

BOSCH

fall zine 2021



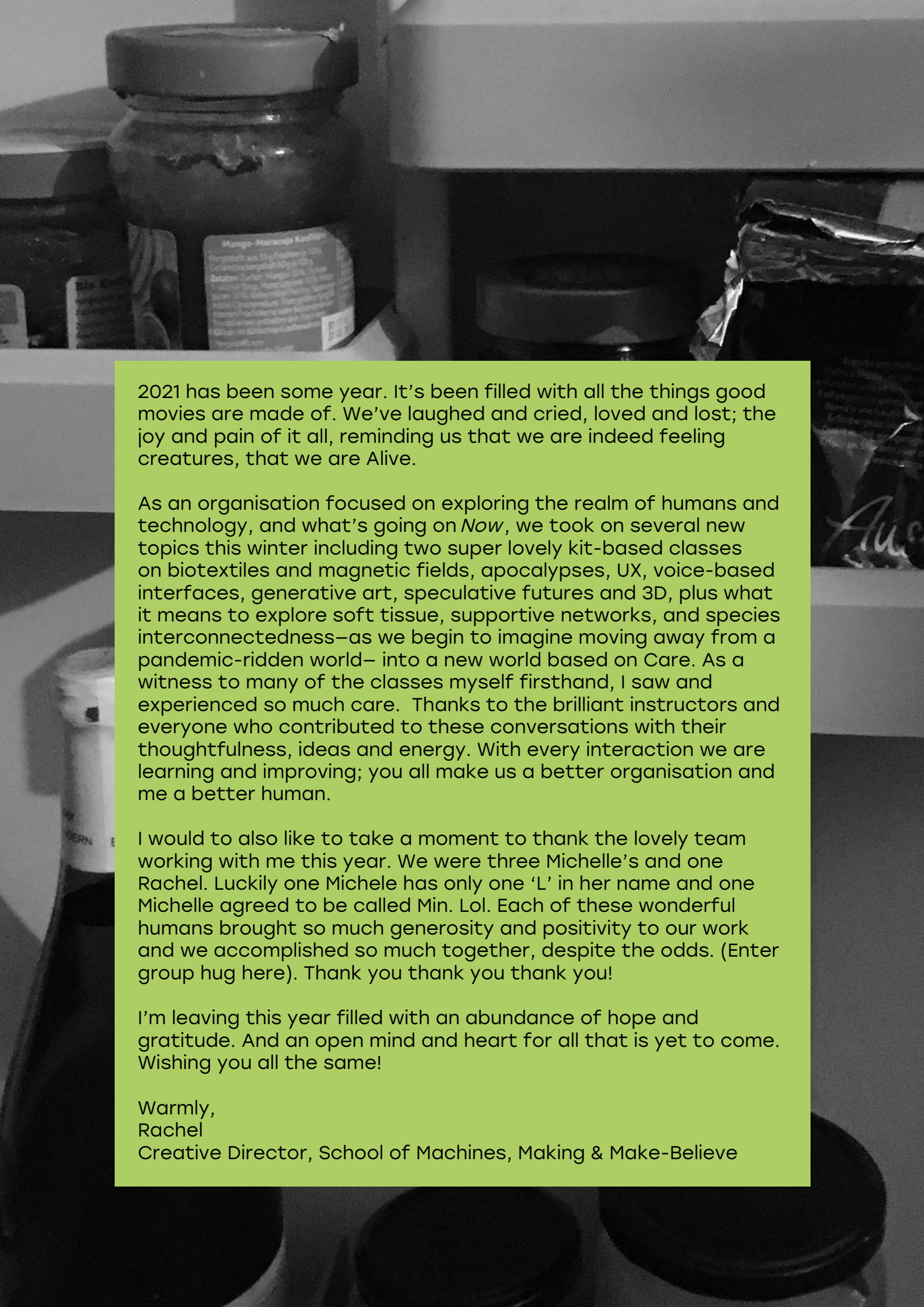
Don't forget
to floss!



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

Love from
School of Ma
xx





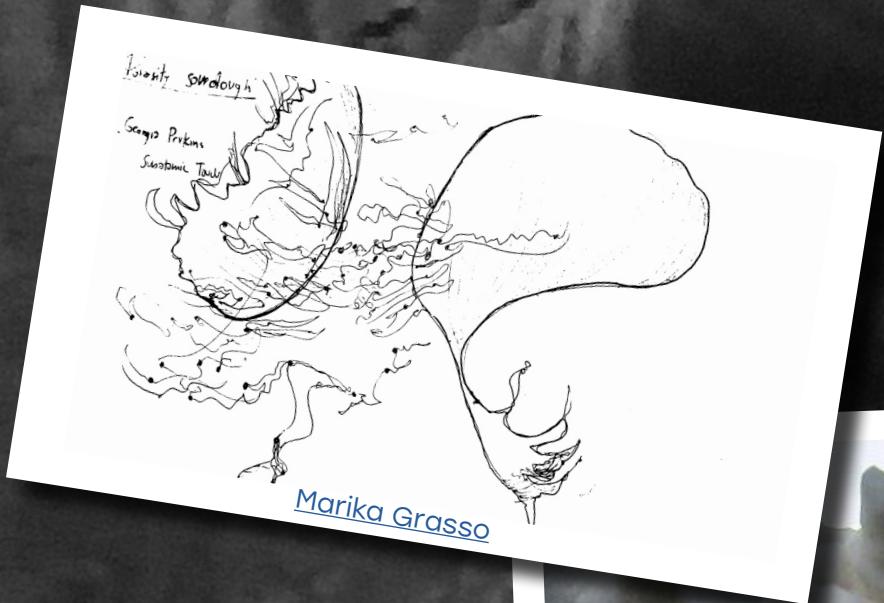
2021 has been some year. It's been filled with all the things good movies are made of. We've laughed and cried, loved and lost; the joy and pain of it all, reminding us that we are indeed feeling creatures, that we are Alive.

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 to 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!

