

PATTERNIST

Live at **Impakt Festival** in Utrecht, The Netherlands

October 24 - November 11, 2018

Download this **special edition** now on [itch](#)

Patternist is an augmented reality multiplayer game. It's game mechanics of collecting, trading and building enable users to build an in-game AR landscape through a sci-fi narrative. Patternist is a location based game and its environment directly reacts to urban infrastructure.

The sci-fi framing of Patternist centers around a fictional exoplanet that has been discovered and mysteriously appears on Earth's surface. It has been mapped according to the Earth's geo-coordinates on a 1 to 1 scale. The players can reveal the fantastic landscape of this planet in AR by finding different collectible elements that are spawned around the city.

Visit us at **Het Huis** for daily guided tours oct 24-28

Lange nieuwstraat 7, utrecht

View our exhibition at **Fotodok** oct 24-nov 11

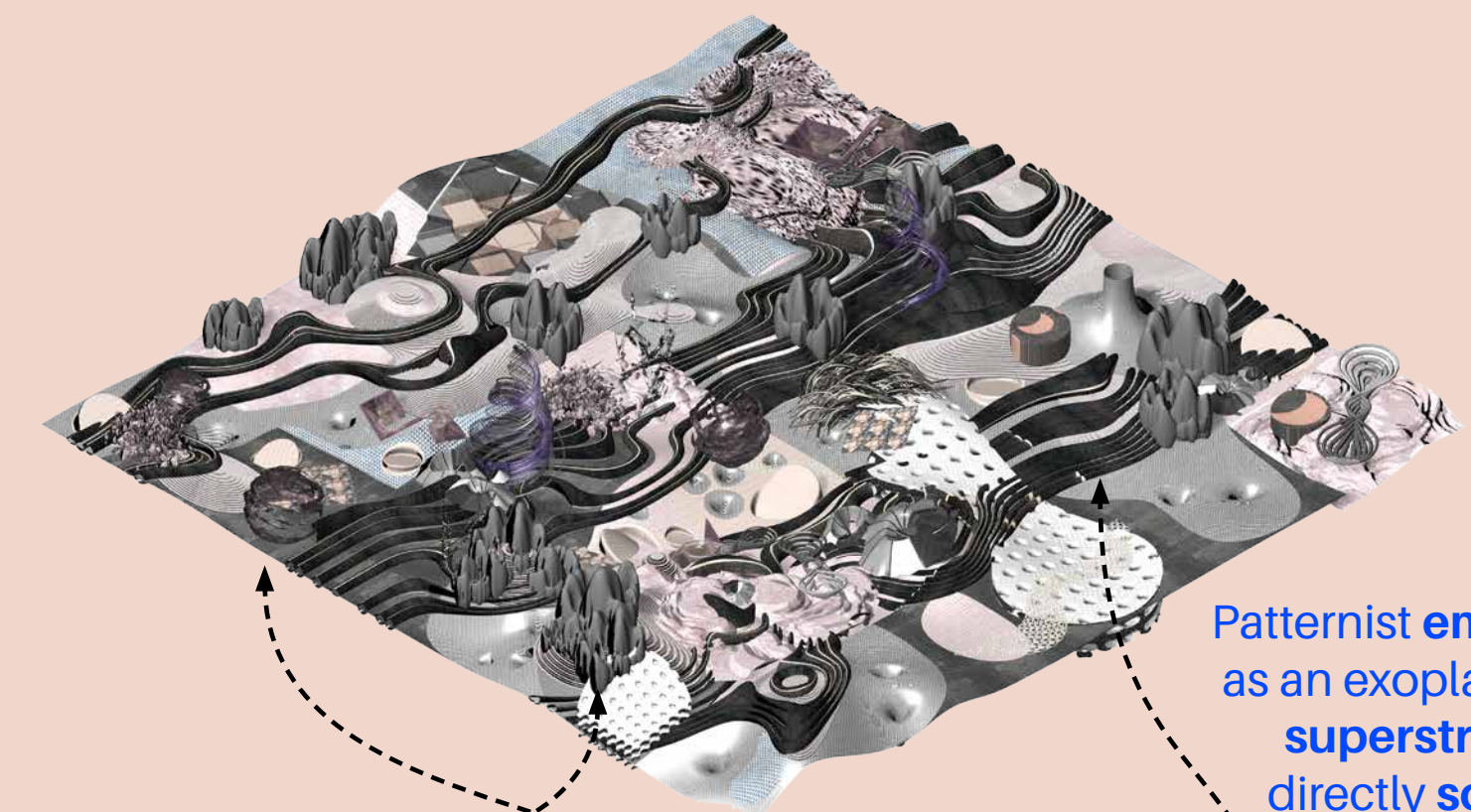
Boorstraat 107, utrecht

AN AUGMENTED URBAN REALITY GAME

PATTERN IST




INSTRUCTIONS

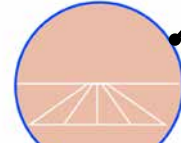


03.
Patternist emerges
as an exoplanetary
superstructure
directly sourced
from the infra-
structure of
the earth.

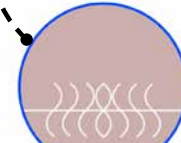
LAVALITE
Steam bath. Sucked on Hollow Earth. Porepack. UV aqua rich charcoal. ZARA changing rooms.




