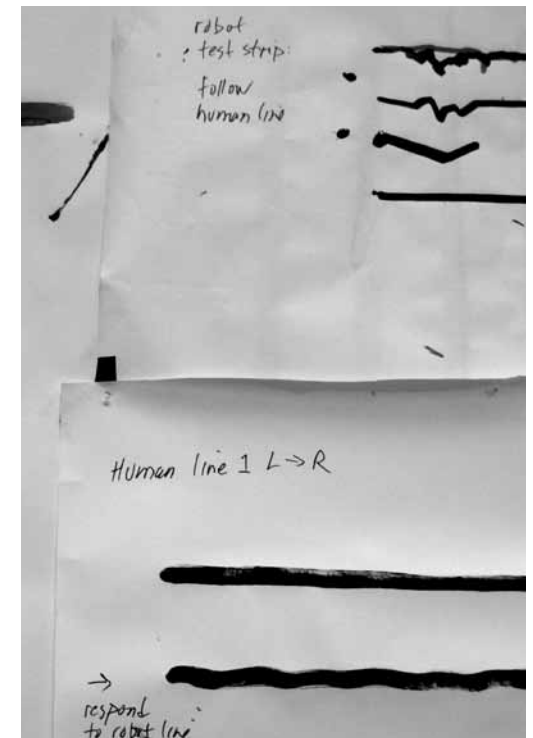
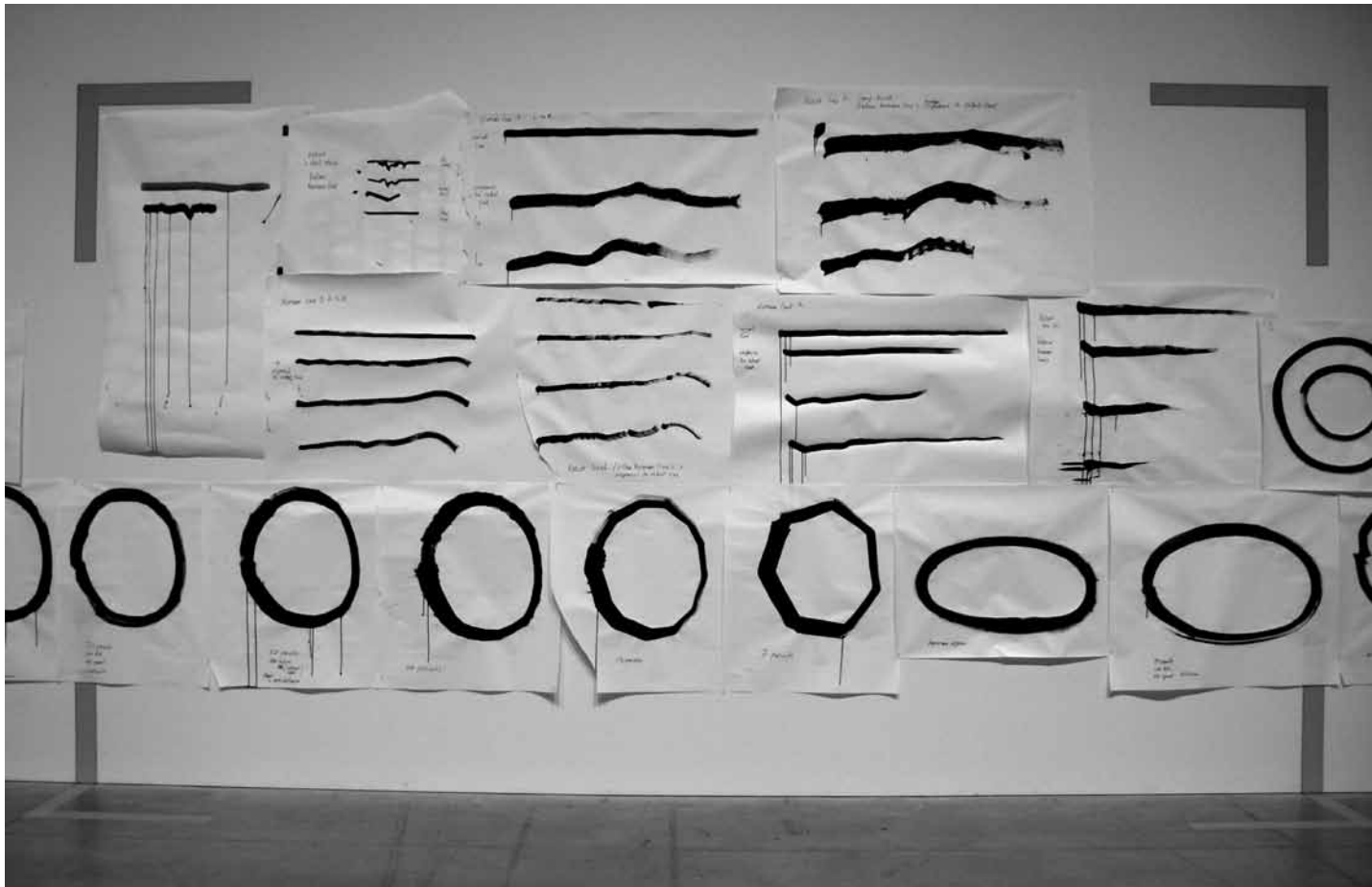
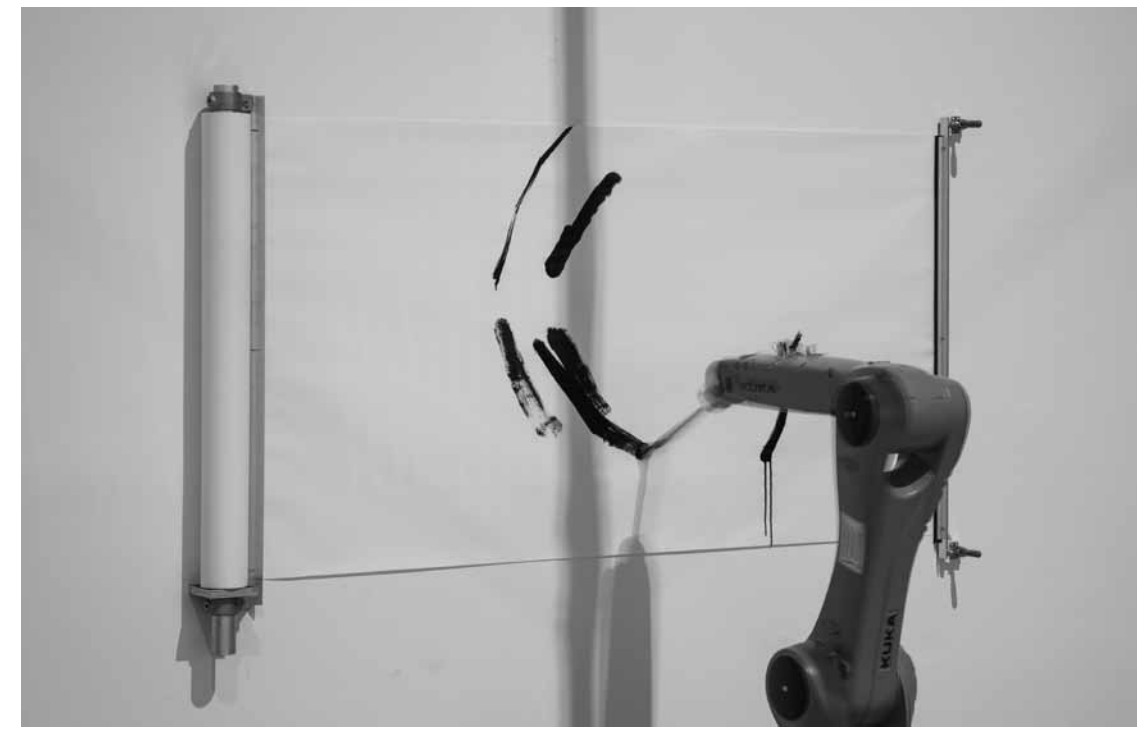
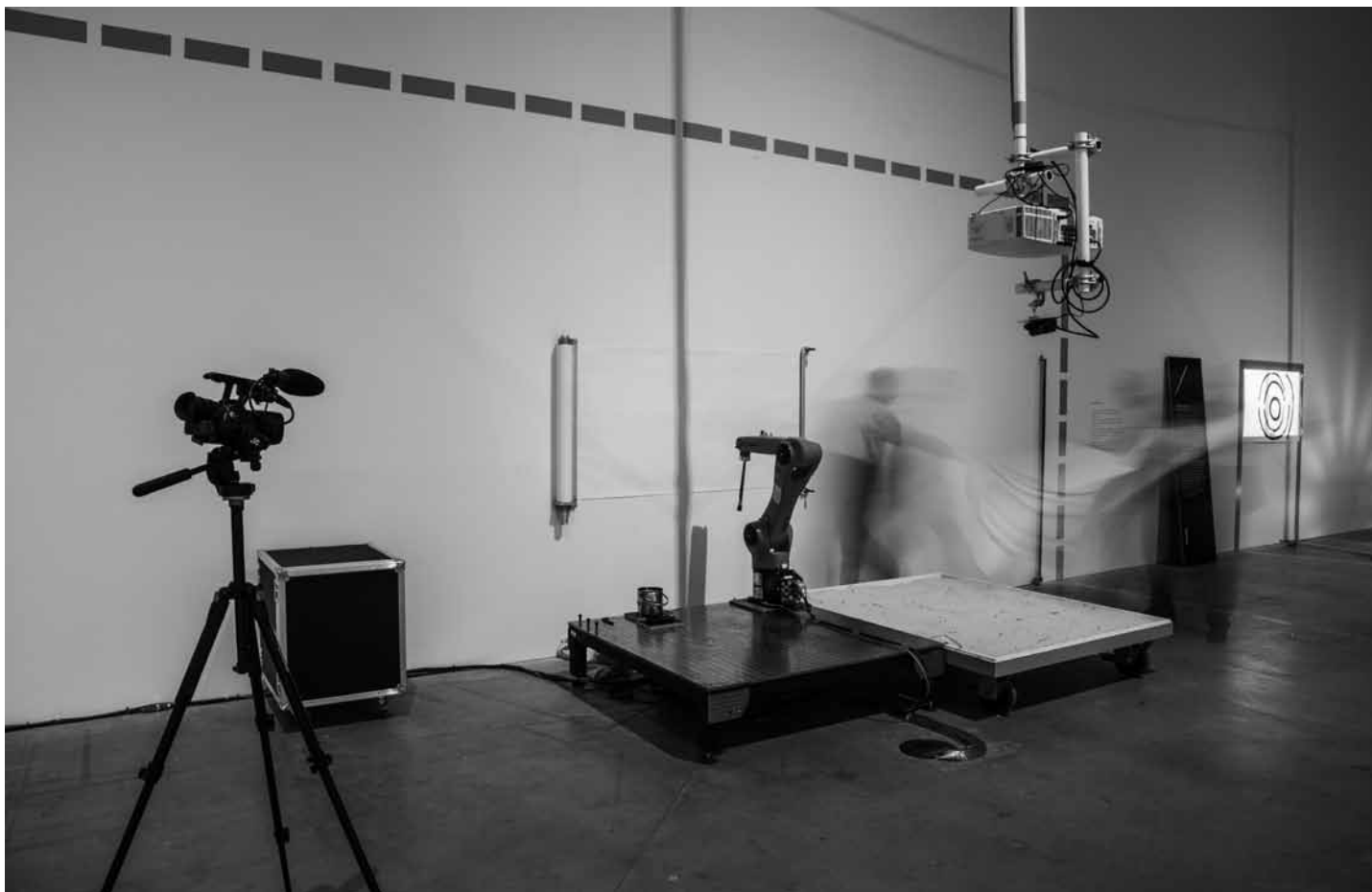