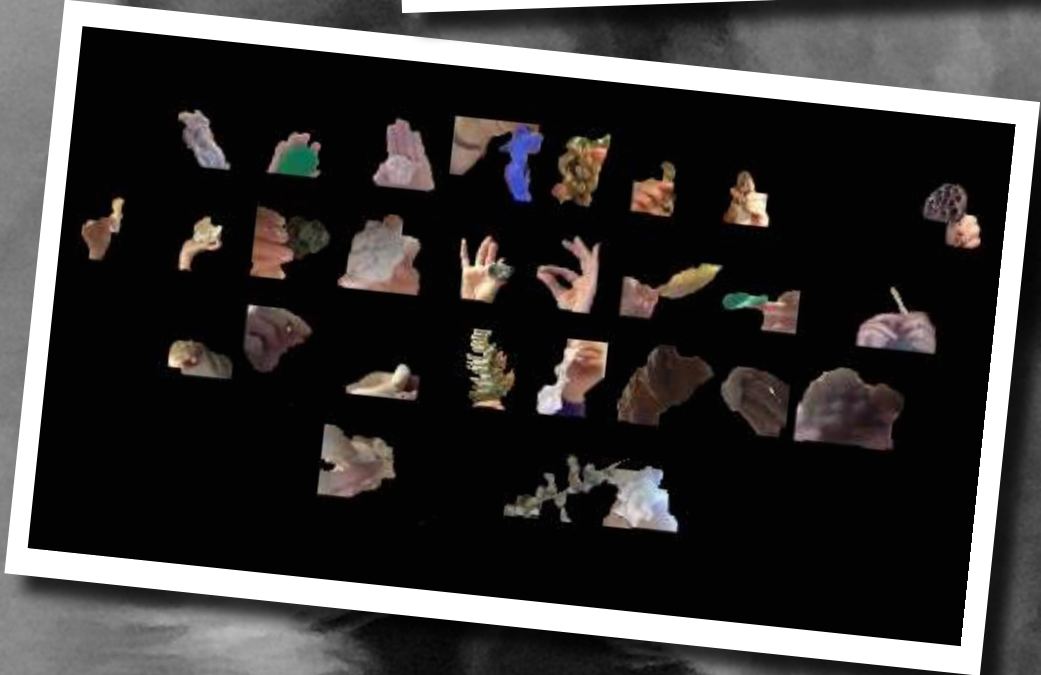
Warmly,
Rachel
Creative Director, School of Machines, Making & Make-Believe



Marika Grasso

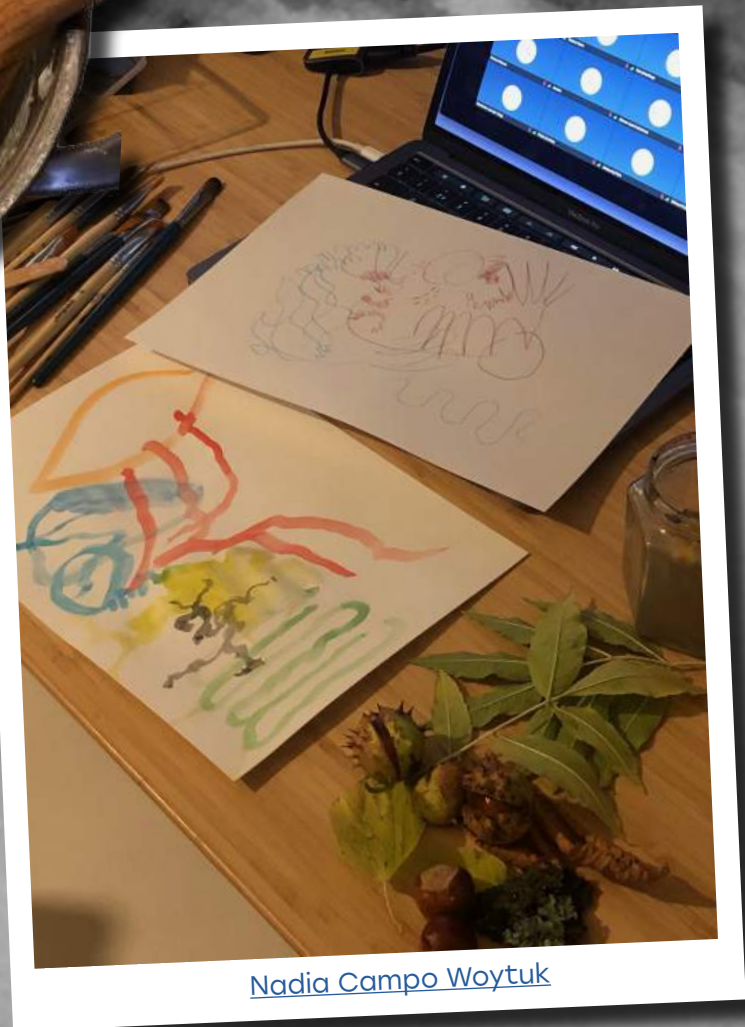
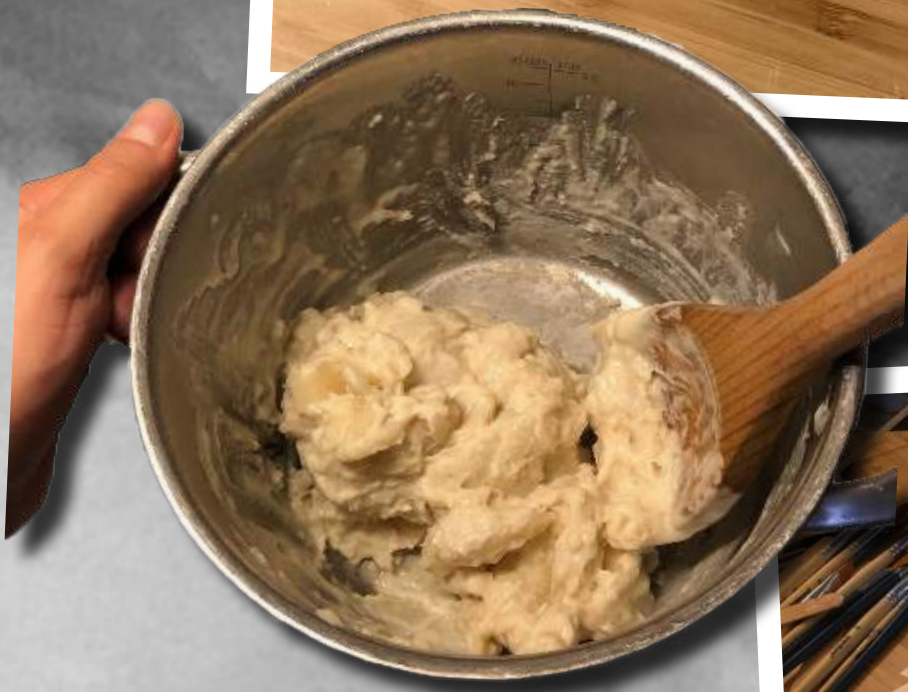


