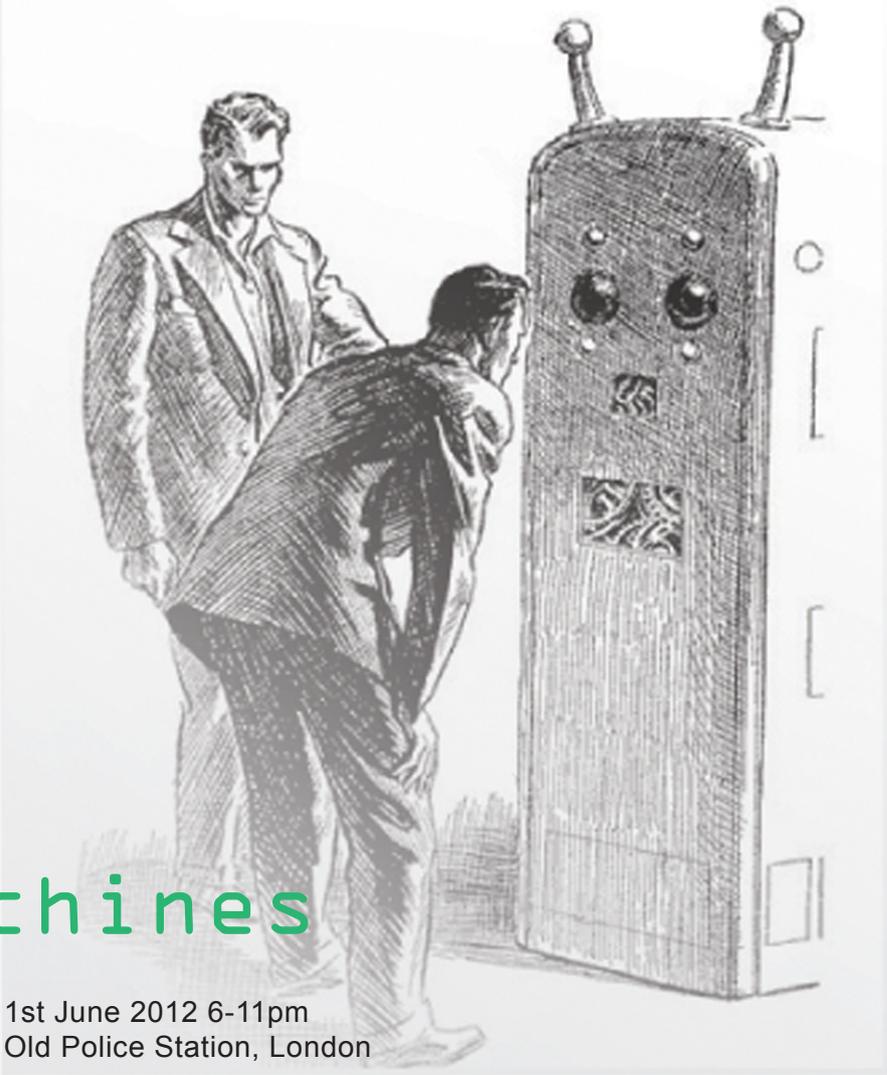


The Chess Club

&

Nyx - a Nocturnal Magazine
Issue 7



Machines

1st June 2012 6-11pm
Old Police Station, London

This event is the latest Nyx magazine launch featuring the topic 'Machines'. The contribution of The Chess Club to the event includes art performances, installations and the latest AI 3D demonstration for the Robocup 2012.

FLOOR PLAN

Cell 1

Nyx Magazine Launch Issue 7

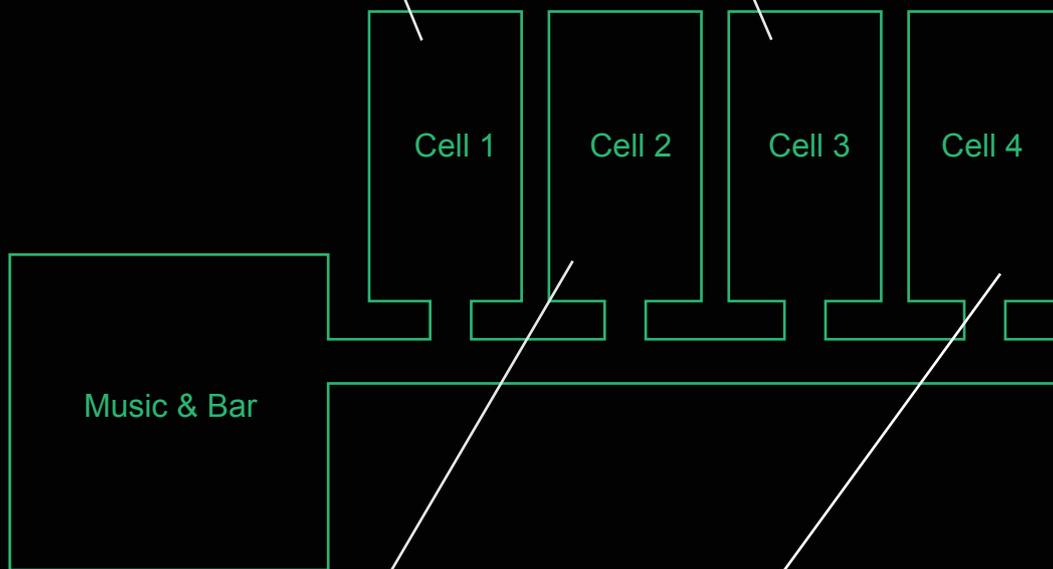
'Space Sound Painting Machine'

