





LÉON FERRÉTTI

Note

All images are property of Leon Ferrétti,  
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TO LUCY

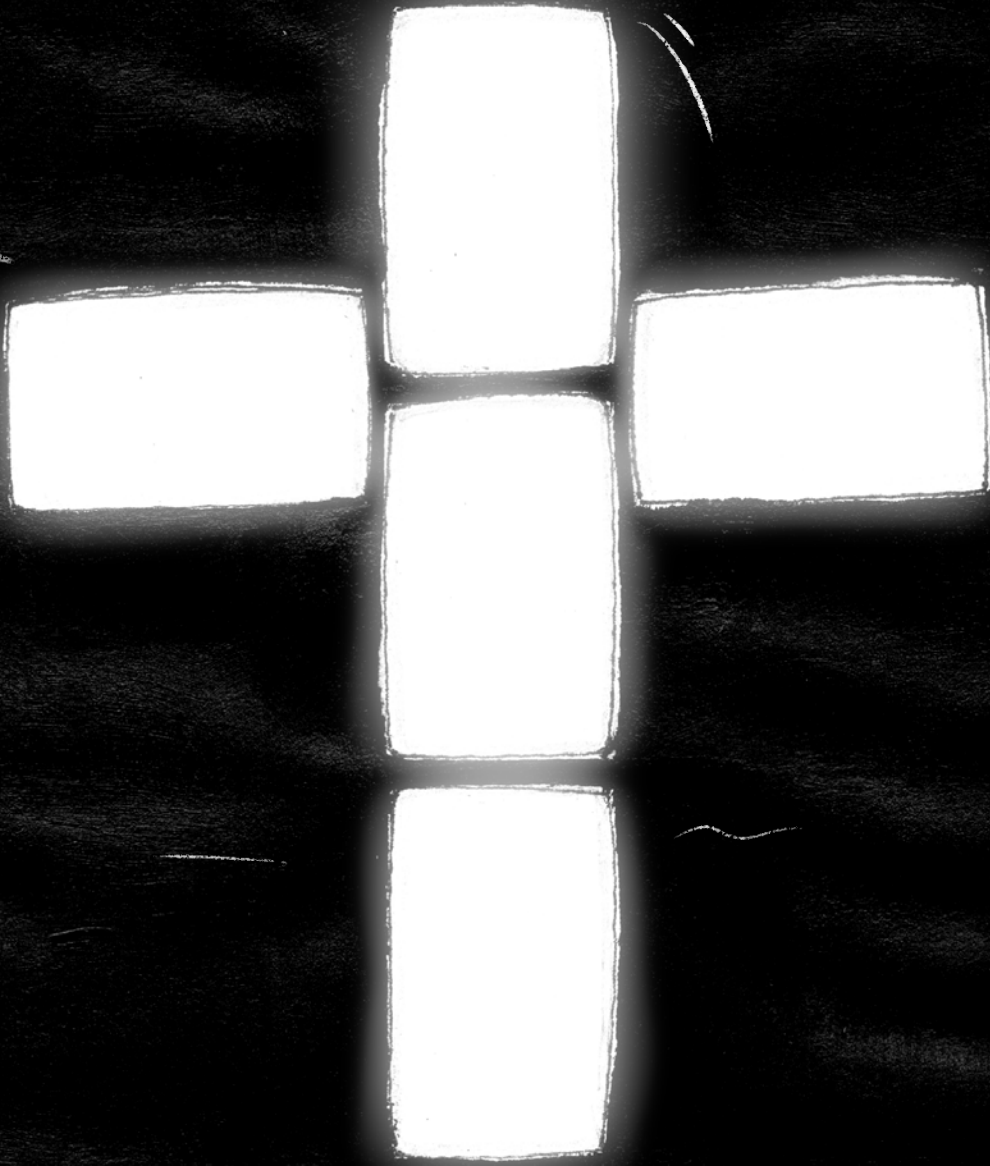
FOR THE CONTINUOUS  
support in realizing  
this work.