Catherine Euale



SOFT TISSUE

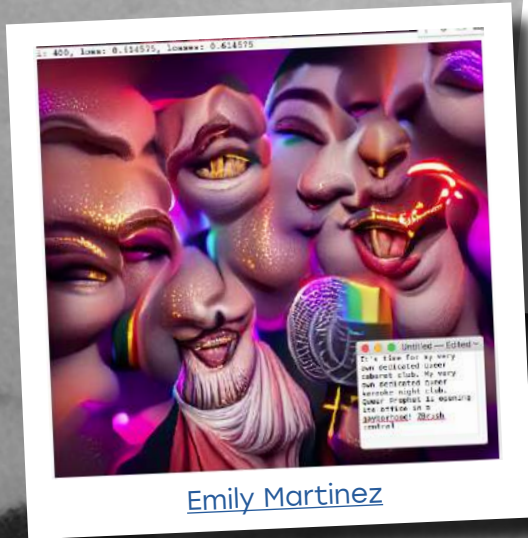
16. Sept - 13. Oct



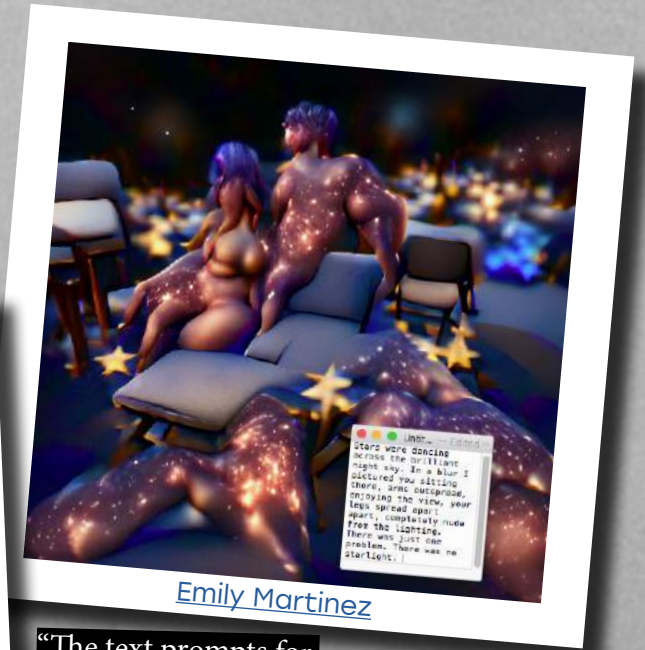
[Nadia Campo Woytuk](#)

