

THE OFFICIAL BIBLE







I PULLED IT OUT,
THAT BROKEN MACHINE
AND TO MY DELIGHT,
IT DIDN'T DO A THING.
NO TURNING MOTOR
NO GRINDING GEAR
JUST OBSOLETE PARTS,
AND SILENCE IN MY EAR.
I CAREFULLY REBUILT IT
AND THE IMAGE ON THE SCREEN
WAS BEAUTY AND ERROR
A GHOST IN THE MACHINE.



THE GLITCH ART BIBLE

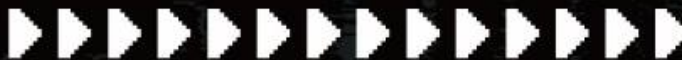
TO SOME, ONLY THE NEWEST TECHNOLOGY HOLDS MEANING. AS TELEVISIONS, PHONES, CAMERAS, AND OTHER MACHINES BECOME MORE ADVANCED, MORE ARE ALSO DISCARDED AS PIECES OF OBSOLETE JUNK. GLITCH ARTISTS DO NOT SEE USELESS MACHINES—THEY SEE OPPORTUNITY.

GLITCH ART IS THE ART OF MAKING PURPOSEFUL GLITCHES, OR ERRORS, AND DISPLAYING THE IMAGES NOT AS MISTAKES, BUT AS CHAOTIC BEAUTY.

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AVD78



David George Hayes was always an artist at heart, and his discovery of analog video mixers played a major role in his artistic breakthrough. The old, battered home video editing hardware in his home offered an infinite array of visual surprises and was the first of many that expanded his ever-growing collection.

His journey for the freshest results has led to collaborations with many successful music artists, a 2018 commission from Adidas creatives, and his work displayed by Grayson Perry at the 250th Royal Academy Summer Exhibition.

AVD78's David George Hayes lives in Tring, and is constantly working to push the boundaries of glitch art.



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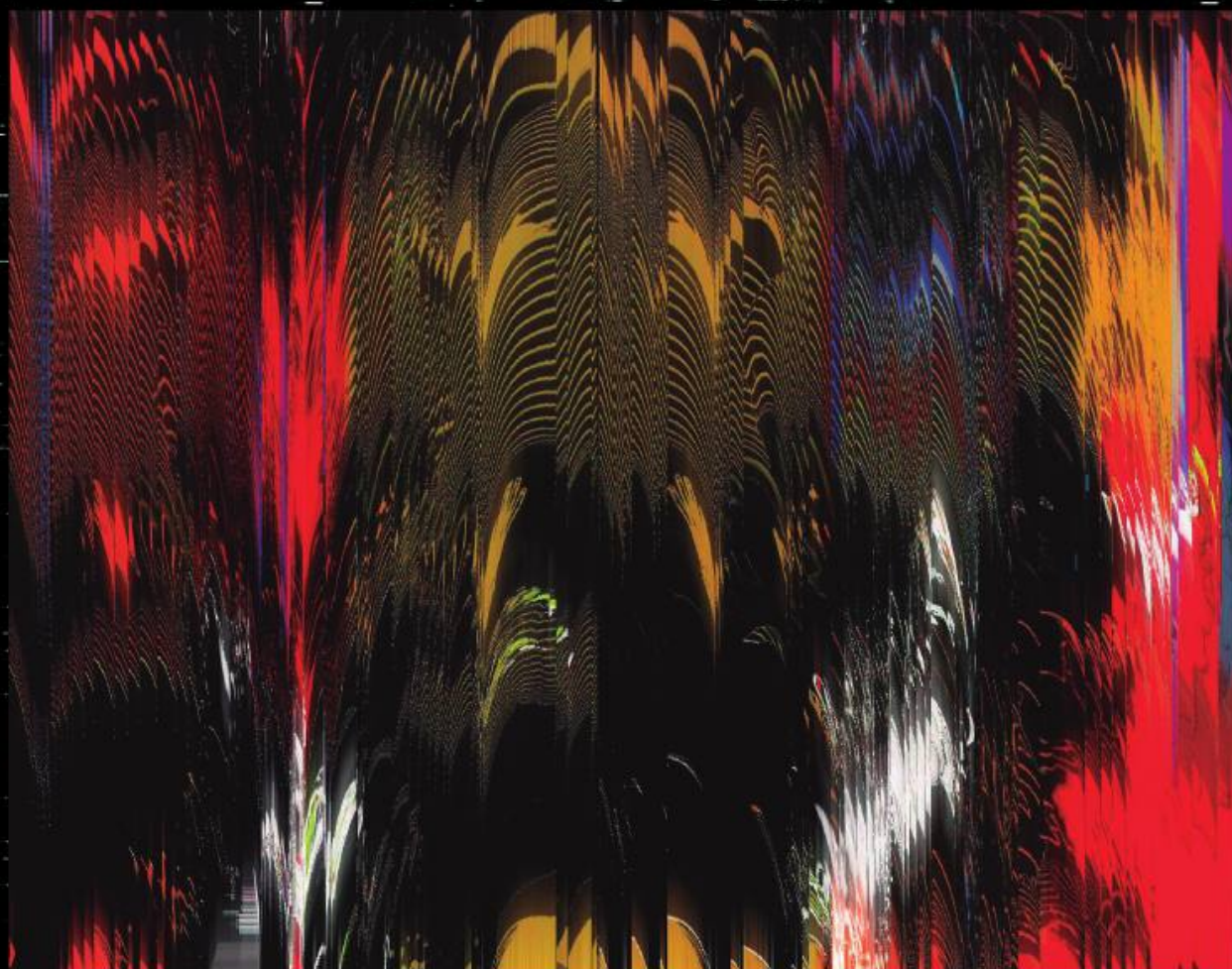
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BIG PAUPER



Big Pauper is a multimedia artist, sound designer & glitch toolmaker based in Portland, OR (USA). His artwork engages with the mercurial moods of his own modified technologies, presumed dead media & cultural artifacts left by the wayside of history. His videos and their corollaries are distinctively disorienting, and their mysterious humor belies subtle (and not-so-subtle) censure of our novelty driven consumer culture. Big Pauper founded BPMC (Big Pauper Modified Circuitry) in 2009 as an entity from which to pedal his glitch video processing tools to artists all over the world.



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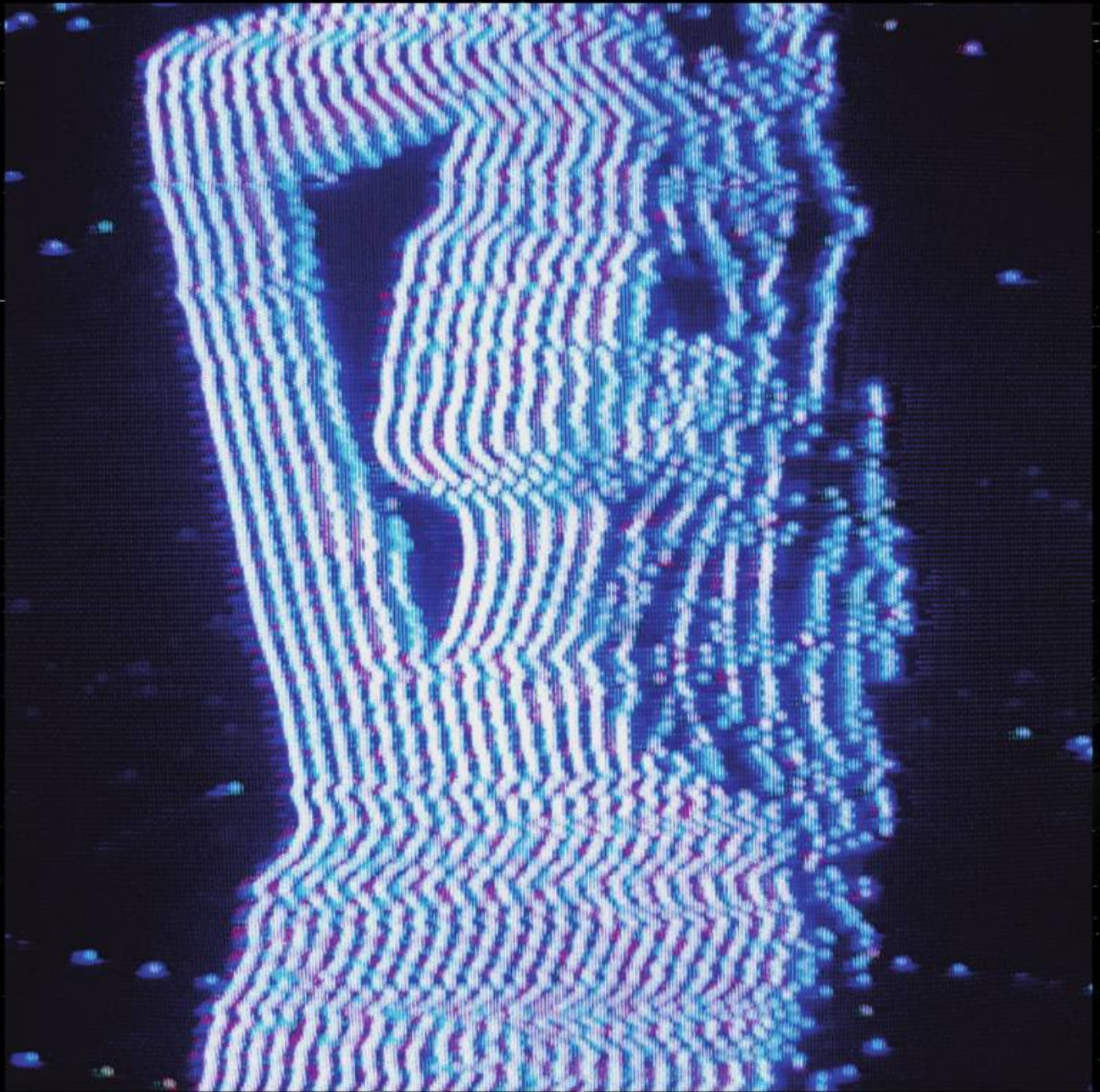
BVSSKXY



Riccardo Saietti, stage name Bvsskxy, is an experimental artist who mainly deals with Glitch Art. He draws inspiration from the Eastern and Non-Eastern occult, to which he then associates the aesthetics of analog glitches. The creation of his pieces utilizes both software and modified machines (through circuit bending) in order to distort images and videos.

The world of analog video is vast and constantly expanding. It is a type of art in which patience and experimentation are essential—which is why Bvsskxy's live performances are so special. During the live exhibitions, you can observe the beauty of the glitches that can be generated, as well as use one of his machines yourself to create your own glitch art.

His latest experiments are concentrated in the video field, where he collaborates with phonk/electronics producers who are always looking for a raw and lo-fi vibe.



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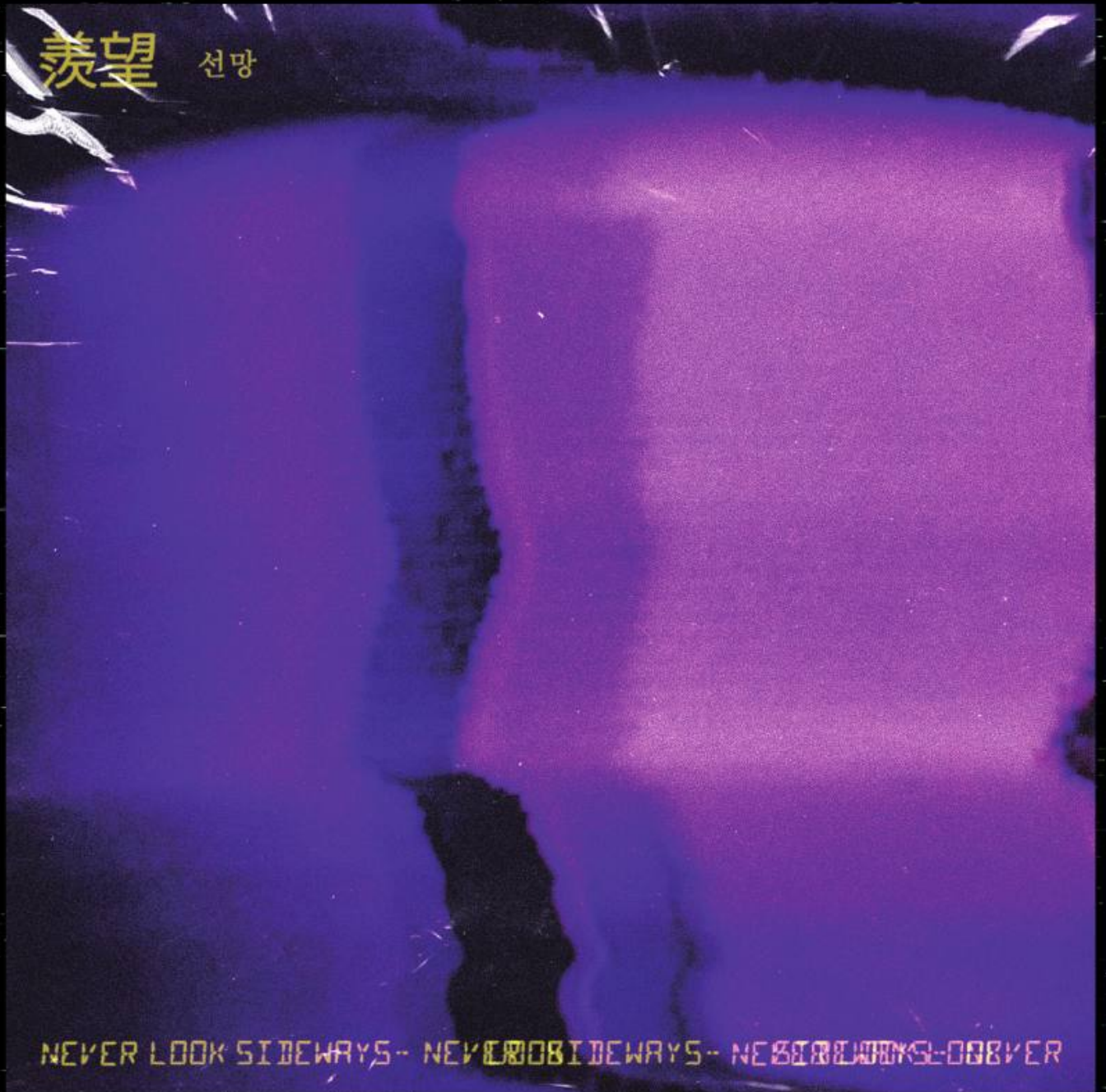


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VJ CATMAC



VJ Catmac discovered his love of glitch art while he was completing his doctoral studies in the Psychology of Perception. Realizing where his true passions lied, he decided to discontinue his studies and focus on creating art.

He began in 2007 by projecting visuals at night onto the buildings adjacent to his Madrid studio, to the great surprise of the people passing by. Thereafter, he began touring the scene in Madrid, performing at underground events and at private parties.

VJ Catmac has also worked on small and large-scale 3D-Mapping projects, but he has dedicated most of his time specializing in the creation of a personal visual language. This unconventional project retains all the elements necessary in order to elicit the esoteric synergy between image, movement, and sound.