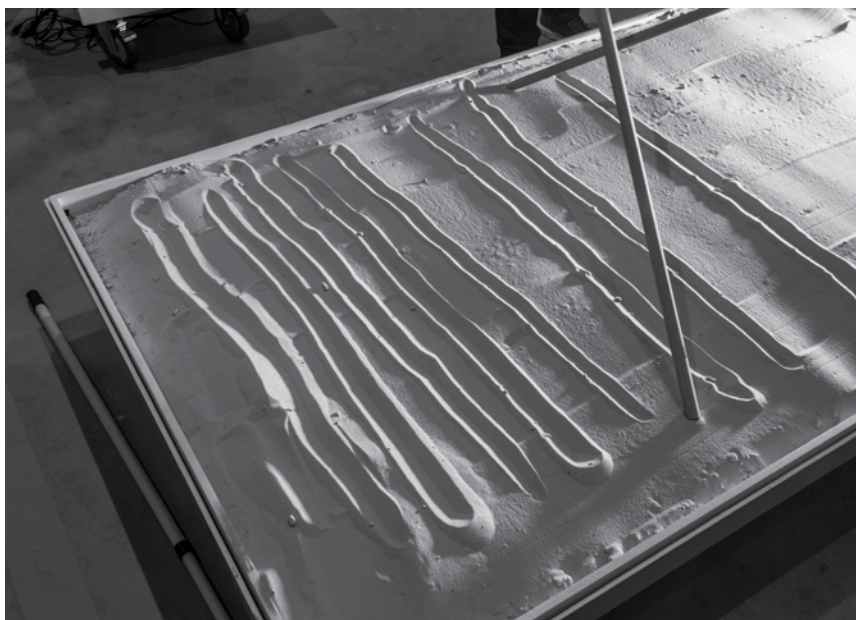
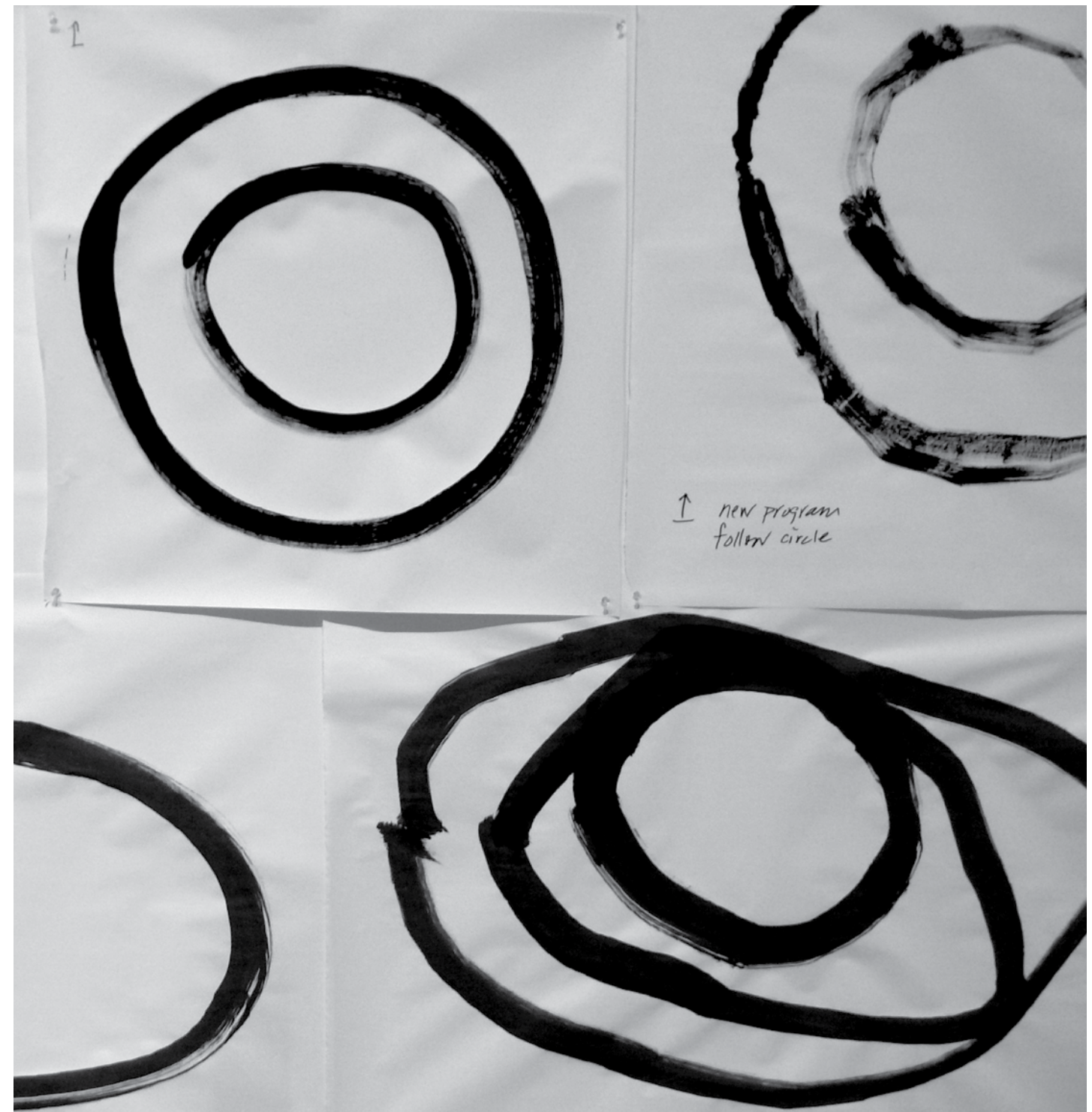
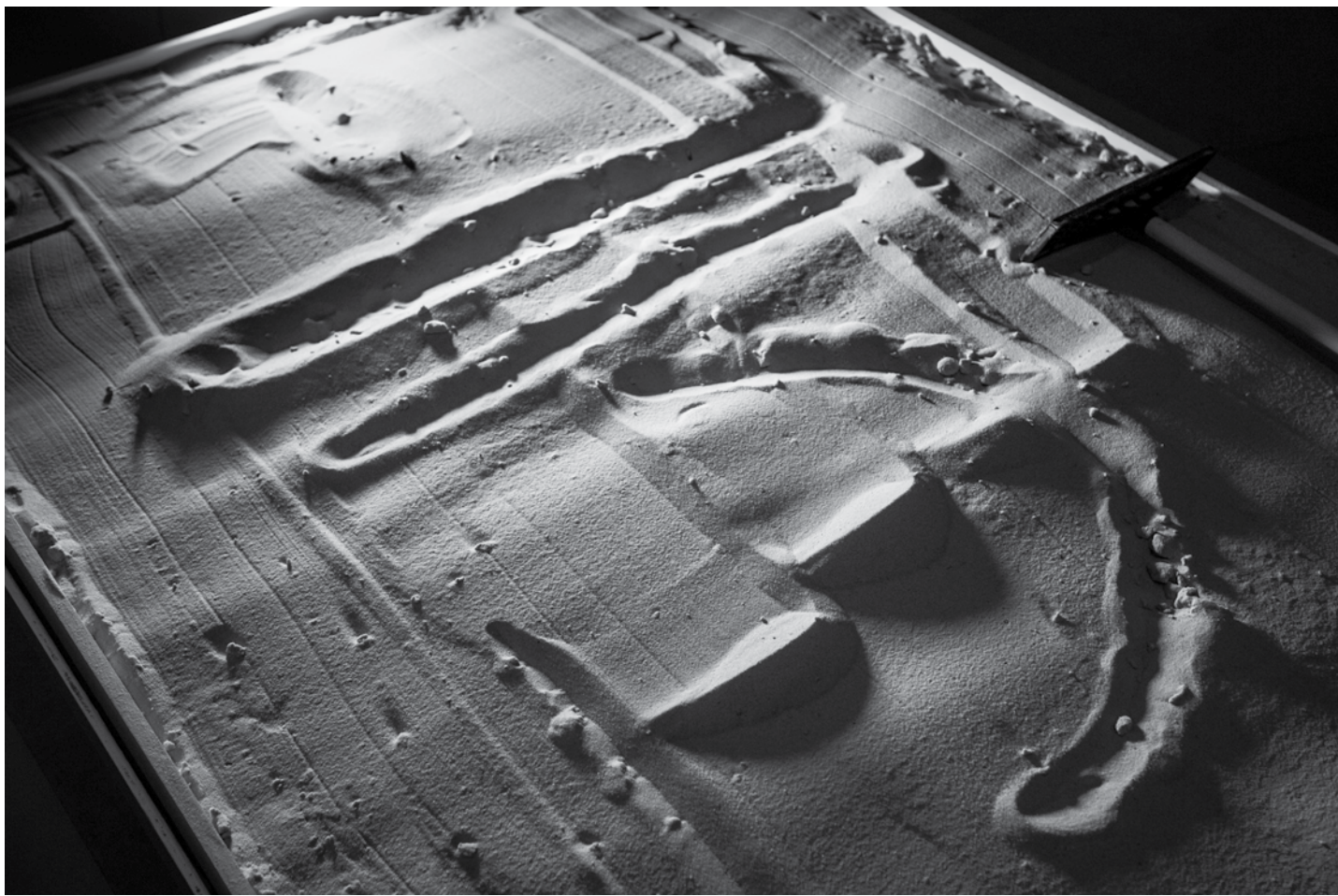