Reflections with Machines

23. Sept - 28. Oct



Emily Martinez

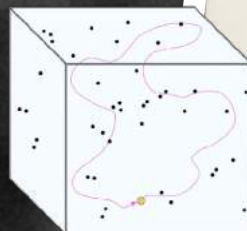


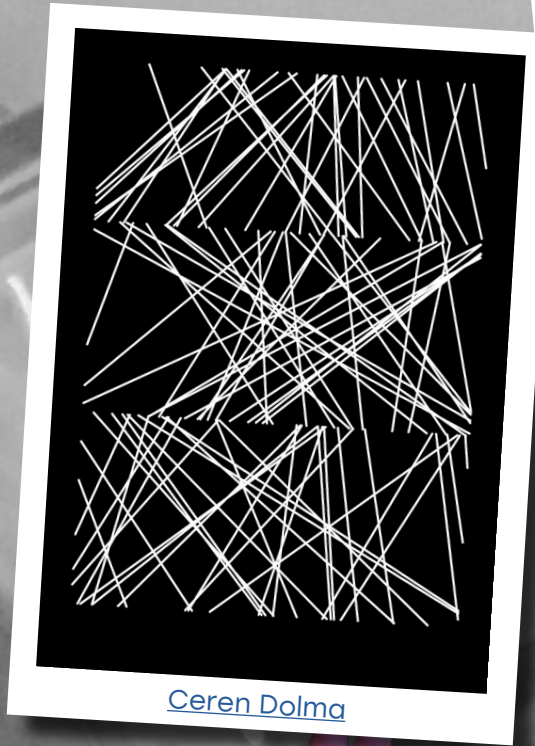
Emily Martinez

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

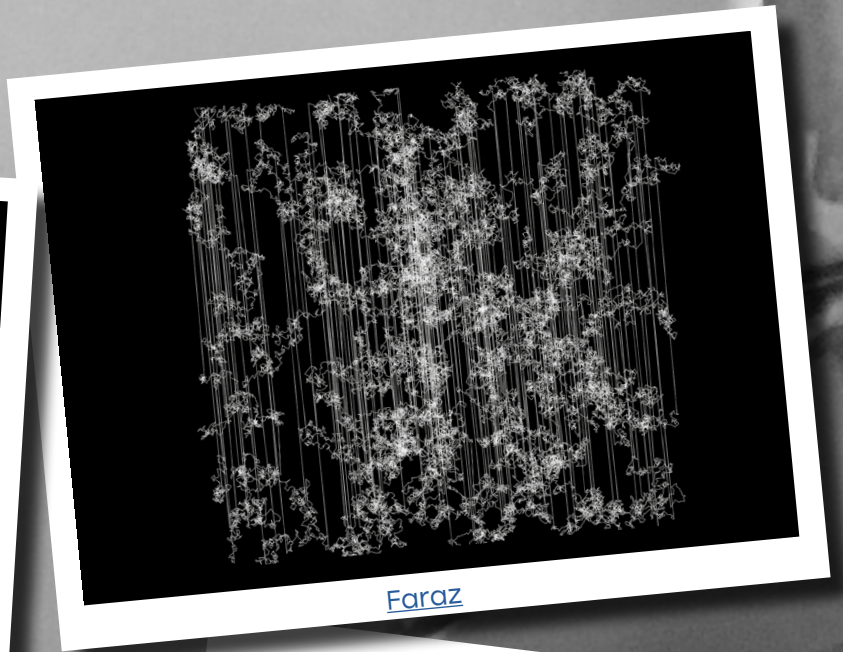


Alex Harker





Ceren Dolma



Faraz



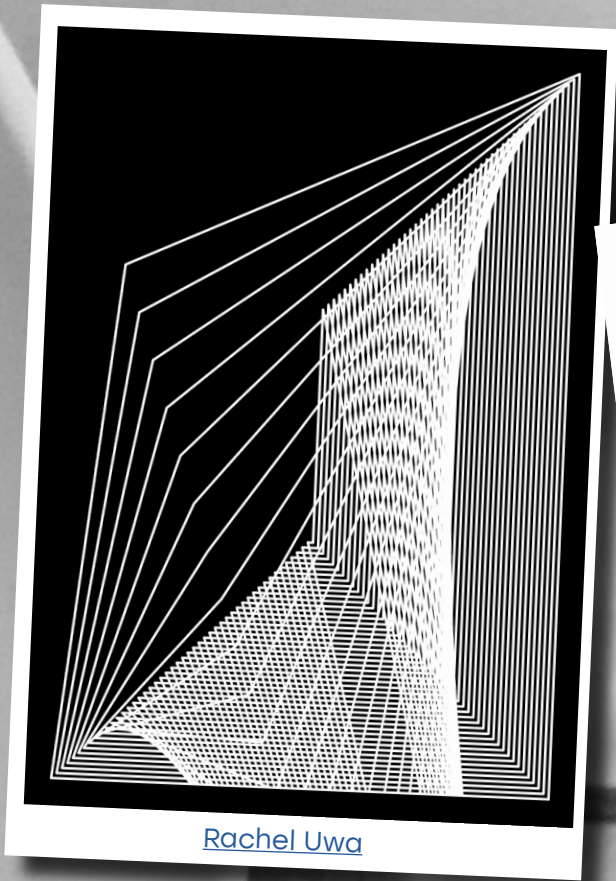
Matteo Uguzzoni



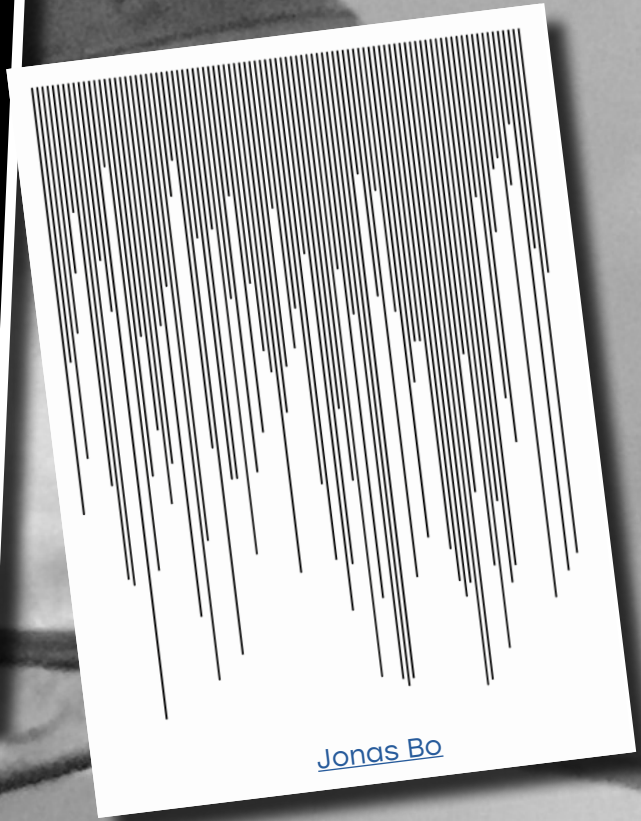
Heather Schulte

Points, Lines & Systems

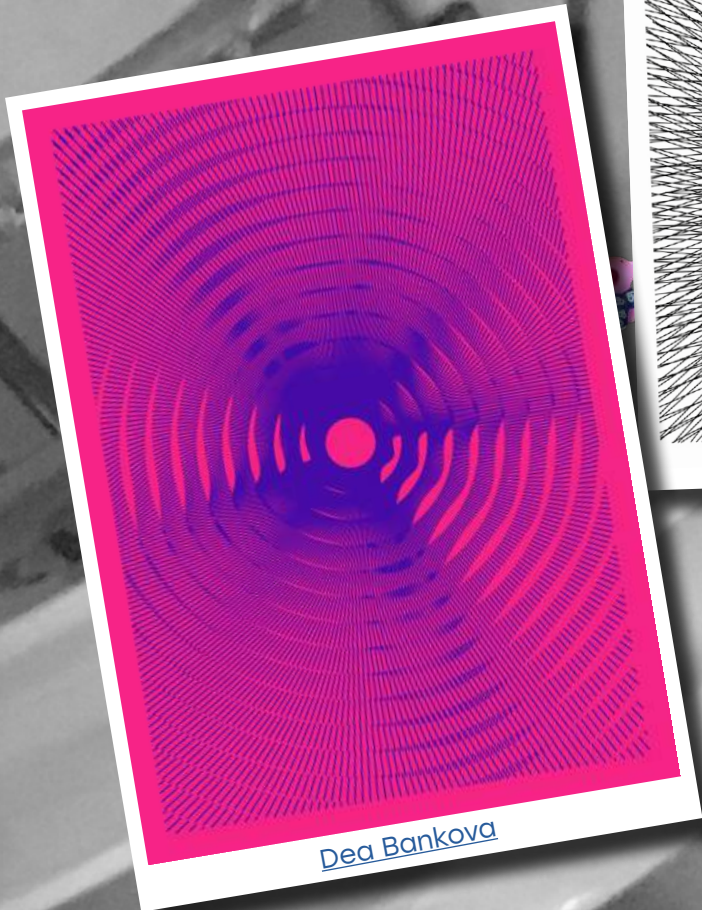
4. Nov - 2. Dec



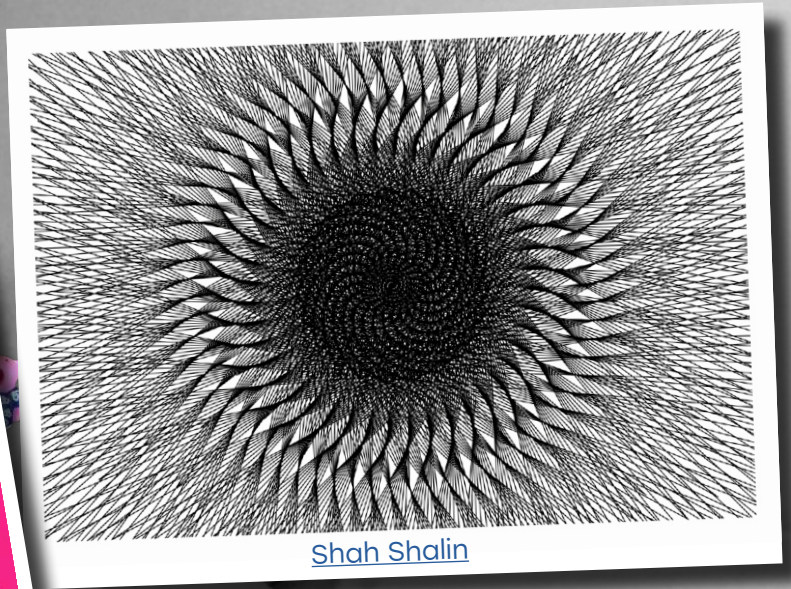
Rachel Uwa



Jonas Bo



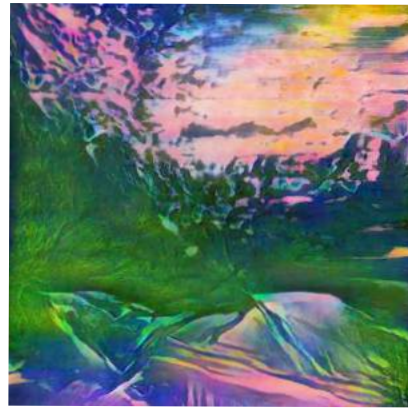
Dea Bankova



Shah Shalin



Dom



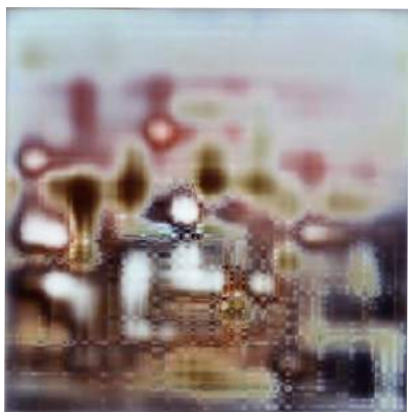
Allison



Thomas



John



