XYZ_t

DECRYPT

COMMUNITY

COPYLEFT

ANARCHY

HACKING

FRICTION

XYZ_t è uno spazio quadridimensionale che si propone di mettere in connessione pratiche diverse, spesso discontinue. In questo oggetto si è cercato di estrapolare dal loro contesto di origine (l'inflazionato panorama di Instagram) immagini provenienti da autor* divers*. La pratica prova a costruire un discorso tra estetiche distanti nell'ipertrofia e nella riproduzione continua di materiali, ragiona sulla perdita e sull'abbandono, sulla necessità di scavare dietro lo schermo e produrre connessioni. Svincolandosi da narrazioni pervasive abbiamo provato a costruire un discorso capace di trascendere il contesto incrociando significati distanti tra di loro nell'intenzione di produrne un terzo più denso: un "di più" di senso che costituisce la dimensione alternativa a cui il progetto prova a dare forma. La relazione che viene a crearsi non è legata all'autorialità, ad ordini tematici, estetici, alfabetici, ma piuttosto a una corrispondenza, a un link quasi automatico che forma l'equazione 1+1=3.
Ringraziamo tutt* coloro che hanno preso parte a questo numero e a quell* che ne prenderanno parte.

XYZ_t is a four-dimensional space that aims to connect diverse, often discontinuous practices. In this project, we sought to extract images from their original context (the overexposed Instagram landscape), selecting works from various authors. The practice attempts to build a dialogue between distant aesthetics within the hypertrophy and continuous reproduction of materials, reflecting on loss and abandonment, and on the need to dig behind the screen and create connections. By breaking free from pervasive narratives, we aimed to construct a discourse capable of transcending the context, intertwining distant meanings with the intention of producing a denser third meaning: a "surplus" of sense that constitutes the alternative dimension the project seeks to shape. The relationship that emerges is not tied to authorship, thematic, aesthetic, or alphabetical orders, but rather to a correspondence, an almost automatic link that forms the equation 1+1=3.
We thank everyone who took part in this issue and those who will participate in future ones.

1

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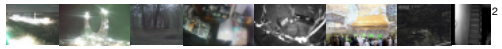

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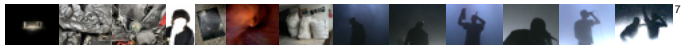

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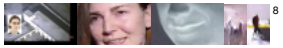

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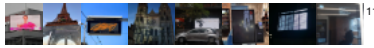

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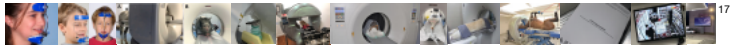

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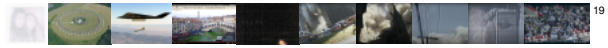

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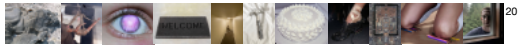

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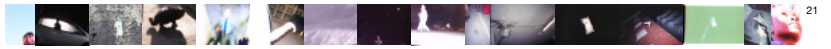

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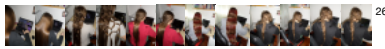

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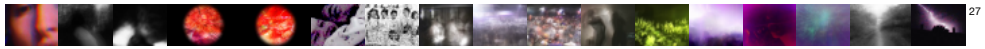

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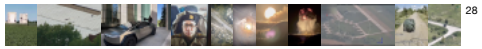