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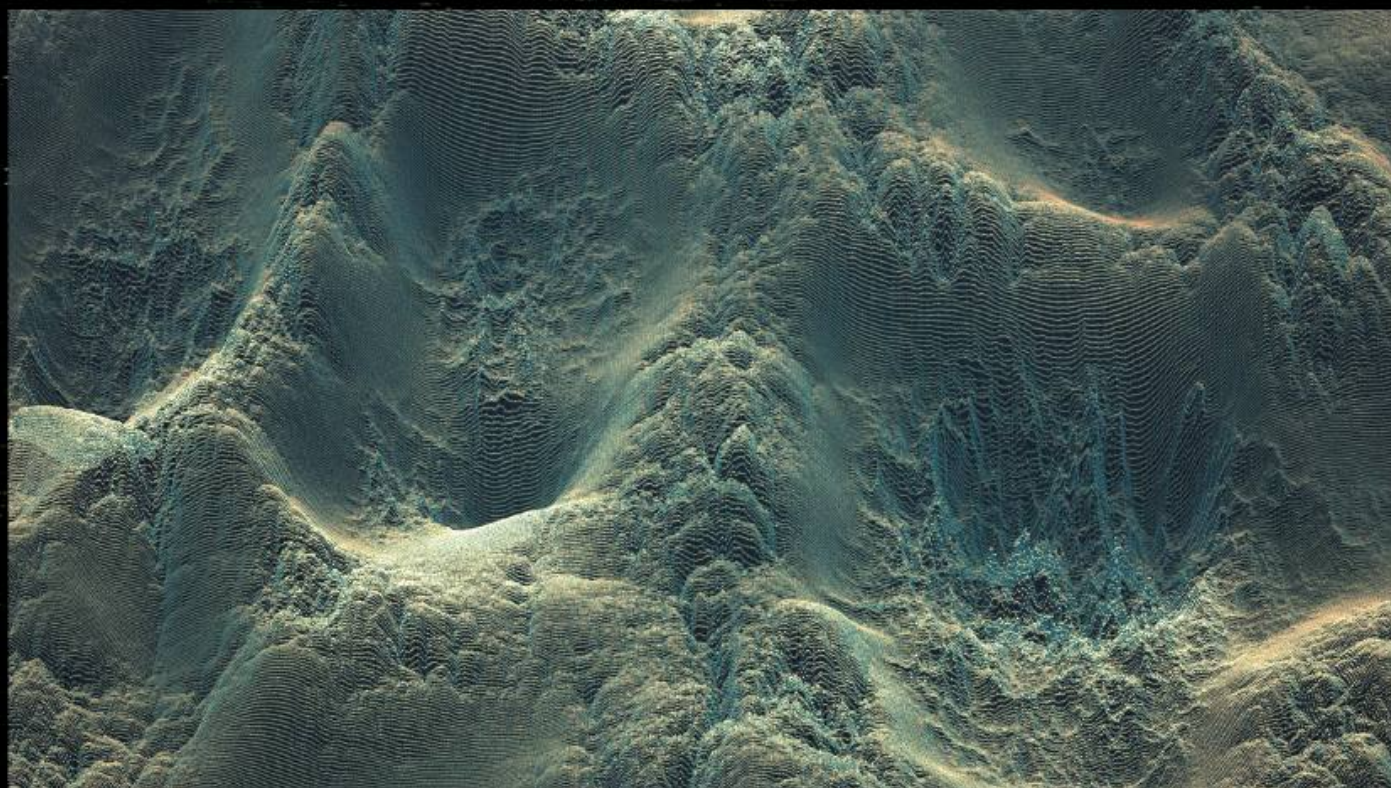
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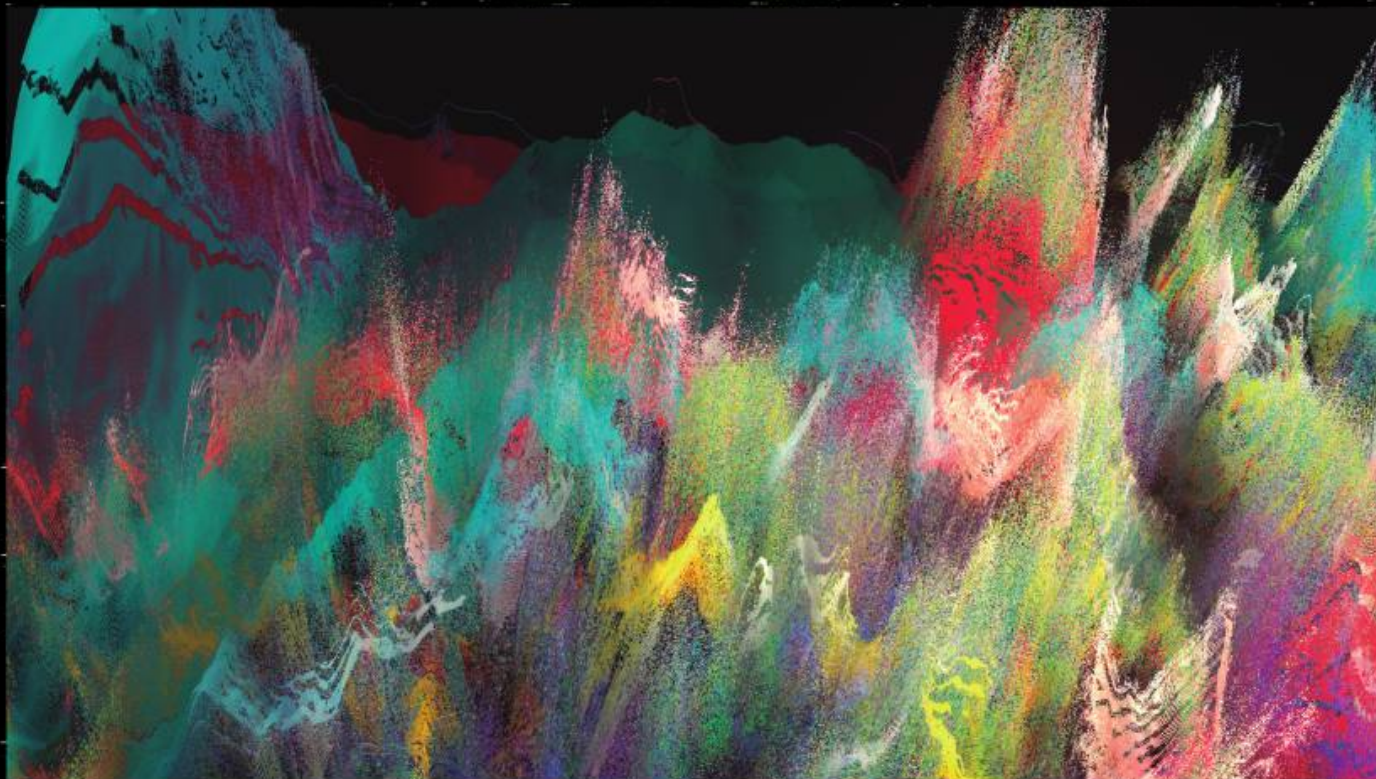


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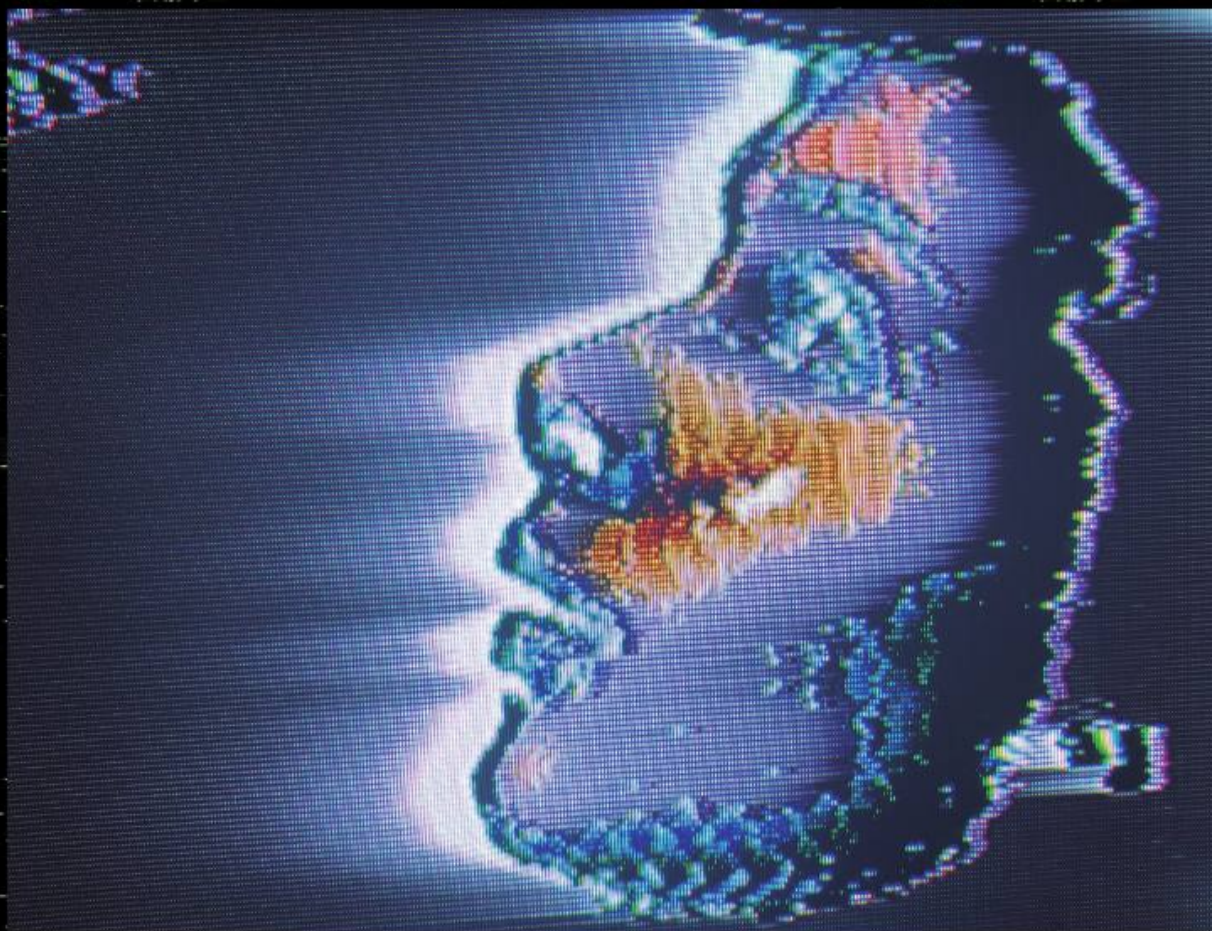




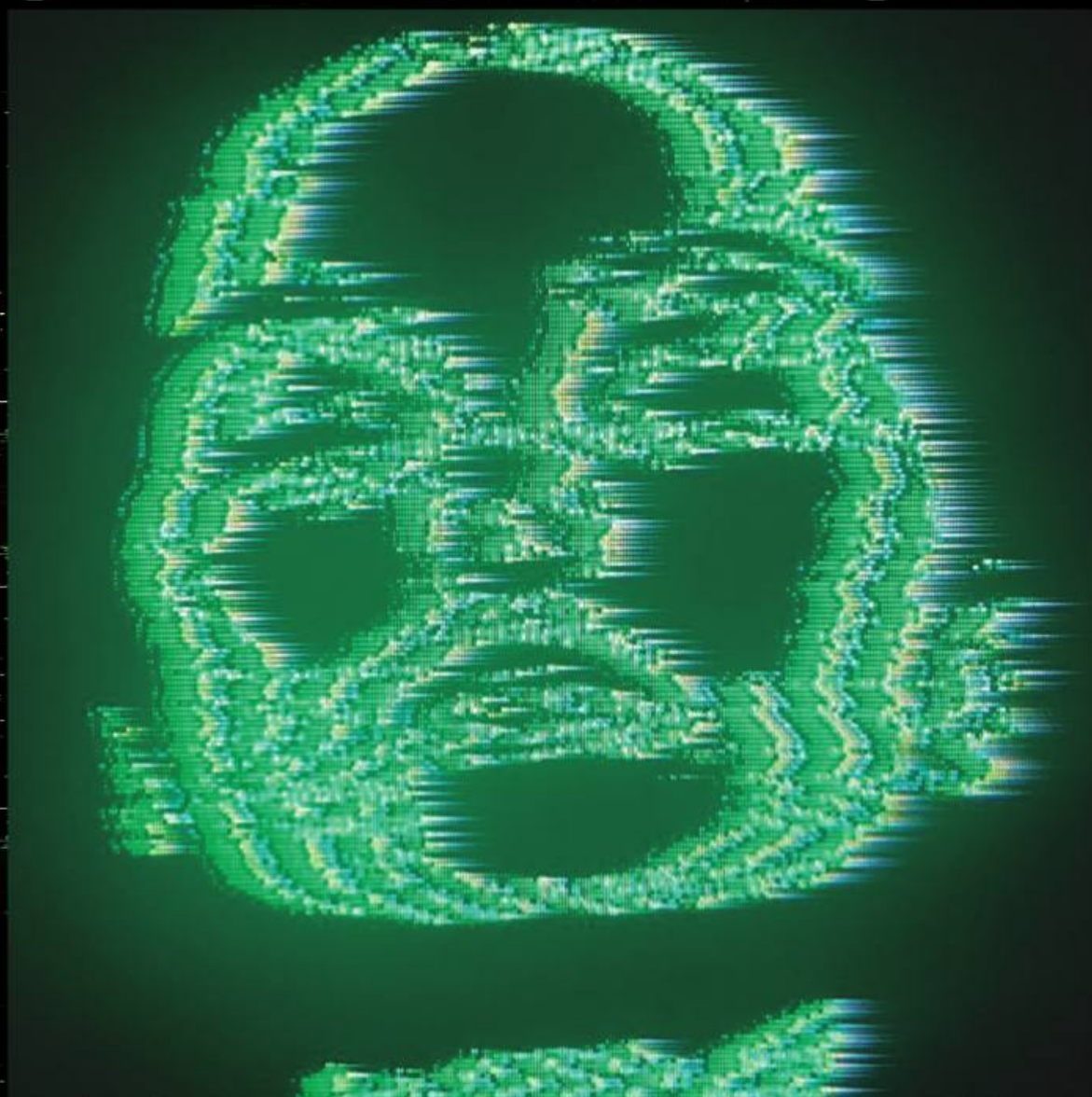
CHROMATIC ARTIFACTS



Chromatic Artifacts utilizes obsolete video technology to create ethereal textures, colors, and effects. Those that have viewed his medium of work claim it is hypnagogic, thinning the veil between waking life and the unconscious world of dreams. The images and videos created by Chromatic Artifacts are just a glimpse into the analog realm.