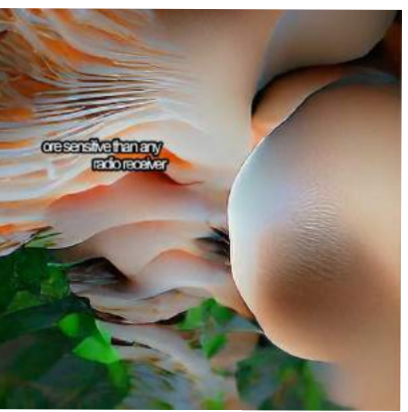
Min



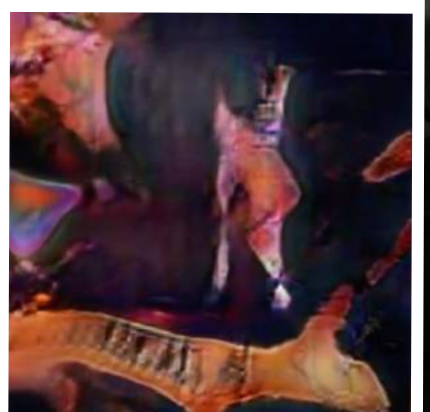
Reidun



Megan



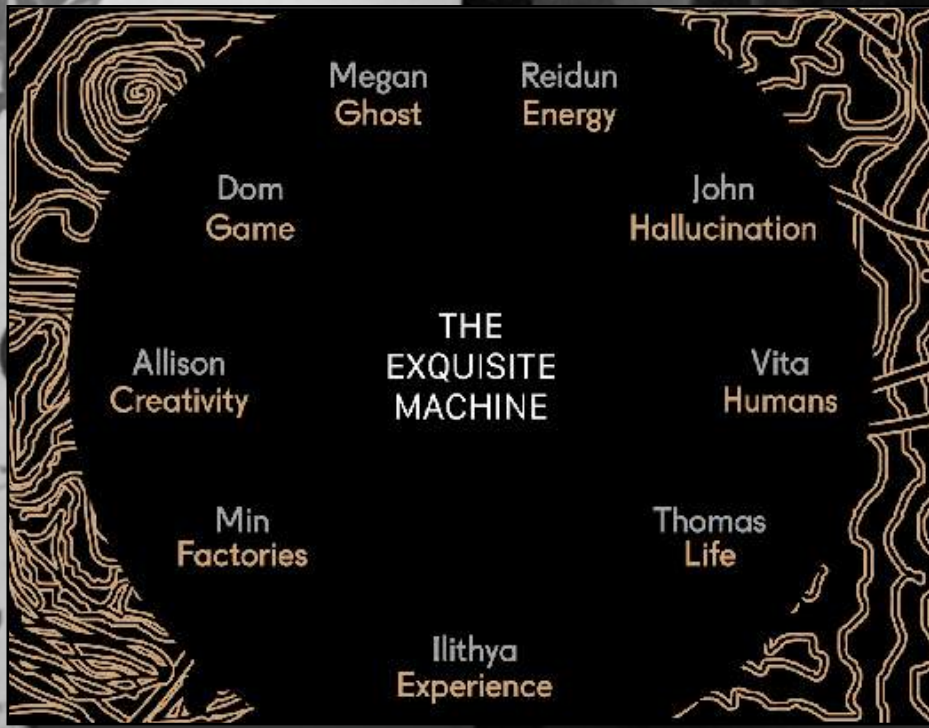
Vita



Ilithya

Exquisite Machine

20. Sept - 18. Oct



“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 it’s inner workings, perhaps encountered its language, from a visual perspective.”
Min

More class outcome



GynepunkLAB

14. Oct - 12. Nov

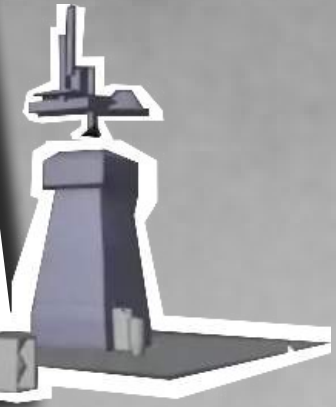


hack (v.1)
"to cut roughly, cut with chopping blows," c. 1200, from verb found in stem of Old English tohaccian "hack to pieces," from West Germanic *hakkon (source also of Old Frisian hackia "to chop or hack," Dutch hakken, Old High German hacchon, German hacken), from PIE root *keg- "hook, tooth."

