

# Paul Magee: Objects

---

paul@p000m0000.com

<https://www.p000m0000.com>

---

- 1: Planet Elsewhere: 7 Days
- 2: Everything
- 3: Voice
- 4: The Atrocity Machine
- 5: I Still Have the Greatest Enthusiasm and Confidence in the Mission.
- 6: Planet Elsewhere: Cyclops
- 7: The Darkest Points
- 8: Kosmos
- 9: Unknown Object
- 10: Chorus
- 11: Metropolis
- 12: Signal
- 13: Autoportrait
- 14: The Eye of God
- 15: Lacuna
- 16: Twilight

## Planet Elsewhere: 7 Days

---

*Planet Elsewhere* is a variety of work that began with an attempt to look out into the universe in all directions at once.

*Planet Elsewhere: 7 Days* takes sky-cam images from approximate antipodes and stitches them together in a binocular video, redirecting its focus every 7 days. A day is mapped approximately to a minute of video.

The skycams are only approximately at antipodes, and so *7 Days* suffers from astigmatism, this in addition to the periodic and alternating myopia / hyperopia.

*Planet Elsewhere: 7 Days* is an Exeter Phoenix Digital Art Commission.

---

02.21 *HIPERLINK* - a new image of the world and man, National Museum Szczecin, Szczecin.

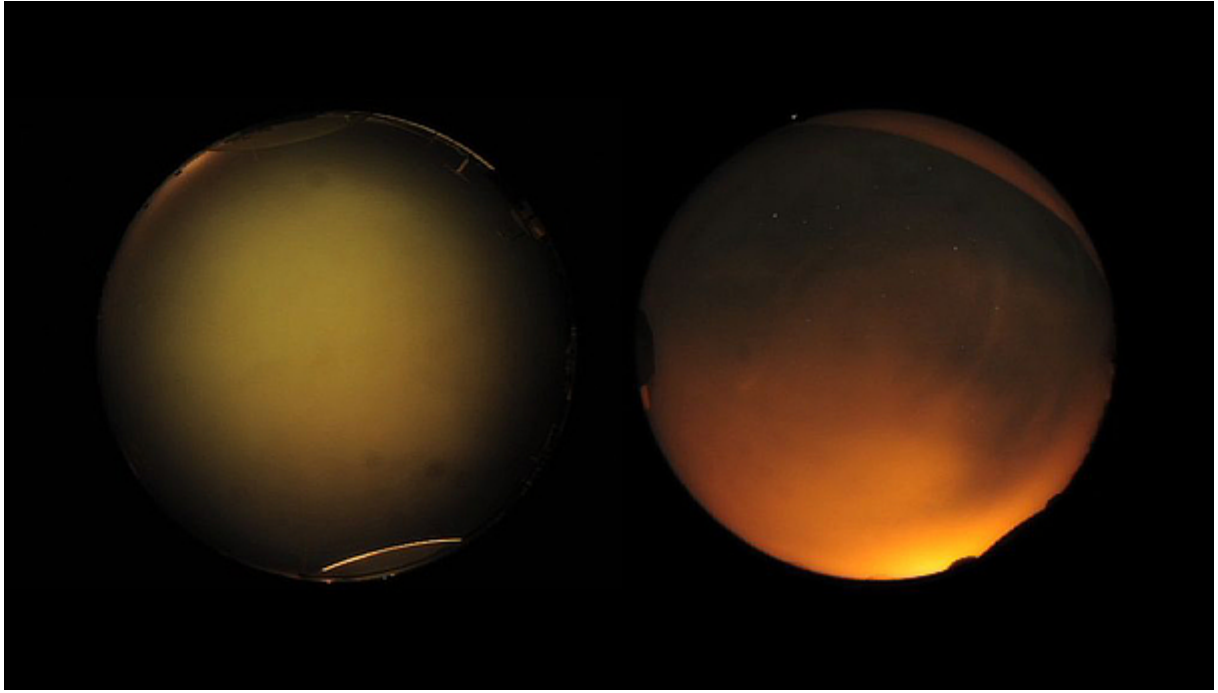
09.13 *Another Way of Seeing*, European Planetary Science Congress, London.

10.12 *Restructured*, Bloomsbury Festival, St.George's Church, London.

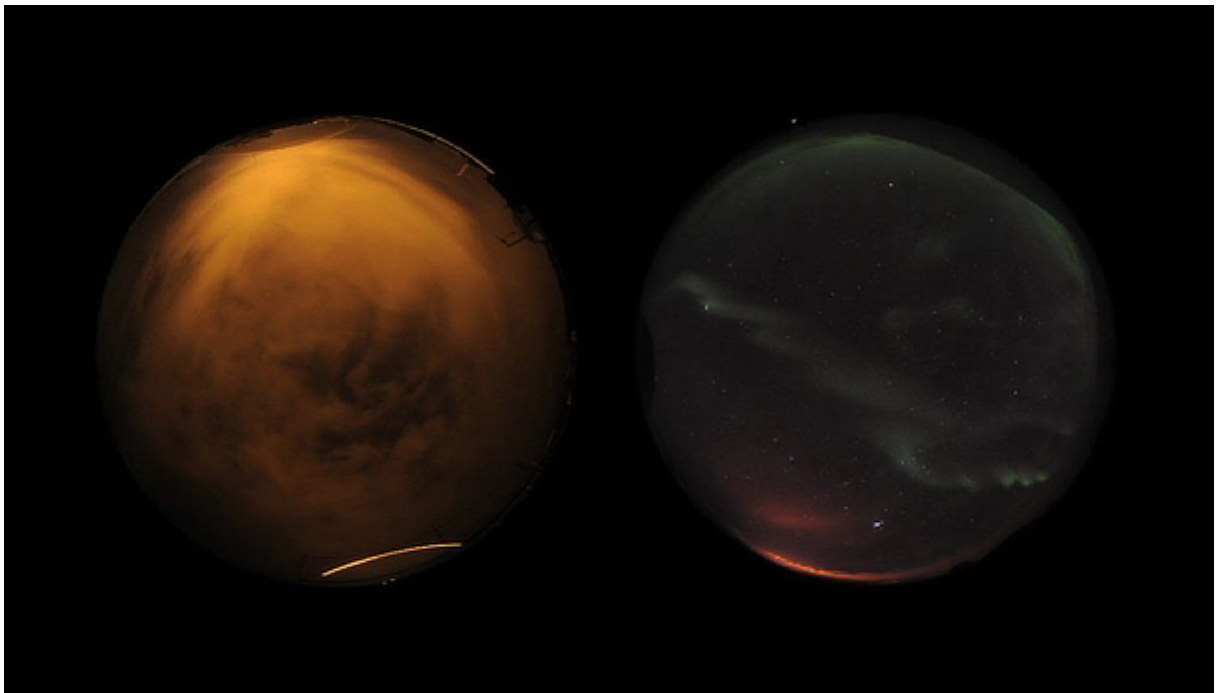
11.11 *Planet Elsewhere*, Phoenix Arts Centre, Exeter.

---

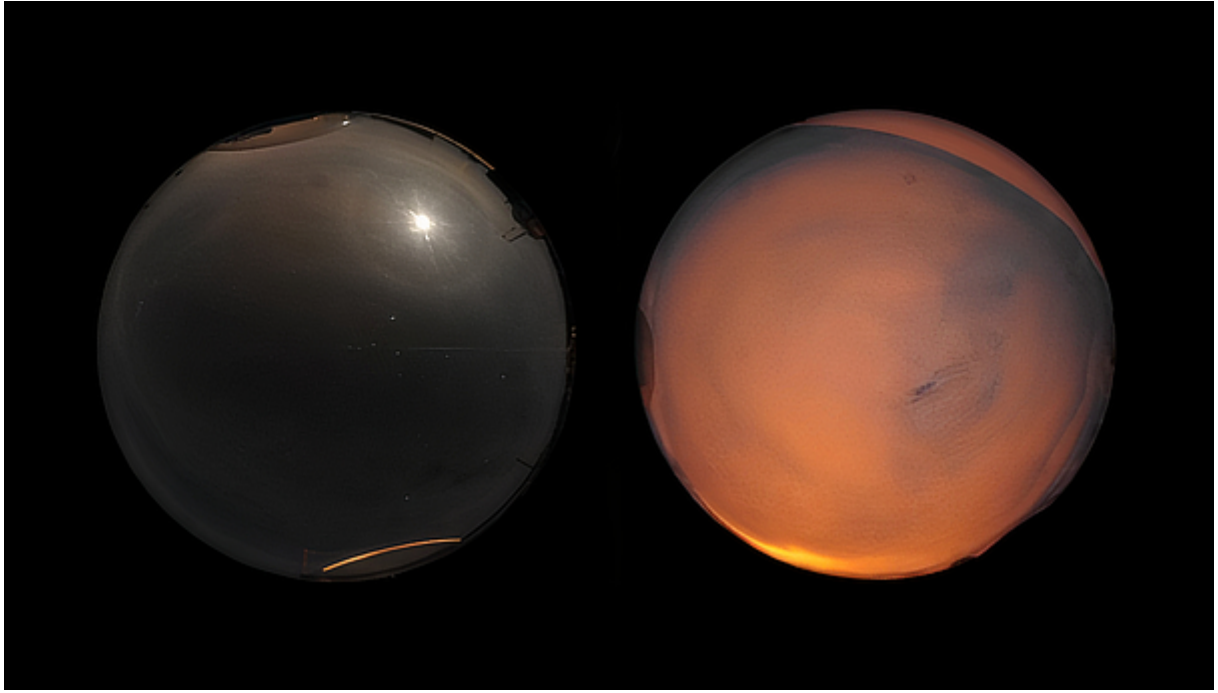
<https://www.p000m0000.com/key/planet-elsewhere-7-days/>