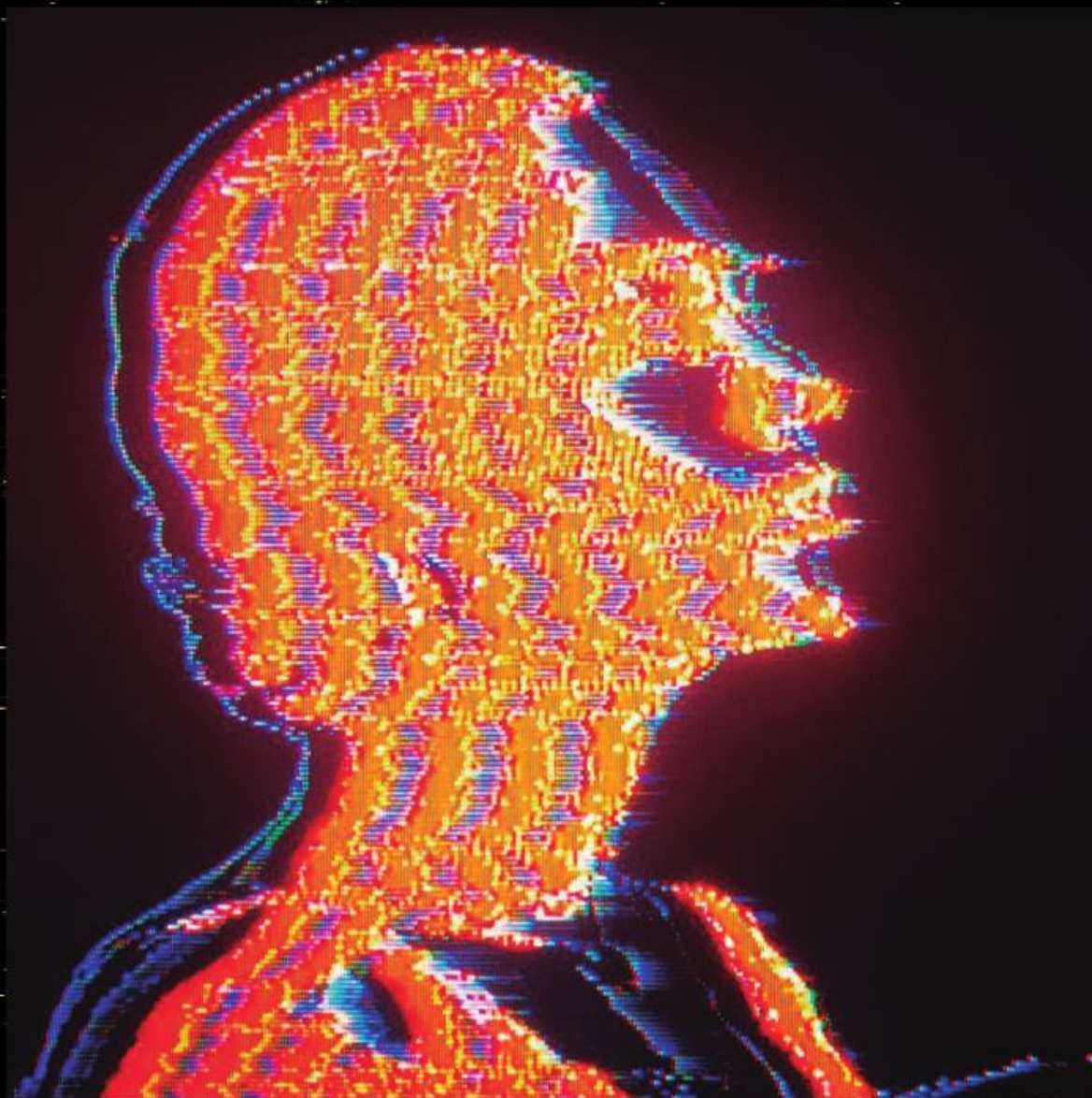


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CREATURETORIUM



Creaturetorium is the brainchild of Alfonso and Evan Romero. Working out of Los Angeles, California, Creaturetorium is a resource for creature inspiration, providing visual and digital assets to aid companies and individuals in their creature-related projects.

The photo-realistic creature-work is a tribute to the many amazing creature-effects artists who, throughout the years, have brought their creative genius to film. Not unlike these individual talents, Creaturetorium's work was meant to inspire and provide the required references needed by artists during their creative process.

Creaturetorium connects with the art community through their accounts on Instagram and Facebook.



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CYBERART BY JUSTIN

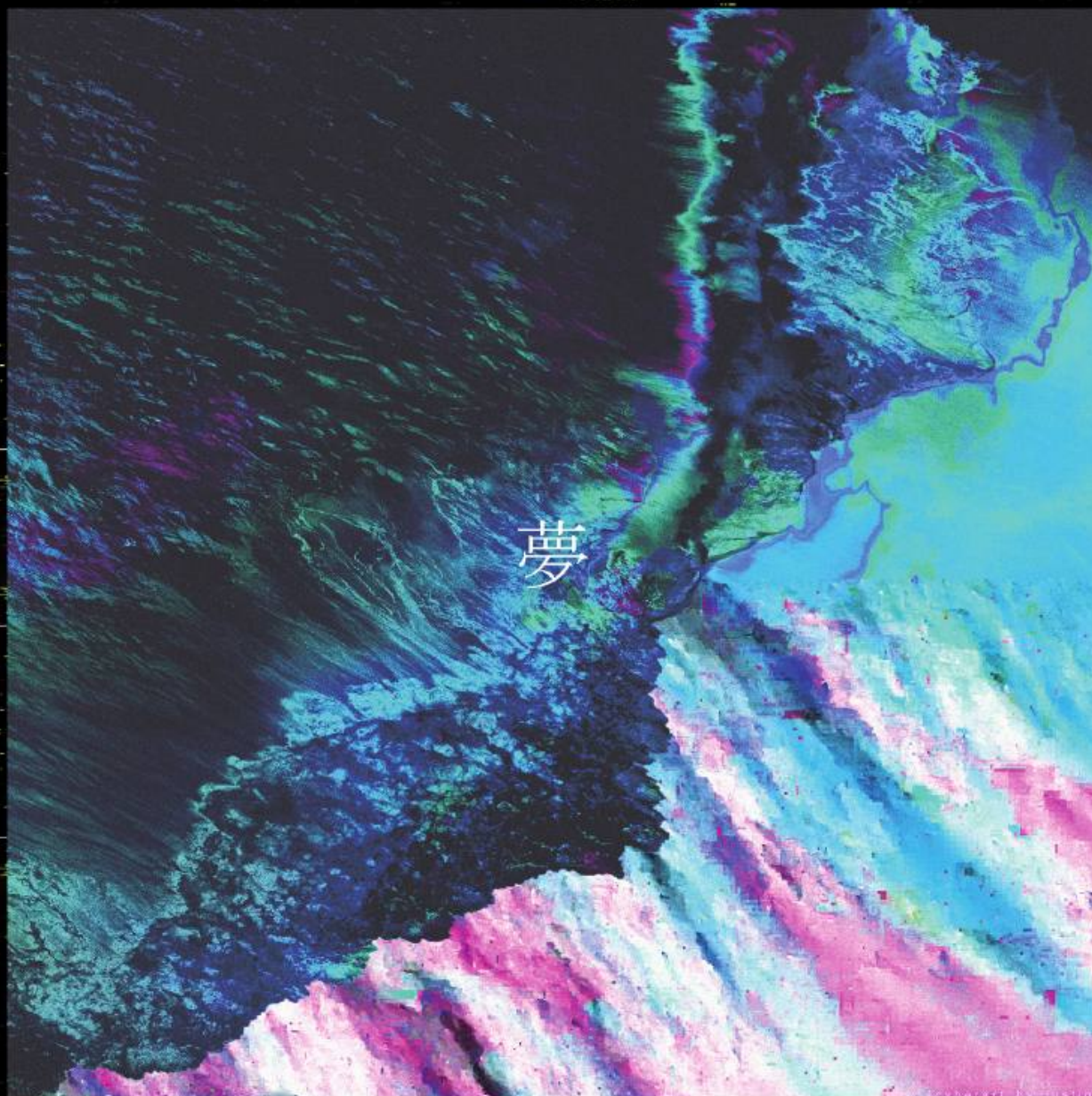
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Justin a.k.a. 'cyberart_by_justin' is a digital artist currently based in Colorado, just northwest of Denver. He has been working on glitch art since roughly 2017, with surreal atmospheres and heavy experimentation in mind. His work primarily uses Photoshop and Gimp for color editing and finishing touches. Also being skilled in programming/creative coding, he implements effects generated from custom programming scripts in many of his recent works. This experimentation combines his love for both art and technology and puts it on full display. His work is bound to keep you mesmerized for hours at a time!



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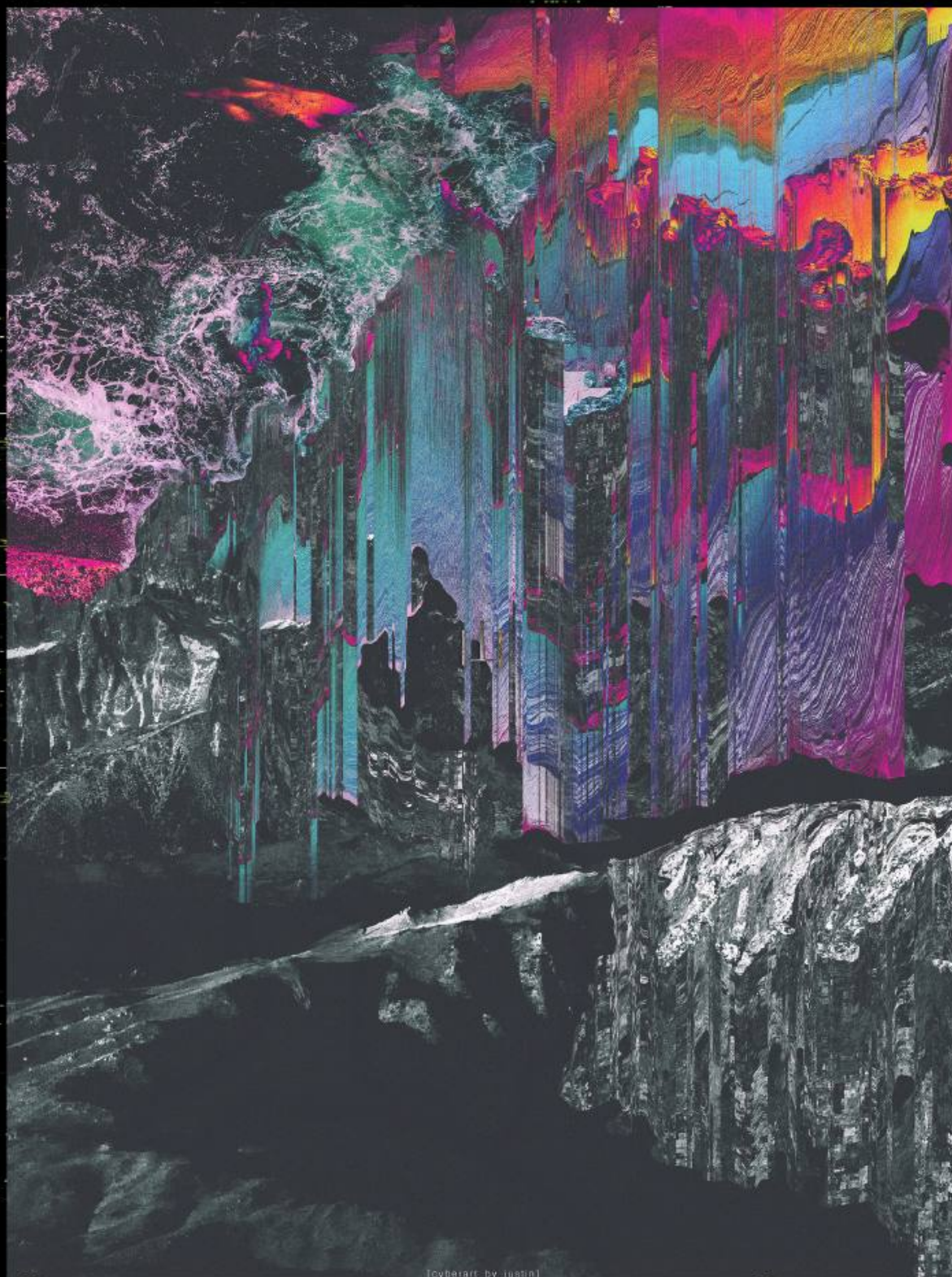
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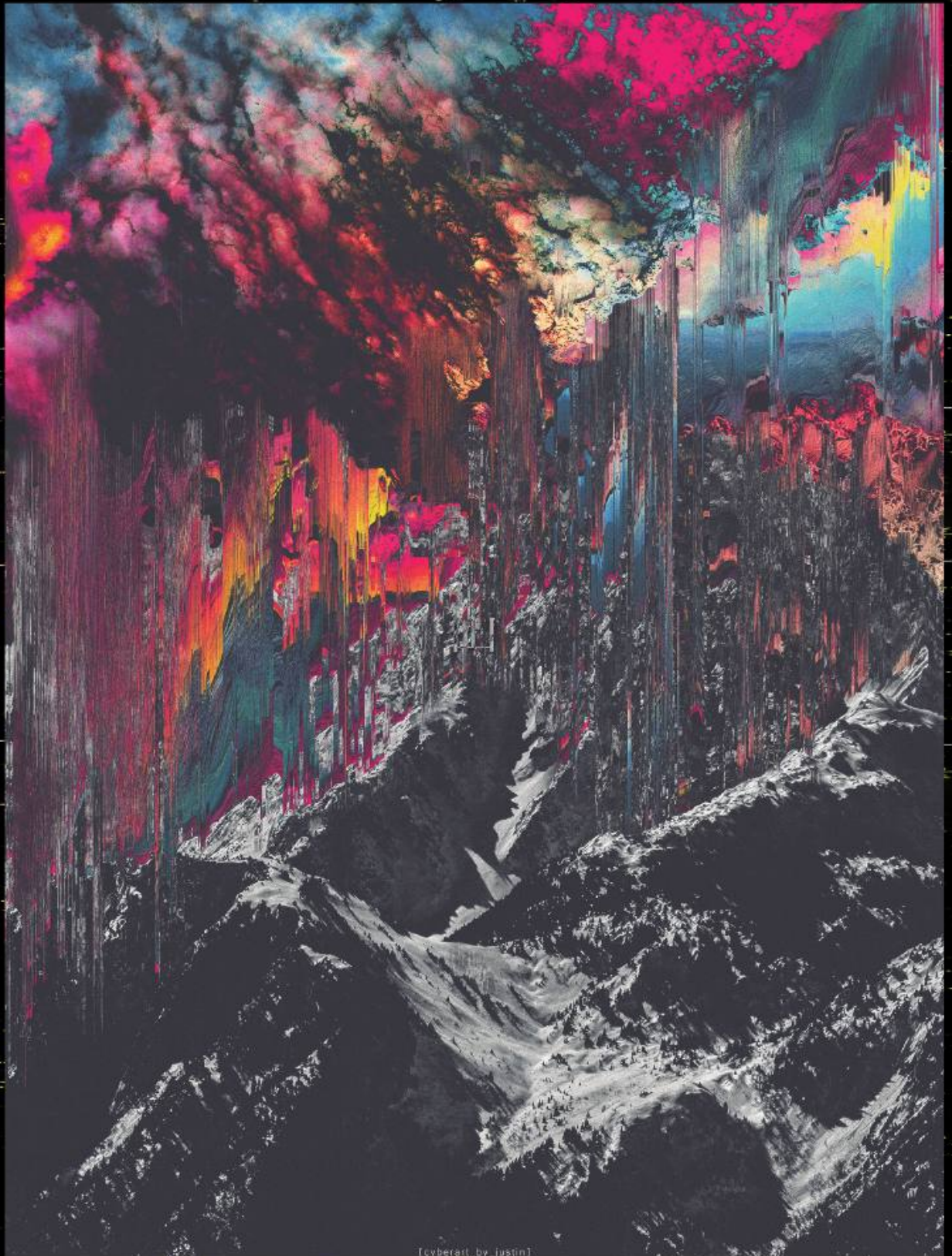




