

MACHINE PROJECT

Machine Project exists to encourage the heroic experiments of the gracefully over-ambitious. We provide educational resources to people working with technology, we educate and collaborate with artists to produce site-specific work, and we promote conversations between scientists, poets, technicians, performers, and the communities of Los Angeles as a whole.

DEAR FRIEND

Machine Project valorizes the passionate generalist, the curious amateur, the heartfelt tinker. Since opening in a dishevelled storefront in Echo Park in 2003, we've presented more than a hundred events on wildly different subjects—everything from quantum computing, to medieval battles, to floral models of the Eagle Nebula. (07) We try to make difficult or esoteric knowledge not only accessible, but embraceable and fun.

Machine Project is made up of makers, hackers, poets, programmers, artists, musicians and enthusiasts of all kinds. With all our events, we encourage an exchange of knowledge between members of the arts and technology communities and the general public to create new models of collaboration.

Machine is supported by our workshops and by tax-deductible donations—we're an actual 501 (c)(3) non-profit. All our events are free, but attendees may use the ramshackle and potentially dangerous pneumatic cash transport mechanism to express their love in the form of folding money.

Come by. It would be great to see you.

Love, Machine Project



The Secret Gallery is a stabilized rift in the time-space continuum, a trans-dimensional exhibition space for special projects viewed through various ports and vents in the floor. The Secret Gallery has held a glowing life-sized unicorn skeleton (15), a pair of fondue eating poets who composed on demand (16), a “mechanical” bartender, and an *under ground film festival*. Portals continue to shift and mutate—please watch your step.

EVENTS

We've performed magic with talking plants (13), hosted a spaghetti dinner and performance of music based on algorithms derived from the CO2 output of ripening tomatoes, had two bards sing us songs about the life of Erasmus Darwin, built a noodley-looking rudimentary computer from scratch, made jam (05), and watched the eruption of a floral volcano in the gallery, to name just a few. With all of our events, we assume that curiosity, joyfulness and play are the most important parts of an interesting conversation.

WORKSHOPS

You want to learn about solar robotics, the relationship between programming languages and funny cats, how to build annoying electronic sound-making doodads (04), working with bionic microcontrollers, and how to sew your own pants? Machine Project is the place to go. We offer hands-on training in some of the things you want to know, emphasizing the technologies used in our exhibits and lectures. Technology is the foundation of our culture and society, so the way we learn to use our tools should be culturally interesting and socially invigorating. Our classes are taught by visiting professionals and the occasional mad genius, and attended by students of all backgrounds and skill levels.

RESIDENCY PROGRAM

Our Residency Program brings in emerging experts from a wide array of disciplines to interact with the Machine community. Designed as the opposite of the hidden-in-a-cave residency model, our resident experts will spend an extended period of time teaching classes, giving lectures, curating projects, and holding public office hours. Our residents could be anyone from a team of artists who are experts on sustainability and open source software, to a musician who teaches percussion workshops, to an amazing person we read about and decided the world needed to meet.

EXHIBITIONS

A few times a year, we create research projects as art installations—innovative, non-commercial work which is deeply engaged with the world and nature of the universe. Past installations have included artists' projects like Cold War communication technology by Tom Jennings, a hydraulic man-torso by Jessica Z. Hutchins (12), biological art by Phil Ross, and the nebulous intersection of public-access television and cult doctrines by Kamau Patton. Some of our shows are also produced in conjunction with friends, like the hyperbolic crochet show produced with the Institute for Figuring (03), and the Experience the Experience series of live burials and scaled-down space races produced with Monochrom.

MACHINE
www.machineproject.com

12-5
Saturday
Sunday

Random Weekdays or By Appointment

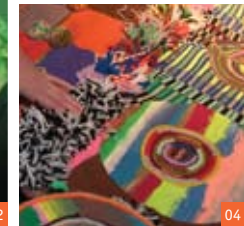
1200 D North Alvarado Street
Los Angeles, CA 90026
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02



05



04



03



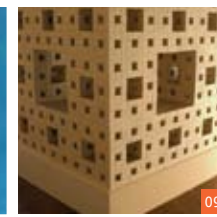
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07



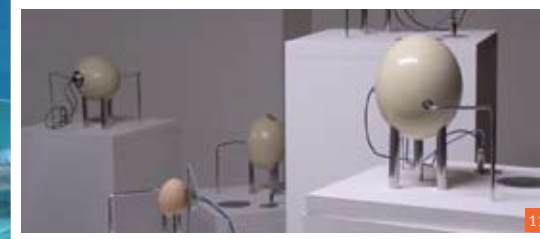
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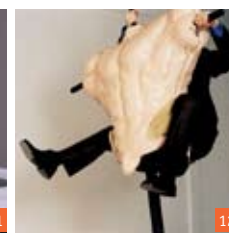
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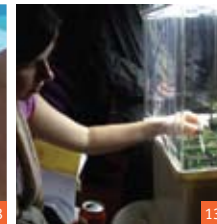
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11



12



13



14

- 01 Machine Project storefront, photo by Michele Yu
 - 02 Fireworks for Los Angeles, Hekla Dogg Jonsdottir, photo by Jason Brown
 - 03 Crocheting the Hyperbolic Plane Workshop, Margaret Wertheim*
 - 04 Make A Baby, Lucky Dragons*
 - 05 Public Fruit Jam, Fallen Fruit, photo by Julian Bleecker
 - 06 Soldering 101, workshop, photo by Scott Mayoral
 - 07 Mach Infinity, Holly Vesecky*
 - 08 Give It To Me, Corey Fogel*
 - 09 Business Card Menger Sponge, Dr. Jeannine Mosely and the IFF, photo by Al Herrmann
 - 10 Dorkbake, superbunker.com, photo by Michele Yu
 - 11 Almost Certified, Kelli Cain and Brian Crabtree*
 - 12 Dark Pastoral, Jessica Z. Hutchins*
 - 13 Psychobotany, presented by Aaron Gach, photo by Michele Yu
 - 14 In Search of a Myopic's Leitmotif, Ryan Taber and Cheyenne Weaver*
 - 15 Believer, Karen Lofgren*
 - 16 Reading While Trapped in the Secret Gallery, Joshua Beckman and Matt Rohrer*
- *photo courtesy of Machine Project