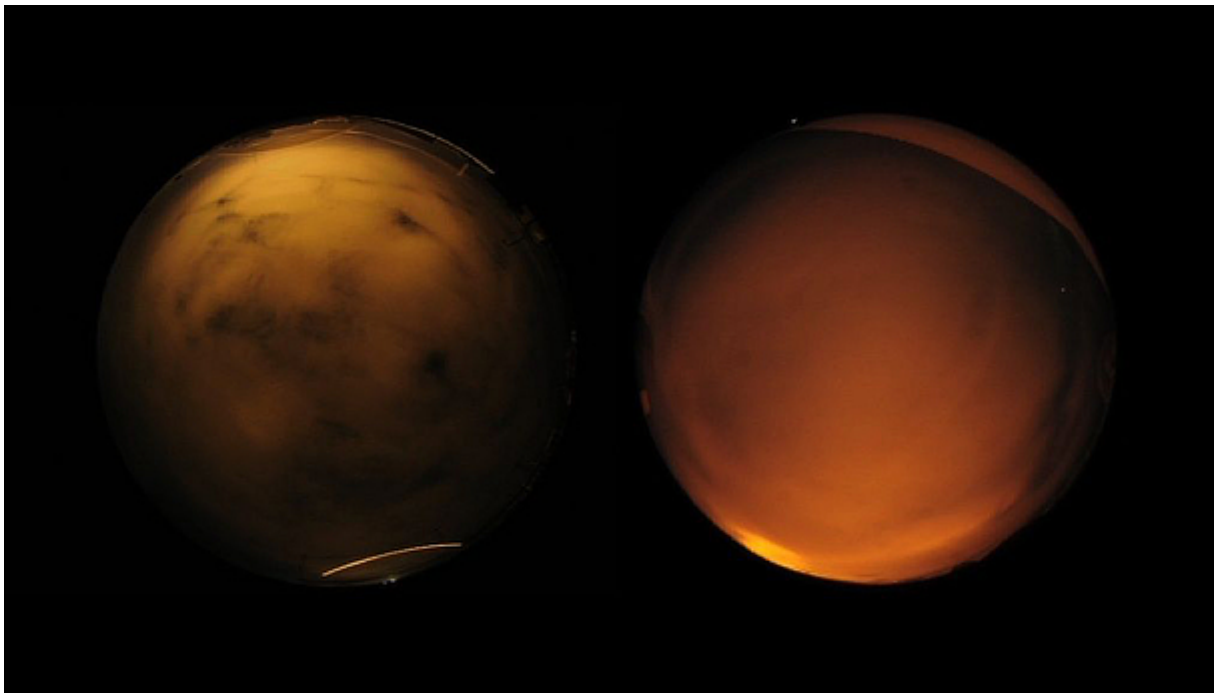
*Planet Elsewhere: 7 Days: Frame 2*



*Planet Elsewhere: 7 Days: Frame 3*

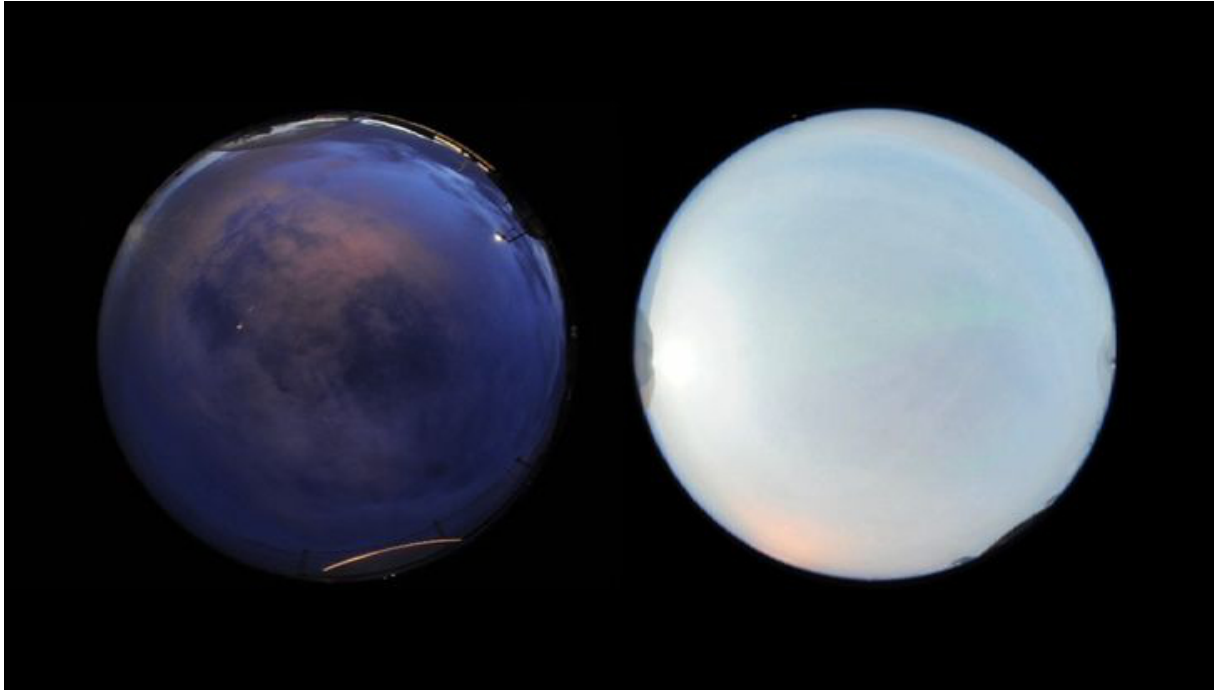


*Planet Elsewhere: 7 Days: Frame 5*



*Planet Elsewhere: 7 Days: Frame 4*





*Planet Elsewhere: 7 Days: Frame 1*

# Everything

---

Computer program and terminal. Left to itself for an infinity the script would say everything. Everything that has been said. Everything that will be said. Everything that could be said.

Scrolling up the screen of the monitor is the output from a Perl script. This script works its way through the English alphabet, combining each letter with every other letter in all possible ways. In addition it runs spaces through each combination. This composes all the possible words in that combination, and consequently all it's possible sentences. The program is open-ended. Working up from single letters it lengthens the sentence one letter at a time

---

*03.08 Emerging Forms of Computer Art: Making the Digital Sense*, Computer Art Congress 2, Museo de Arte Moderno, Toluca City.

*10.04 Young Artists at CERN*, CERN, Geneva.

*09.04 Young Artists at CERN*, Institute of Education, London.

---

<https://www.p000m0000.com/key/everything/>

```
a acp
aa cp
aac p
a ac p
aa c p
a a c p
aacq
a acq
aa cq
aac q
a ac q
aa c q
a a c q
aacr
a acr
aa cr
aac r
a ac r
aa c r
a a c r
aacs
a acs
aa cs
aac s
a ac s
aa c s
a a c s
aact
a act
```

*Everything Redux*



*Everything:* @CERN

## Voice

---

In the initial analysis phase *Voice* examines English texts and calculates the overall probability of each phonetic being spoken. It also analyses – for each phonetic – which of the other phonetics are more likely to precede and follow it.

In the articulation phase – during exhibitions – it applies the overall probability table to bias a random generator and constructs a seed sentence. It speaks this sentence through a bank of 44 speakers. Each speaker being associated with one particular phonetic.

Using the proximity probability tables, it then rearranges the phonetics in that sentence into more comfortable positions. It speaks the sentence again. It does this until it gets bored and then generates a completely new seed sentence.

My thanks to Ania Babiek for her voice.

---

04.08: *soundOBJECTS*, Digital Media festival, Valencia.

11.07: *Piksel07*, 3.14 Gallery, Bergen.

12.06: *151206*, Oko/Ucho Galeria, Poznań.

---

<https://www.p000m0000.com/key/voice/>



*Voice in Bergen.*

## The Atrocity Machine

---

*The Atrocity Machine* searches through and speaks DNA sequences. Within the range of 4 bases to 5 billion bases the machine accesses and spells out the organic structure of any living creature.

---

11.12: *PostDigital Art*, Computer Arts Congress 3, 104, Université Paris 8, Paris.

11.11: *Planet Elsewhere*, Phoenix Arts Centre, Exeter.

---

<https://www.p000m0000.com/key/the-atrocity-machine/>



*The Atrocity Machine 1*





*The Atrocity Machine 2*

## I Still Have the Greatest Enthusiasm and Confidence in the Mission

---

*The Mission* takes images from a live video feed of the sky through a 6-inch refractor telescope, and uses them as a score for a seven channel theremin sound composition.

---

11.11: *Planet Elsewhere*, Phoenix Arts Centre, Exeter.

10.11: *Before the Crash – Art and Science Collide*, The Exeter Castle, Exeter.

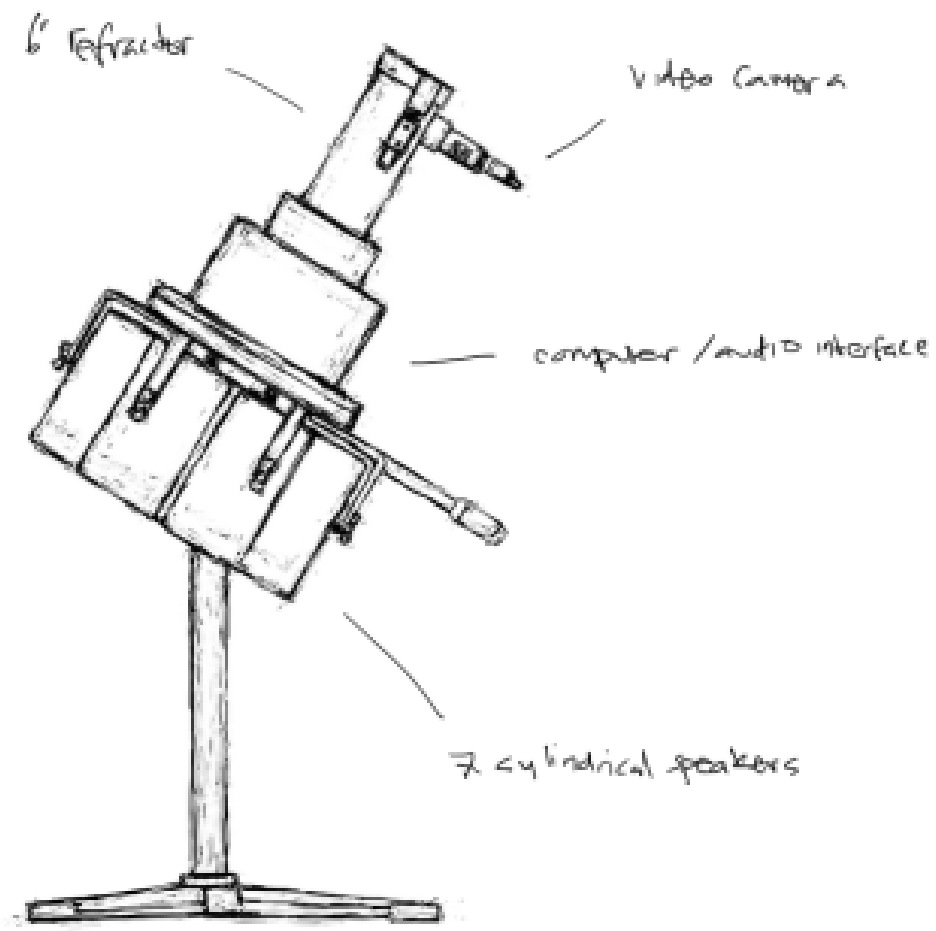
---

<https://www.p000m0000.com/key/the-mission/>



*The Mission: Crashed Version*

*Full title: I Still Have the Greatest Enthusiasm and Confidence in the Mission: Crashed Version. Tripod failure leaves The Mission pointing at and singing about dirt instead of stars.*



have complete confidence and enthusiasm for the mission." (mounted version)

### *The Mission Drawing*

*I Still Have the Greatest Enthusiasm and Confidence in the Mission* arrived one night in March, complete and fully formed. Title included. The first builds were given to structural failure, usually just before a show. Hence the crashed versions.

## Planet Elsewhere: Cyclops

---

Variety of work that began with an attempt to look out into the universe in all directions at once.

Internet work that collects the latest images from all-sky cameras from across the world and composites them into a single view. Updated every 10 minutes.

---

02.21 *HIPERLINK - a new image of the world and man*, National Museum Szczecin, Szczecin.

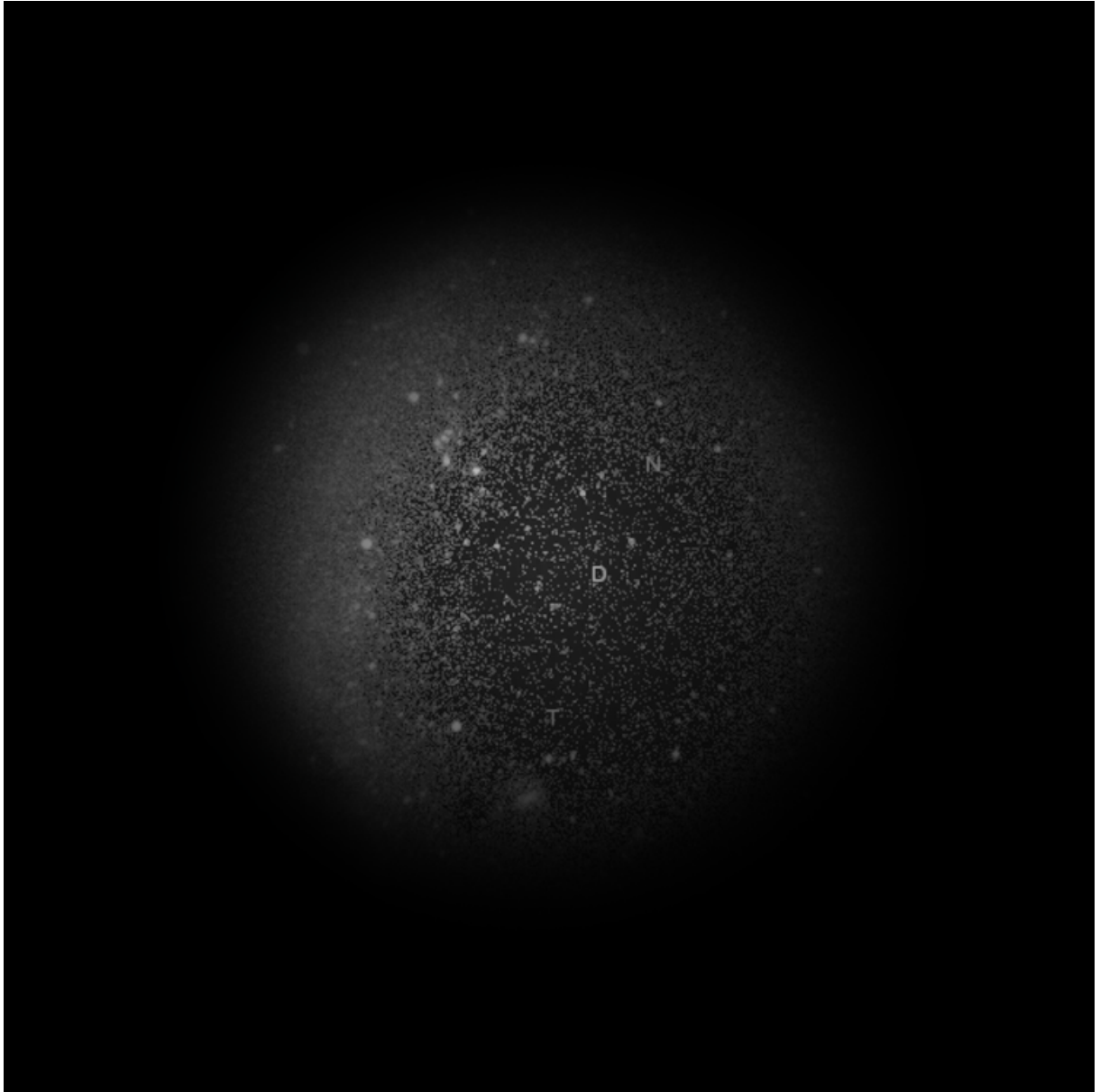
09.13 *Another Way of Seeing*, European Planetary Science Congress, London.