[cyberart_by_justin]

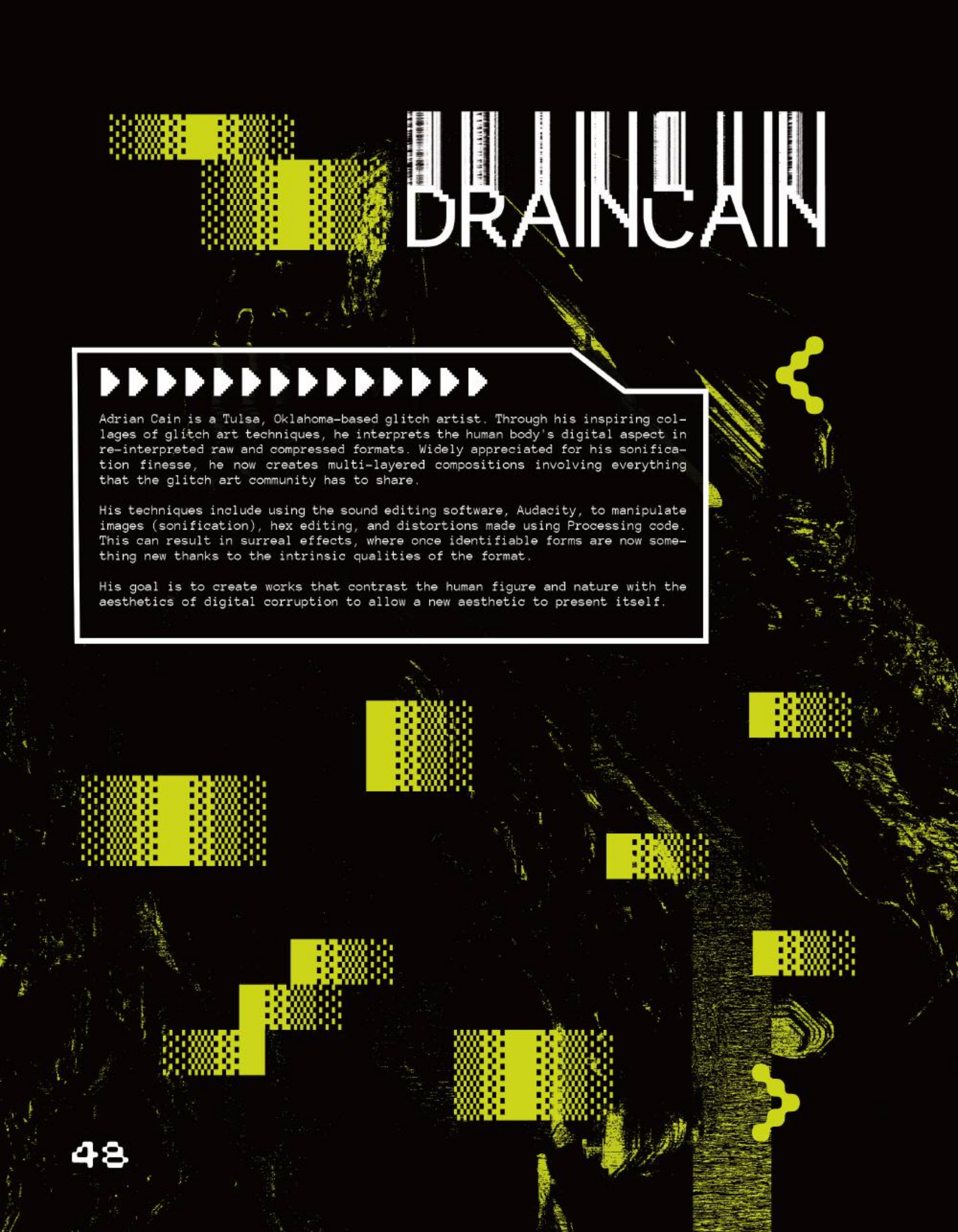
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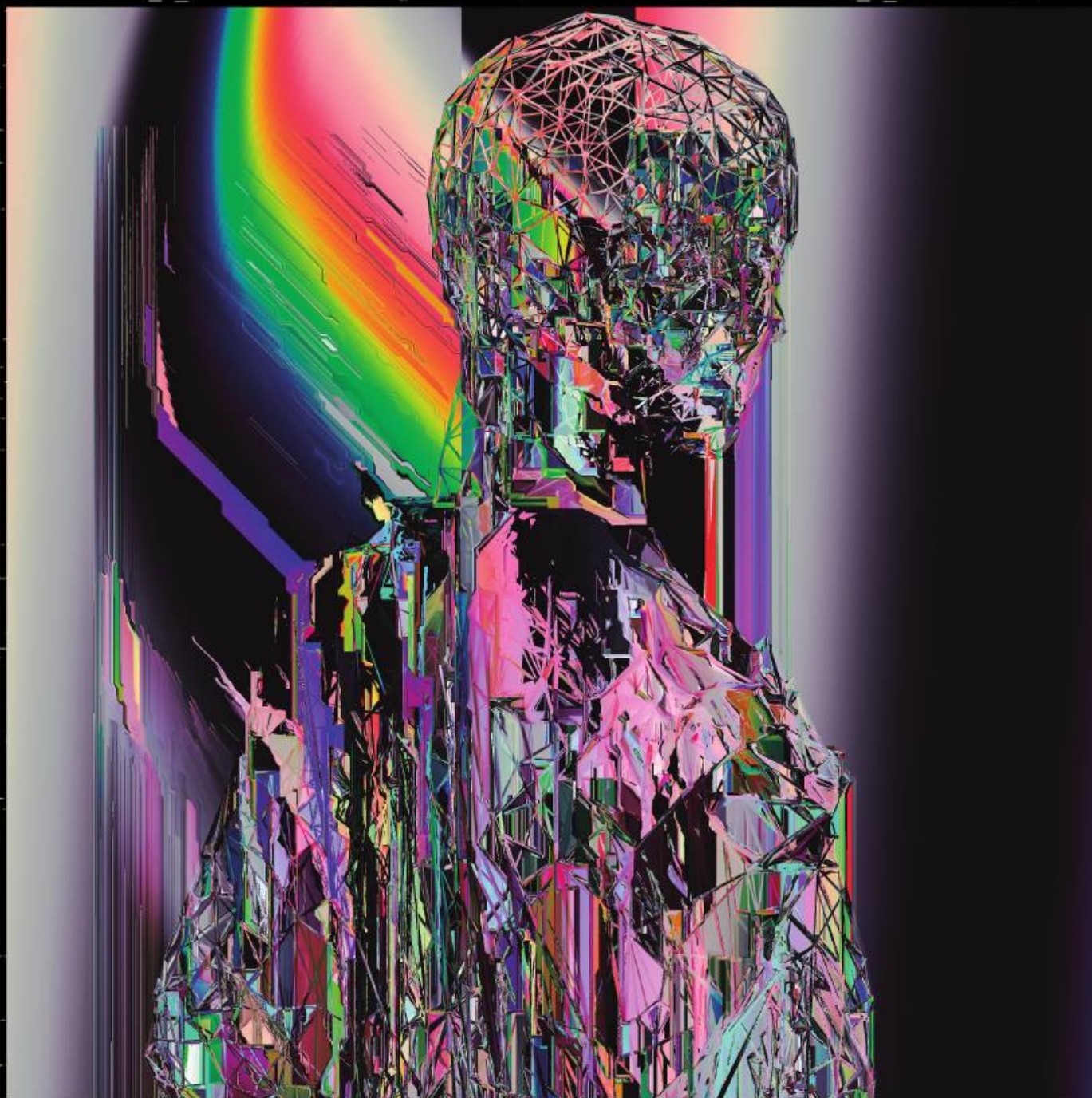
ADRIAN DRAIN CAIN



Adrian Cain is a Tulsa, Oklahoma-based glitch artist. Through his inspiring collages of glitch art techniques, he interprets the human body's digital aspect in re-interpreted raw and compressed formats. Widely appreciated for his sonification finesse, he now creates multi-layered compositions involving everything that the glitch art community has to share.

His techniques include using the sound editing software, Audacity, to manipulate images (sonification), hex editing, and distortions made using Processing code. This can result in surreal effects, where once identifiable forms are now something new thanks to the intrinsic qualities of the format.

His goal is to create works that contrast the human figure and nature with the aesthetics of digital corruption to allow a new aesthetic to present itself.



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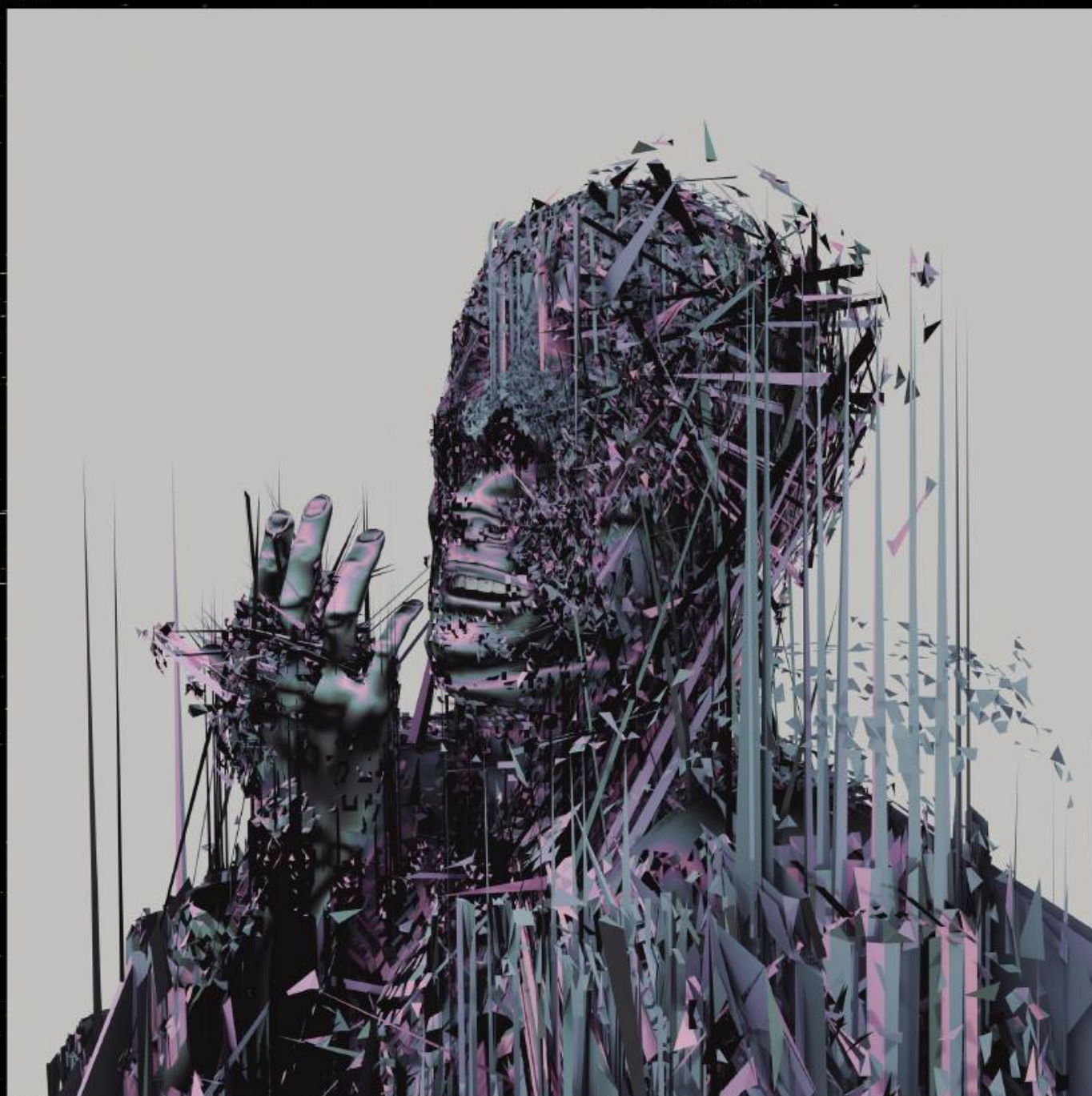
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VIRTUADROME



Virtuadrome is a video-analog artist nestled deep within some unknown space in the Southern Wastelands.

More of his work can be found at @virtuadrome.



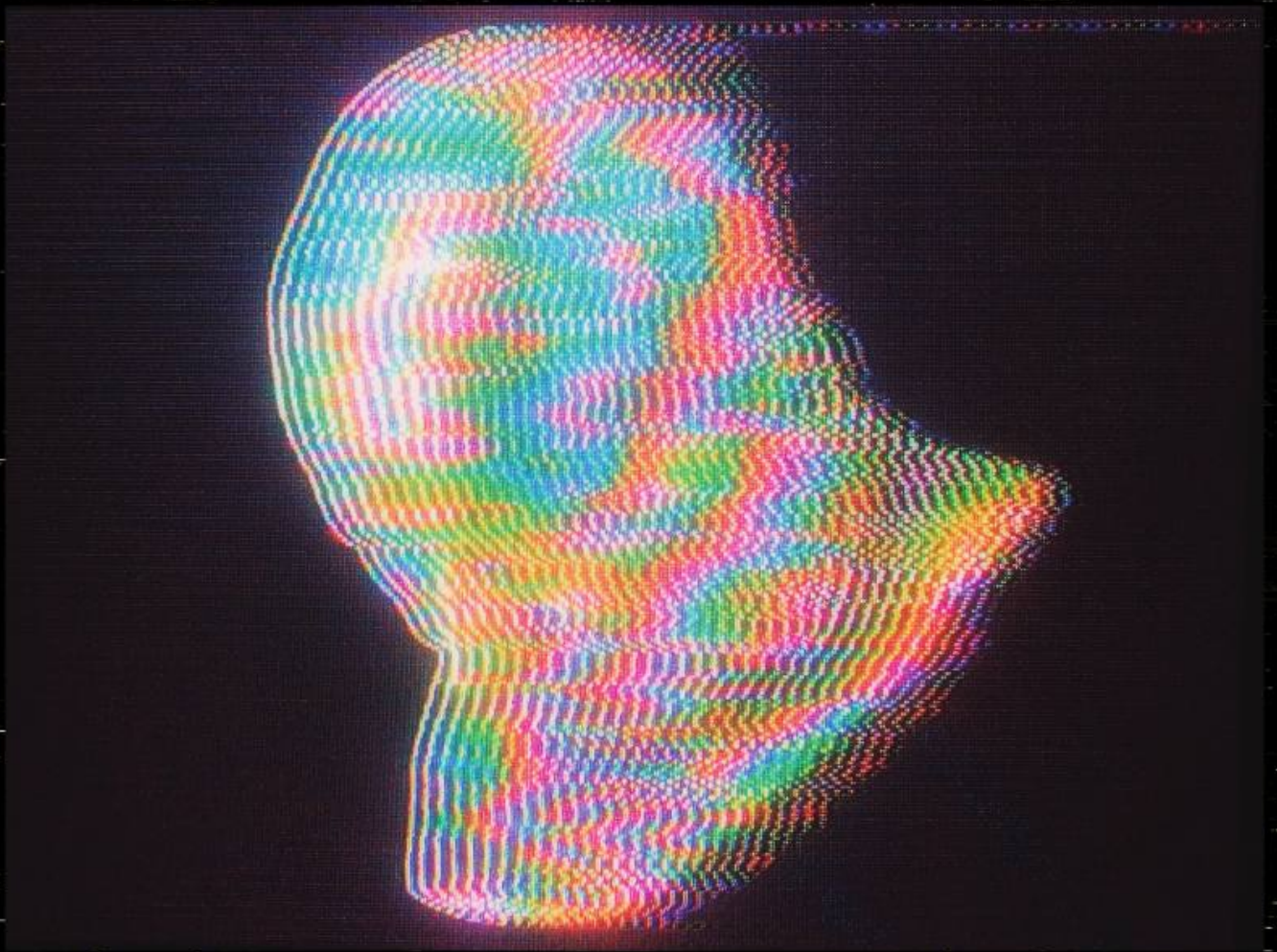
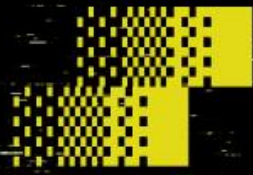
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DYSTOPIA.KID



Dystopia Kid is a video artist from the Midwest, USA. He began his career in traditional video production, but it eventually led to an interest in experimental video and art installations centered around outdated analog video mediums and technology. His inspiration comes from DIY event organizing and alternative art spaces, and he focuses on the practical means of creating visual stimulating environments and video-centered products that often act in tandem with music. Much of his recent work has been influenced by collaborations with ambient electronic producer Kagami Smile, who pushed his work in a dark, gritty direction. Eventually, this style was incorporated into multiple full-length visual album releases, both digital and on VHS. Deeply inspired by recent global social unrest, human rights, and environmental justice movements Dystopia Kid often incorporates themes that reflect how the ever-evolving socio-political climate affects art- and music-culture.