View through Project Room 1 'laboratory' with researchers Charles Anderson and Jondi Keane in residence.



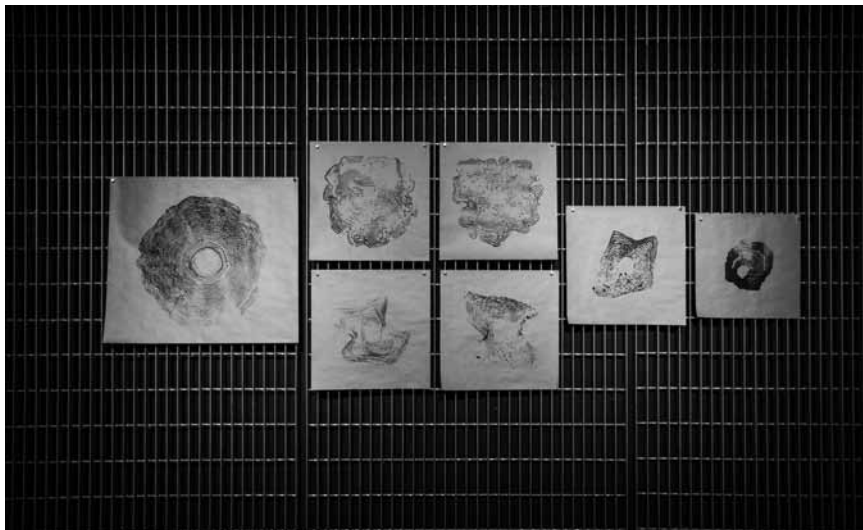
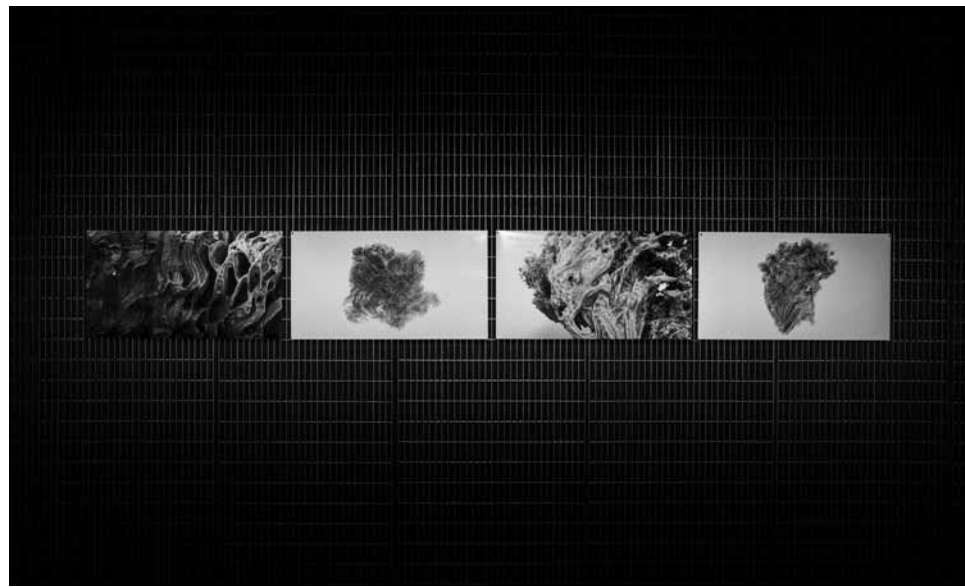