In Uter Darkness

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dream

of it floating

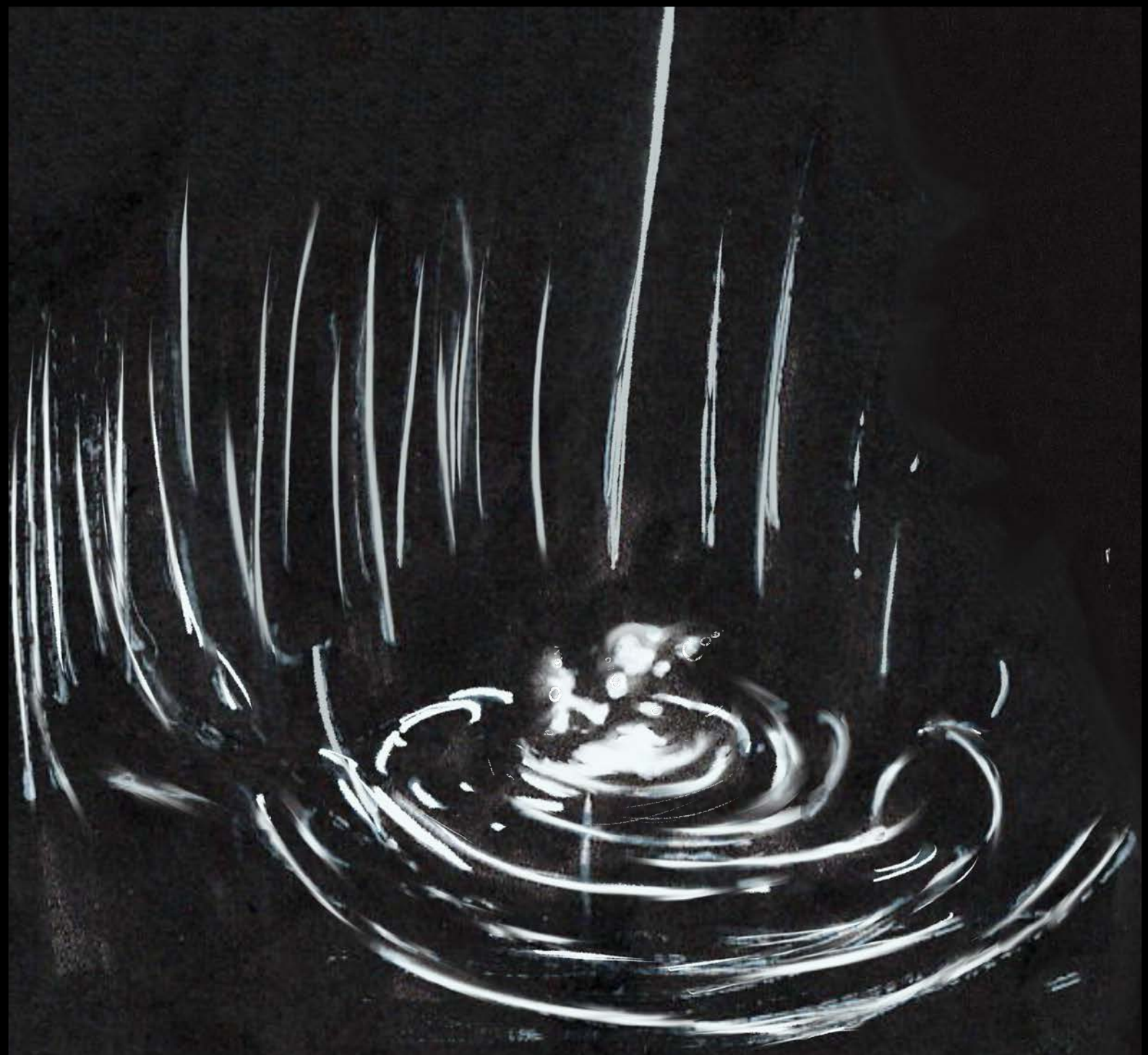


Yet only until its burden swallows it



beneath the darkened waters.

What once was destined to  
slow, now doomed to  
Flicker.