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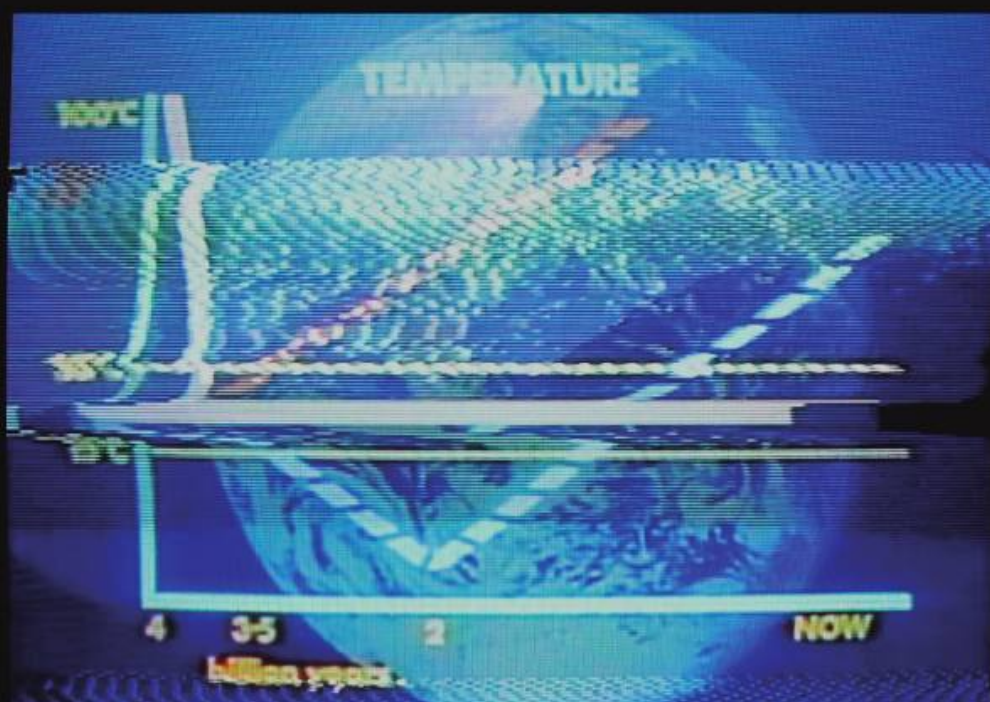
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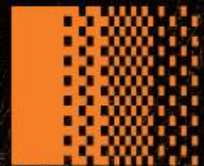


ETHEREAL.WAVES



Ethereal Waves is a glitch artist hailing from Colombia. Her work focuses on the irregular lines, expressing not only the feelings that make us human, but make us magical. She strives to portray humans in a manner that makes us whimsical, like the stars above: so great that we can never truly understand ourselves.

As an artist and person, Ethereal Waves believes art is the way to leave aside the tangible and routine, and instead to liberate our nature, to express our vibes, and to show what we are—to show our ethereal reality.





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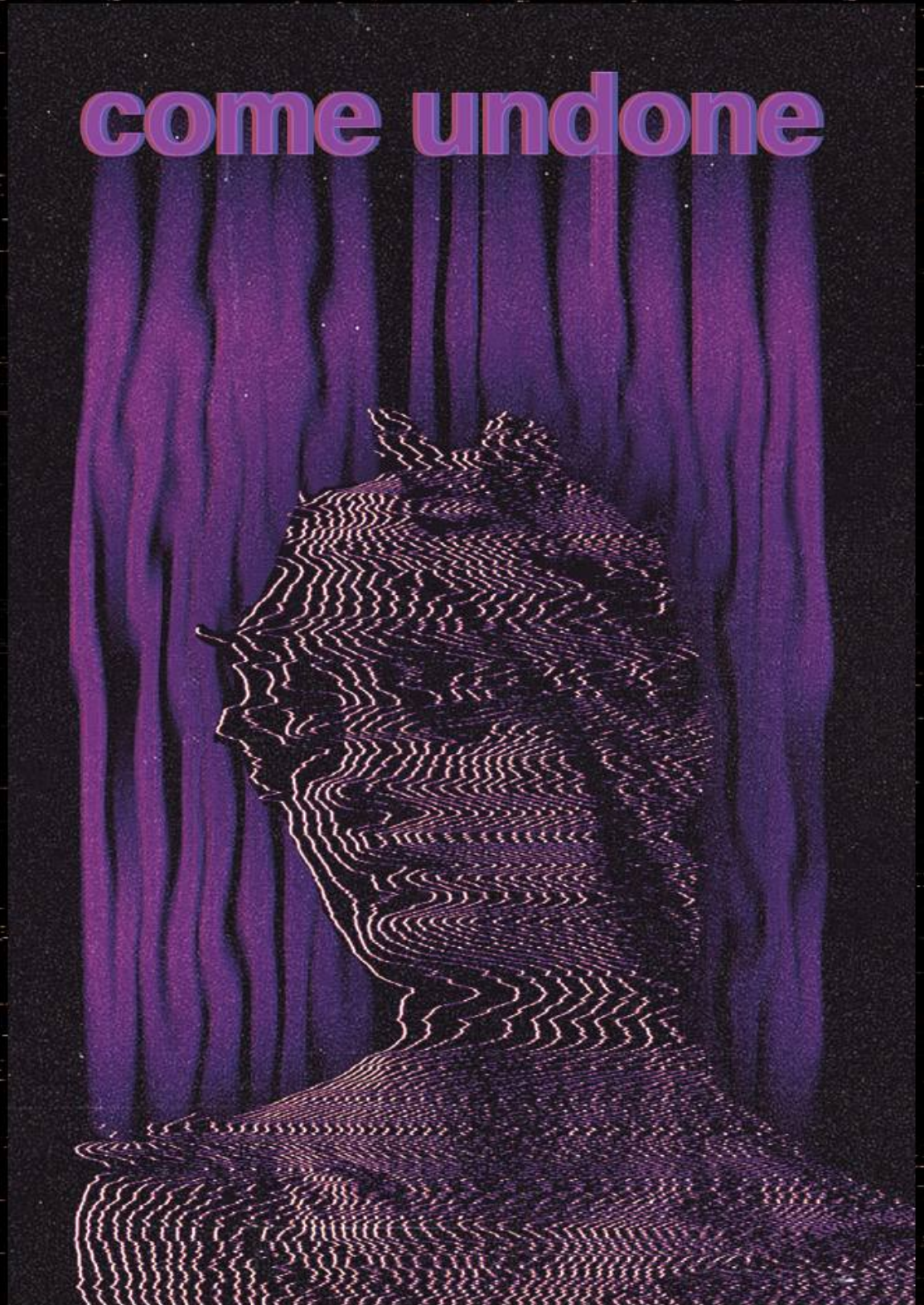
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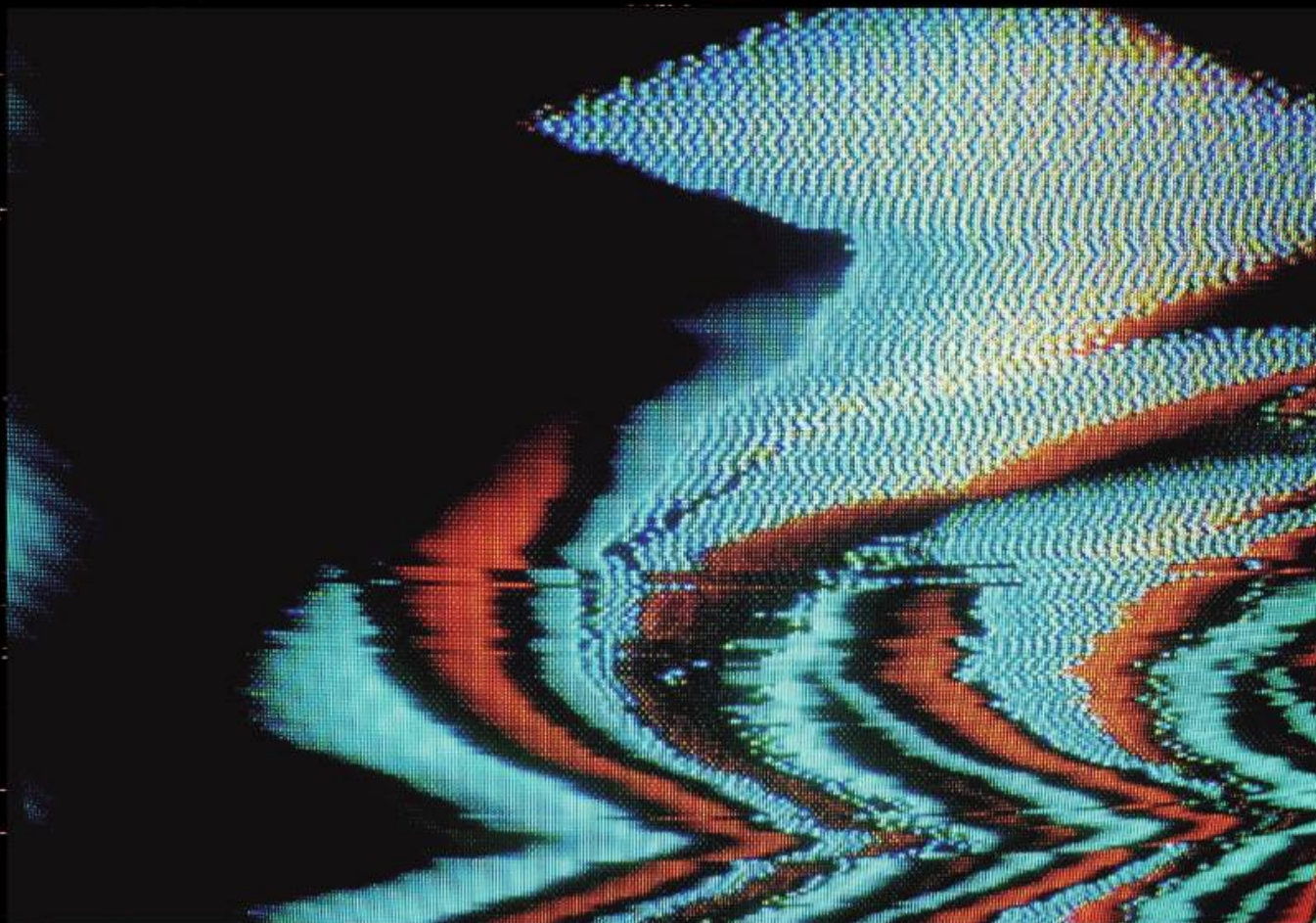


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EVAN



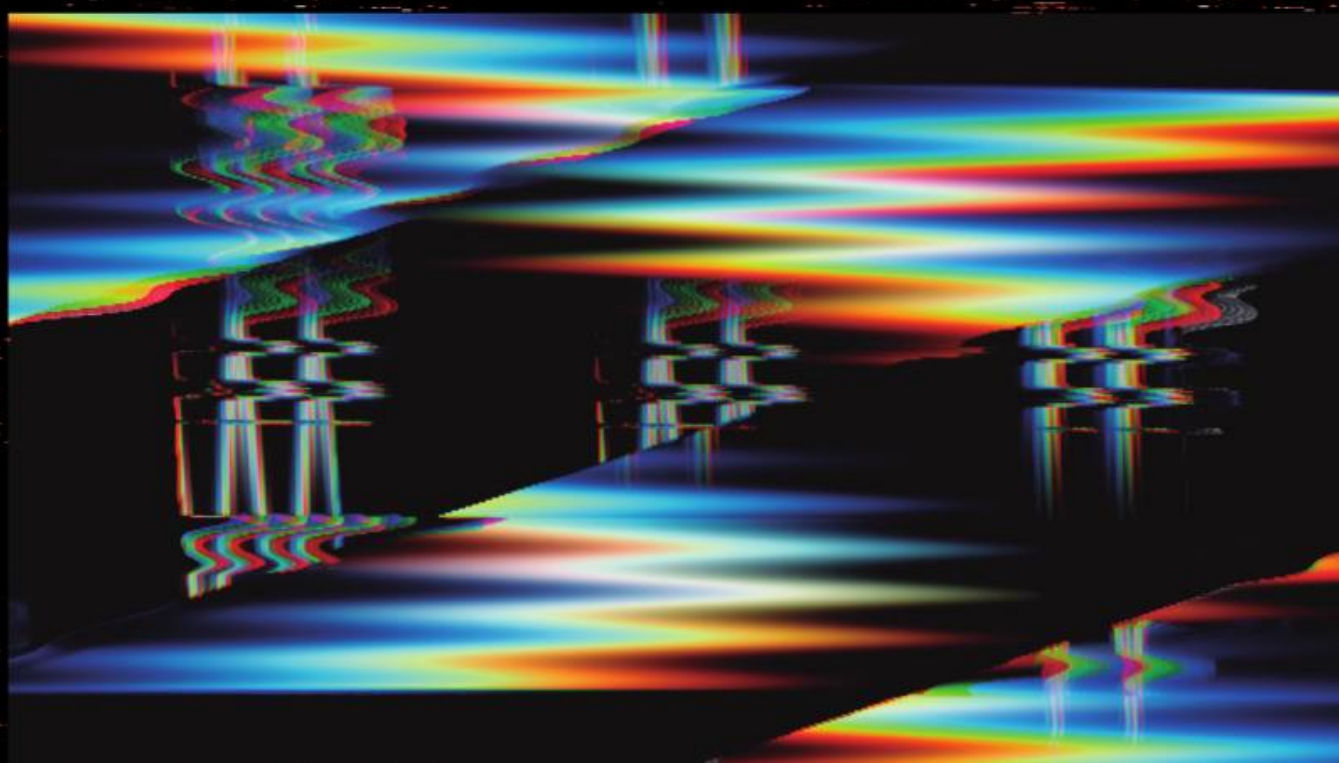
Evan Henry, from Dallas, Texas, is a truly multidisciplinary AV artist, who primarily works visually under the artistic name Cinema AV, but who is also known to write ambient music scores with both analog and digital synthesizers. His work embraces both analog and digital set ups, with his main interest visually representing sound. What began as a love of photography, cinema and found footage grew into something much greater when in 2015, Evan was introduced to video circuit-bending and once-obsolete video electronics. Using these pieces in a live performance setting was always his goal, and from the get-go, tachyons boxes, vcrs, and video mixers turned into buying used Gieskes 3trinsrgb+1c standalone video synthesizer, building its expanders and just over a year later, the LZX cadet and castle line of DIY eurorack modules.