10.12 *Restructured*, Bloomsbury Festival, St.George's Church, London.

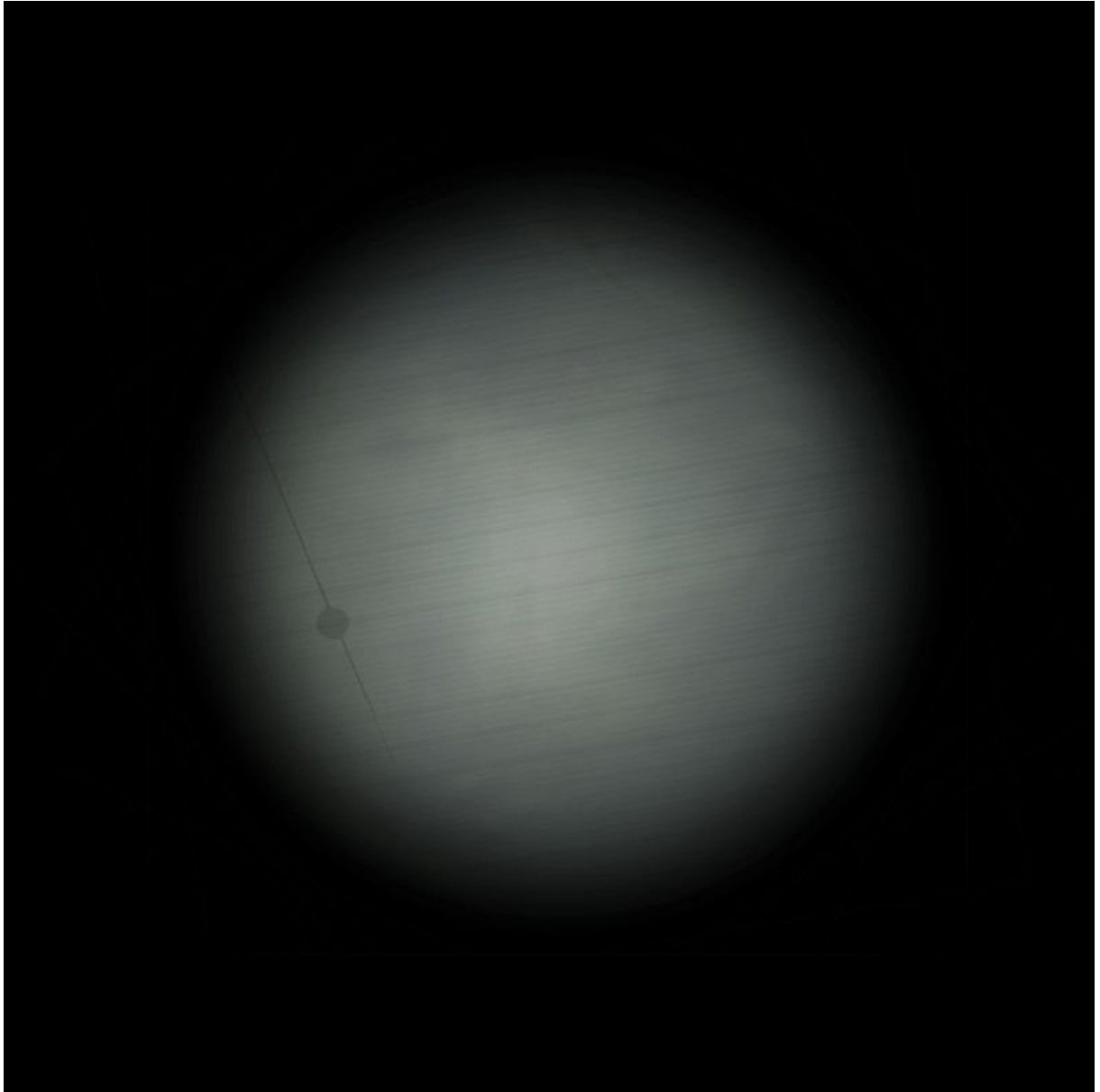
11.11 *Planet Elsewhere*, Phoenix Arts Centre, Exeter.

---

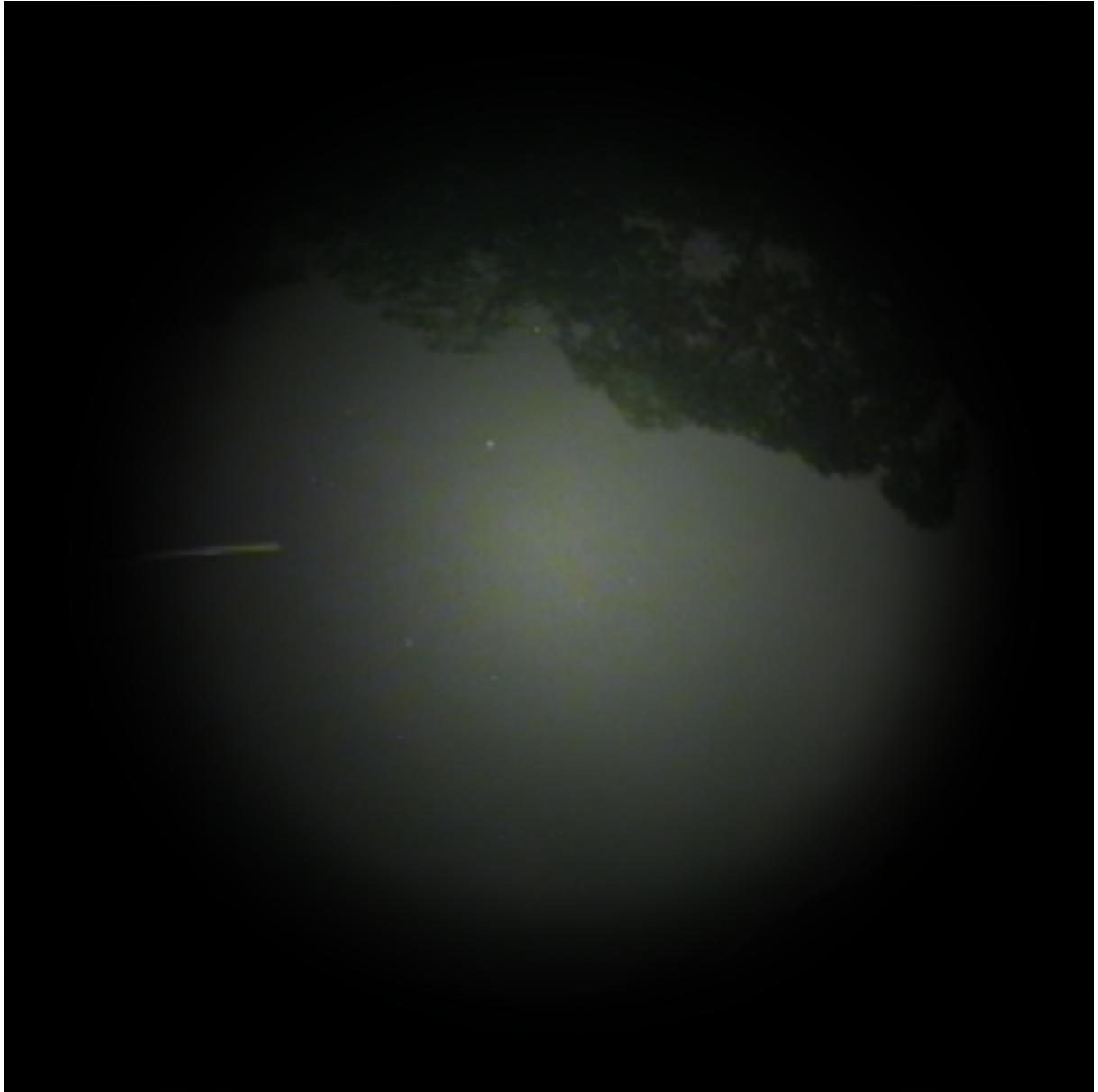
<https://www.p000m0000.com/key/planet-elsewhere-cyclops/>



*Planet Elsewhere: Cyclops: 021013*



*Planet Elsewhere: Cyclops: 060612*



*Planet Elsewhere: Cyclops: 220714*



## The Darkest Points

---

Ongoing series of photogrammes, each 325mm x 325mm.

Plots of the darkest points in the night sky. The computer takes photographs of the night sky and examines each pixel for its luminance level. It then joins the darkest points to make constellations. The results are plotted with a green laser on black and white photographic paper in the dark room.

---

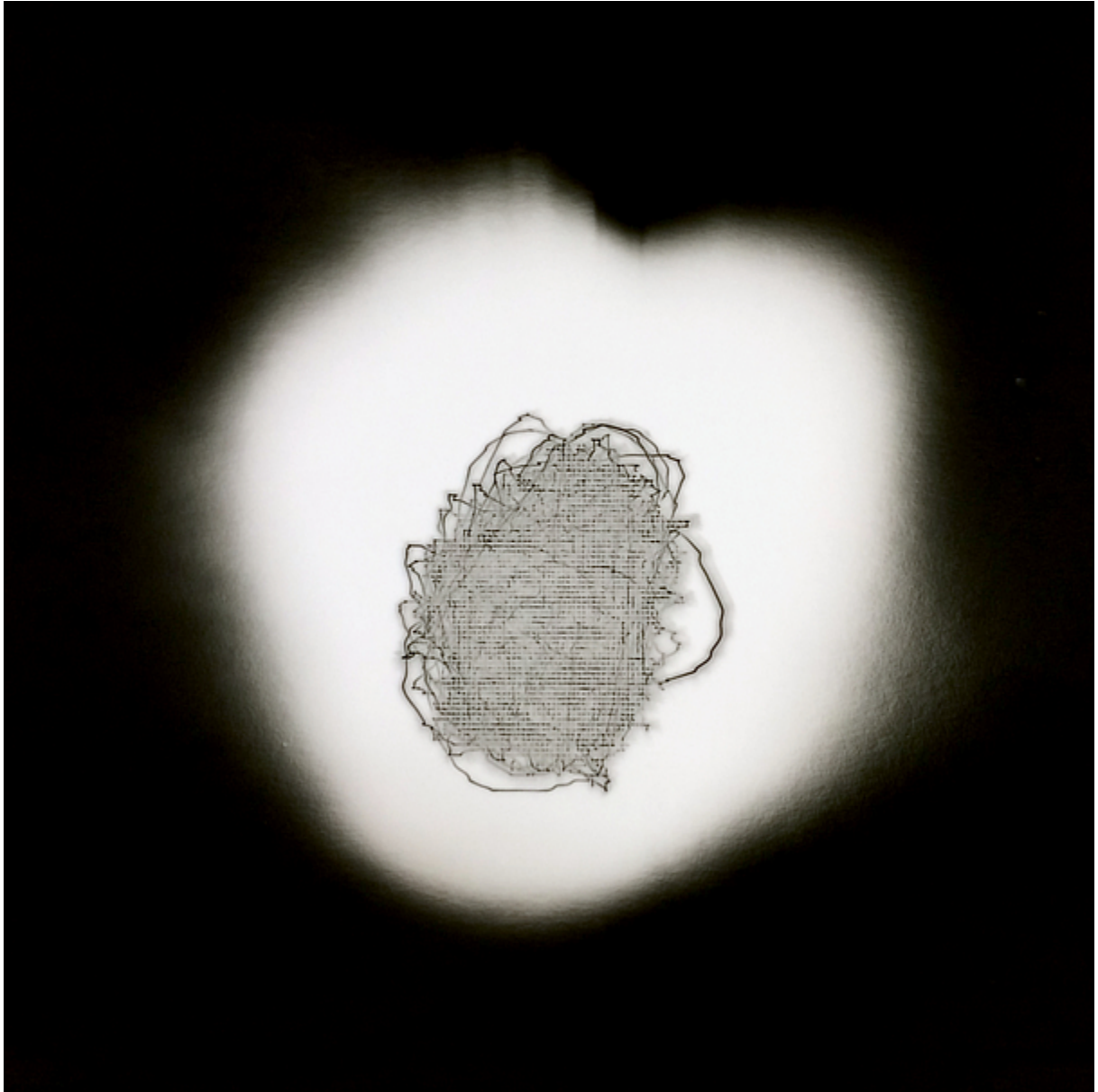
03.22: *Seeing Stars*, The Stanley & Audrey Burton Gallery, Leeds.

