

A selection from:

SIMULACRA AND SIMULATION

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p.2

imperialism that present-day simulators attempt to make the real, all of the real, coincide with their models of simulation. But it is no longer a question of either maps or territories. Something has disappeared: the sovereign difference, between one and the other, that constituted the charm of abstraction. Because it is difference that constitutes the poetry of the map and the charm of the territory, the magic of the concept and the charm of the real. This imaginary of representation, which simultaneously culminates in and is engulfed by the cartographer's mad project of the ideal coextensivity of map and territory, disappears in the simulation whose operation is nuclear and genetic, no longer at all specular or discursive. It is all of metaphysics that is lost. No more mirror of being and appearances, of the real and its concept. No more imaginary coextensivity: it is genetic miniaturization that is the dimension of simulation. The real is produced from miniaturized cells, matrices, and memory banks, models of control—and it can be reproduced an indefinite number of times from these. It no longer needs to be rational, because it no longer measures itself against either an ideal or negative instance. It is no longer anything but operational. In fact, it is no longer really the real, because no imaginary envelops it anymore. It is a hyperreal, produced from a radiating synthesis of combinatory models in a hyperspace without atmosphere.

By crossing into a space whose curvature is no longer that of the real, nor that of truth, the era of simulation is inaugurated by a liquidation of all referentials—worse: with their artificial resurrection in the systems of signs, a material more malleable than meaning, in that it lends itself to all systems of equivalences, to all binary oppositions, to all combinatory algebra. It is no longer a question of imitation, nor duplication, nor even parody. It is a question of substituting the signs of the real for the real, that is to say of an operation of deterring every real process via its operational double, a programmatic, metastable, perfectly descriptive machine that offers all the signs of the real and short-circuits all its vicissitudes. Never again will the real have the chance to produce itself—such is the vital function of the model in a system of death, or rather of anticipated resurrection, that no longer even gives the event of death a chance. A hyperreal henceforth sheltered from the

imaginary, and from any distinction between the real and the imaginary, leaving room only for the orbital recurrence of models and for the simulated generation of differences.

THE DIVINE IRREVERENCE OF IMAGES

To dissimulate is to pretend not to have what one has. To simulate is to feign to have what one doesn't have. One implies a presence, the other an absence. But it is more complicated than that because simulating is not pretending: "Whoever fakes an illness can simply stay in bed and make everyone believe he is ill. Whoever simulates an illness produces in himself some of the symptoms" (*Littre*). Therefore, pretending, or dissimulating, leaves the principle of reality intact: the difference is always clear, it is simply masked. Whereas simulation threatens the difference between the "true" and the "false," the "real" and the "imaginary." Is the simulator sick or not, given that he produces "true" symptoms? Objectively one cannot treat him as being either ill or not ill.

Psychology and medicine stop at this point, forestalled by the illness's henceforth undiscoverable truth. For if any symptom can be "produced," and can no longer be taken as a fact of nature, then every illness can be considered as simulated, and medicine loses its meaning since it only knows how to treat "real" illnesses according to their objective causes. Psychosomatics evolves in a dubious manner at the borders of the principle of illness. As to psychoanalysis, it transfers the symptom of the organic order to the unconscious order: the latter is new and taken for "real" more real than the other—but why would simulation be at the gates of the unconscious? Why couldn't the "work" of the unconscious be "produced" in the same way as any old symptom of classical medicine? Dreams already are.

Certainly, the psychiatrist purports that "for every form of mental alienation there is a particular order in the succession of symptoms of which the simulator is ignorant and in the absence of which the psychiatrist would not be deceived." This (which dates from 1865) in order to safeguard the principle of a truth at all costs and to escape the interrogation posed by simulation—the knowledge that truth, reference, objective cause have ceased to exist. Now, what can medicine do with what floats on either

Simulacra and Simulation

side of illness, on either side of health, with the duplication of illness in a discourse that is no longer either true or false? What can psychoanalysis do with the duplication of the discourse of the unconscious in the discourse of simulation that can never again be unmasked, since it is not false either?²

What can the army do about simulators? Traditionally it un-masks them and punishes them, according to a clear principle of identification. Today it can discharge a very good simulator as exactly equivalent to a "real" homosexual, a heart patient, or a madman. Even military psychology draws back from Cartesian certainties and hesitates to make the distinction between true and false, between the "produced" and the authentic symptom. "If he is this good at acting crazy, it's because he is." Nor is military psychology mistaken in this regard: in this sense, all crazy people simulate, and this lack of distinction is the worst kind of subversion. It is against this lack of distinction that classical reason armed itself in all its categories. But it is what today again out-flanks them, submerging the principle of truth.