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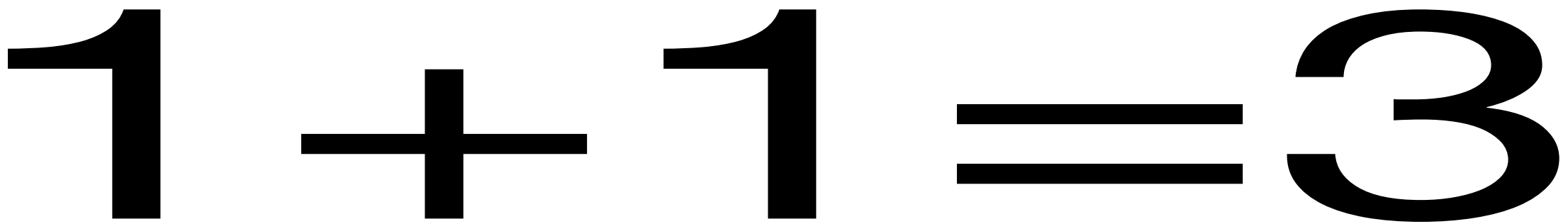
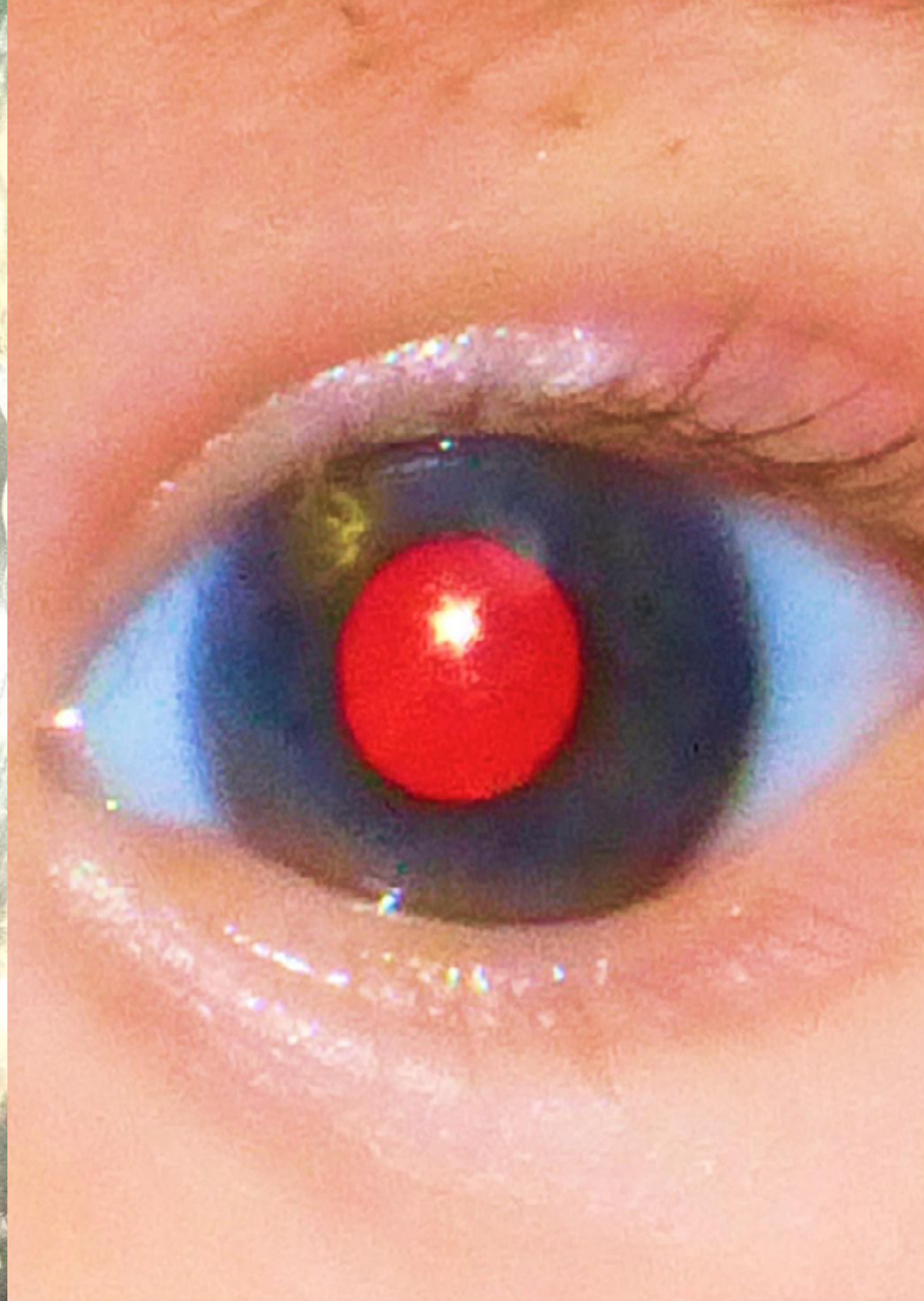
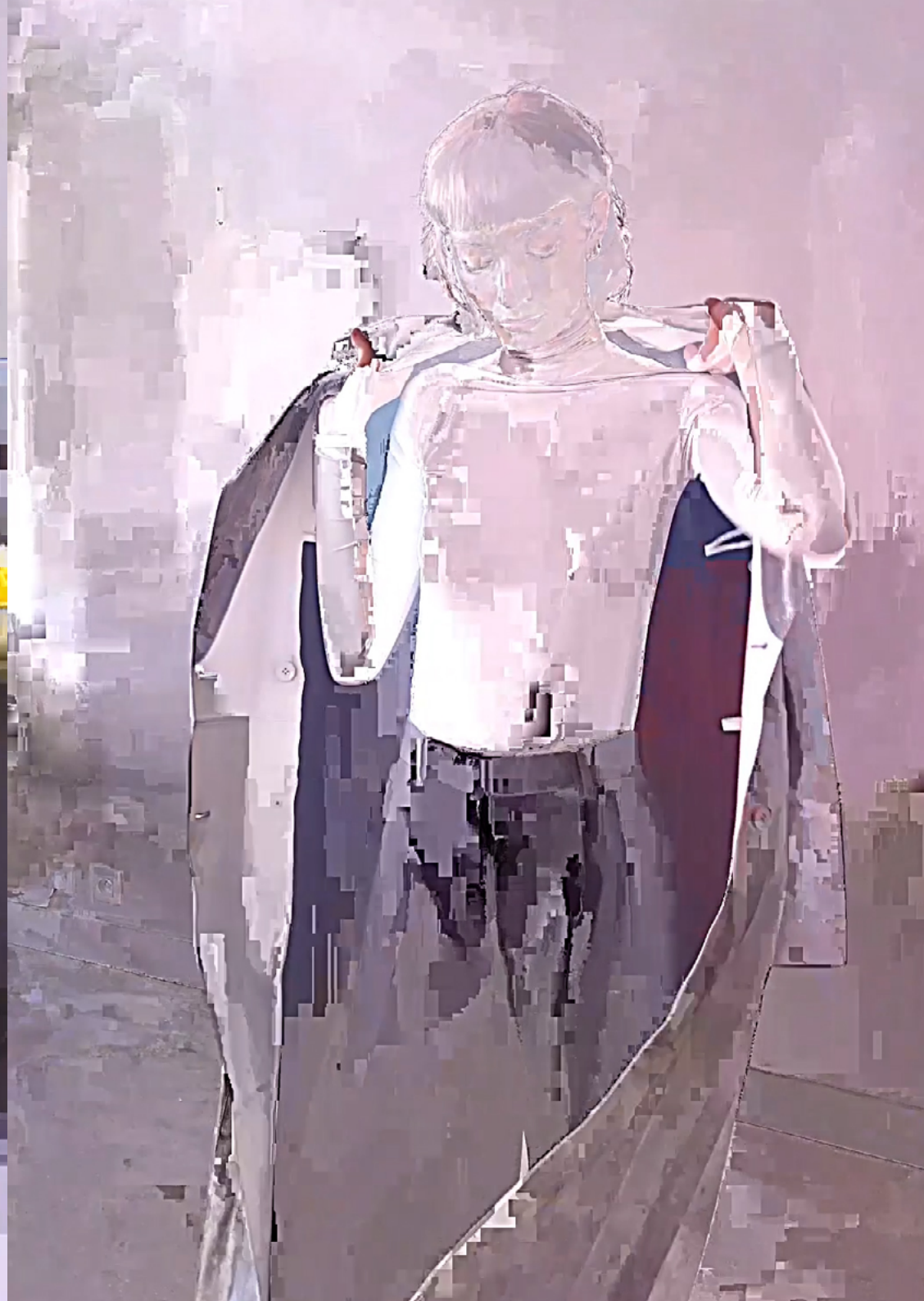
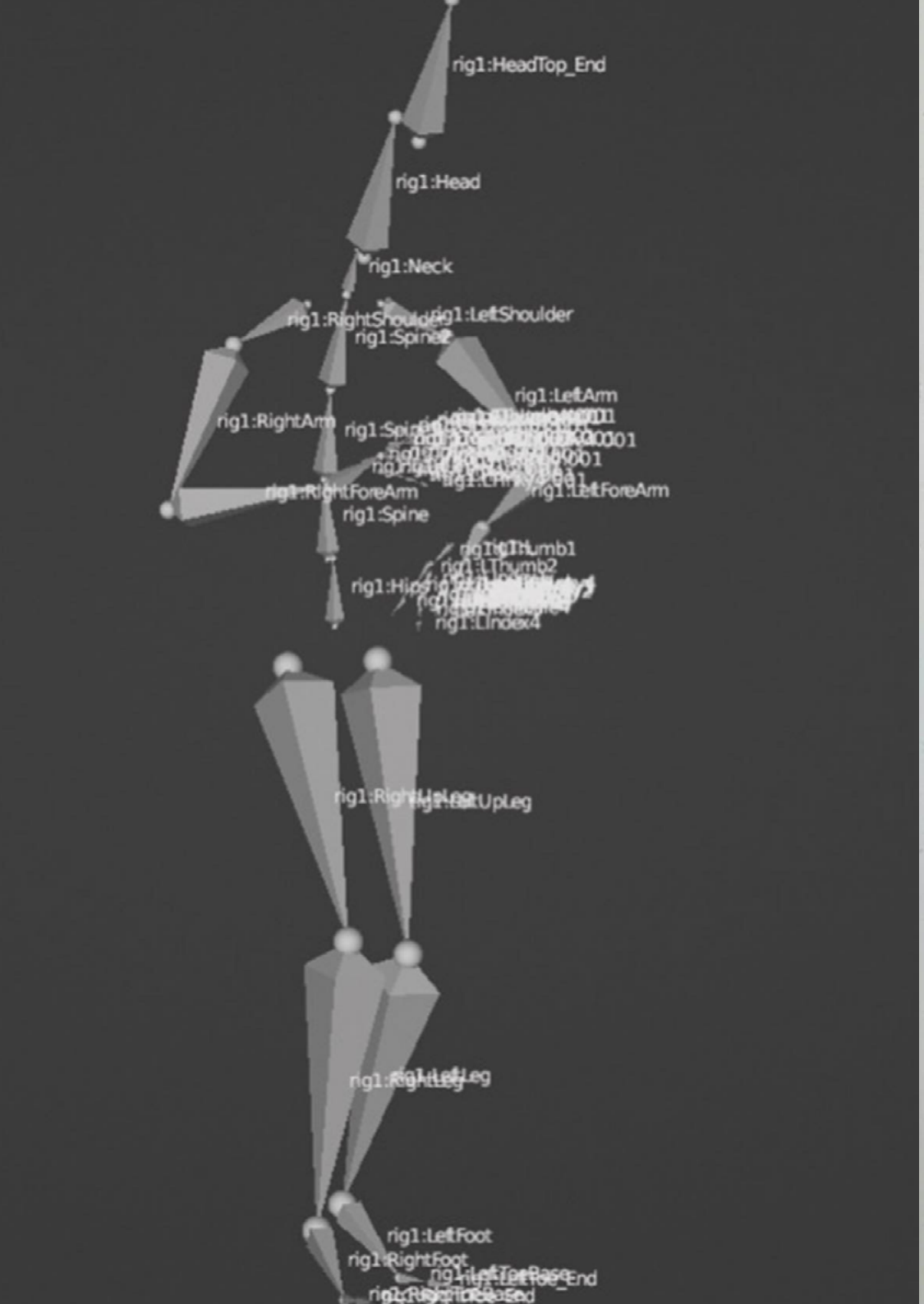