07.22: *Masa Krytyczna / Critical Mass*, Galeria Działań, Warsaw.

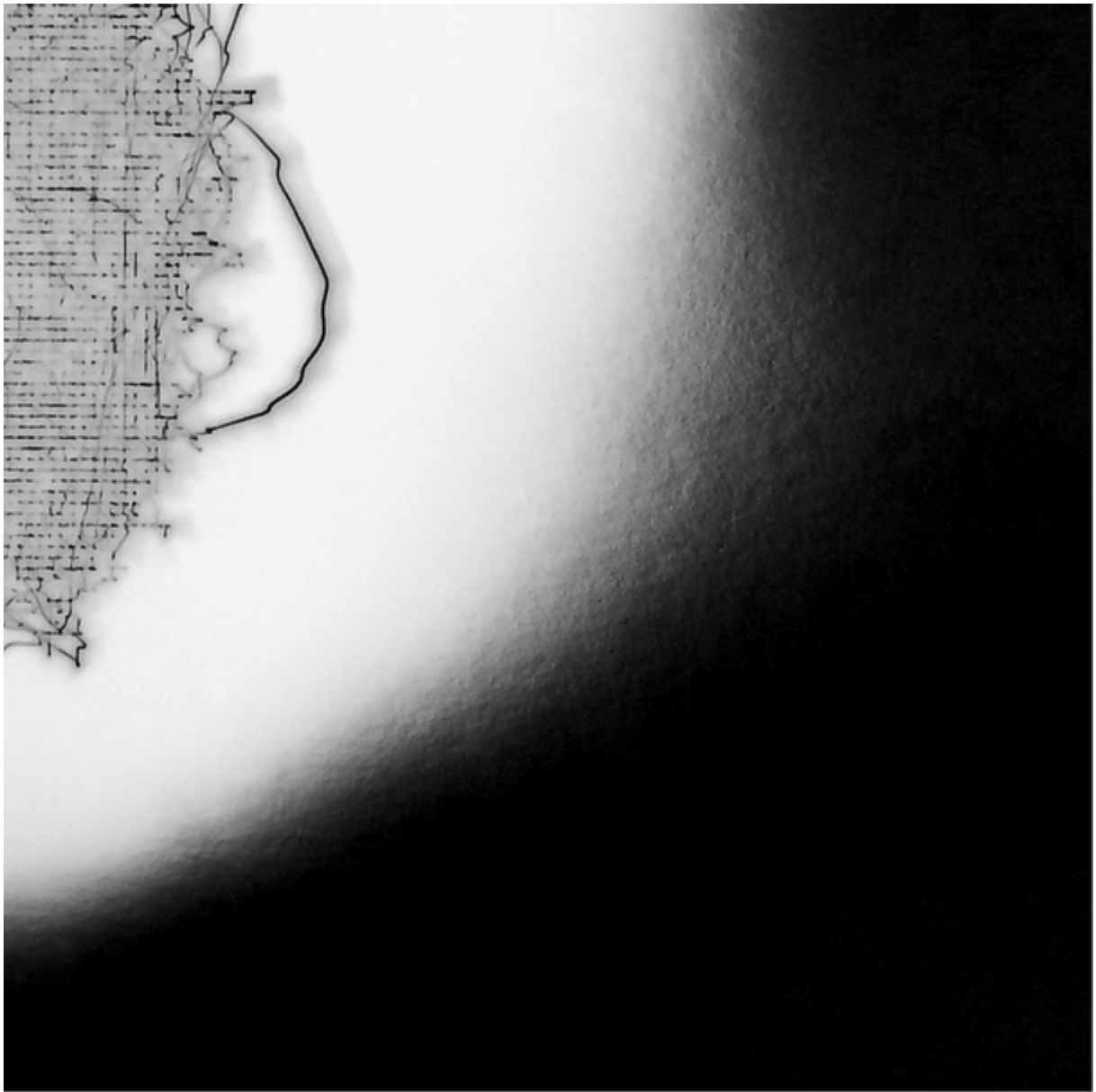
03.16: *Where's Wally? Or How to Capture a Constellation*, Goodenough College, London.

---

<https://www.p000m0000.com/key/the-darkest-points/>



*The Darkest Points: Fried Egg Nebula*



*The Darkest Points: Fried Egg Nebula Detail*



*The Darkest Points: Loop 2*

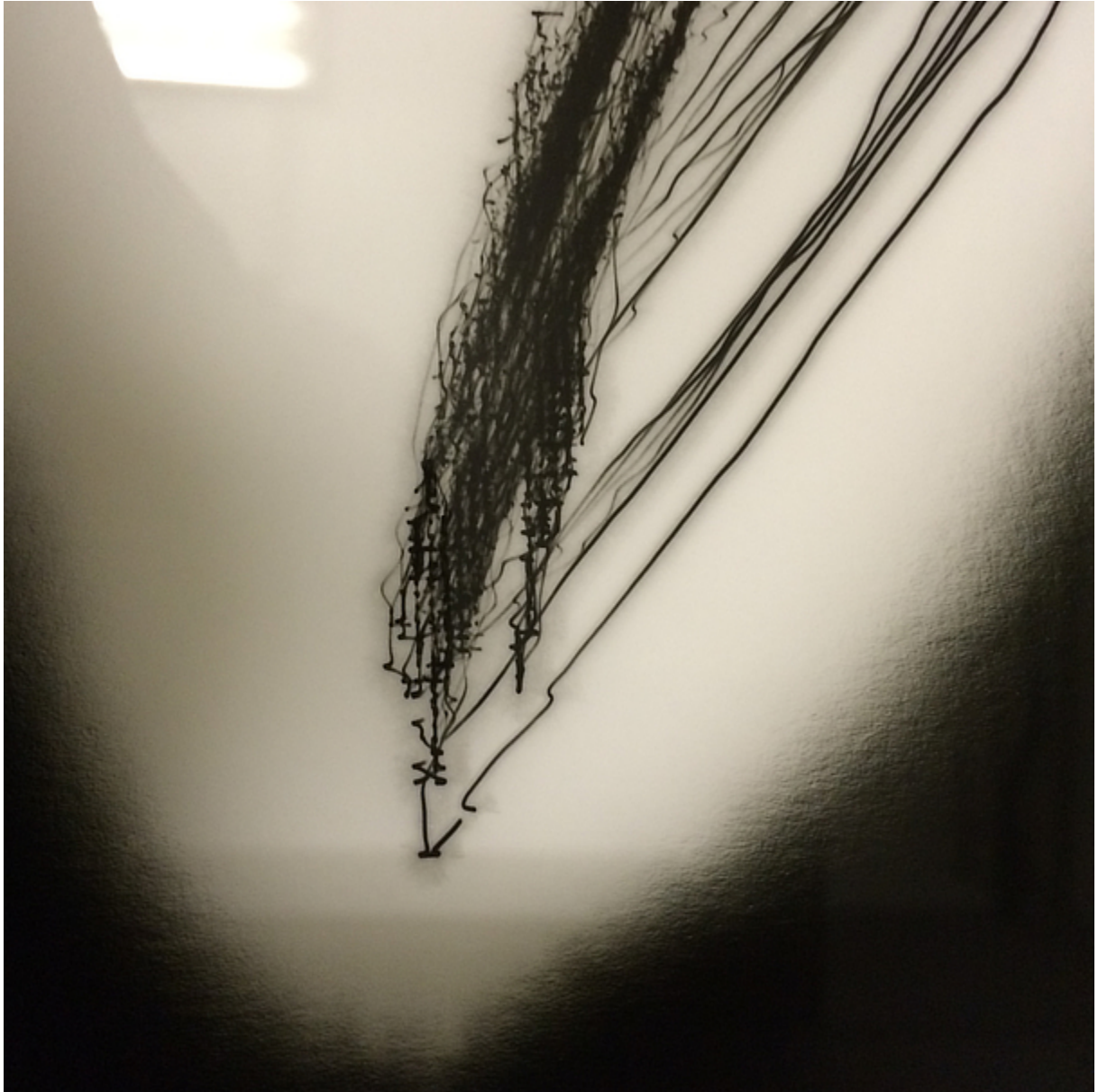


*The Darkest Points: Loop 1*





*The Darkest Points: Loop 3*



*The Darkest Points: Moth Detail*



*The Darkest Points: Moth in Fix Tray*



# Kosmos

---

Pencil on paper. Plots of the brightest points in the night sky. The computer takes photographs of the night sky and examines each pixel for its luminance level. It then joins the brightest points to make asterisms which it sends out to the plotter.

---

02.22 *MASA KRYTYCZNA*, Galeria Działań, Warsaw.

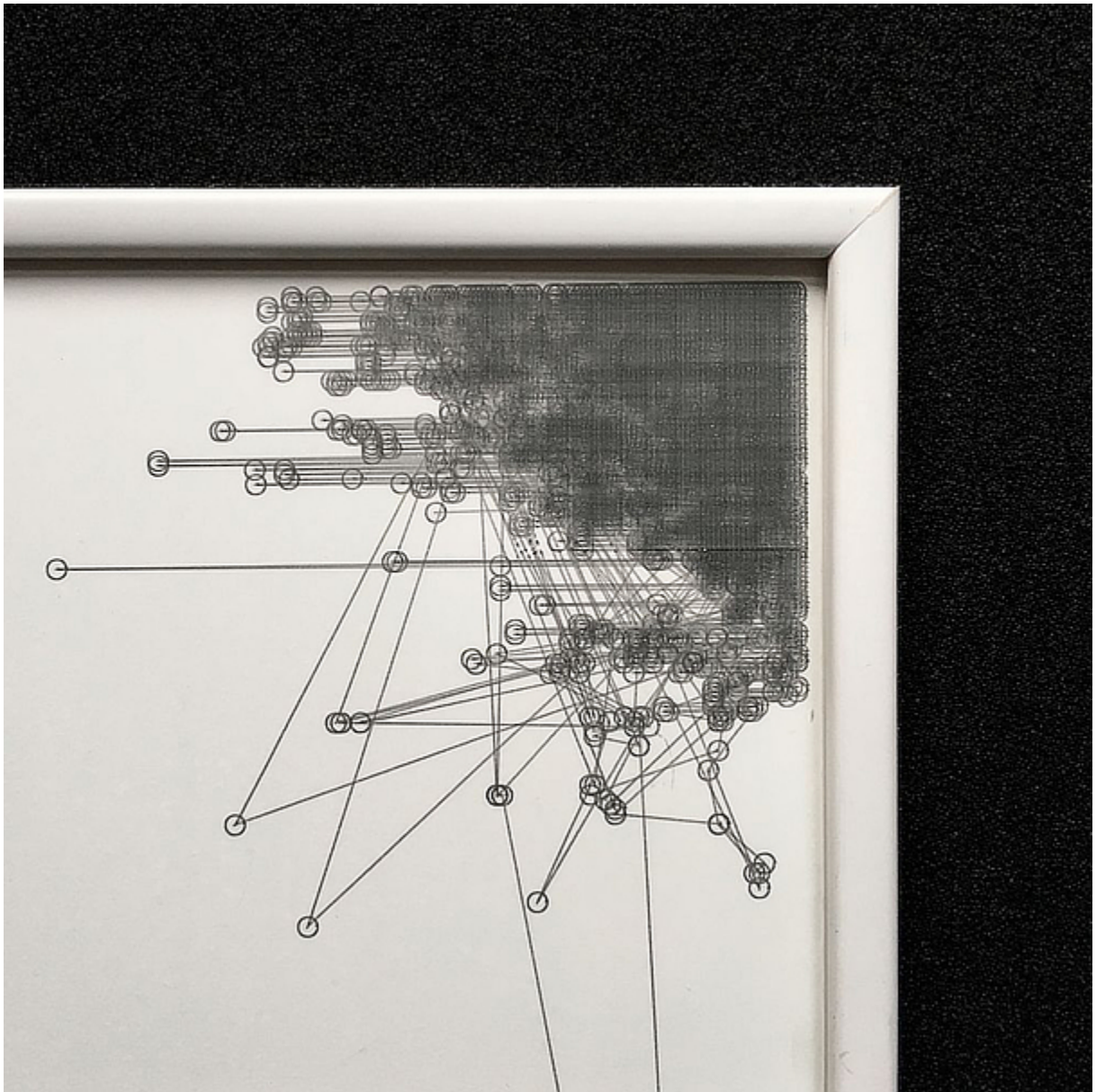
03.16 *Where's Wally? Or How to Capture a Constellation*, Goodenough College, London.

