

super

> momo3010 entered the room...

momo3010: there is one BIG point i want to make

momo3010: graffiti is so easy to do .. u only need a marker or something .. even a pencil is enough and u are in the game .. it takes u 1 min. to buy something to write and start

momo3010: with all the computer stuff the entry barrier is much higher

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momo3010: i dont have to understand graffiti to do it. just get out and do it! with gml i have to have a sort of understanding of xml, i will need a comp, internet ..

momo3010: what i like of gml is the way to document (save) the tag, keeping the original still outside! that is really cool

momo3010: in the gallery i just show the code .. haha

momo3010: 'keep it simple keep it fresh'

momo3010: one thing i miss too (i think evan is not forgetting this aspect)

momo3010: is the aesthetic of graffitianalysis

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momo3010: yes

momo3010: it is super nice .. it attracts people. u see it and ..

momo3010: wowow

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momo3010: it is really well done .. so this is the aesthetic point which is also very important for a tag

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momo3010: <http://www.graffitiresearchlab.de/blitztag>

momo3010: the germans have made various brushes .. do not know i like it that much ..

momo3010: this is more trying to look like graffiti brushes but it is not

momo3010: gml is cool to keep it raw

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momo3010: that is why we need data from outside. the way the tag is done is always depending on the outside!

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momo3010: i said to evan: look it is cool the gml recorder .. but if i am in a room my tag looks different then when i am outside

momo3010: it makes a difference when, where, and how to place the tag

momo3010: is the place hidden, do i have time, is it crowded, is it a big wall ..

momo3010: what i like also about all gml is the fact

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momo3010: it opened a whole new direction. combination of digital art with graffiti art .. the two new popular cultures .. i see gml not only as 'x,y, time'. it paved the way to do electronic outdoor stuff.

momo3010: everybody interesting in doing something into his area is somehow connected to gml.

FS: Yes, true.

think

FS: you mean the way it plays out?

FS: i love the way it works with speed, and these fireworks when it turns

FS: also the drip is great -- i like that it is not faking paint

FS: yes. the digital rendering is super precise without trying to be the same. no replacement

FS: yeah. it is sort of legible in the way a tag also talks about how it was done

FS: what do you mean?

FS: sorry you got disconnected

data