1+1=3

WELCOME



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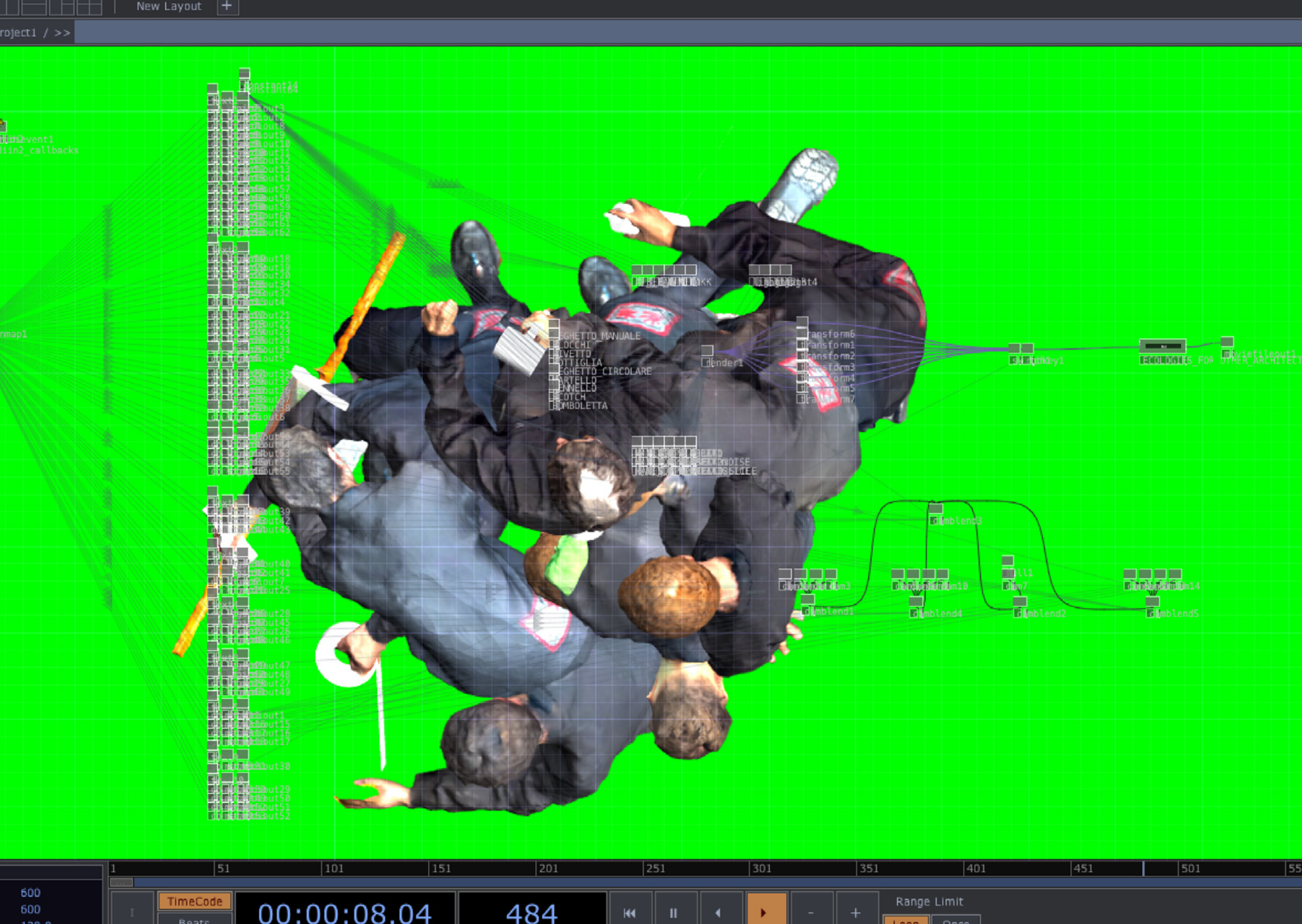
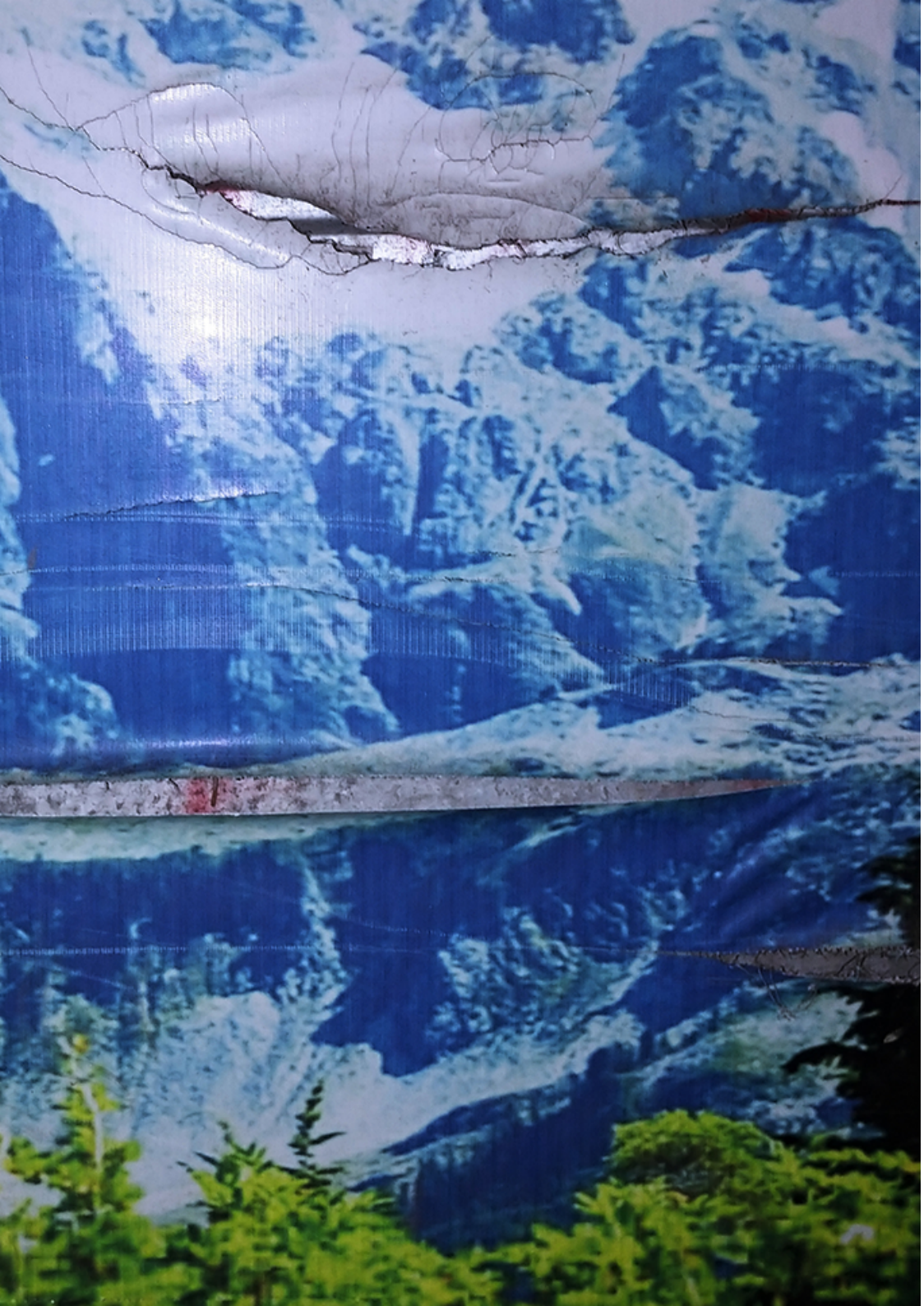
rig1:Head
rig1:Neck
rig1:RightShoulder
rig1:LeftShoulder
rig1:Spine2
rig1:LeftArm
rig1:RightArm
rig1:RightForeArm
rig1:LeftForeArm
rig1:Spine
rig1:LThumb1
rig1:LThumb2
rig1:LIndex4
rig1:LeftUpLeg
rig1:LeftFoot
rig1:RightFoot