---

<https://www.p000m0000.com/key/kosmos/>



*Kosmos 387x*

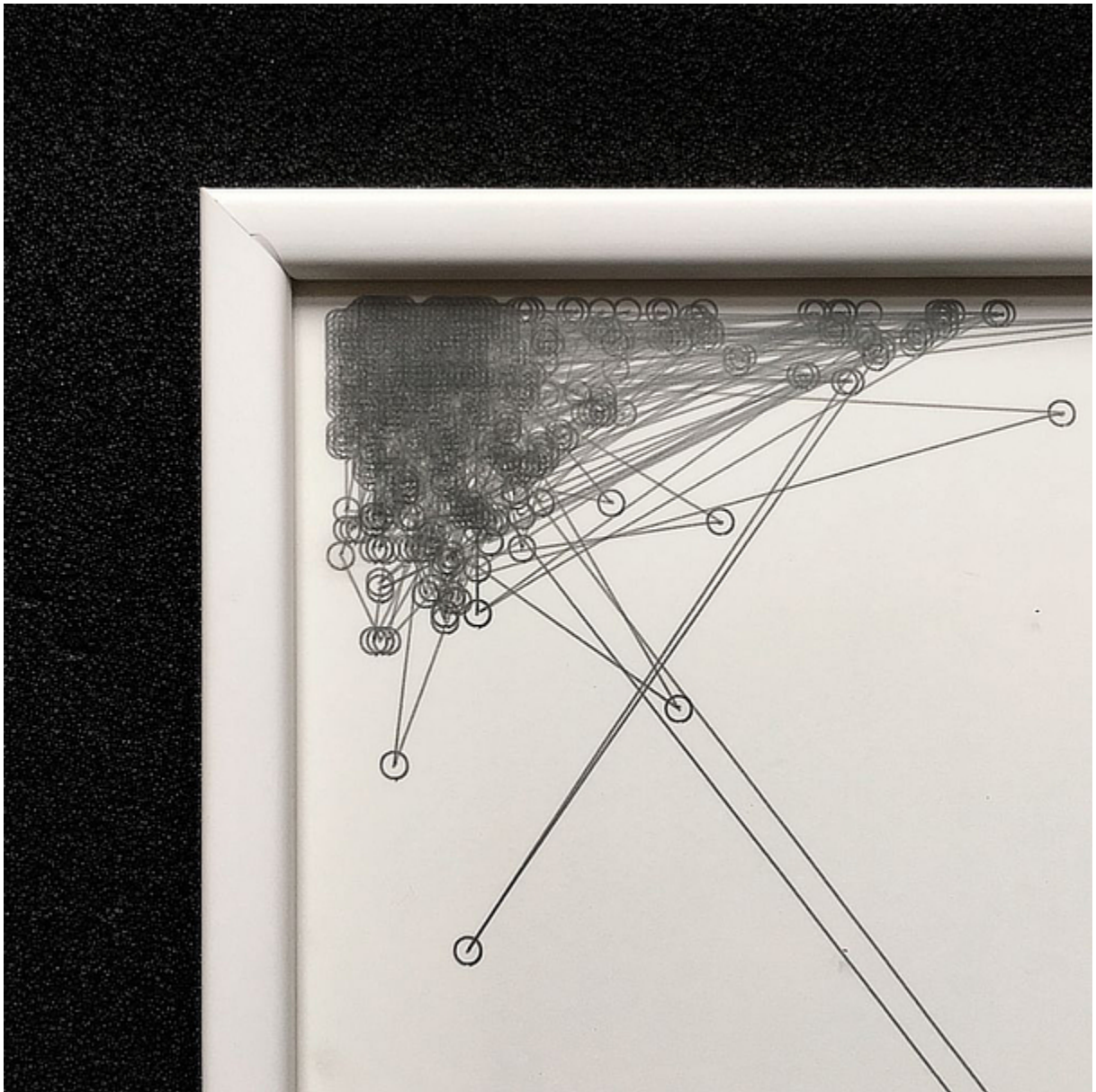


*Kosmos 387x (Detail)*



Kosmos 419b





*Kosmos 419b* (Detail)



*The Darkest Points & Kosmos @GE*

## Unknown Object

---

Random 3D model downloaded and reduced to a single vector. That reduction is undone one vector at a time until a form begins to take shape. A wireframe is then extracted from the model, and passed to a Grasshopper definition that automatically calculates and models the nodes.

The nodes are fabricated with a 3d printer. The vectors are measured and aluminium pipe is cut to those dimensions. The pipe and their respective nodes are fitted together.

Nobody ever knows what the model is or where it comes from, myself included.

---

<https://www.p000m0000.com/key/unknown-object/>



*Unknown Object: 220618*



## Chorus

---

Sound object. 3 public announcement speakers attached to ceiling. *Chorus* continuously reinterprets and sings through the structure of a specific text.

Using the phonetic structure of that text as a template, the computer assigns a random consonant to each consonant position, and a random vowel to each vowel position. Spaces between words and at the end of sentences are preserved.

Assigning each of the three speakers a separate channel and a separate note – F, C# and G – the computer then sings it's new construction of consonants and vowels. After which it then loops back to generate another interpretation through the same template. The process is continuous and endless.

My thanks to the soprano, Lucetta Johnson.

---

08.08: *Slow Art*, SIGGRAPH, Los Angeles, USA.

---

<https://www.p000m0000.com/key/chorus/>



*Chorus*

# Metropolis

---

Photographs of urban architecture rearranged according to the HSL (Hue, Saturation and Luminance) values of the individual pixels. 1000mm x 1000mm, mounted on di-bond.

---

02.21 *HIPERLINK* - a new image of the world and man, National Museum Szczecin, Szczecin.

10.16: *Digital Art: Archiving and Questioning Immateriality*, Computer Arts Congress 5, Paris.

03.16 *Where's Wally? Or How to Capture a Constellation*, Goodenough College, London.

06.10 *No Explanation*, Galeria Arsenal, Poznań.

07.09 *URBAN (R)EVOLUTIONS #2: URBAN STILLS*, Festival Miden, Kalamata.

---

<https://www.p000m0000.com/key/metropolis/>



*Metropolis @ GE*



*Metropolis 5 @ GE*

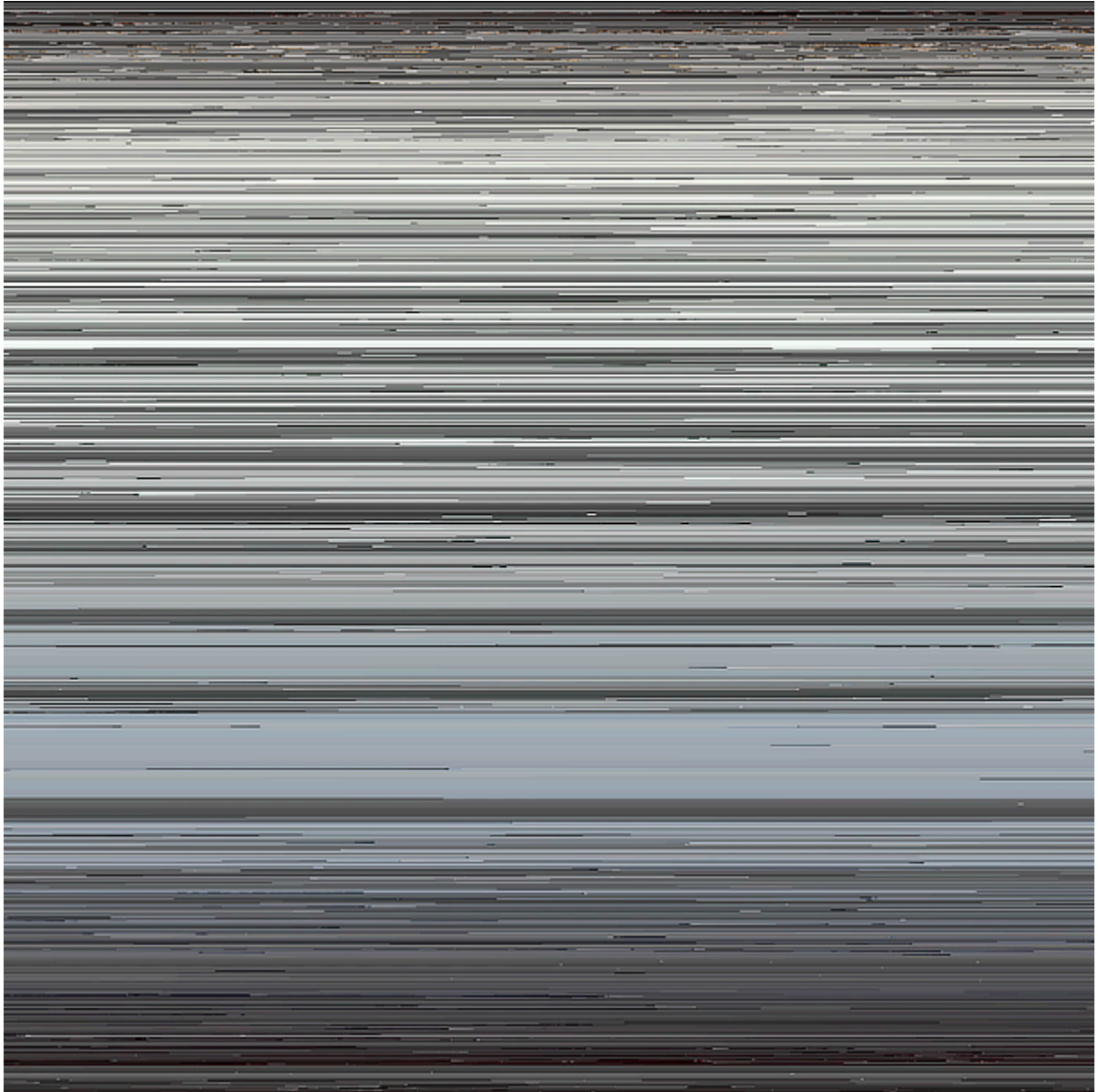


*Metropolis 1: London: 2008-11-11T10:43.29 UTC.*





*Metropolis 5: London: 2010-05-27T12:55.29 UTC.*



*Metropolis 2: London: 2008-11-14T15:56.12 UTC.*

# Signal

---

Computer controlled bank of signal generators that speaks by modulating sine waves to match the frequencies of a human voice.

The dials on each box rotate back and forth and at different rates, the boxes emitting the characteristic whooping sound of a signal generator as the dials turn to their designated frequencies. Human voices can clearly be heard saying something in the middle of it all.

The computer takes a recording of spoken text and constructs a table of frequencies for every few milliseconds. Each row in this list has a time-stamp and 4 frequencies split according to range. The first band contains the lowest frequencies up to 127Hz, the second 128 to 169Hz, the third 170 to 211Hz and the fourth from 212Hz up. This table is used like a musical score for one set of signal generators.

Each "voice" consists of a set of 4 generators. Each generator produces waves within its own band of frequencies. The box on the far left handles the lowest band of frequencies (up to 127Hz), the box on the far right the highest (212Hz and above). The boxes in the middle sharing the frequencies in between.

The 16 boxes constitute 4 separate voices.

The dials turn as the signal generators attempt to emit their frequencies at the designated time, something they cannot always achieve. This results in the sound going in and out of phase, of elongated frequencies pulling voices in and out of recognition and sense.