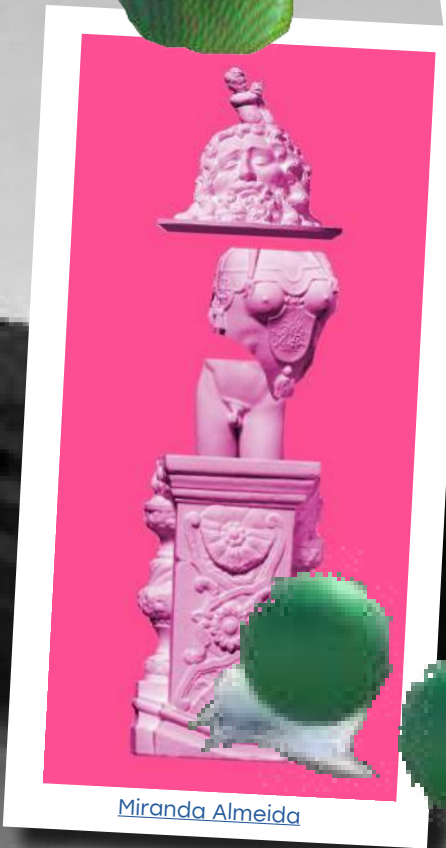




Catherine Euale



Catherine Euale



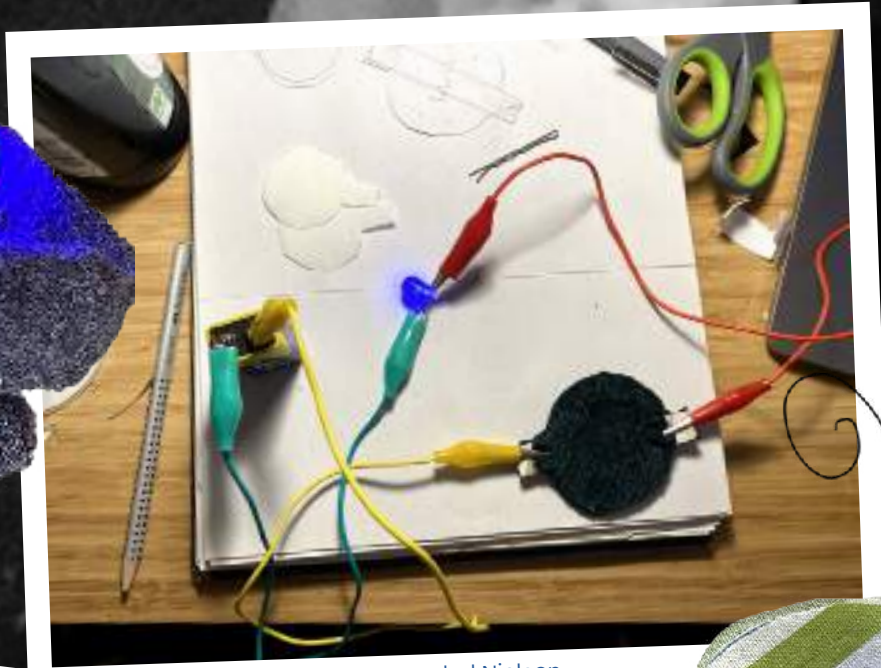
Miranda Almeida



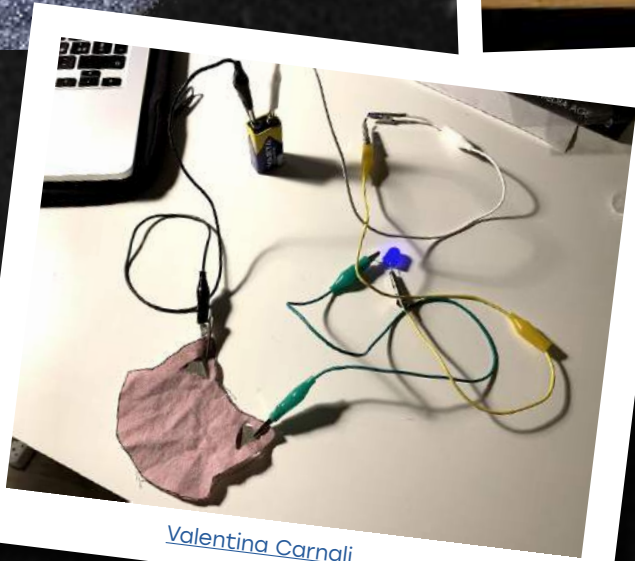
Miranda Almeida

If We Ruled the World II

22. Sept - 27. Oct



Rachel Nielsen



Valentina Carnali



Allison Mcelroy



giulia



Paloma Oliveira

Coded Biophilia

27. Oct - 22. Nov



Allison Mcelroy


Maria Rogg
 @maria_rogg

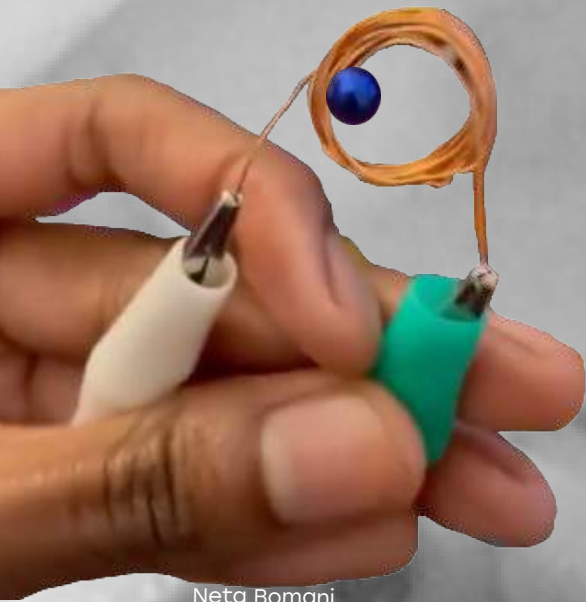
Inspired by the [#biohacking](#) community I aim to get in touch with, I explore how we can make new sensory surfaces with biotextiles. Thanks to [@SchoolOfMaaa](#). This is my first second skin. Made of com starch.