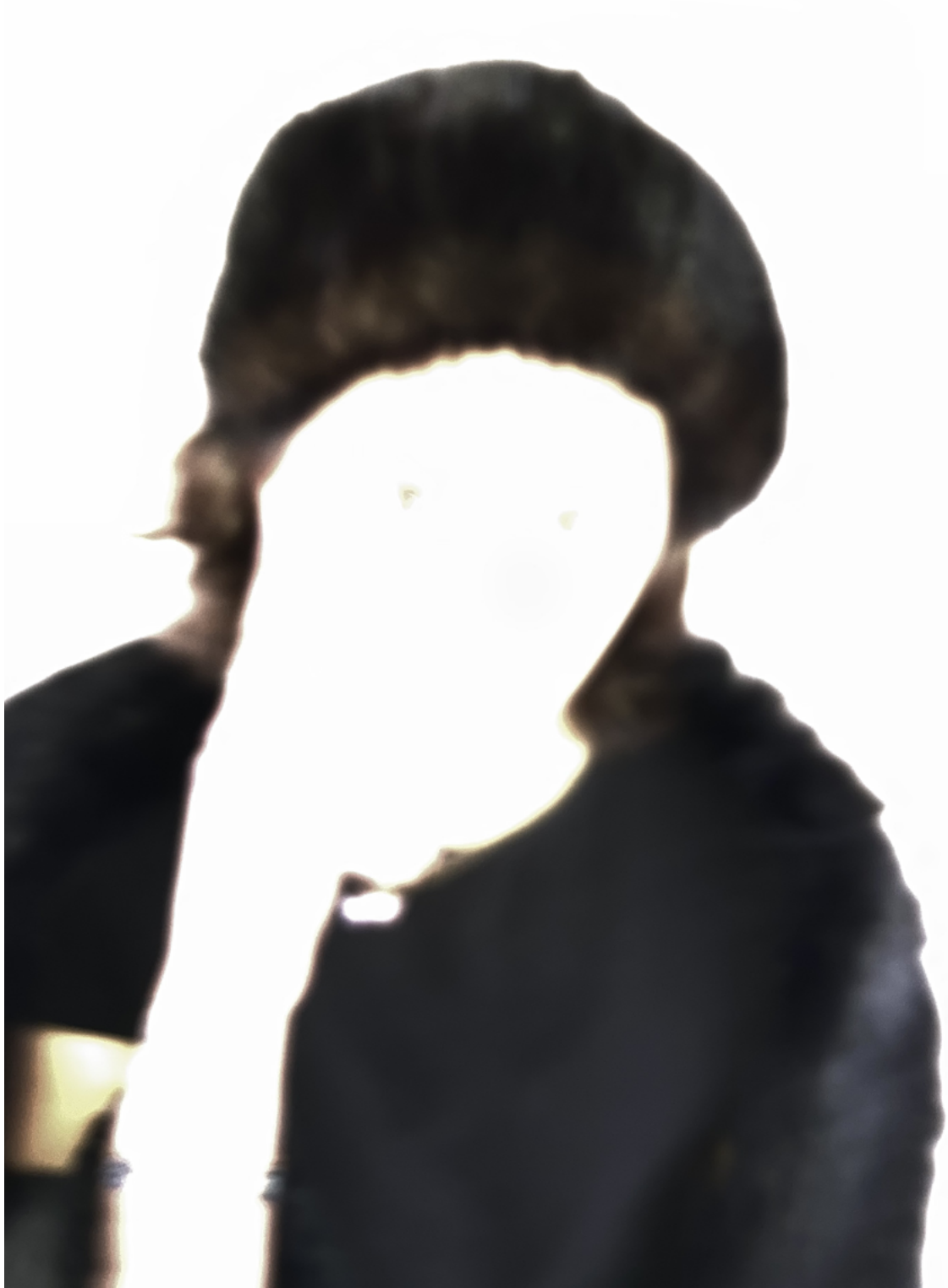
Simulation

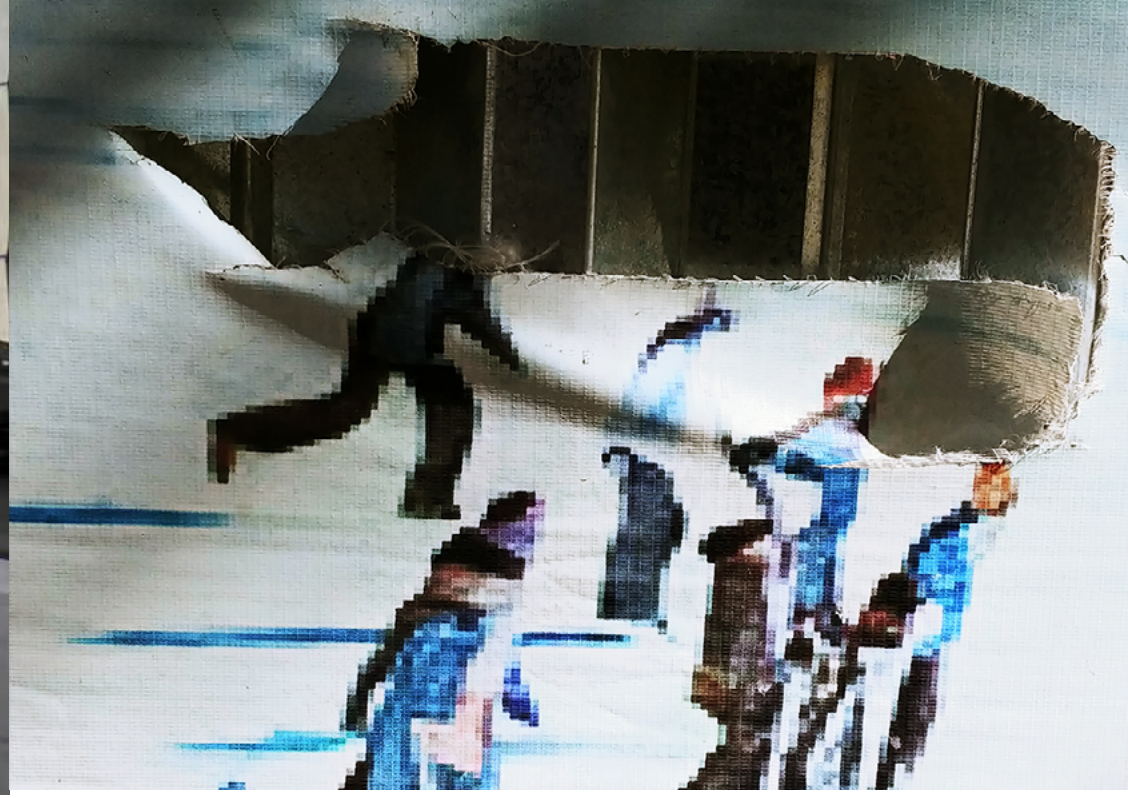
Not to be confused with Stimulation.