MACADIGEN
You want to leave quickly, the sun is hot. What should diesel fumes smell like? You try to open the window but the mechanism is jammed. There's no traffic.



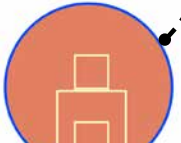
CORADIUM
Things are about to get seasonal. Grow out your bangs, buy an IKEA orchid, start an Instagram series of sunsets over onion domes.




WEEDEATER
Sandstorm. Marbled trauma, transparent dust sphere. Fidget spinner needs lubrication.



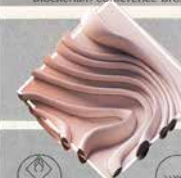
STRUCTURITE
Watch your step. You are sharing space with scripted disruptions. A masterplan alongside fire, voids, new paths, bright creatures, and schemes.




BABUCONIUM
In this environment symbols are repeated endlessly. You hope someone is watching your discreet gestures.



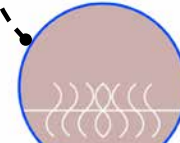
NAVMESHAGIA
Planets align causing squishy spatial boolean maze eclipses. Union puffs, papier-mâché, blockchain conference bros.



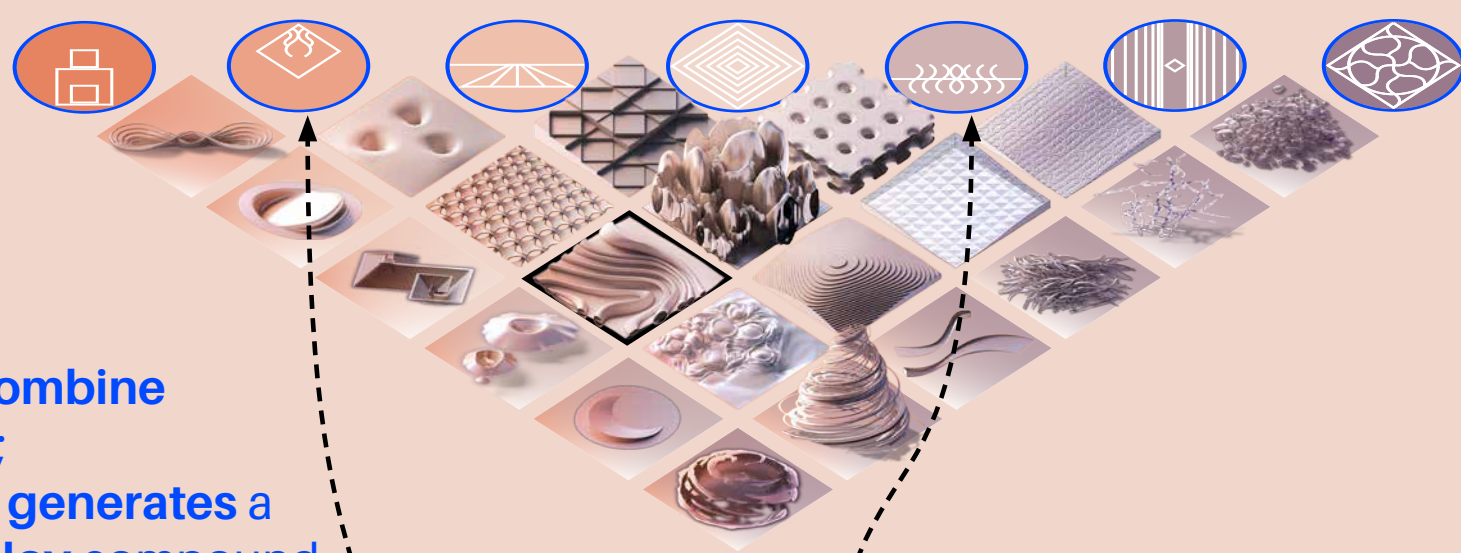
ARIPHAIDE
Shoulder tap. Just checking in. Radio feedback. Grey noise. Your luck is about to change. Have you ever considered modeling?