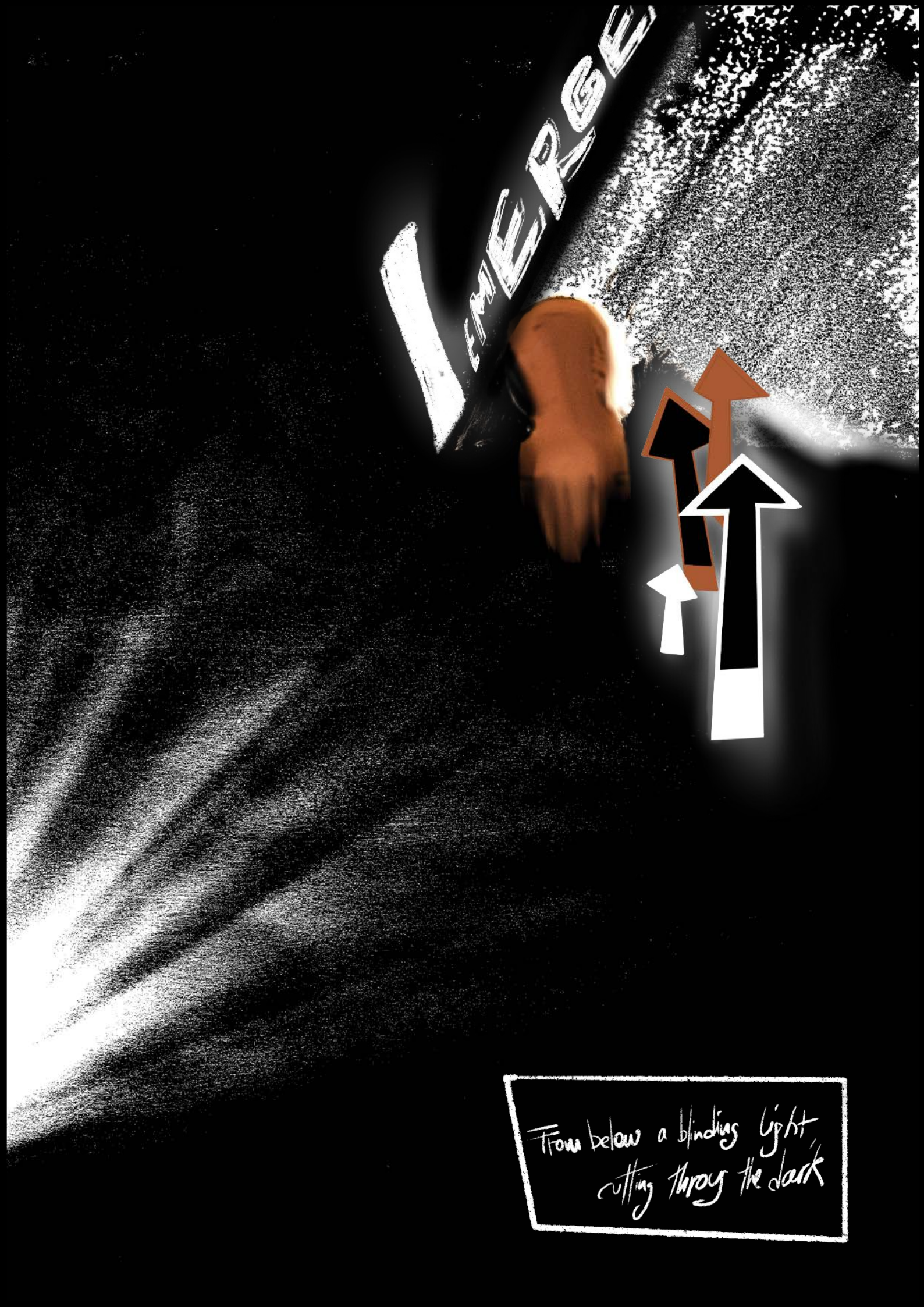


From the depths | emerge





around me, nothing but darkness, yet  
cold it is not.



EMERGENCY

From below a blinding light cutting through the dark



The darkness sickens  
away leaving the blinding  
light exposed.

My back turned  
away from it I  
see my shadow.



As | widen my view, a third shadow  
appears. He looks upon me. Judging  
me.



It grasps me with  
its claws.  
What is hidden  
within my shadows.

Hugging me  
gently to venture  
deep within.