Although the last iteration ended in a regular pulsating sound, a vague burning smell and smoke.

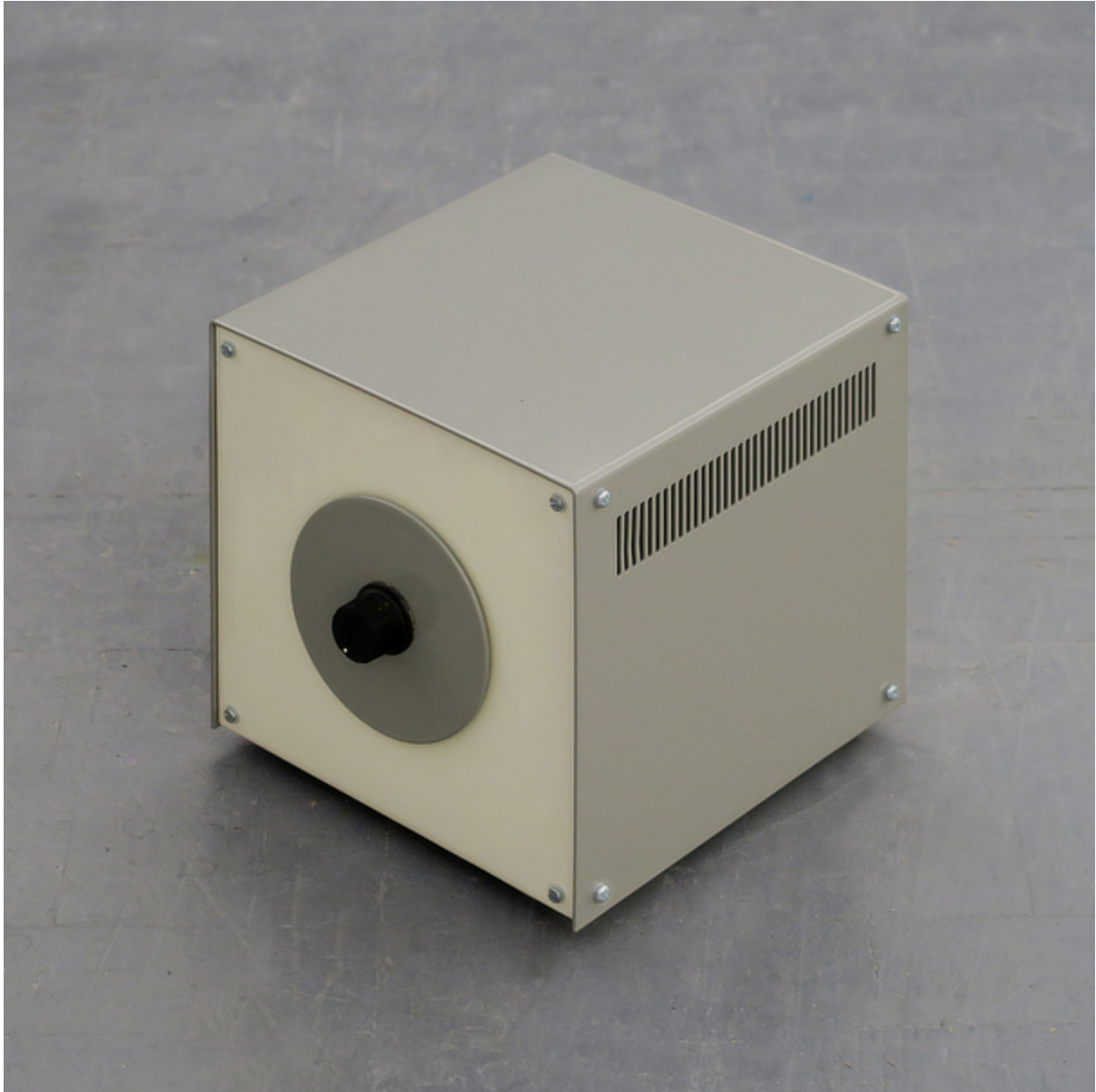
---

04.24: *Under Erasure*, Galeria Łectwo, Poznań.

10.11: *Before the Crash – Art and Science Collide*, The Exeter Castle, Exeter.

---

<https://www.p000m0000.com/key/signal/>



*Signal:* Dial Face



*Signal:* Speaker Face





*Signal:* Install 190424: Dials





*Signal: Install 190424: Speakers*

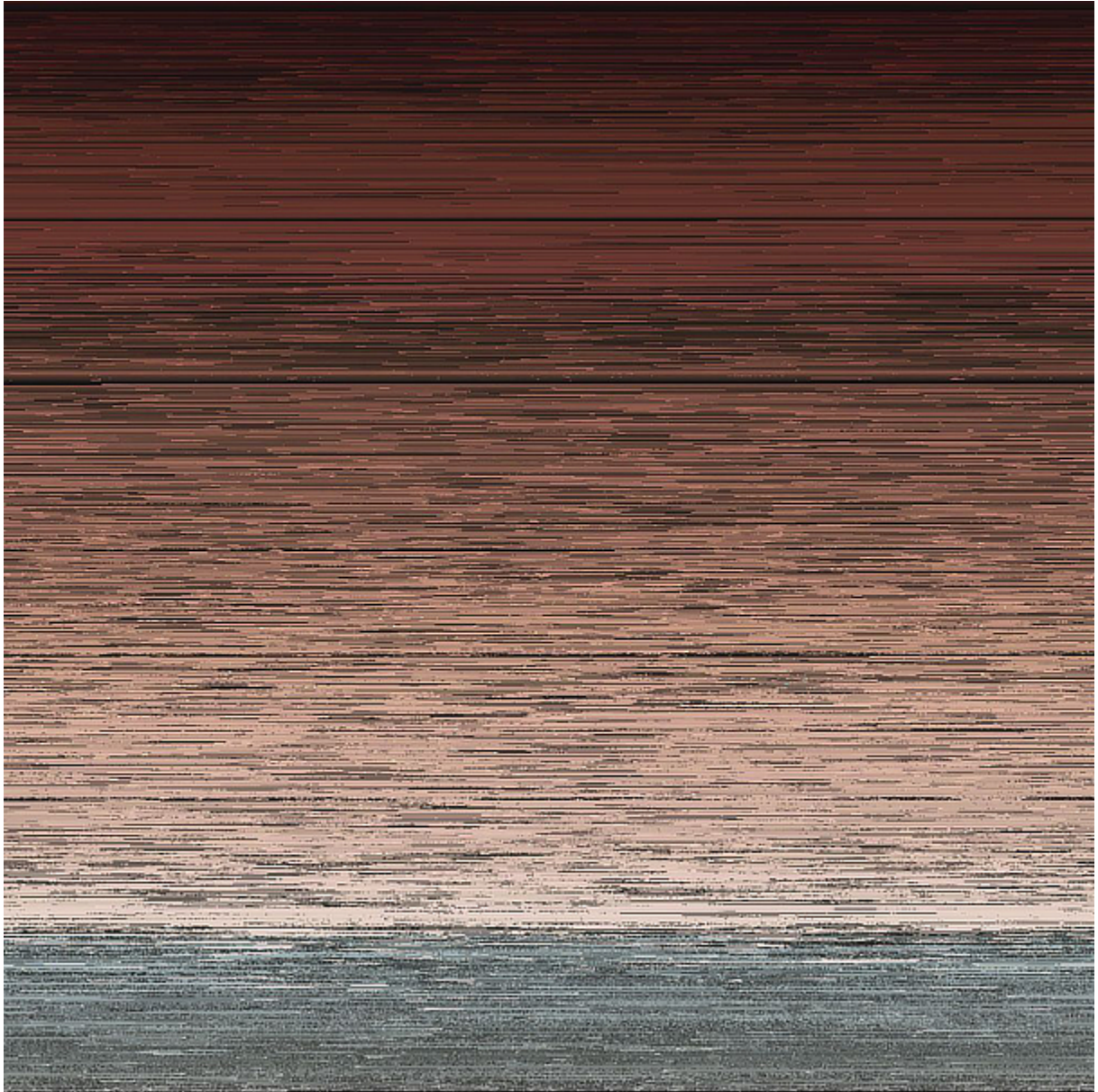
## Autoportrait.

---

Series of digital prints. Self portraits with the pixels arranged more logically. That is, according to their hue, saturation and luminance levels.