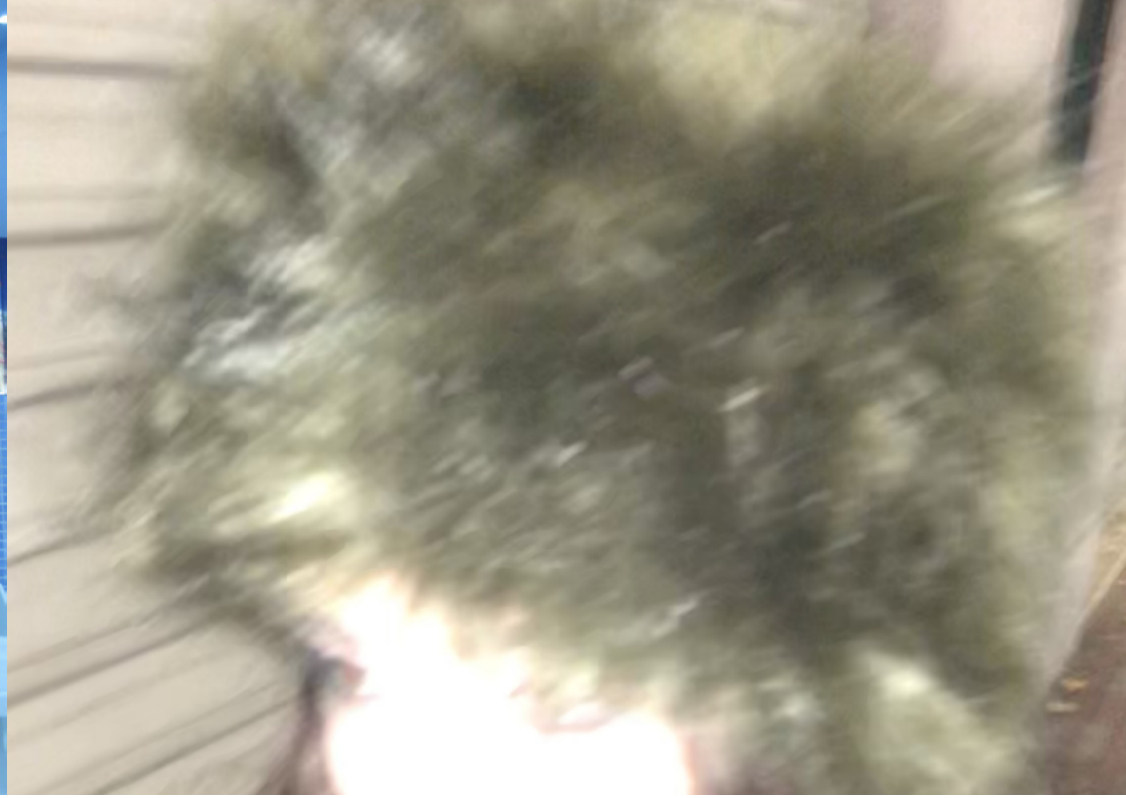
FUCK YOU SPIKEHUNTER


New Layout
roject1 / >>
TimeCode
00:00:08.04
484
Range Limit
600
600





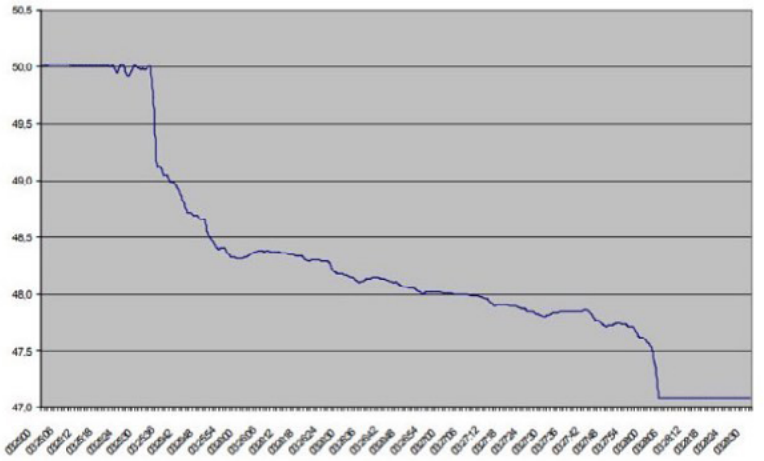




RED-EYE EFFECT

Effect occurs in photos when the camera flash reflects off the retina of the eyes, resulting in a red glow. This happens because the flash illuminates the blood vessels in the back of the eye, and the camera captures this reflection. The effect is more pronounced when the pupils are dilated, such as in low-light conditions.