Catharina Cronenberger Golebiowska

Cell 3 - 'Just Whistle'

Judith Spang

Old Police Station



Cell 2

RoboCup - 3D Humanoid Soccer Simulation League

Dr. Polani & Phd Students, University of Hertfordshire

Cell 4 - 'Drawing Machines'

Laura Kuch

Linda Antalova

Liza Cucco

Yoonsuk Choi

Simon Schäfer



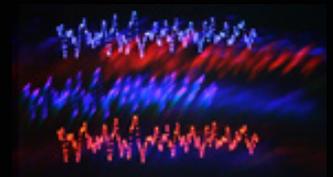
Cell 1

Nyx, a Nocturnal

Nyx is produced by people associated with the Centre for Cultural Studies at Goldsmiths, University of London, as a forum for sharing ideas, thoughts and intuitions about art, culture, politics, media and philosophy. Though it emerges from an academic setting and borrows something of the shape and function of an academic journal, it attempts to relax the rules of what may be considered relevant, and challenges the paradigm of 'the specialist', believing that everyone with an interest has the right to engage. Each edition is based around a specific theme, and NYX invites submissions from anyone.

Catharina Cronenberger Golebiowska

Analogue interstellar NASA/ESA sound video paintings become part of a sculpture (Nyx Magazine Cover). On the first sight, the viewer sees openly laid printed circuit boards and neon glowing cables, humming transformer devices, flickering built-in screens and an aerial, what evokes an image of a workable machine. On closer inspection, the viewer recognises the machine is just a fraud - playing loud this hypnotic space sound accompanied by alluring color overlays and mimicking its possible function.



Cell 2

RoboCup - 3D Humanoid Soccer Simulation League

Bold Hearts is a RoboCup Football team from the University of Hertfordshire, UK. The team was founded in 2002 by Dr. Daniel Polani and consists of computer science students at UH who have a keen interest in pushing the boundaries of AI and Robotics. In this event, the team will present their latest development of the AI programme on the robot football game with a 3D projection. The Chess Club wishes to create a stimulating dialogue between art and science.



Cell 3

Judith Spang

Just Whistle is an interactive light-sound-installation made of hundreds of keyfinders. When someone starts to whistle the keyfinders whistle back accompanied with a red led illumination. After this initial sound ignition the swarm activates themselves as a chain reaction.



Cell 4 *Drawing Machines*

Laura Kuch

The work *Temporary Drawing Machine* consists of a lamp hanging above a bucket filled with a special black ink. Water is constantly dripping from the ceiling into the bucket making the inkwater spill over the rim onto a sheet of watercolour-paper which is placed under the bucket to create a series of drawings.

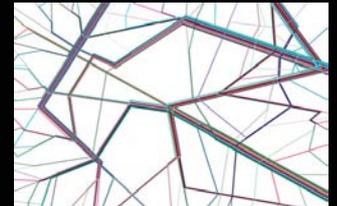
Installation



Linda Antalova

Further investigation of the principles of self-organization and attempt to realize the possibility for creating a new pattern is proposed in the animated drawing called *Divergent (Three Rules and Change)*. The intention is to open up the space to allow a moment of change.

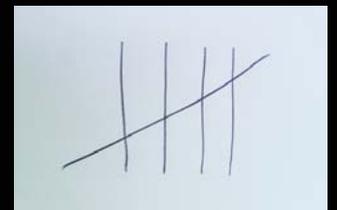
Animation



Liza Cucco

The duration of an hour is recorded by the monotonous process of clocking the passing seconds with tally marks. The sound generated by pencil scratching across rough surface is amplified to bring an awareness to the rythm of this menial task.

Performance



Yoonsuk Choi

The gestures of drawing produce sound via sound box which is made out of attachable microphone, multi-guitar-effects and amplifier. The sound from the action of drawing; scratching, rubbing, pounding is manipulated by the multi-effects and it invites the instrumental quality of it. Amplified distortion acoustically suggests various tactile experience of drawing.

Performance



Simon Schäfer

The webpage "sner" generates drawings out of an experimental font and an ascii randomisation script. It automatically refreshes after a set time, creating a new combination of glyphs with each reload. For the performance, each new iteration of the page will be printed. The printed pages will be hung on the cells' walls to completely cover them over time.

Performance