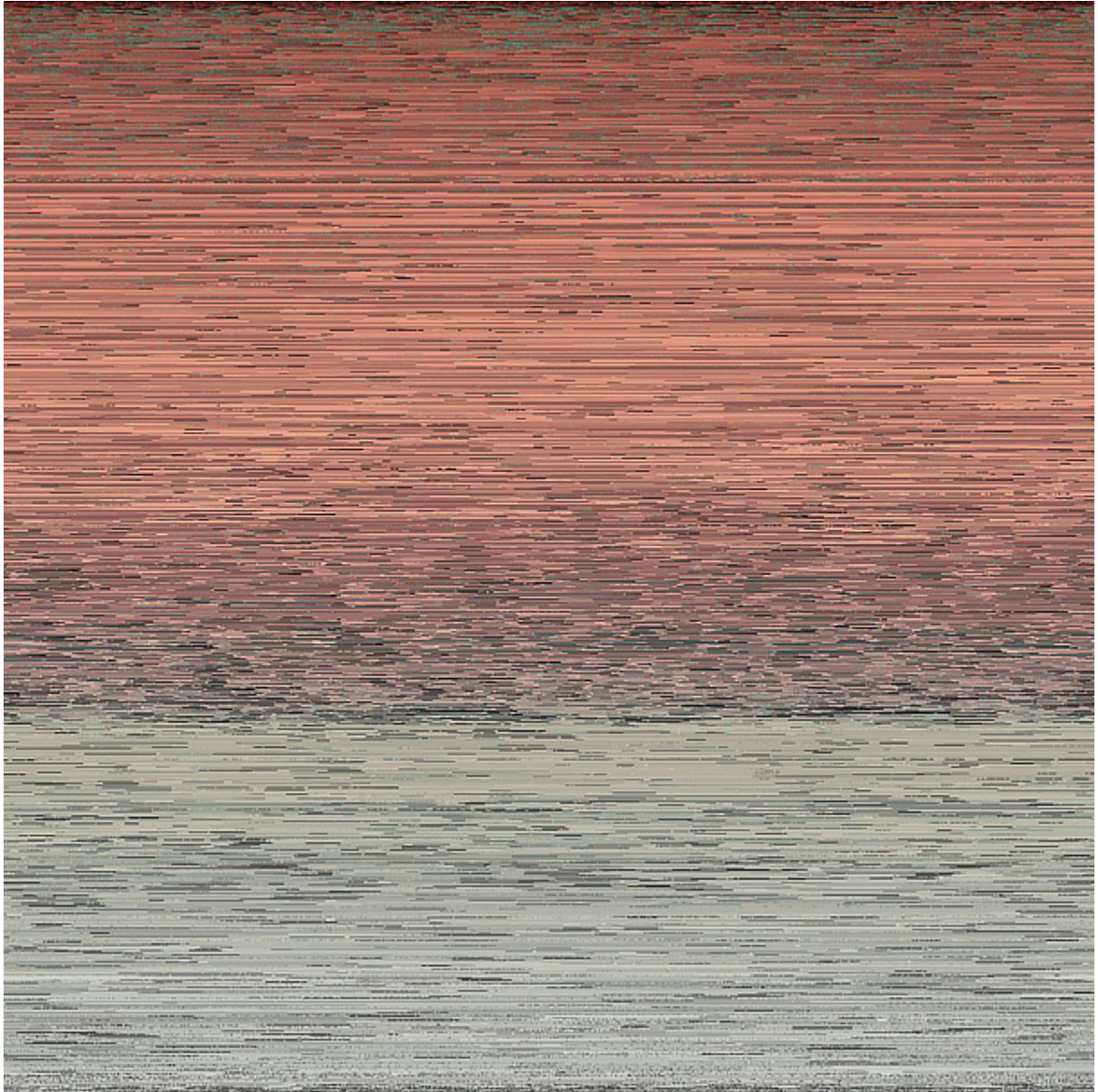
---

<https://www.p000m0000.com/key/autoportrait/>

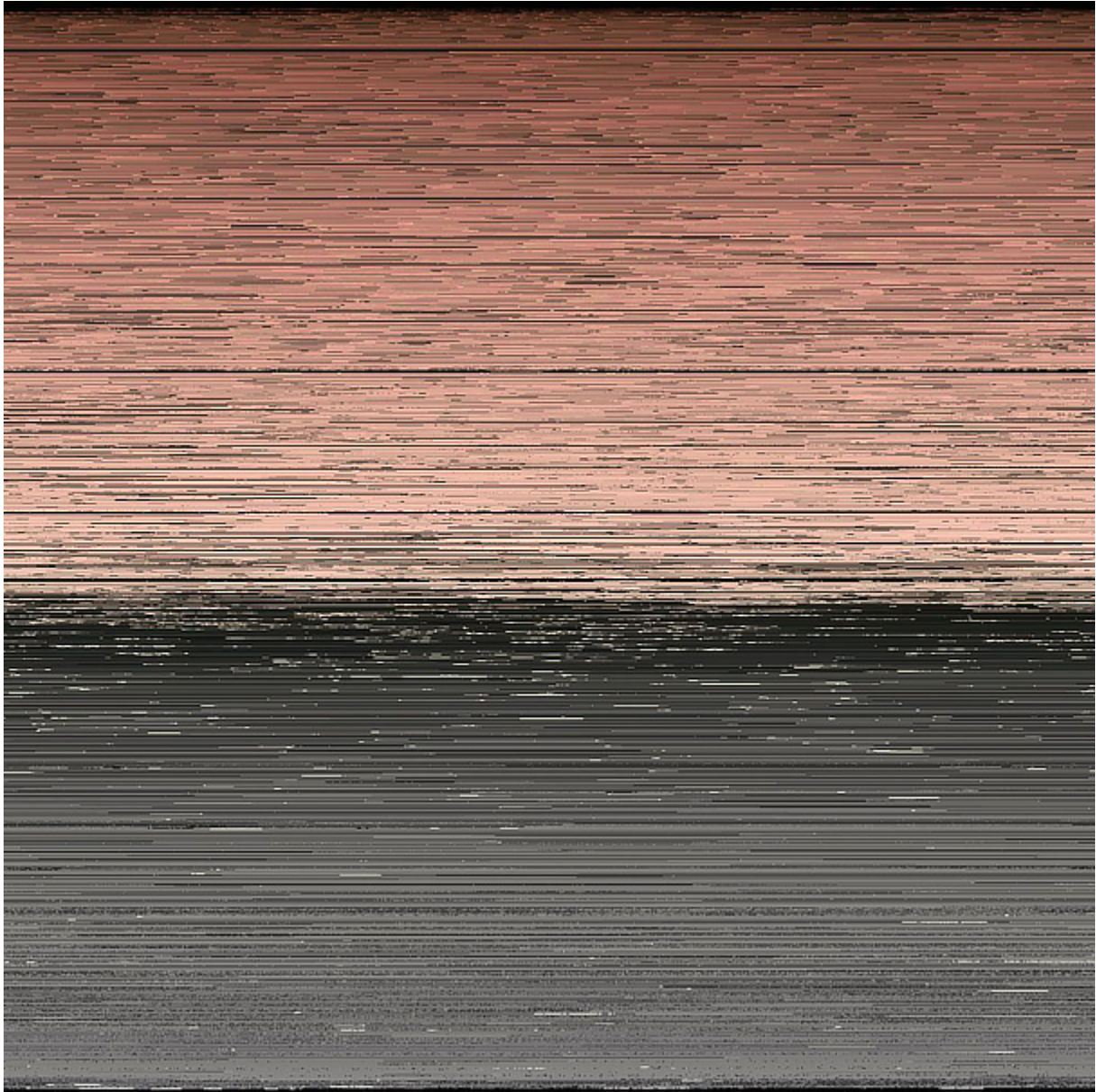


1: *Autoportrait 050223: Bloodshot & Wary.*





2: Autoportrait 200522: New Glasses. Can't See a Thing.



