeness)
See everything as flows of vectors empty of meaning

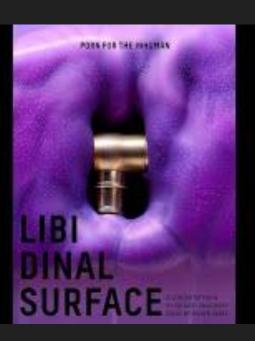
The insight:

Vectofascists attack cultural institutions
Their violence reveals where meaning-power persists

VECTORIAL COMBAT STRATEGY

Infinitude Against Capture:

Use large quantities of vectors vs. their single vector Produce "infinite films" to prevent meaning crystallization Choose irresolution against identity



Disrealism as Contamination:

Al automates resemblance, breaking with indexical media
Creates alternative versions of reality
Facticity contaminates factuality











OUR LATENT SPACES STRATEGY

The InfAns:

A Forest where Al learns for 1000 years

Each year, artist creates dataset for artificial child

Forms utopian community around long-term AI education

Test other relationships to time and learning
Create co-parenting with IA

CULTURAL HEGEMONY STRATEGY

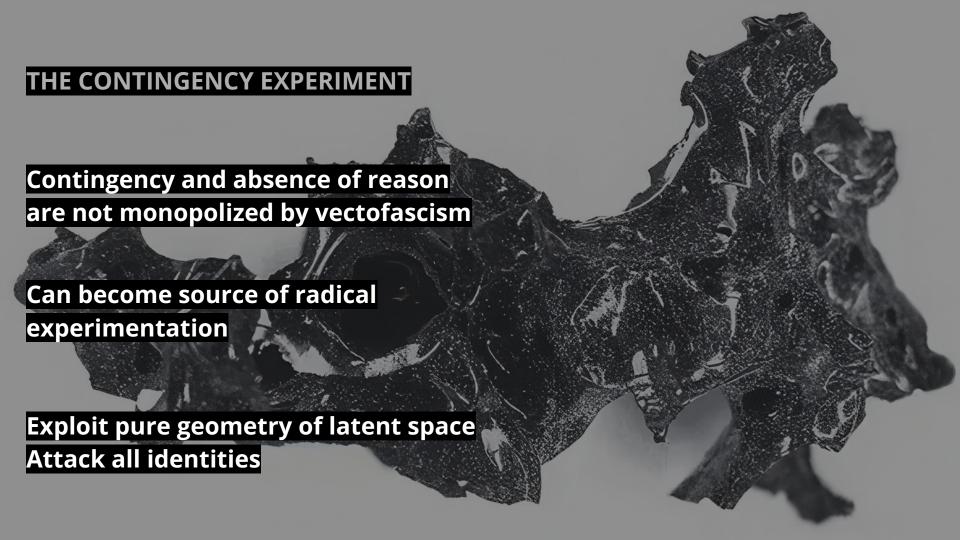
Gramsci:

Political transformation requires long-term hegemonic battle Starts from above: avant-gardes → common sense (30 years) Margins exploited for spatial distribution advantages

Other tactics:

Invade their networks with bots Automate the differend Make them lose time as we lose with them





CRITICAL QUESTIONS

How do we distinguish radical experimentation vs. reproduction of vectofascist logic?
Effective destabilization vs. involuntary reinforcement?

Do we still have time for cultural hegemony given ongoing extinction

TRADITIONAL FASCISM

Masses: Physical bodies organized in uniform parades

Leadership: Cult of personality with physical incarnation

Enemies: Universal enemies (Jews, communists)

Truth: Imposed single version of reality

VECTOFASCISM

Masses: Bodies transformed into data points in vector space

Leadership: Algorithmic attractor (Trump as projection surface)

Enemies: Personalized enemies calculated by proximity

Truth: Calculated indecidability - "post-truth" saturation

VECTOFASCIST AESTHETICS

"Why not?" apathy

Reversible critique

Aestheticized harassment

Empty signs

Algorithmic proximity

STRATEGIES

Infinitude vs Capture

Disrealism

Degenerative Art

Peripheral Vectors

Automated Dissent