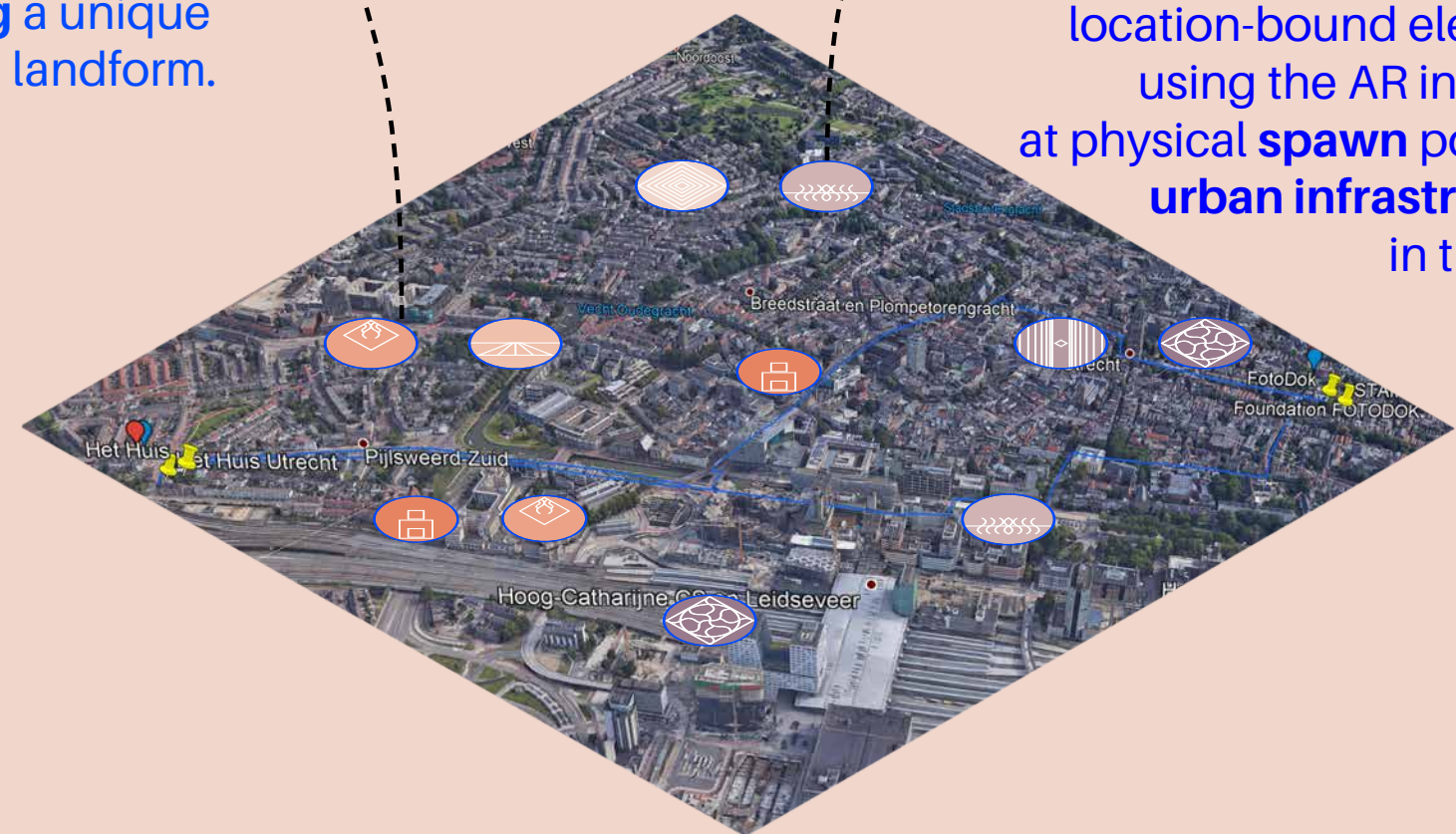
CORADIUM
Things are about to get seasonal. Grow out your bangs, buy an IKEA orchid, start an Instagram series of sunsets over onion domes.