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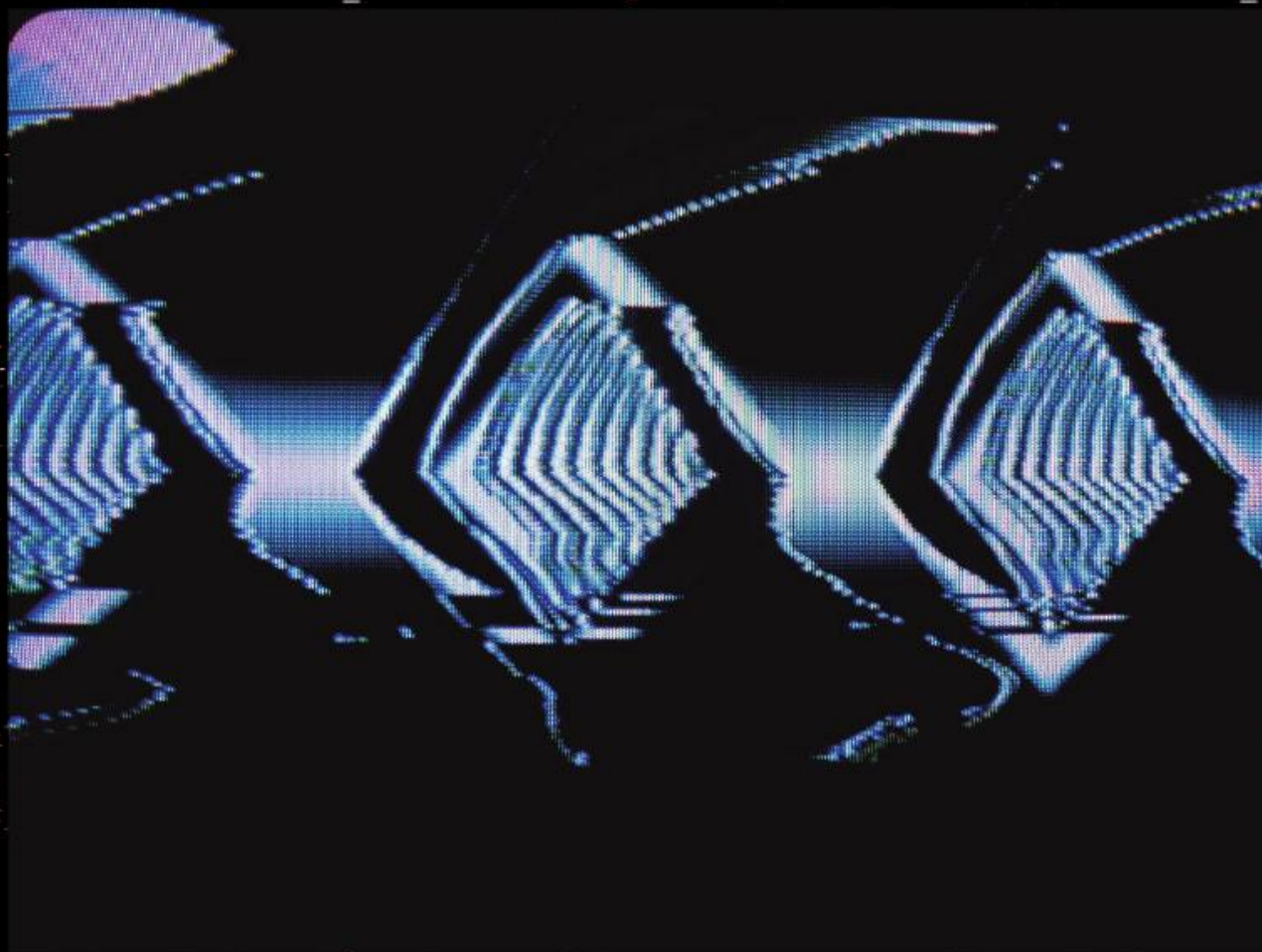
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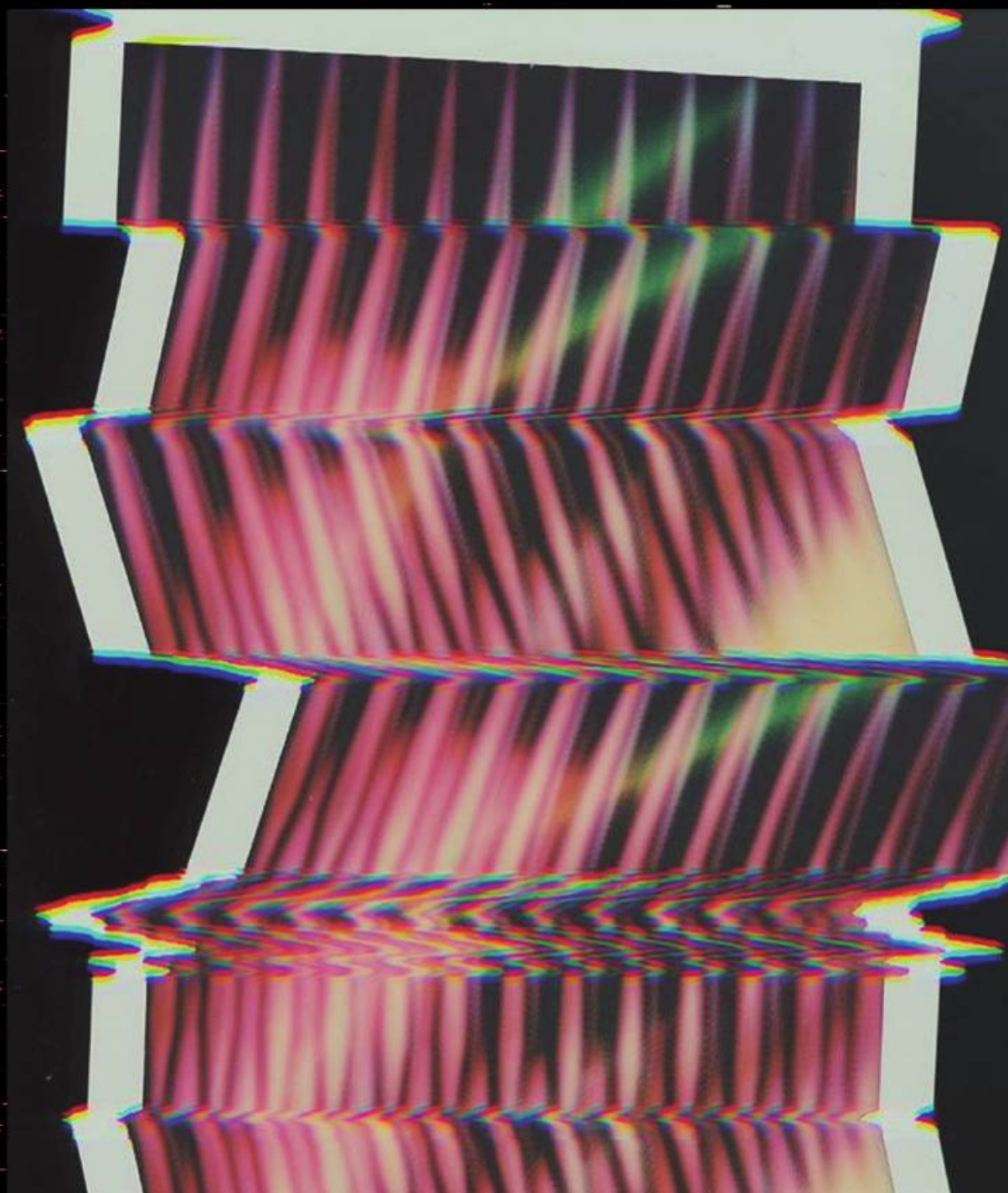
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FIVETIMESNO



Fivetimesno, otherwise known as Douglas, originally started in Illinois as a self-taught artist and designer, but now resides in Manchester, UK.

His work with glitch art aims to explore abstract, impossible landscapes and societal isolation, as well as push the boundaries of the recognizable human form.

The pieces he creates have the ability to inject a bit more beauty and calmness into life, and he loves the unexpected beauty that can be found in broken, discard things, and the deliberate technological glitches that may arise.





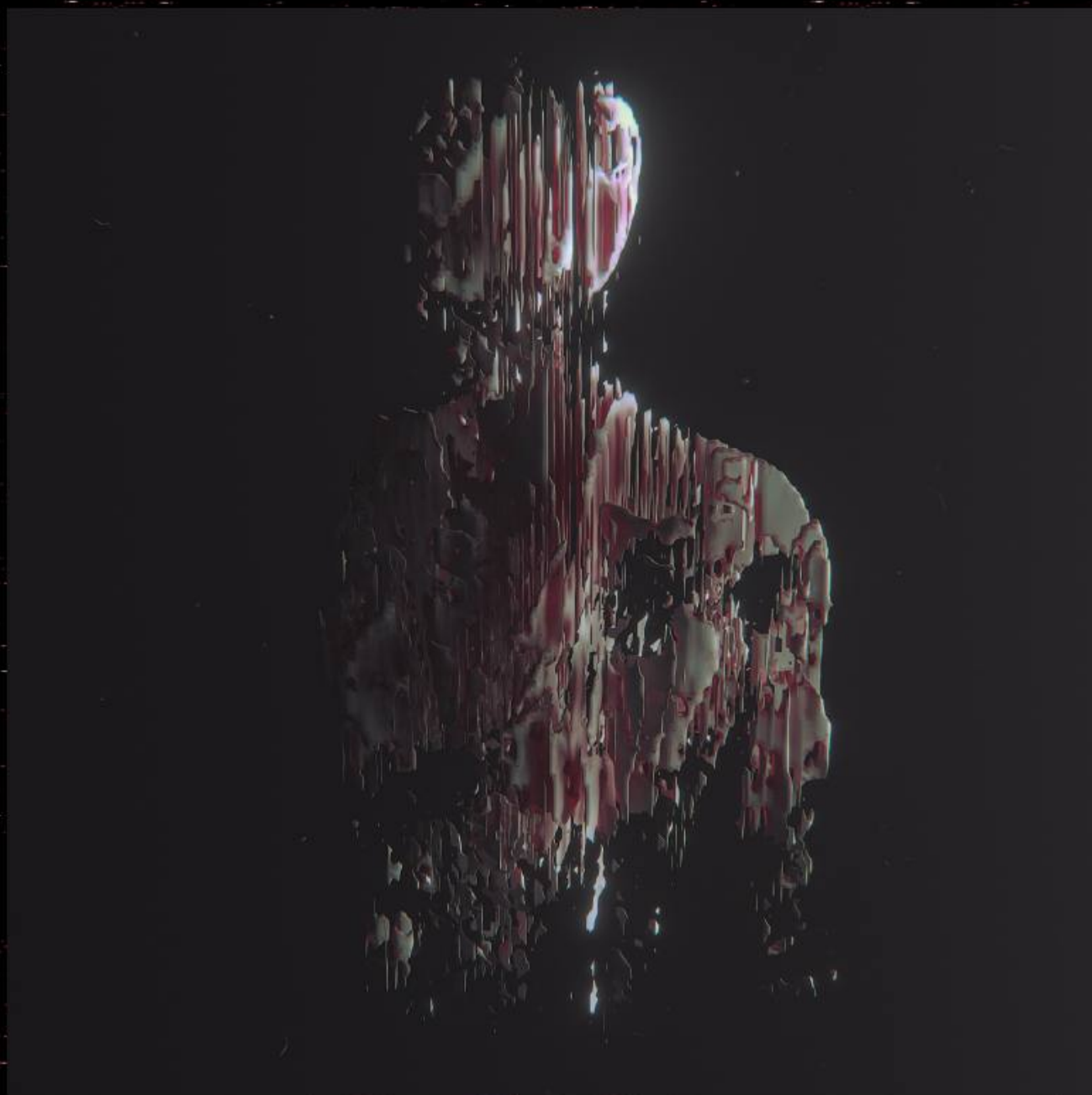
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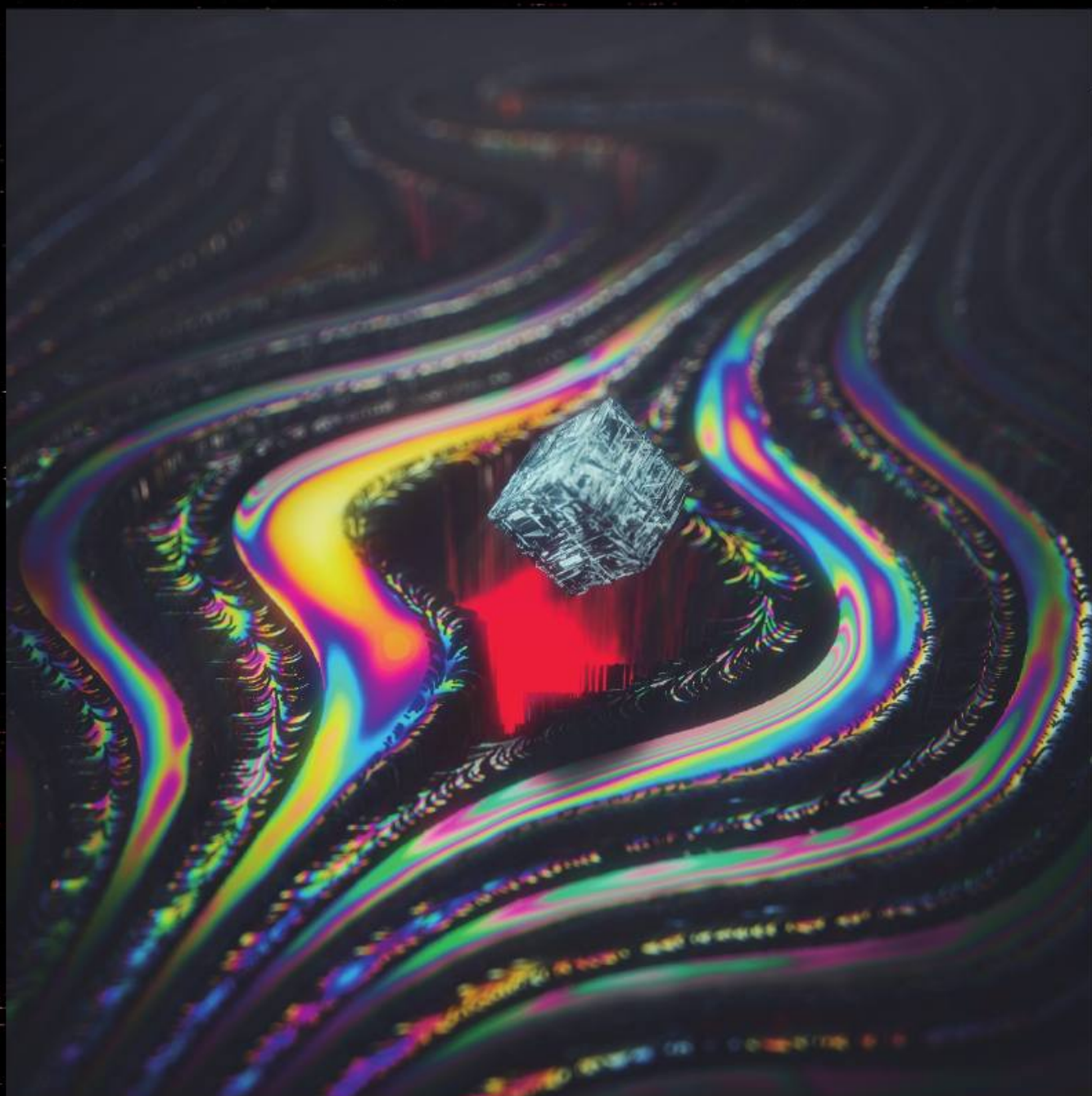
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FTGRFK



Yuri Zalevsky hails from Ukraine and is the face behind ftgrfk. His work with glitch art is primarily the vision of VHS interference, and became available to him through the script for Processing, written by Tomasz Sulej. He finds subjects and uses intricate symmetrical lines to make them appear as if they were on a screen, dark and electric. There is a sense of frequency and surrealism in each of his pieces.