Receptive
Receptive


50,5
50,0
49,5
49,0
48,5
48,0
47,5
47,0

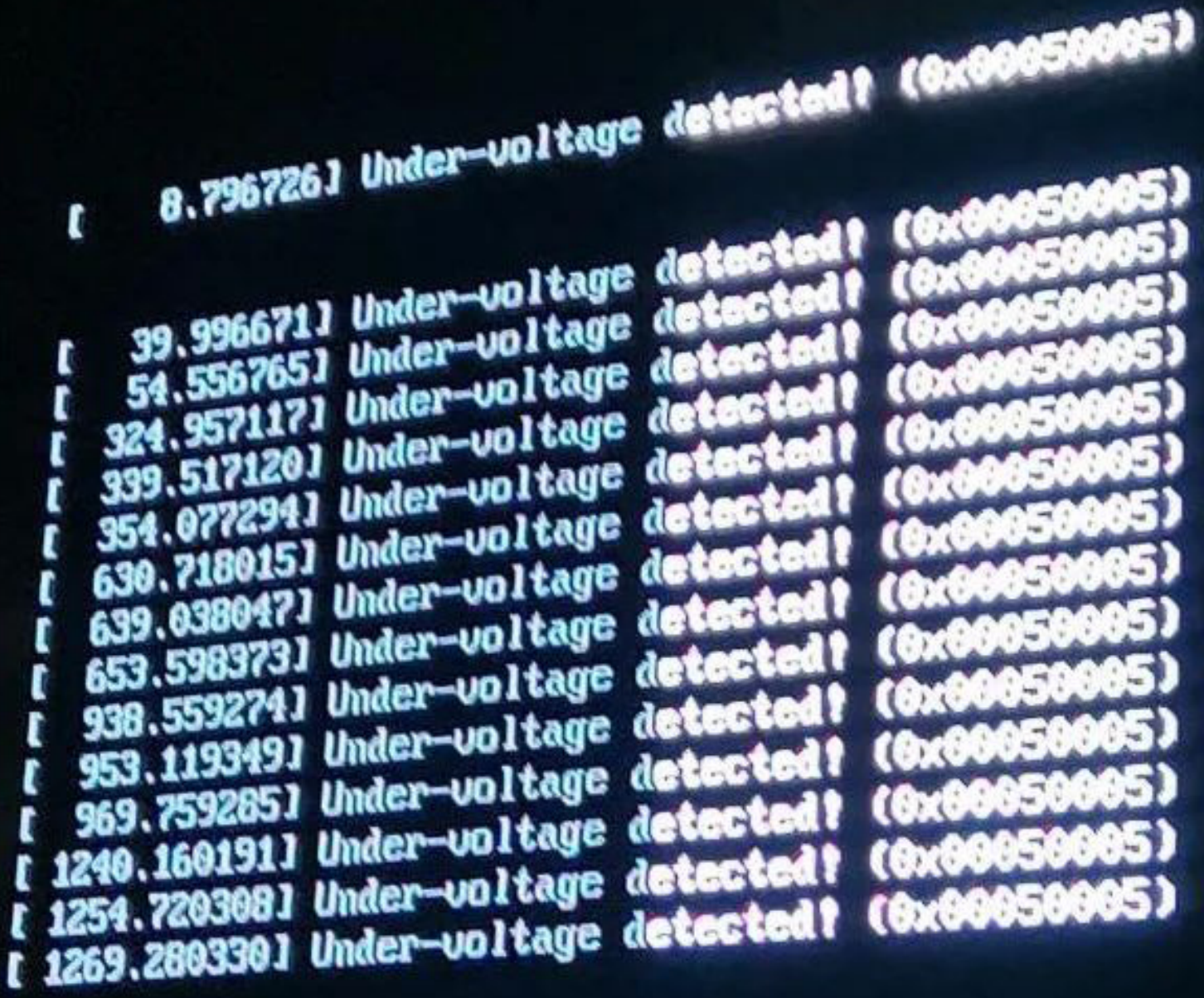
20-04-2023 02:45:32
CHANEL

BELLUSCHI

ipcam2

STOP THE WAR :(
2022-03-22 04:55

2024-06-26 16:44:2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[39.996671] Under-voltage detected! (0x00050005)
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[324.957117] Under-voltage detected! (0x00050005)
[339.517120] Under-voltage detected! (0x00050005)
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[630.718015] Under-voltage detected! (0x00050005)