02.
Players combine
elements;
each pair generates a
unique alloy compound,
revealing a unique
Patternist landform.



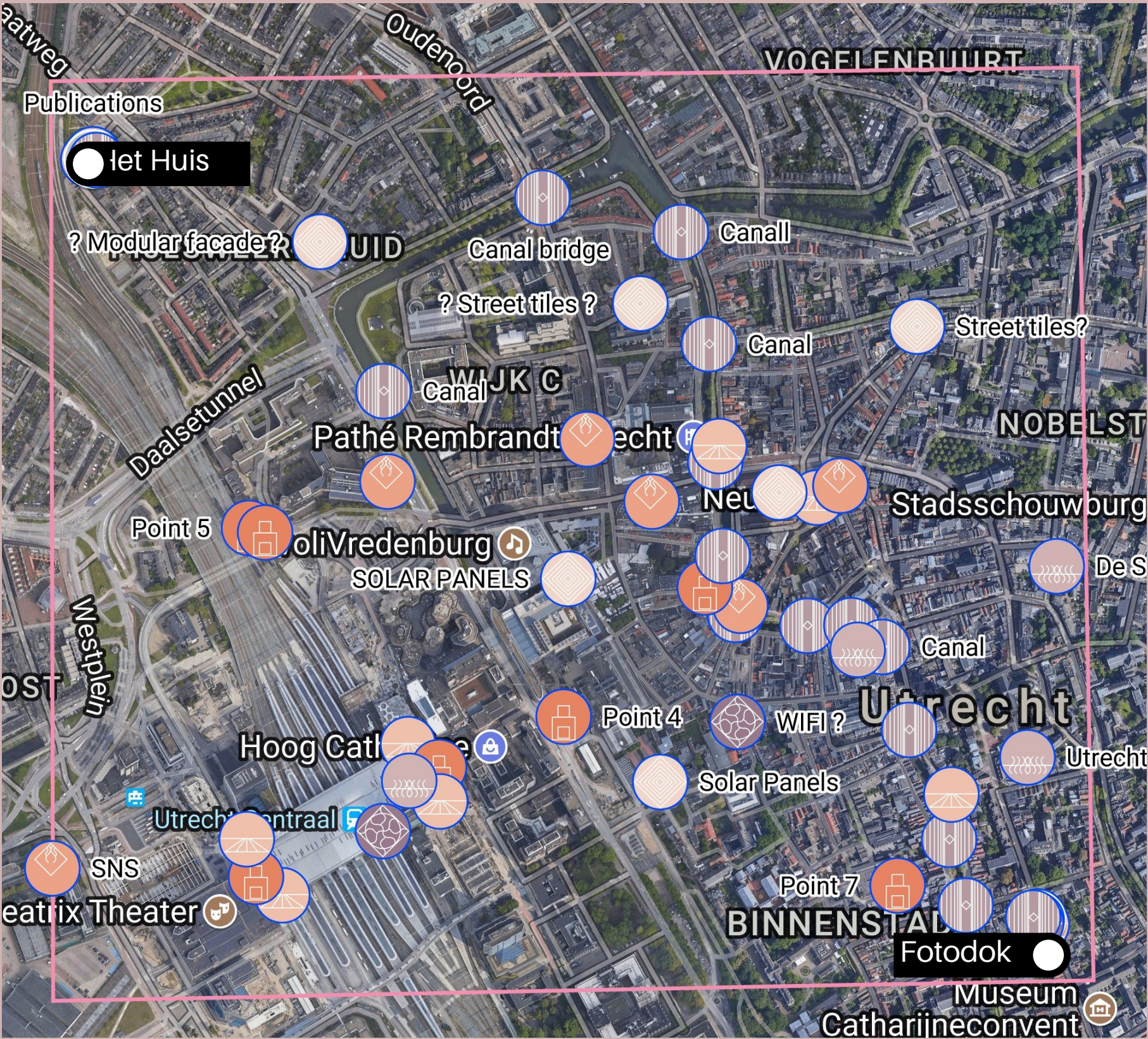
01.
Players detect and collect
location-bound elements
using the AR interface
at physical spawn points of
urban infrastructure
in the city.






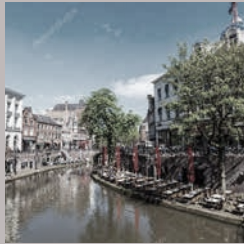



LOCATIONS

Along the navigable routes between the two Impakt Festival venues, the Het Huis and Foundation Fotodok, players can find Patternist elements spawning in infrastructural urban locations which connect to larger algorithmic superstructures. By playing Patternist, participants reveal connections between patterns of discrete urban systems, old and new, coexisting within interconnected intelligent networks.

Add the live map of **spawn locations** in Utrecht with MyMaps tinyurl.com/y7x2h6n4



Influence	Capitalism	Surveillance	Standards	Journalism	Water	Wifi
Advertising billboards, marquees, branding	Banks, currency conversion booths, crypto-cafes	CCTV, security guards, security gates	Street tiles, modular facades, mass production	Newspaper magazine media retailers	Waterways, fountains, utility pipes, drains	Power outlets, wifi, fiberoptic cables, radio towers
						
Structurite	Ariphaide	Macadigen	Evocadrine	Coradium	Ekandalso	Babuconium