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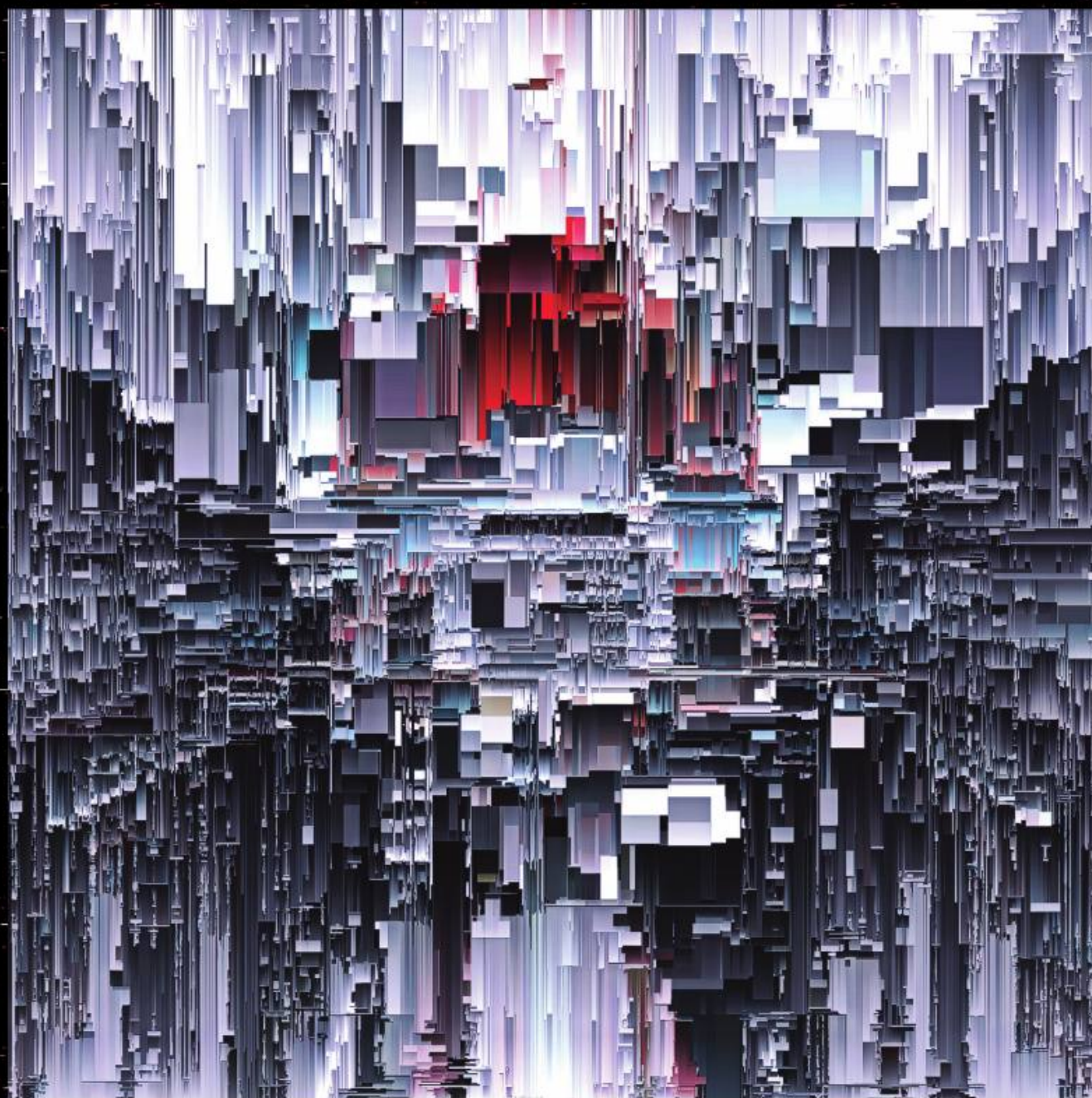


Kathrin was born in 1980 and has called Berlin her home since 1998. She became a loving mother in 2012, and welcomed her second child into the world in 2019.

She has always been a creative at heart, with many different creative interests used to express herself—ranging from autodidactically learning image editing with a win98 PC, to starting her upcycling fashion project, iKatch Textile, in 2014.

While distractions have occasionally pulled her away from glitch art, since 2017, she has been experimenting more with the medium. She draws her inspiration from nature and everything natural, creating captivating, surreal pieces.





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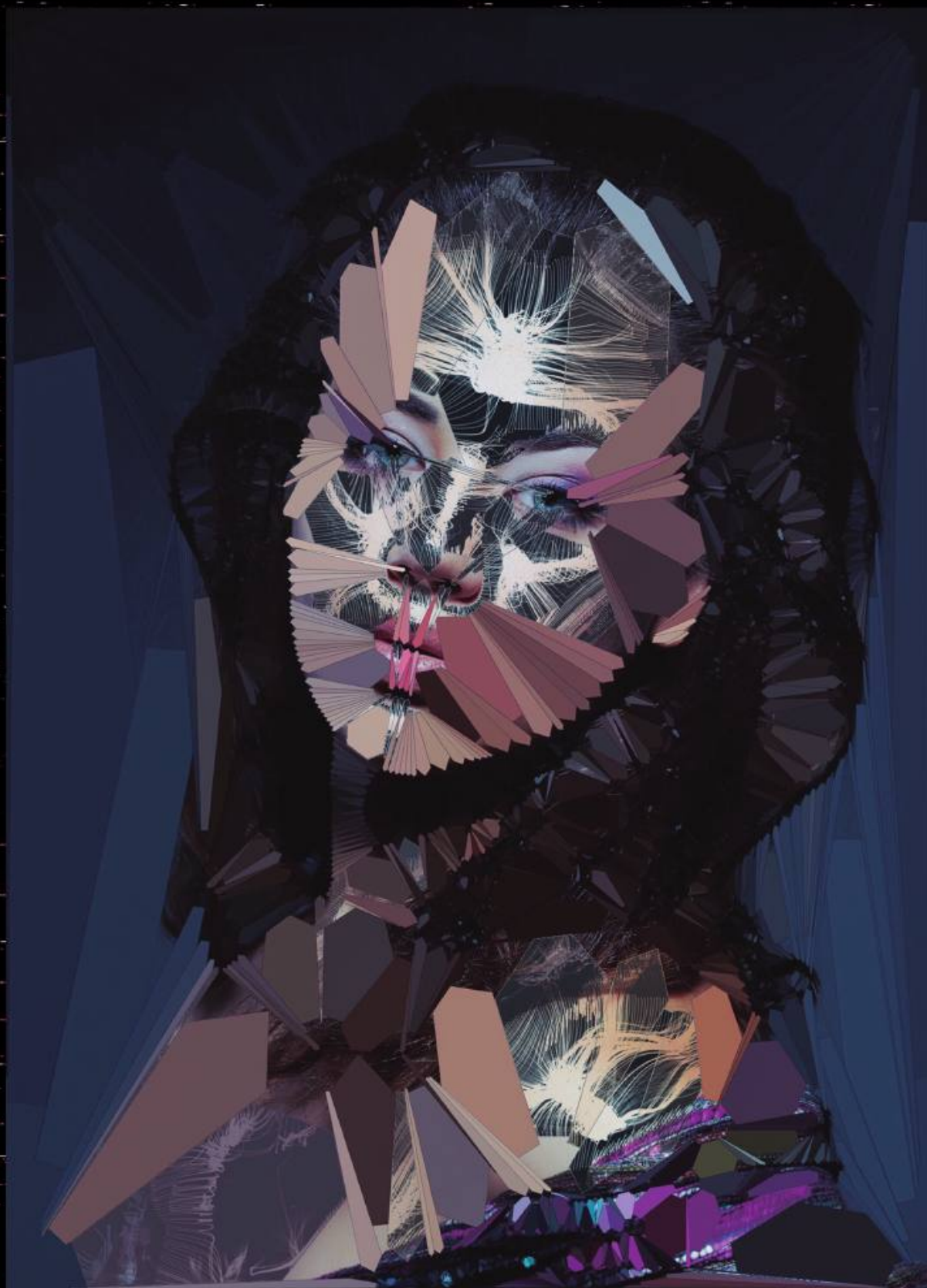


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ROMENKOVA ELENA

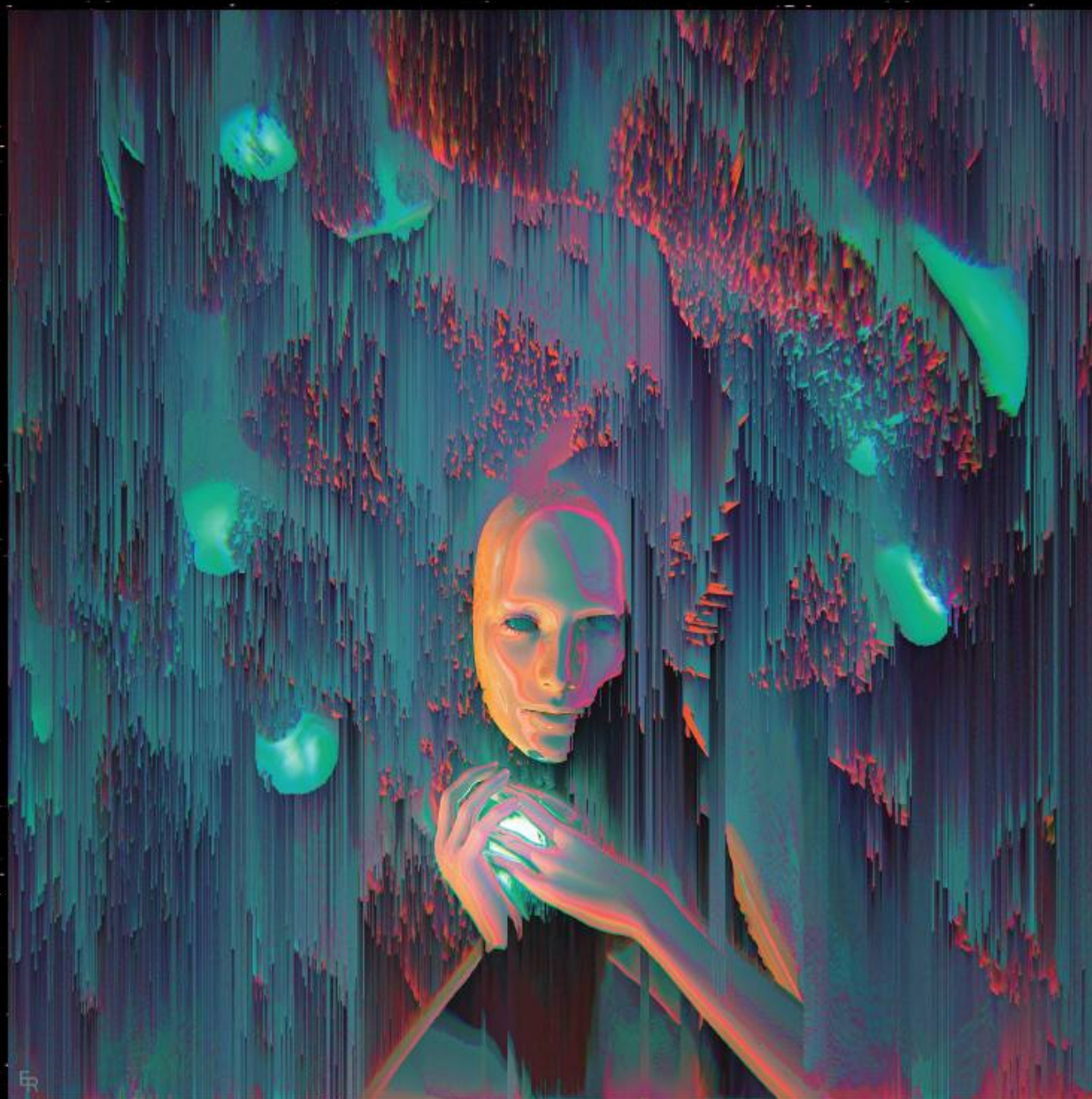


Elena Romenkova was born in St. Petersburg, Russia, in 1986, and graduated from the University of A. Herzen with a Fine Arts Faculty Masters Degree. Since 2017, she has lived and worked in Austria in the field of 3D art and glitch art. She has extensively participated in digital art exhibitions since 2013. She views her artwork as post-surrealism compositions, with most of her pieces representing her thoughts and feelings. She experiments with many different 3D techniques, creating human bodies, then transforming them with different 3D modeling methods or by modifying them with data manipulation.