[639.038047] Under-voltage detected! (0x00050005)
[653.598373] Under-voltage detected! (0x00050005)
[938.559274] Under-voltage detected! (0x00050005)
[953.119349] Under-voltage detected! (0x00050005)
[969.759285] Under-voltage detected! (0x00050005)
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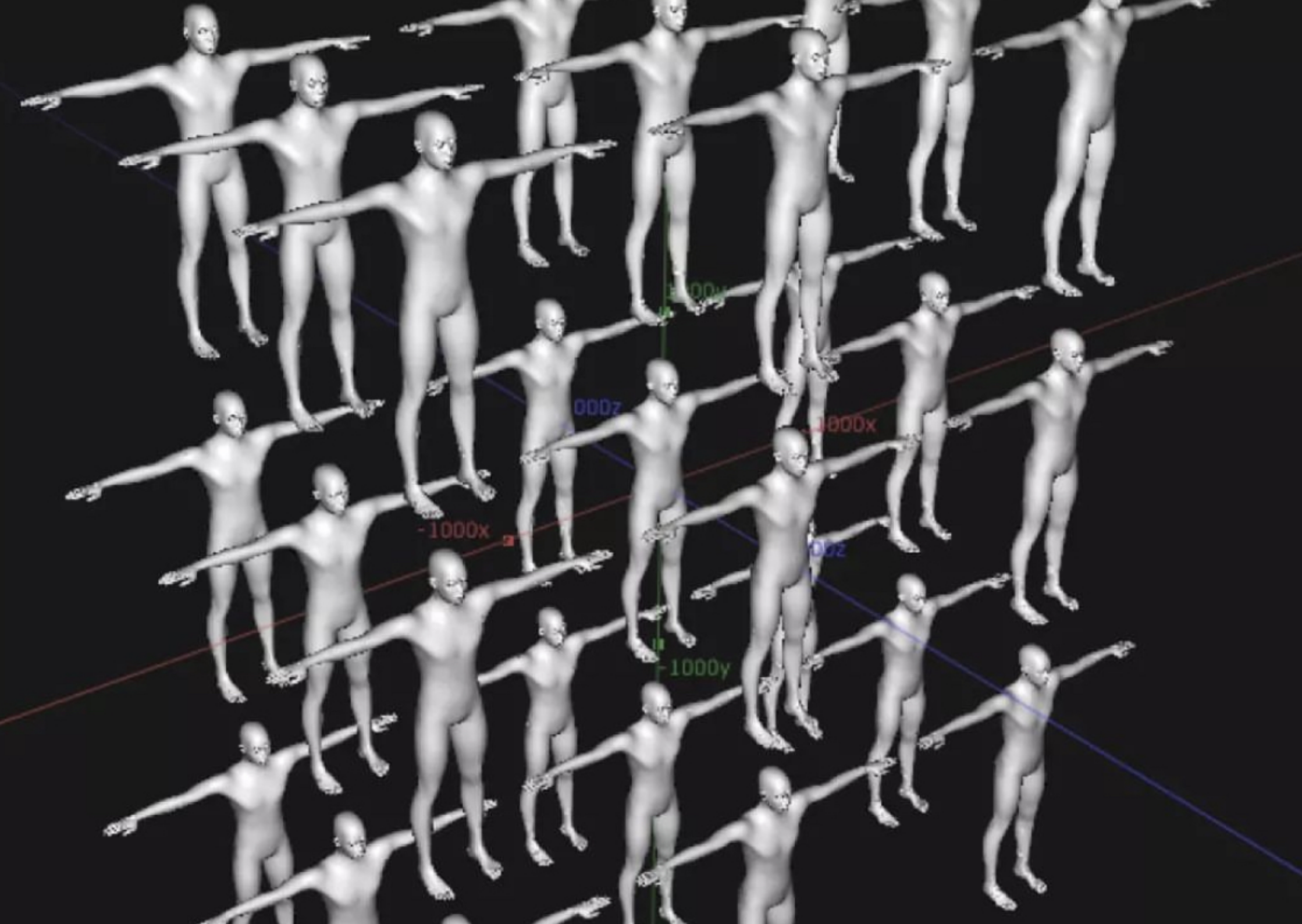
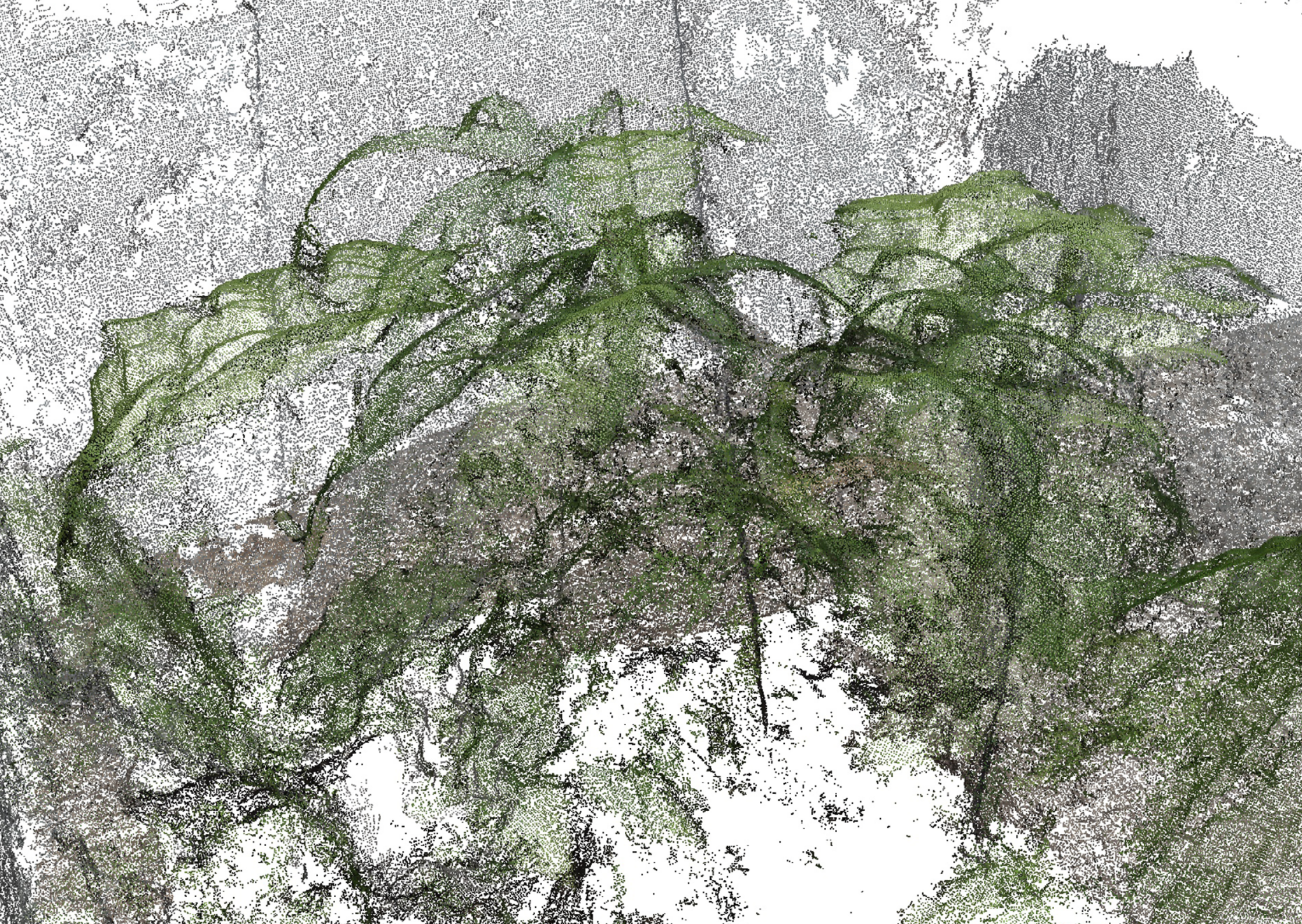
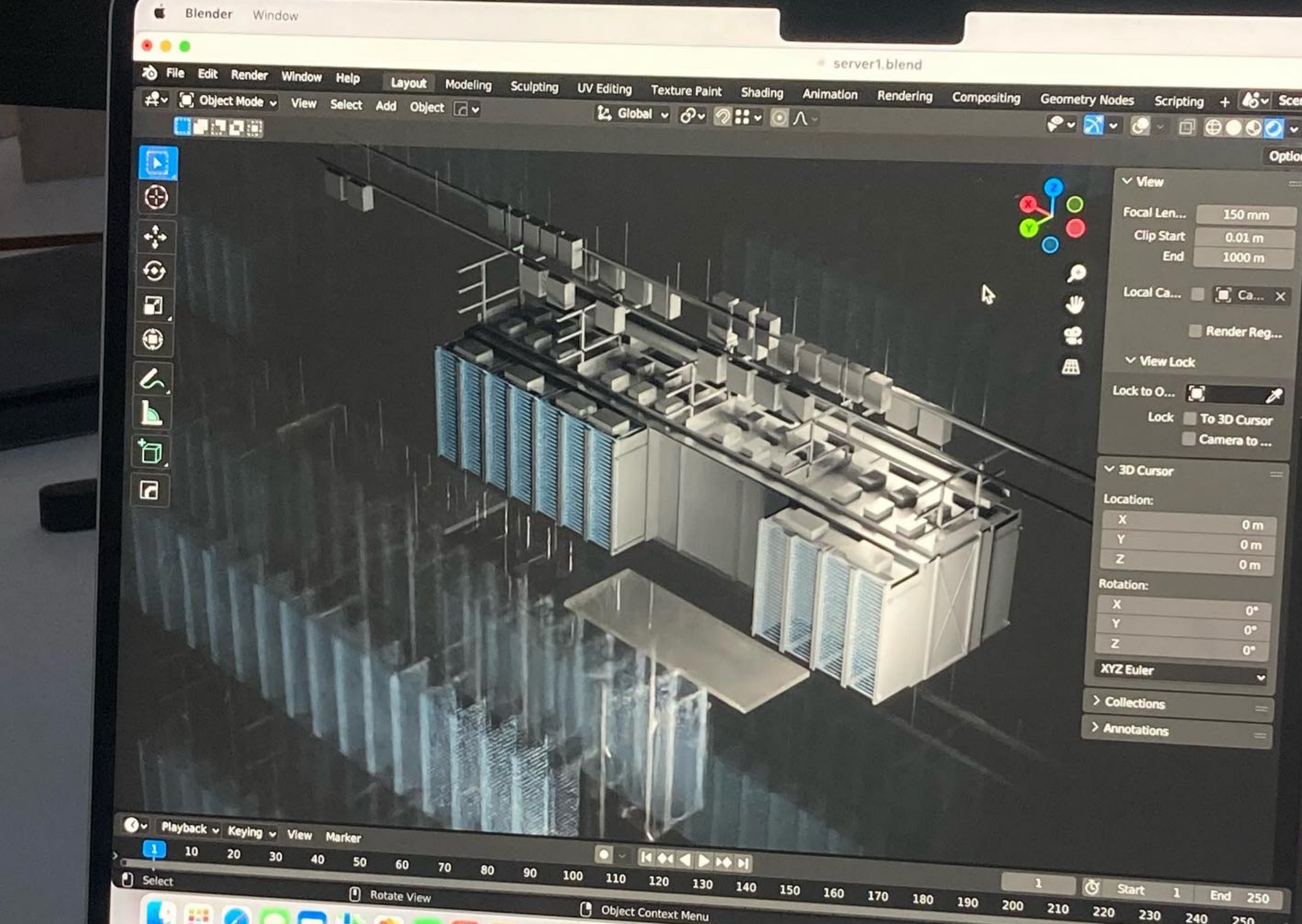

000z
1000x
-1000x
-1000y



If you are looking for an image, it was probably deleted.