Drawing tests by residents and robots.
This page and opposite (bottom): 'work in progress' images by Charles Anderson/Jondi Keane



Details of drawings by robots and humans on paper and sand.
Opposite page: 'work in progress' image by Charles Anderson/Jondi Keane

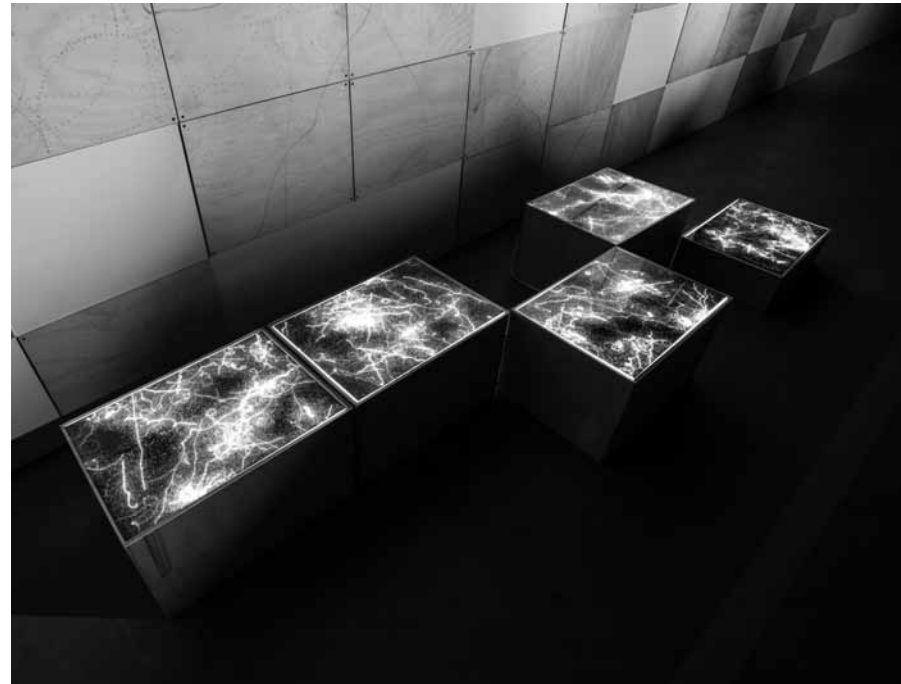
