Don't forget to floss!

fall
zine
2021

d a scrapbook of projects, ideas and favourites from the fall semester at School of Machines

Love from School of Me

xx
2021 has been some year. It’s been filled with all the things good movies are made of. We’ve laughed and cried, loved and lost; the joy and pain of it all, reminding us that we are indeed feeling creatures, that we are Alive.

As an organisation focused on exploring the realm of humans and technology, and what’s going on Now, we took on several new topics this winter including two super lovely kit-based classes on biotextiles and magnetic fields, apocalypses, UX, voice-based interfaces, generative art, speculative futures and 3D, plus what it means to explore soft tissue, supportive networks, and species interconnectedness—as we begin to imagine moving away from a pandemic-ridden world—into a new world based on Care. As a witness to many of the classes myself firsthand, I saw and experienced so much care. Thanks to the brilliant instructors and everyone who contributed to these conversations with their thoughtfulness, ideas and energy. With every interaction we are learning and improving; you all make us a better organisation and me a better human.

I would also like to take a moment to thank the lovely team working with me this year. We were three Michelle’s and one Rachel. Luckily one Michele has only one ‘L’ in her name and one Michelle agreed to be called Min. Lol. Each of these wonderful humans brought so much generosity and positivity to our work and we accomplished so much together, despite the odds. (Enter group hug here). Thank you thank you thank you!

I’m leaving this year filled with an abundance of hope and gratitude. And an open mind and heart for all that is yet to come. Wishing you all the same!

Warmly,
Rachel
Creative Director, School of Machines, Making & Make-Believe
SOFT TISSUE
Reflections with Machines

"The text prompts for the videos are from these AI-generated poems and short stories I've been making using a GPT-2 model trained on a corpus of Queer theater."

Emily Martinez

Alex Harker
Points, Lines & Systems

Exquisite Machine
“Exquisite Machine was a class with a poetic expression, wondering what could a collective dialogue with a machine look like? I shared a prompt with an algorithm (‘Factories’), to which, it had generated from an image dataset (from Google), a video of various images morphing into each other: it was as though I had peeled back the layer behind the machine, and had seen its inner workings, perhaps encountered its language, from a visual perspective.”

Min
GynepunkLAB

hack (v.1)
“to cut roughly, cut with chopping blows,” c. 1200, from verb in stem of Old English hackian “hack to pieces,” from West Germanic *hakkon (source also of Old Frisian hackla “to chop or hack,” Dutch hakken, Old High German hackzen, German hacken), from PIE root *keg- “hook, tooth.”
If We Ruled the World II
Coded Biophilia
Inspired by the **neohuman** community I aim to get in touch with, I explore how we can make new sensory surfaces with biocentrics.

Thanks to @SchoolO1a1saw.

This is my first second skin. Made of corn starch.
Magnetic Fields
8. Nov - 6. Dec
Aesthetics of Interconnectedness
Code NL-D

At Ars Electronica 2021, School of Machines along with our partners at IMPAKT Centre for Media Culture presented the projects developed by 4 teams of CODE participants. The projects are the result of an intensive trajectory from May to September 2021, with online and offline collaboration sessions between the 24 Dutch and German participants.

The projects:

Googless

Fred Wordie, Kwan Suppaiboonsuk, Ola Bonati and Timo Meilof

Learn more about the project here

IT’S TIME TO PLAY A NEW GAME

Harm Hofmans, Jeroen Witjes, Arjon Dunnewind and Rachel UWa

Learn more about the project here
MAKING THE INVISIBLE, VISIBLE
With Jennifer Jiang, Dana Foth, Merel Noorlander, Sanne van Deijl, Alice Dallinga, Adriaan Bernstein and Alistair Alexander
Learn more about the project here

SMART BORDER
With Lizzie Reid, Pierre Depaz, Sara Žišković, Etta Jeanne Harkness-Bartholdi, Stephanie Walravens, Saeeda Saeed, Lukas Hondrich, Sarah Haffar, Helin Ulas and Luna Al Bondakji
Learn more about the project here

To read more about the 2021 CODE-NLD programme <click here>
Cool things people in our community are doing

Claire Jervert
Android Portraits
Learn more <here>

White Feather Hunter
Bioart Coven Manifesto
Things we’ve been loving recently

Rachel
Watch: <Criterion Channel Subscription>
Visit: <OYOUN>
Eat: <Vegan Apple Pie Bread>
Learn: <Johnny Harris on youtube>

Min
<Alinea’s Helium Balloon filled with green apple taffy>
All time favourite: <A field guide getting lost, Rebecca Solnit>

Michelle
Make: <Bread Lamp Tutorial>
Inspo: <SheBon Project by Sarah Petkus>
Watch: <Vulnerability & Power | Brené Brown & Russell Brand>
Eat: Wrapping *anything* in rice paper and frying it

Michele
Read: <Free Ebooks>
Watch: <Kino International>
Podcast: <Strange Bedfellows>
2022 at School of Machines

Keep up with our upcoming projects: <here>

and <here>

February - March Classes

- gift card
- art & politics for plants
- bioart coven
- drawing with code
- getting personal

Video Games

Creative Coding
Bioart
Plants
Politics
So we’ve reached the end of this zine and this year! We hope you found inspiration and enjoyment in both :) 

Thanks to everyone who made it a good one and we hope to see you again in 2022!

Sending all the love, all the hugs and all the high-fives

School of Machines xx