8:34 pm · 24 Nov 2021 · Twitter for Android



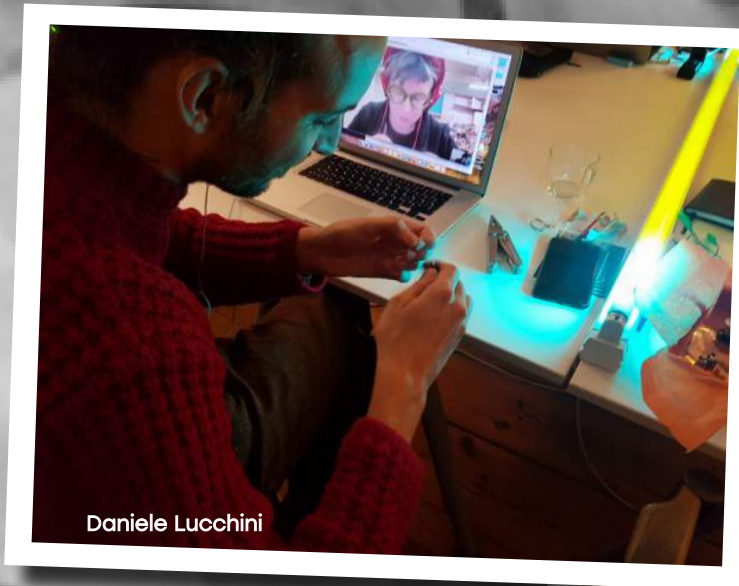
Valentina Carnali



Neta Bomani



Adriana



Daniele Lucchini



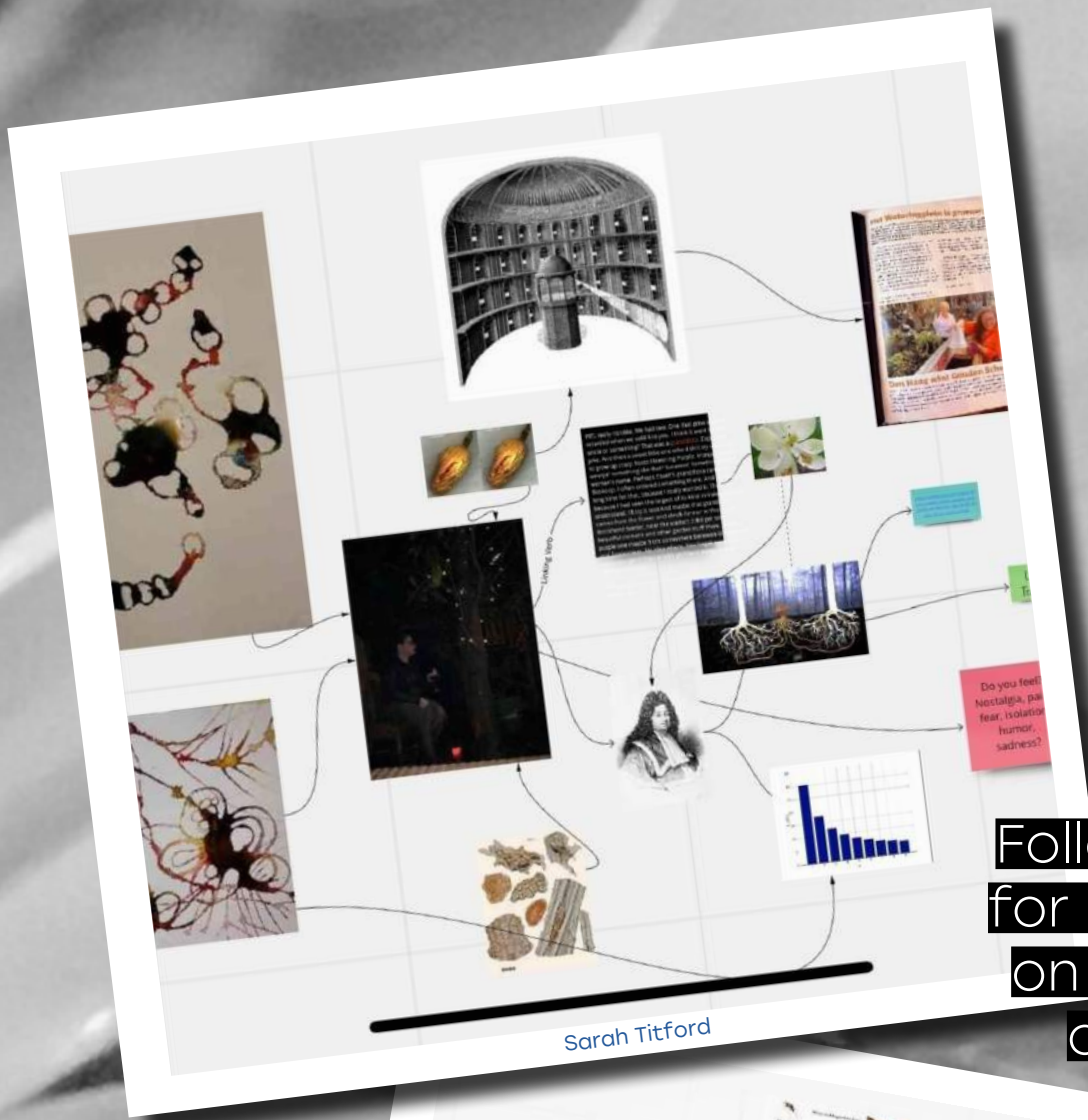
Saverio
Cantoni

Lee Cyborg

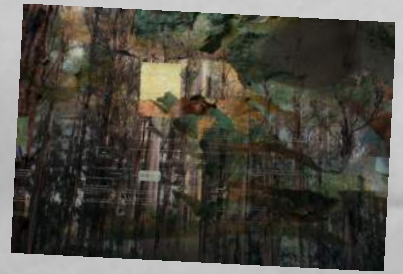
Magnetic Fields

8. Nov - 6. Dec





Sarah Titford

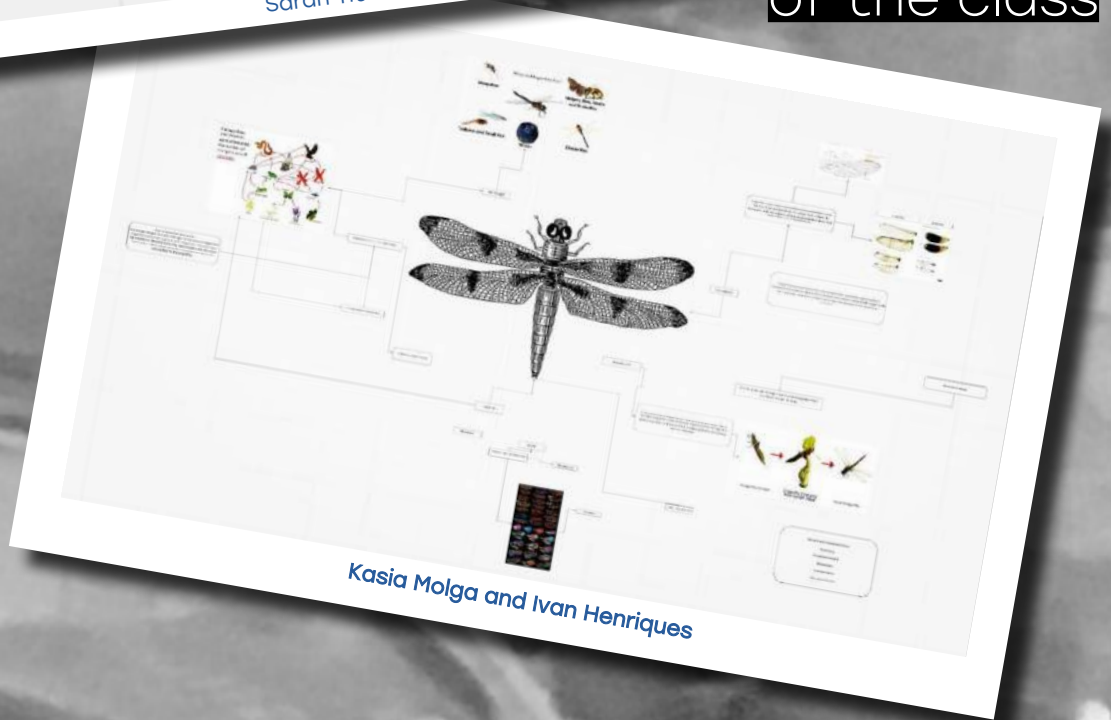


Catarina Rodrigues



Rae French

Follow @ae_of_i
for more updates
on the outcomes
of the class



Kasia Molga and Ivan Henriques

Aesthetics of Interconnectedness

12. Nov - 15. Dec

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.



CODE NL-D is funded by the »Jonge Kunst« funding program, which is jointly supported by the Fonds Soziokultur e.V. (Bonn) and the Fonds voor Cultuurparticipatie (Utrecht), Botschaft des Königreichs der Niederlande, Goethe Institute NL, and Creative Industries Fund NL.