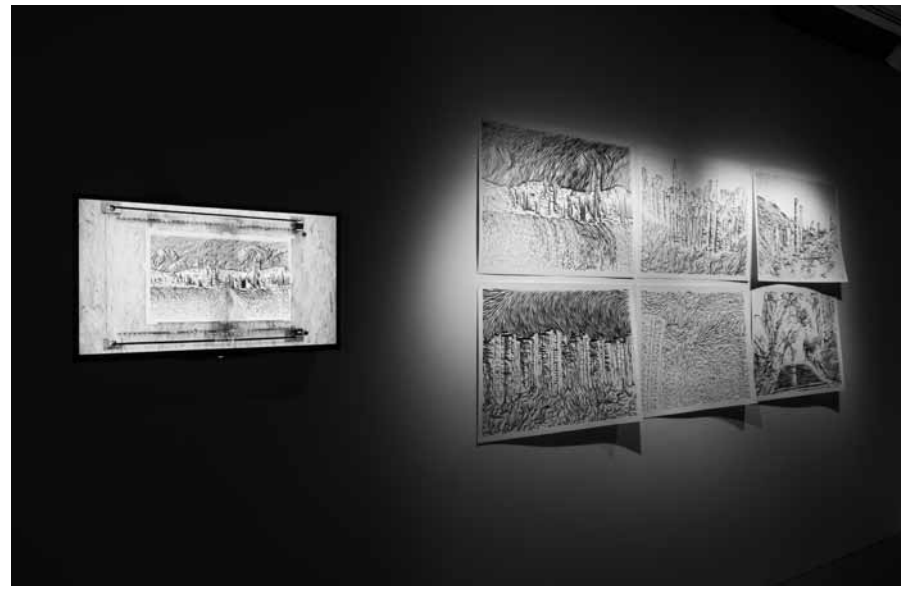


The 'laboratory-like' design of Project Room 1 provides an active space for testing and speculation.