Beyond medicine and the army, favored terrains of simulation, the question returns to religion and the simulacrum of divinity: "I forbade that there be any simulacra in the temples because the divinity that animates nature can never be represented." Indeed it can be. But what becomes of the divinity when it reveals itself in icons, when it is multiplied in simulacra? Does it remain the supreme power that is simply incarnated in images as a visible theology? Or does it volatilize itself in the simulacra that, alone, deploy their power and pomp of fascination—the visible machinery of icons substituted for the pure and intelligible Idea of God? This is precisely what was feared by Iconoclasts, whose millennial quarrel is still with us today.³ This is precisely because they predicted this omnipotence of simulacra, the faculty simulacra have of effacing God from the conscience of man, and the destructive, annihilating truth that they allow to appear—that deep down God never existed, that only the simulacrum ever existed, even that God himself was never anything but his own simulacrum—from this came their urge to destroy the images. If they could have believed that these images only obfuscated or masked the Platonic Idea of God, there would have been no rea-

son to destroy them. One can live with the idea of distorted truth. But their metaphysical despair came from the idea that the image didn't conceal anything at all, and that these images were in essence not images, such as an original model would have made them, but perfect simulacra, forever radiant with their own fascination. Thus this death of the divine referential must be exorcised at all costs.

One can see that the iconoclasts, whom one accuses of disdain-
ing and negating images, were those who accorded them their true value, in contrast to the iconolaters who only saw reflections in them and were content to venerate a filigree God. On the other hand, one can say that the icon worshipers were the most modern minds, the most adventurous, because, in the guise of having God become apparent in the mirror of images, they were already enacting his death and his disappearance in the epiphany of his representations (which, perhaps, they already knew no longer represented anything, that they were purely a game, but that it was therein the great game lay—knowing also that it is dangerous to unmask images, since they dissimulate the fact that there is nothing behind them).

This was the approach of the Jesuits, who founded their politics on the virtual disappearance of God and on the worldly and spectacular manipulation of consciences—the evanescence of God in the epiphany of power—the end of transcendence, which now only serves as an alibi for a strategy altogether free of influences and signs. Behind the baroque of images hides the Eminence grise of politics.

This way the stake will always have been the murderous power *V* of images, murderers of the real, murderers of their own model, as the Byzantine icons could be those of divine identity. To this I murderous power is opposed that of representations as a dialectical power, the visible and intelligible mediation of the Real. All Western faith and good faith became engaged in this wager on representation: that a sign could refer to the depth of meaning, that a sign could be exchanged for meaning and that something could guarantee this exchange—God of course. But what if God himself can be simulated, that is to say can be reduced to the signs that constitute faith? Then the whole system becomes weightless,

Simulacra and Simulation

it is no longer itself anything but a gigantic simulacrum—not unreal, but a simulacrum, that is to say never exchanged for the real, but exchanged for itself, in an uninterrupted circuit without reference or circumference.

Such is simulation, insofar as it is opposed to representation. Representation stems from the principle of the equivalence of the sign and of the real (even if this equivalence is Utopian, it is a fundamental axiom). Simulation, on the contrary, stems from the Utopia of the principle of equivalence, *from the radical negation of the sign as value*, from the sign as the reversion and death sentence of every reference. Whereas representation attempts to absorb simulation by interpreting it as a false representation, simulation envelops the whole edifice of representation itself as a simulacrum.

Such would be the successive phases of the image:

it is the reflection of a profound reality;
it masks and denatures a profound reality;
it masks the *absence* of a profound reality;
it has no relation to any reality whatsoever: it is its own pure simulacrum.

In the first case, the image is a *good* appearance—representation is of the sacramental order. In the second, it is an evil appearance—it is of the order of maleficence. In the third, it plays at being an appearance—it is of the order of sorcery. In the fourth, it is no longer of the order of appearances, but of simulation.

The transition from signs that dissimulate something to signs that dissimulate that there is nothing marks a decisive turning point. The first reflects a theology of truth and secrecy (to which the notion of ideology still belongs). The second inaugurates the era of simulacra and of simulation, in which there is no longer a God to recognize his own, no longer a Last Judgment to separate the false from the true, the real from its artificial resurrection, as everything is already dead and resurrected in advance.

When the real is no longer what it was, nostalgia assumes its full meaning. There is a plethora of myths of origin and of signs of reality—a plethora of truth, of secondary objectivity, and authen-