Hola

14/09/23 14:49 CE EN 14195 A1


Blender
Window
server1.blend
File
Edit
Render
Window
Help
Layout
Modeling
Sculpting
UV Editing
Texture Paint
Shading
Animation
Rendering
Compositing
Geometry Nodes
Scripting
Object Mode
View
Select
Add
Object
Global
View
Focal Len...
150 mm
Clip Start
0.01 m
End
1000 m
Local Ca...
Render Reg...
View Lock
Lock to O...
Lock
To 3D Cursor
Camera to ...
3D Cursor
Location:
X
0 m
Y
0 m
Z
0 m
Rotation:
X
0°
Y
0°
Z
0°
XYZ Euler
Collections
Annotations
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Keying
View
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End
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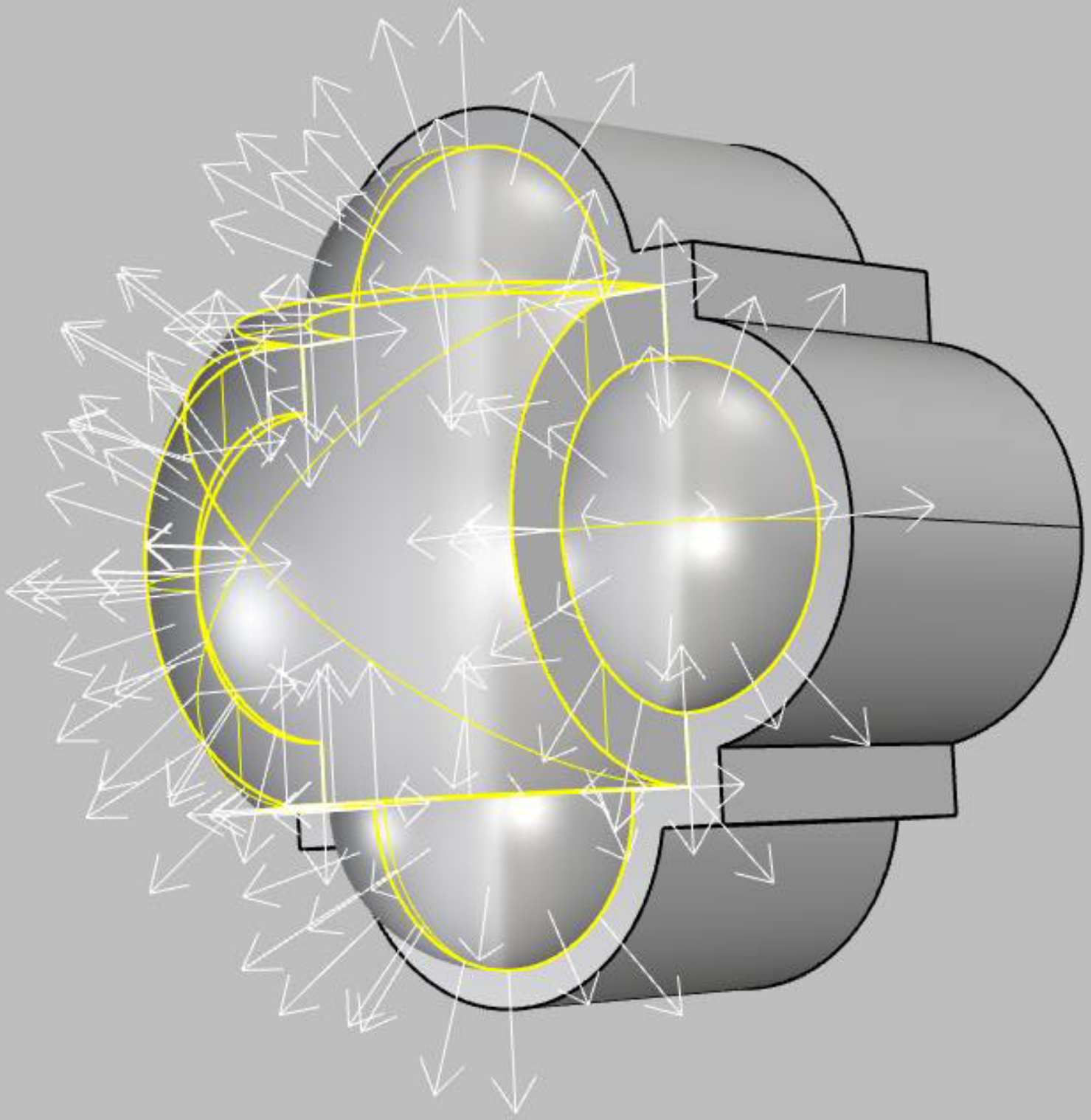
Select
Rotate View
Object Context Menu



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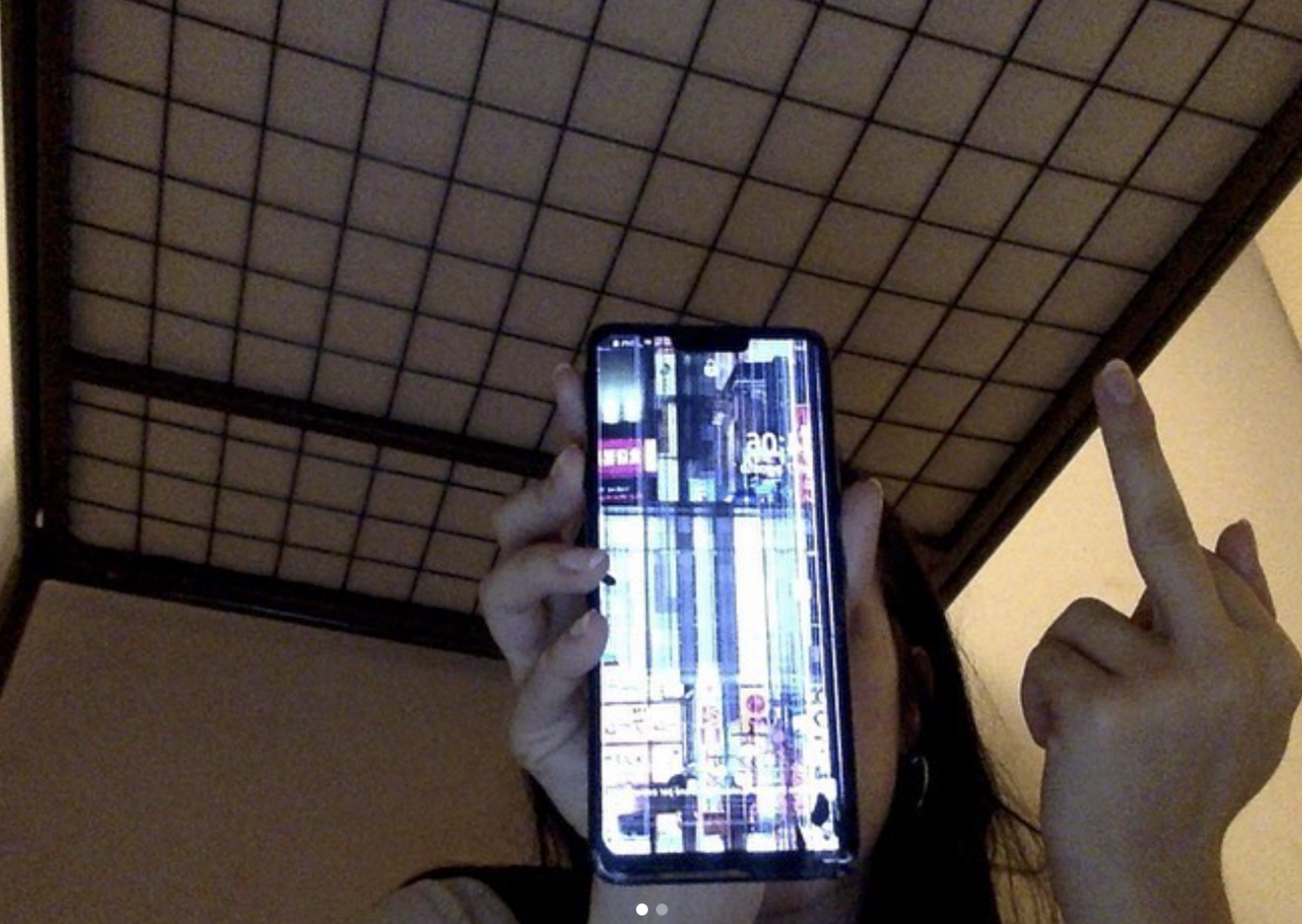
4487
Megabytes
119
CO2 grams



FLASH ON DISPLAY

FLASH ON DISPLAY
ViewSonic

H ON DISPLAY

FLASH ON DISPLAY

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1+1=3