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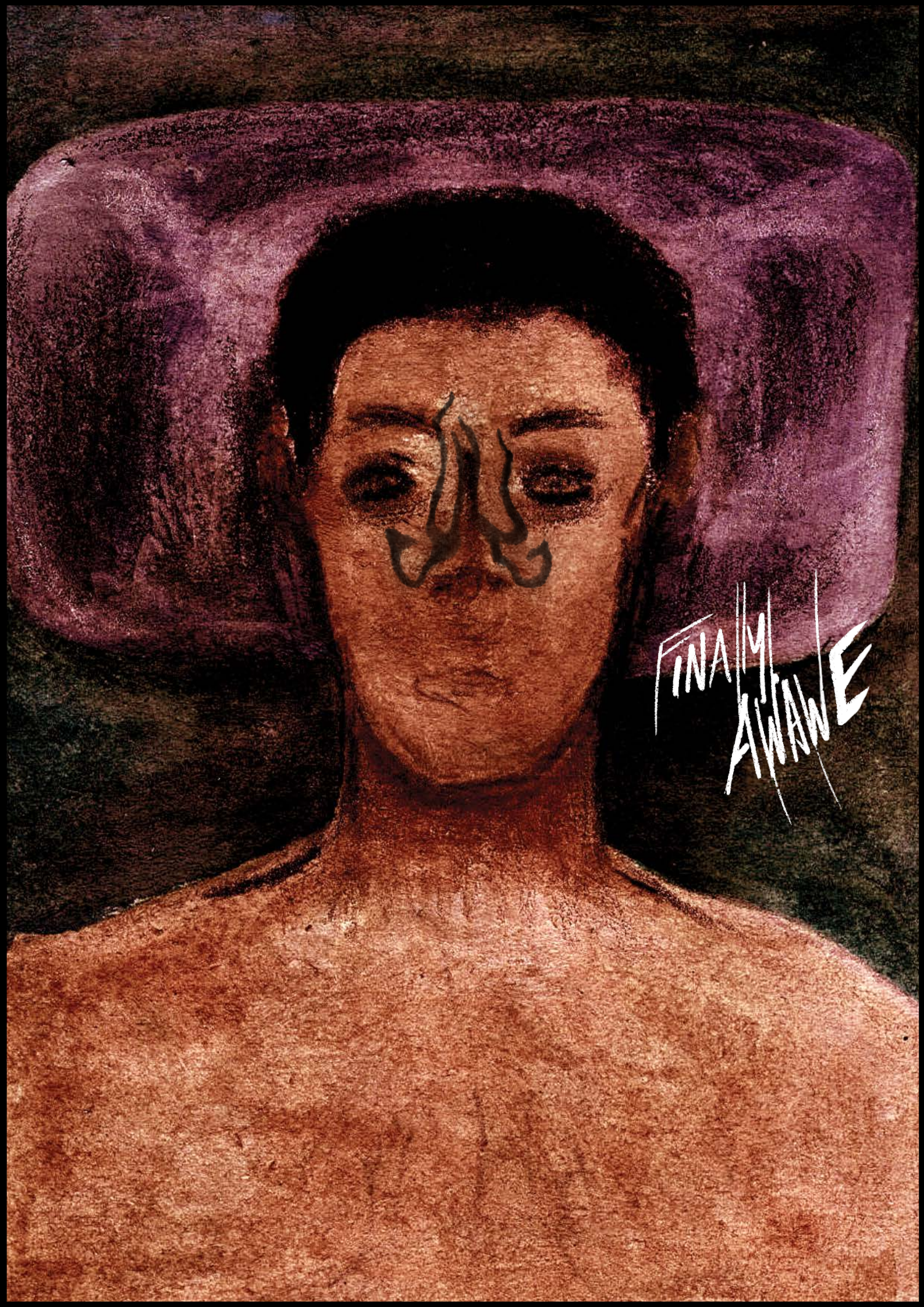
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RUSH unveils a world divided between analog and digital lives. In the early 1900s, technology triggered Electromagnetically Induced Luminescence Syndrome (EILS), causing eyes to flicker during dopamine rushes. Over time, a mutation emerged—glarers, those whose eyes now glow continuously, finding satisfaction only through technology.

TheCity is a bleak maze of skyscrapers where digital progress fuels deep social divides. Glarers thrive in this tech-driven world, while flickers, who resist the mutation, live on the fringes.

In RUSH, Joshua, a glarer, faces the harsh truth of humanity's reliance on technology and its deep vulnerability to disruption, feeling this instability in his own flesh.