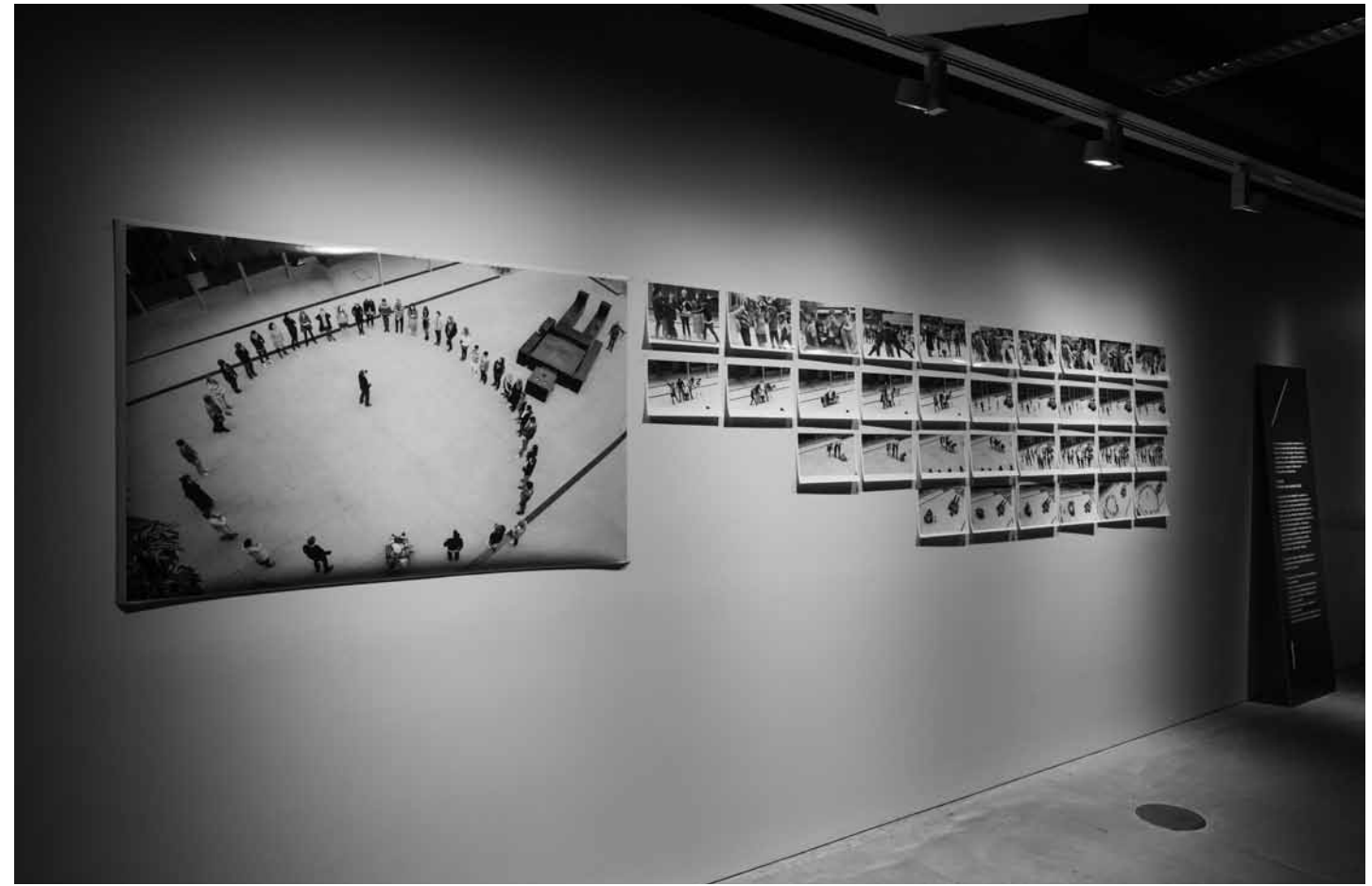
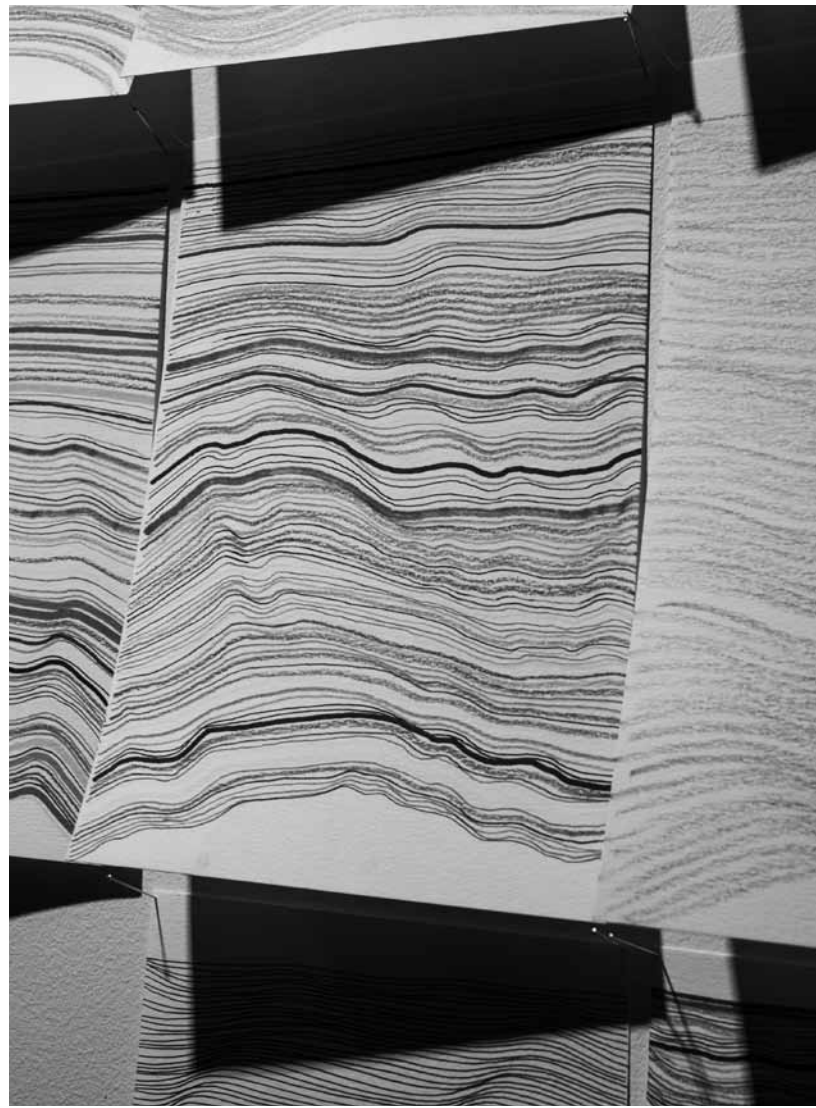
Top: Left: *A House for Hermes 02: Bel Povera (v1)*, Charles Anderson with Tim Schork, 2012.
Right: *Topographies of Thought*, Charles Anderson, 2014 – present.
Middle: *Painterly Forms I & II*, Roland Snooks, 2015.
Bottom: *Stigmergic Contours*, Gwylim Jahn & Christopher Ferris, 2015.

Top: *Cloud Chamber 2*, Charles Anderson with Tim Schork, 2015.
Bottom: *Tissue*, Casey Reas, 2002 – 2015.



Top: *Urban Jungle 1-6*, Kristof Crolla, 2015.
Middle: *Sagrada Família Basilica Passion façade (upper colonnade)*, Jane Burry, 2008 – 2015.
Bottom: *Cloud Chamber*, Charles Anderson with Tim Schork, 2012.

Top: *The Very Vary*, Jondi Keane, 1985 – Present.
Bottom: View of Project Room 2. *Theatre of the Self*; *The Very Vary*; *Con-sequencing*, Jondi Keane, 1985 – Present.



Topographies of Thought, Charles Anderson, 2014 – present.

Bodily Algorithms, Charles Anderson with Tim Schork, Gideon Obarzanek, 2011.

TECHNICS & TOUCH: BODY-MATTER-MACHINE

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