3: *Autoportrait 180621: Reddened, With Feeding Tube & Weird Eyebrow.*



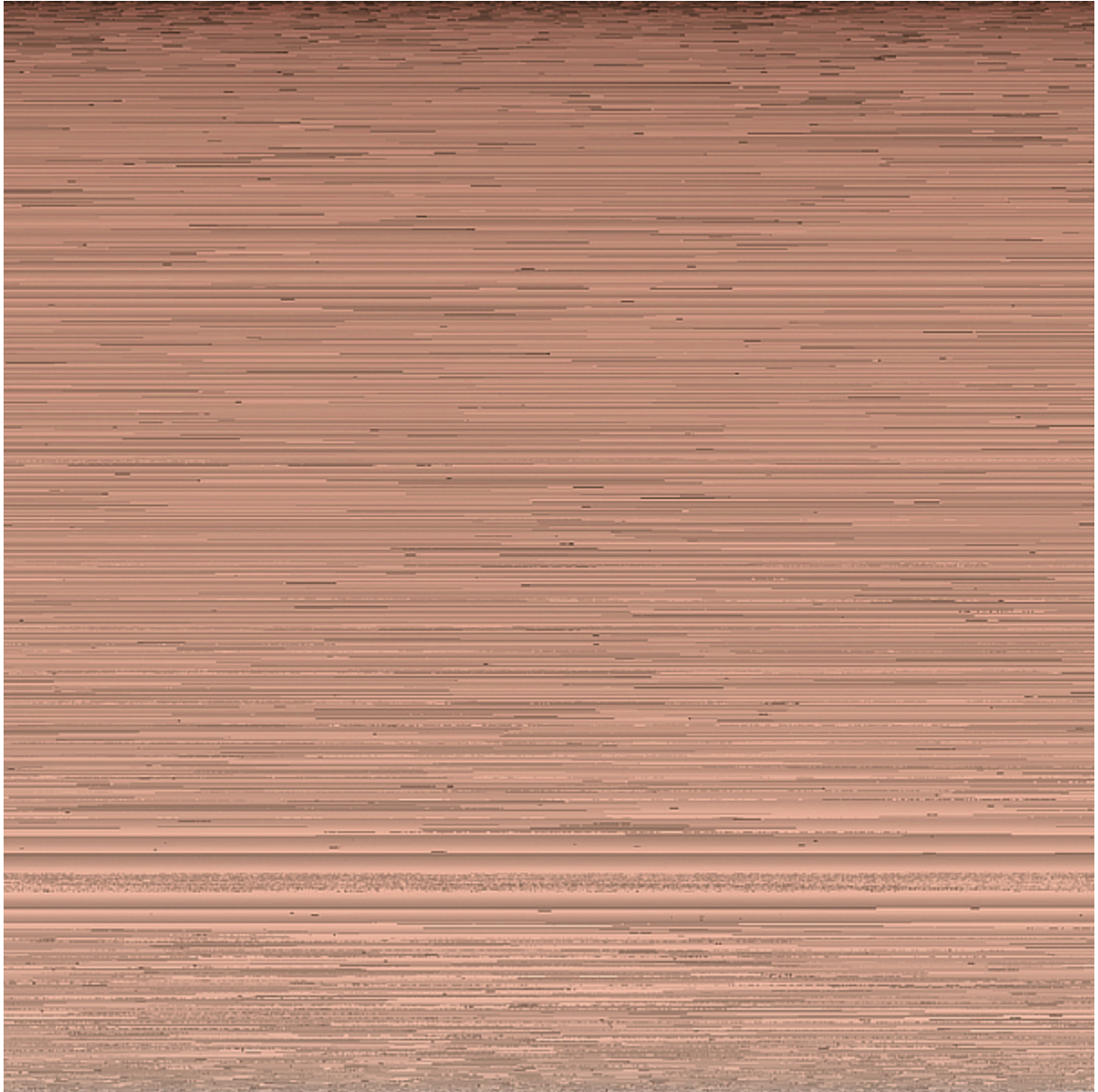


4: Autoportrait 310321: *The Mask & Restraint. Perforated. Difficult.*

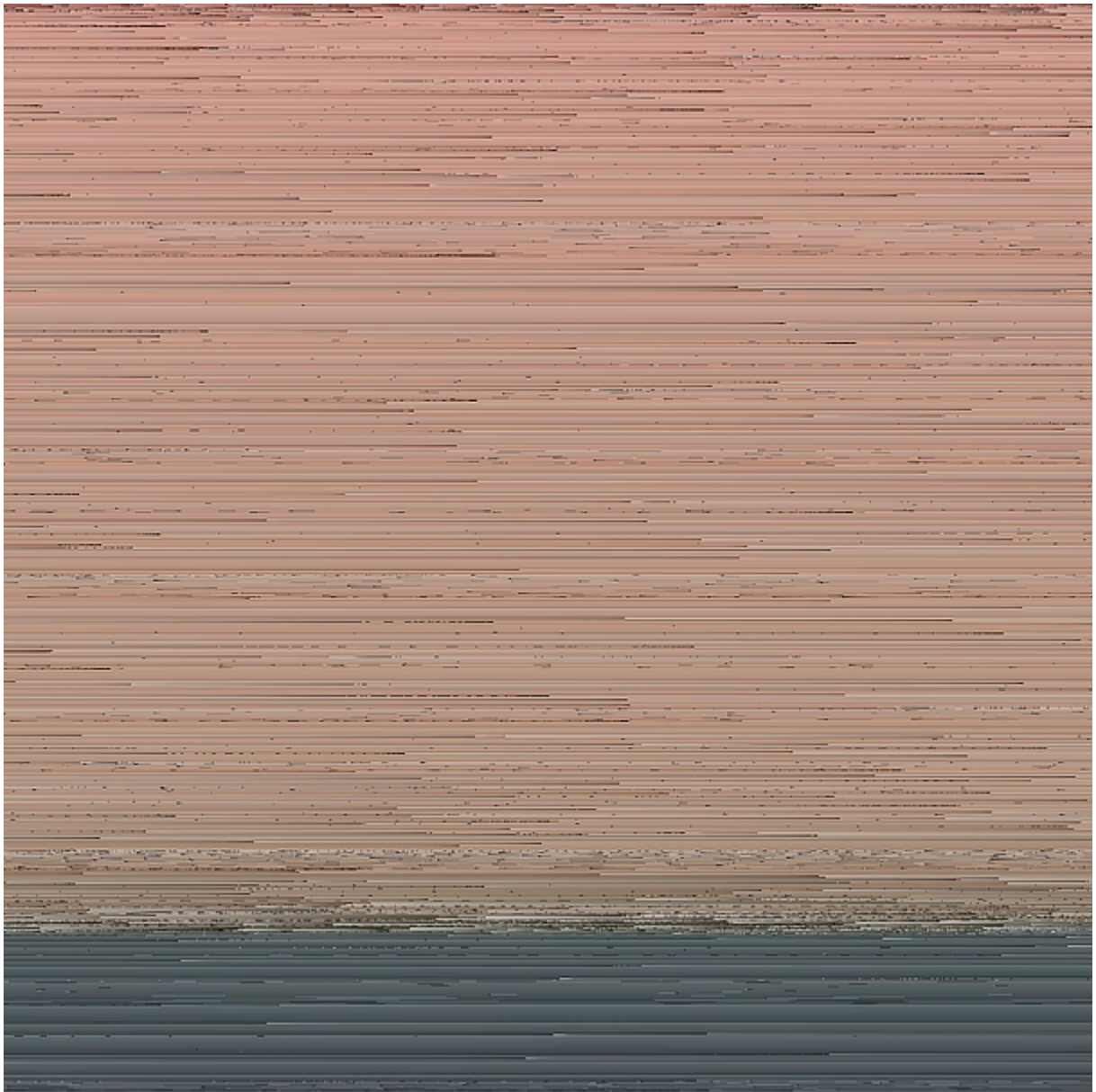




5: *Autoportrait 010120: Dark Clouds.*

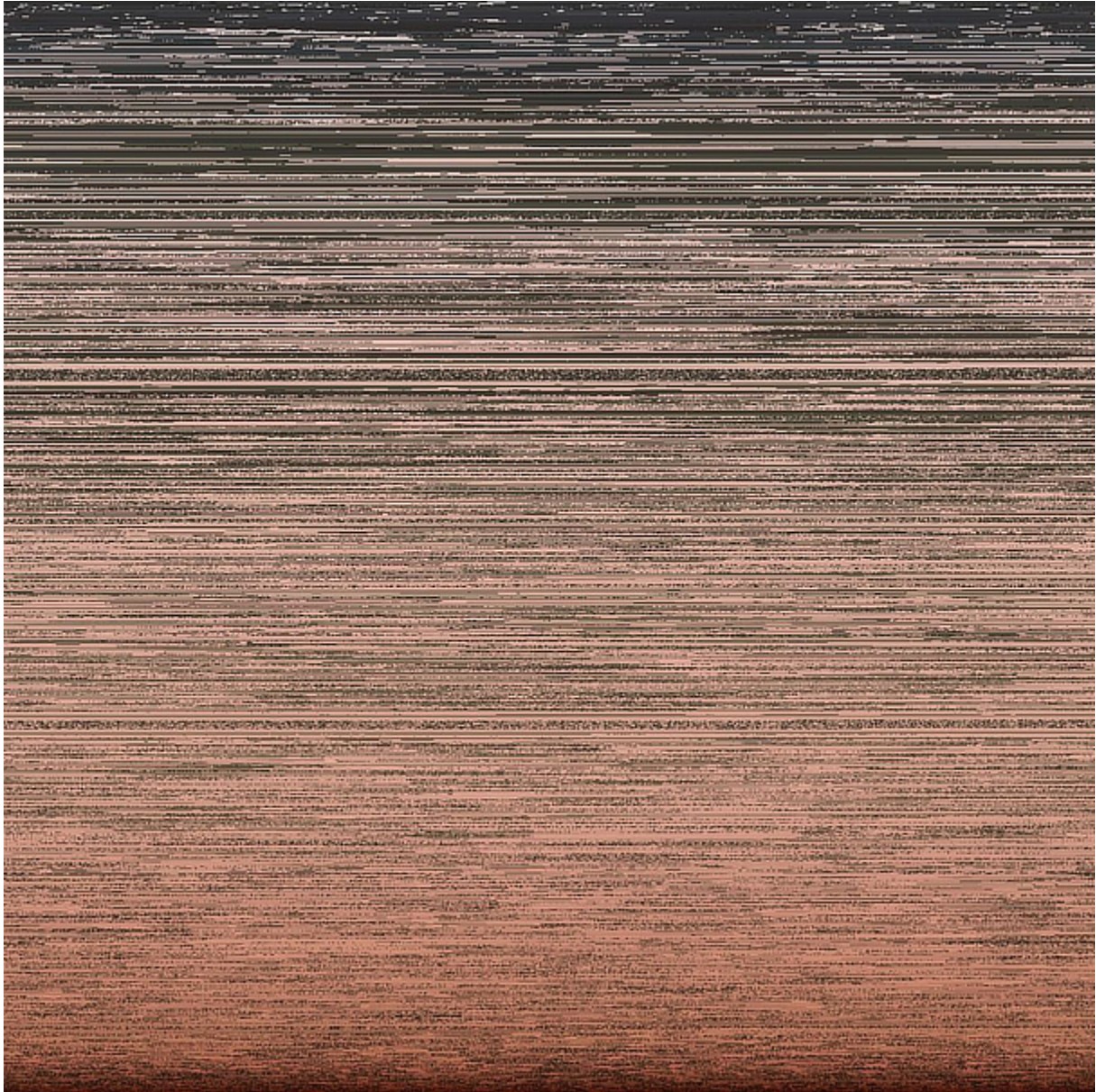


6: *Autoportrait 151118: Full Face. Stubble, No Glasses.*



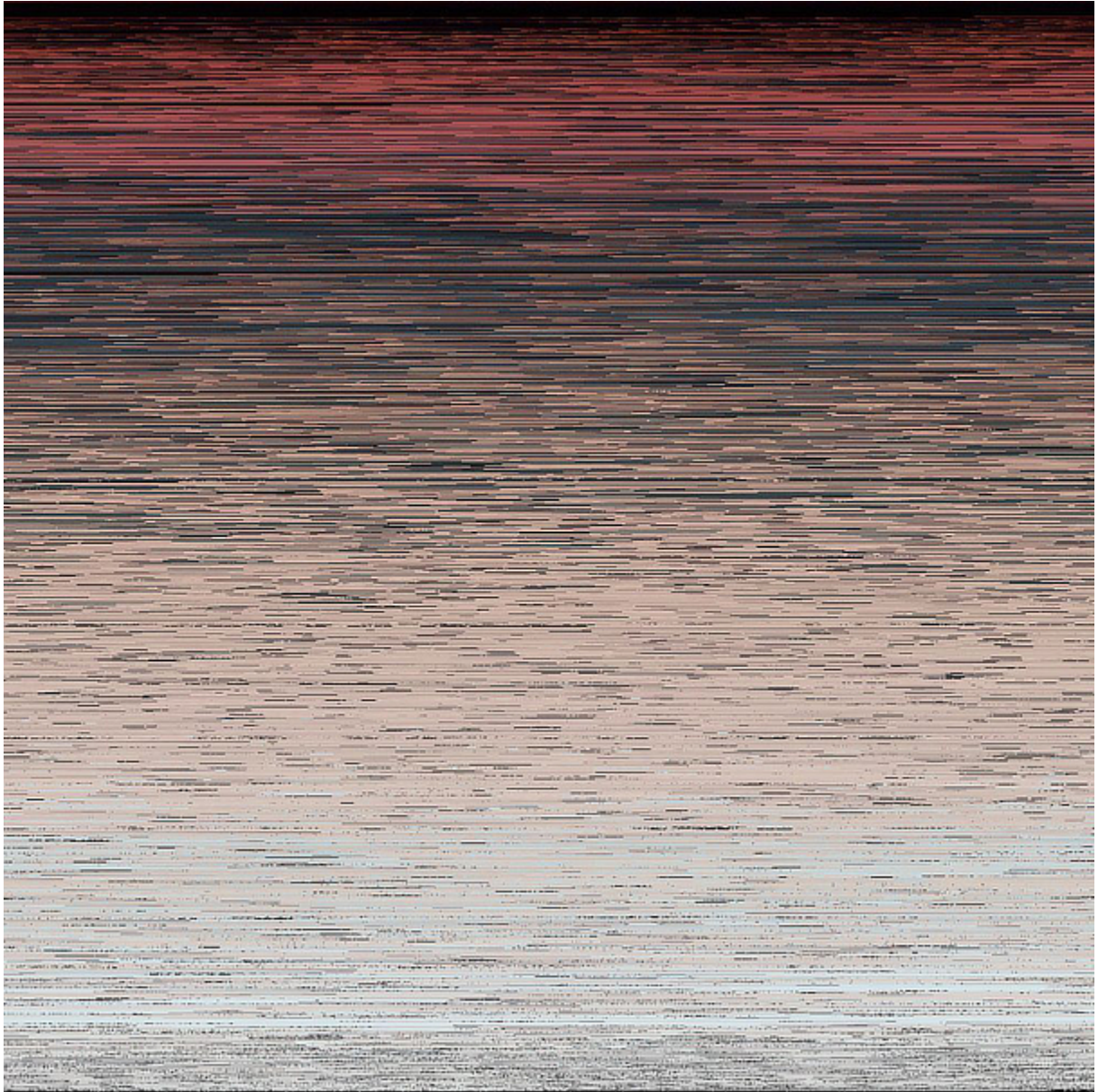
7: *Autoportrait 041013: Glasses, Stubble and Grey T-Shirt.*





8: *Autopportrait 030499: Karaoke. Anarchy in the UK.*





9: *Autoportrait 231076: Portrait of the Artist as a Young Man.*

## The Eye of God

---

Computer program and wide-screen monitor. Left to itself for a very long but finite period, the screen would generate every possible image at increasingly better resolution. Photographs from every dream and nightmare, from all pasts and futures – actual, possible and inconceivable.

The whole screen starts as one pixel. The program goes through all possible combinations of RGB for this single pixel. That is to say, every combination of the 256 reds, 256 greens and 256 blues that can make up a pixel. It then splits the screen horizontally and vertically, and combines each pixel with every other pixel on the screen in all possible configurations – and in all of each pixels own possible RGB combinations. The program keeps splitting the screen until it reaches the size of an actual pixel.

---

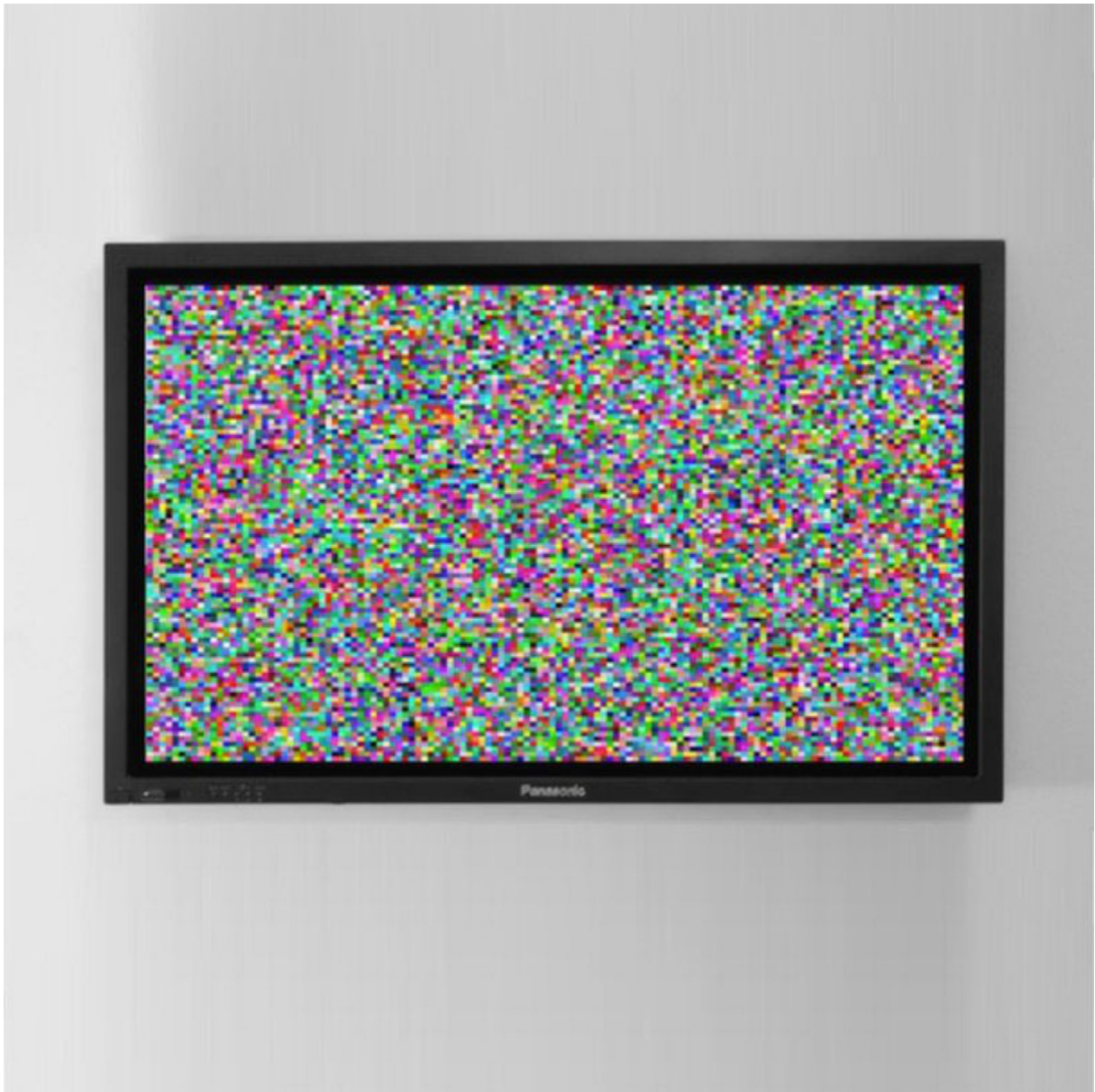
09.12: *Media-Scape* Biennale, Zagreb.

12.10: *Triple Conjunction: Magic, Myths and Mutations*, PixelPoint Festival, Nova Gorica.

---

<https://www.p000m0000.com/key/the-eye-of-god/>





*The Eye of God*

## Lacuna

---

Missing segment in book or manuscript. Cavity or depression, especially in bone. 3D anatomical models. Screen prints.

---

<https://www.p000m0000.com/key/lacuna/>



*Lacuna* Install 220618

# Twilight

---

A specific moment, location and direction as an object.

Photograph taken at sunset. Pixels rearranged according to hue. Image then proportionally down-sampled to 12 colours. Object constructed according to those proportions.

---

<https://www.p000m0000.com/key/twilight/>



*Twilight*