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

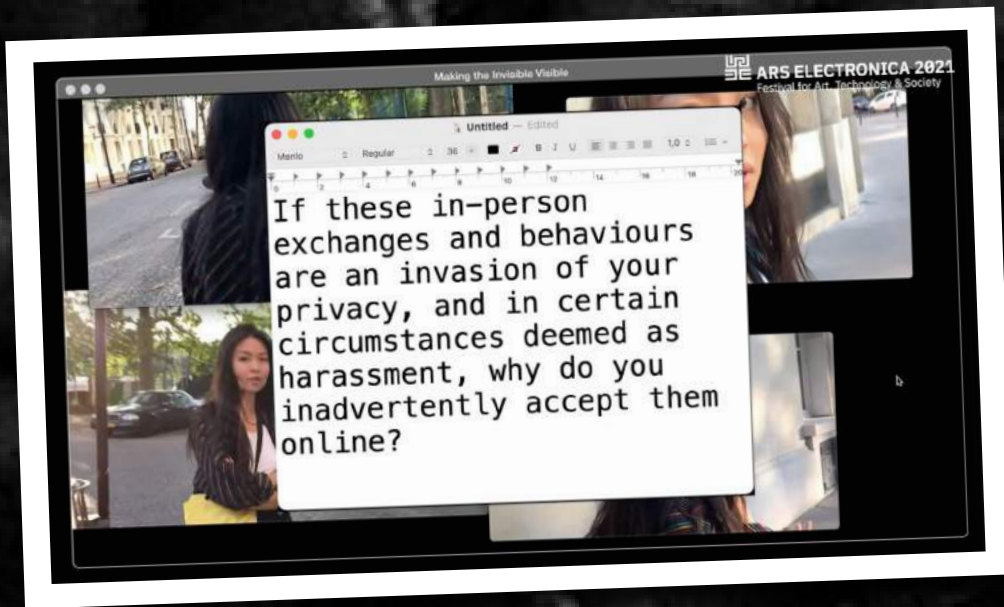
Harm Hofmans,
Jeroen Witjes,
Arjon Dunnewind
and Rachel Uwa

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](#)



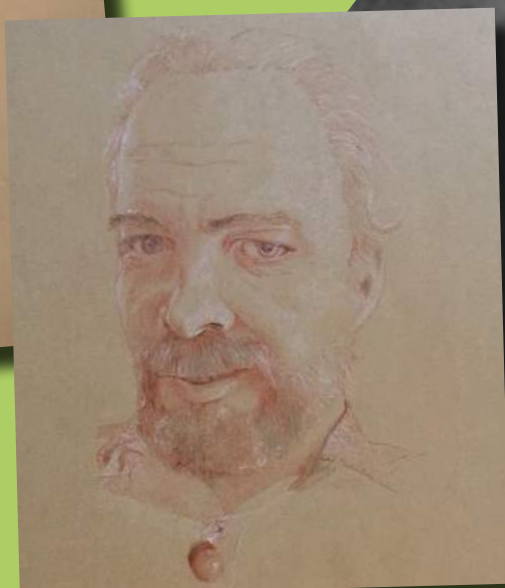
To read more about the 2021 CODE-NLD programme

[<click here>](#)

Cool things people in our community are doing



Claire Jervet
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>

Podcast <Radiolab>

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 >



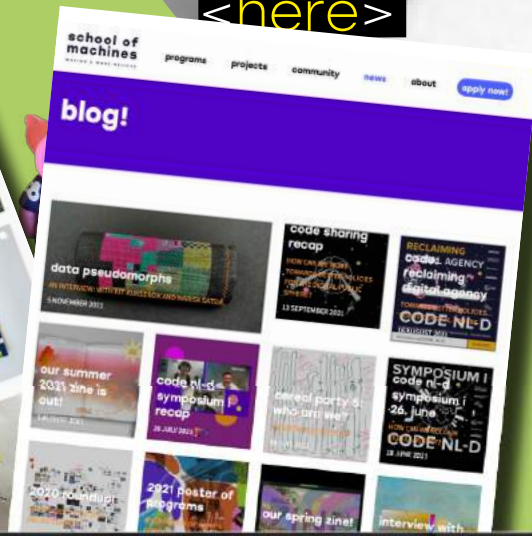
2022 at School of Machines

Keep up with our upcoming projects:

<here>

and

<here>



February - March Classes

- Card
- Generative Coding
- Bioart
- Plants
- Politics
- Video Games



gift card



art & politics for plants



bioart coven



drawing with code



getting personal

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