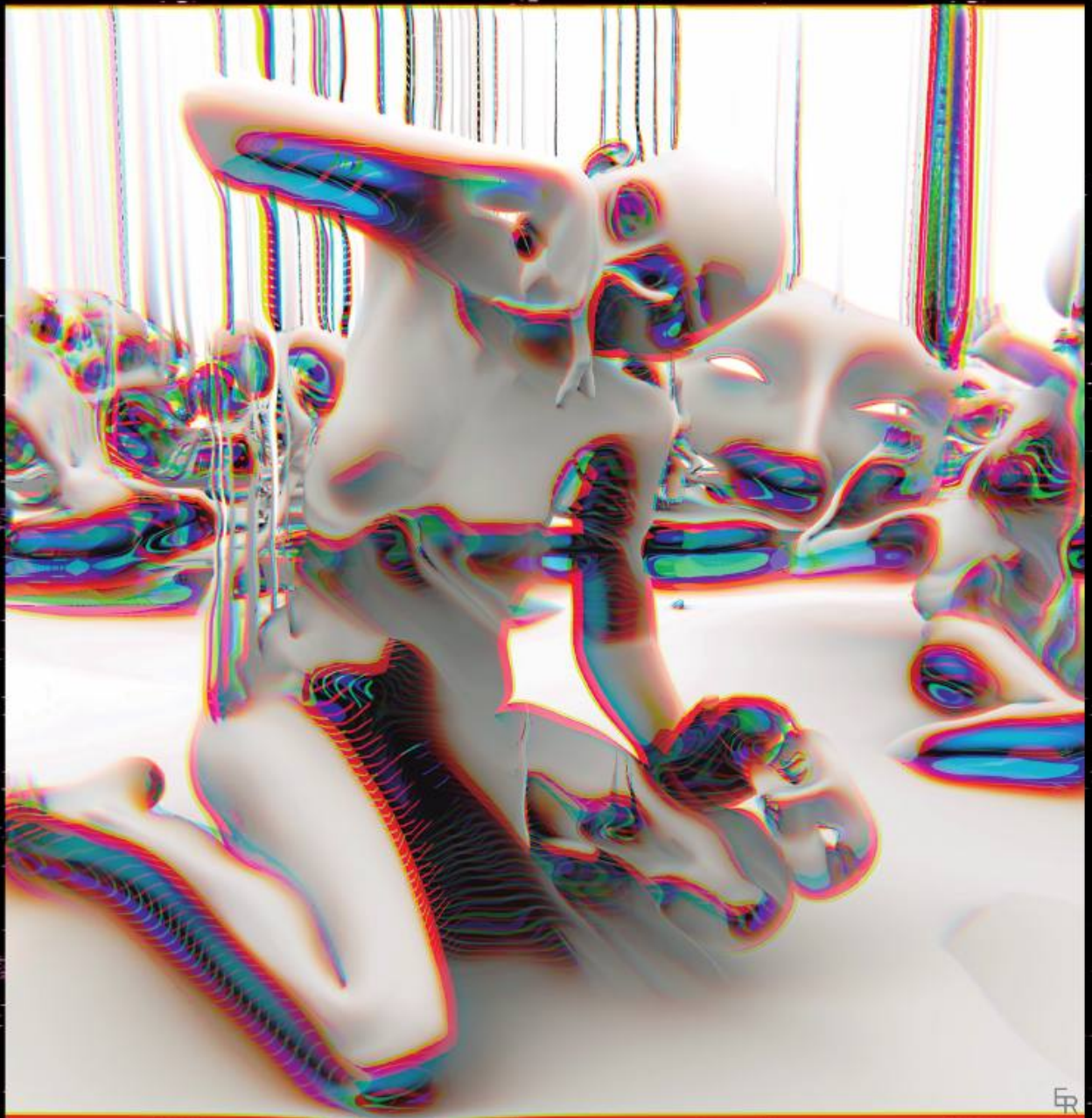


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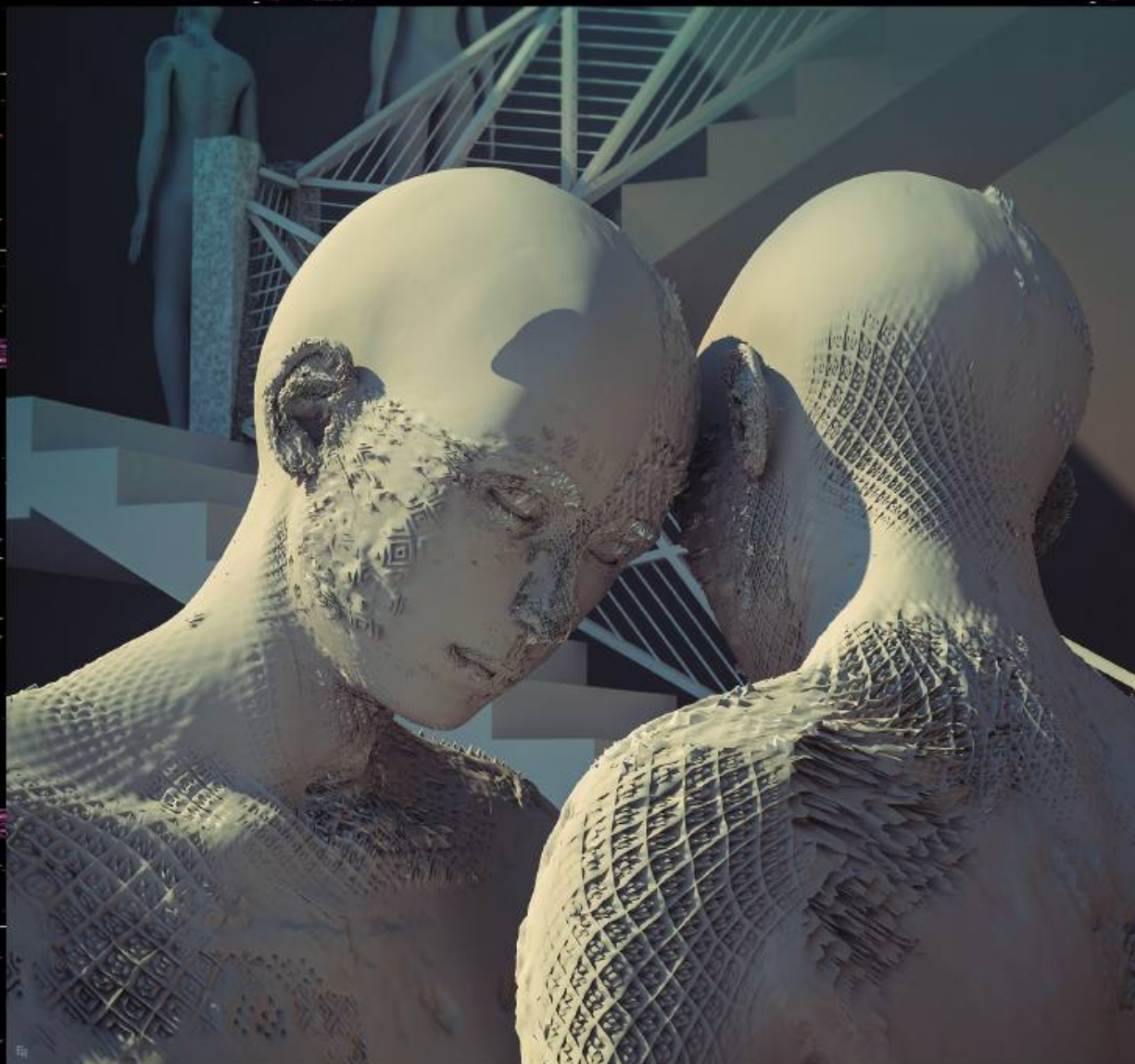


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SAMFEZ23



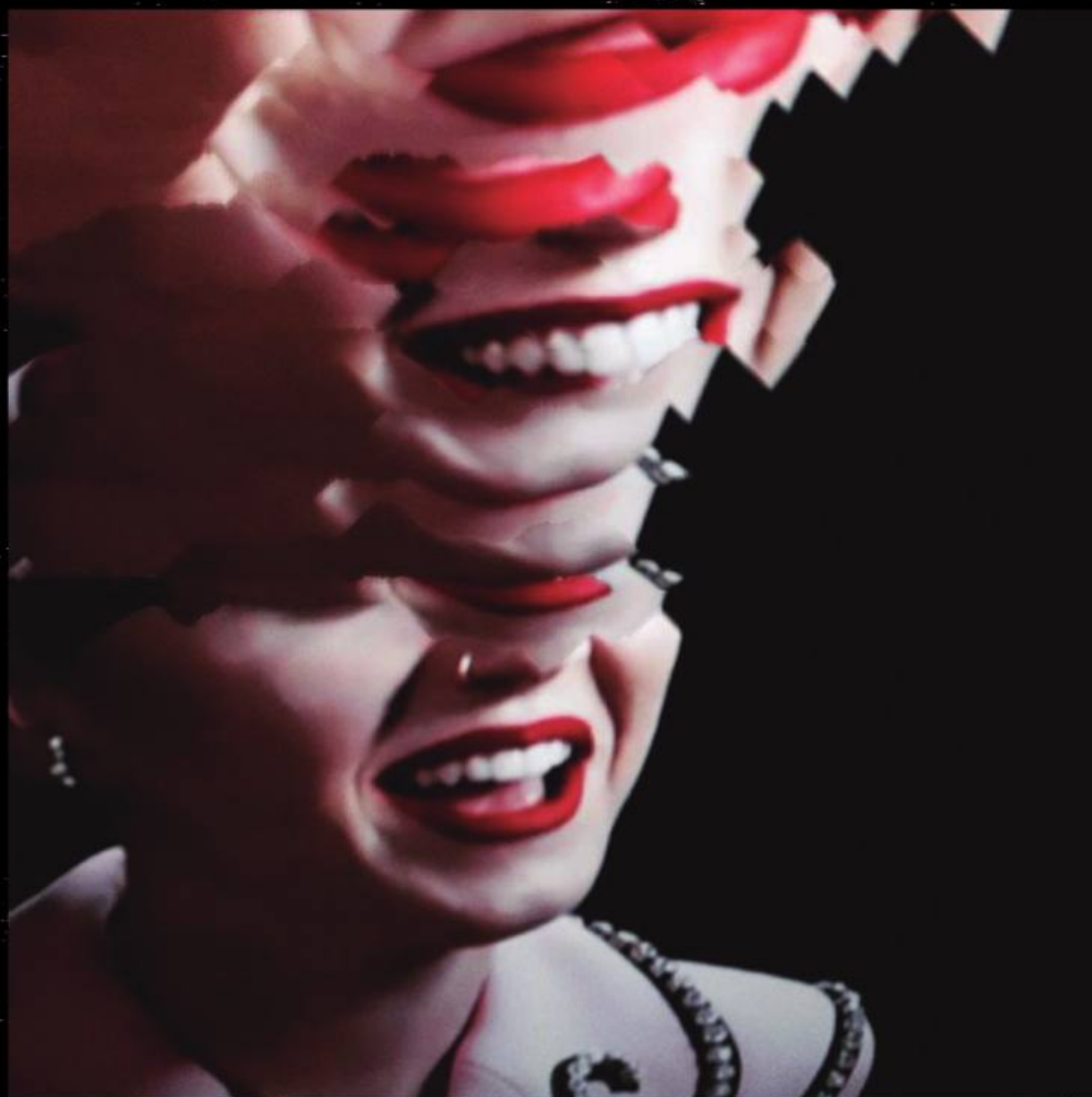
Rife with ambiguity, Sam Fez's work is centred on the power of imagery to create and distort perspective. Who are our cultural icons? Do they exist or do we create them? The absurdity of celebrity, popular culture and political polarity are the main focus of his portraits to date.

Unsettling and humorous, Sam Fez's images evoke psychedelic trips and the ubiquity of digital media in the 21st Century. Influenced by the Dada and Situationist schools, he works predominantly in the medium of experimental photography. Founder of Love Love Records, Sam Fez is also a DJ and musician.



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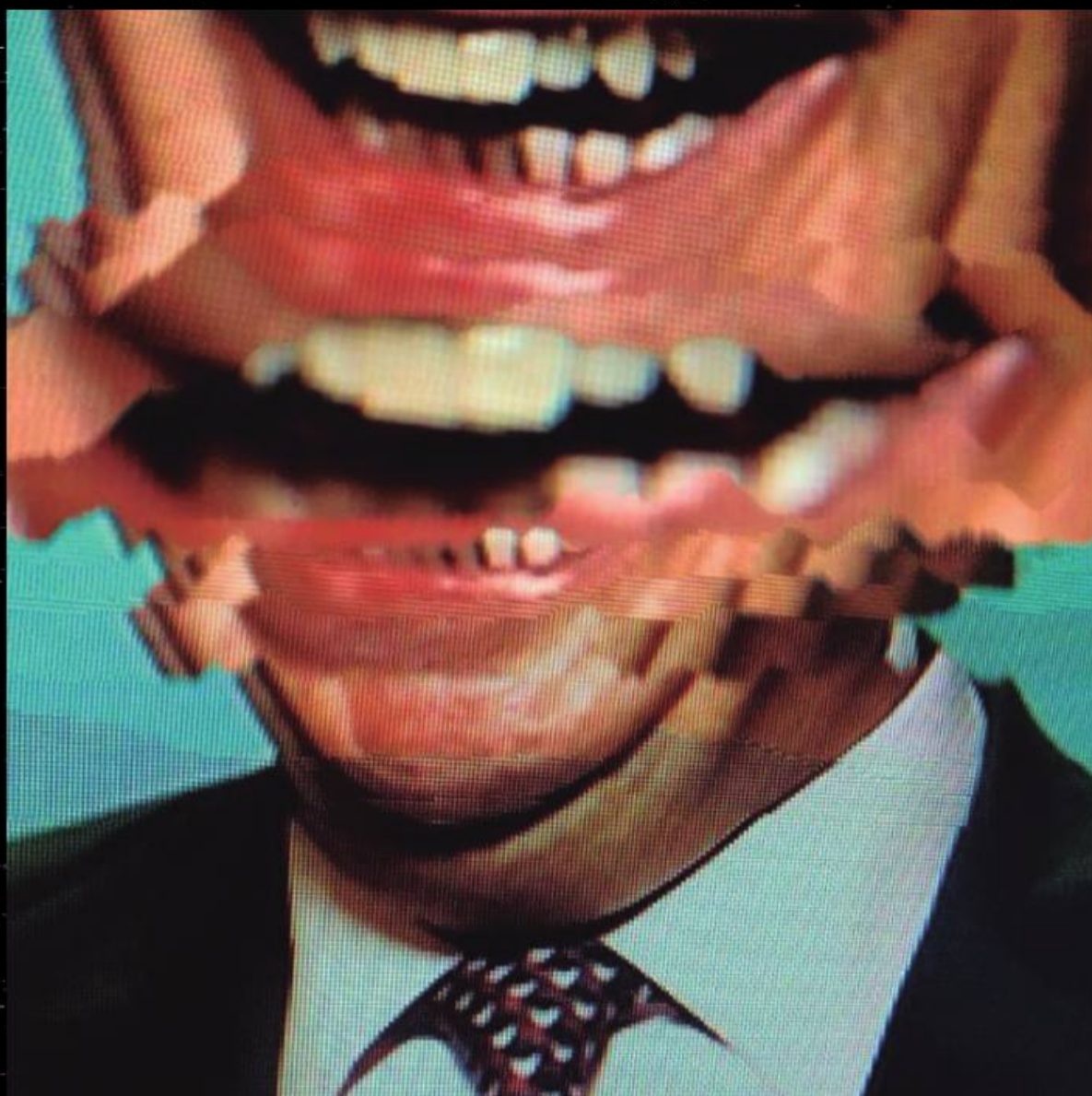


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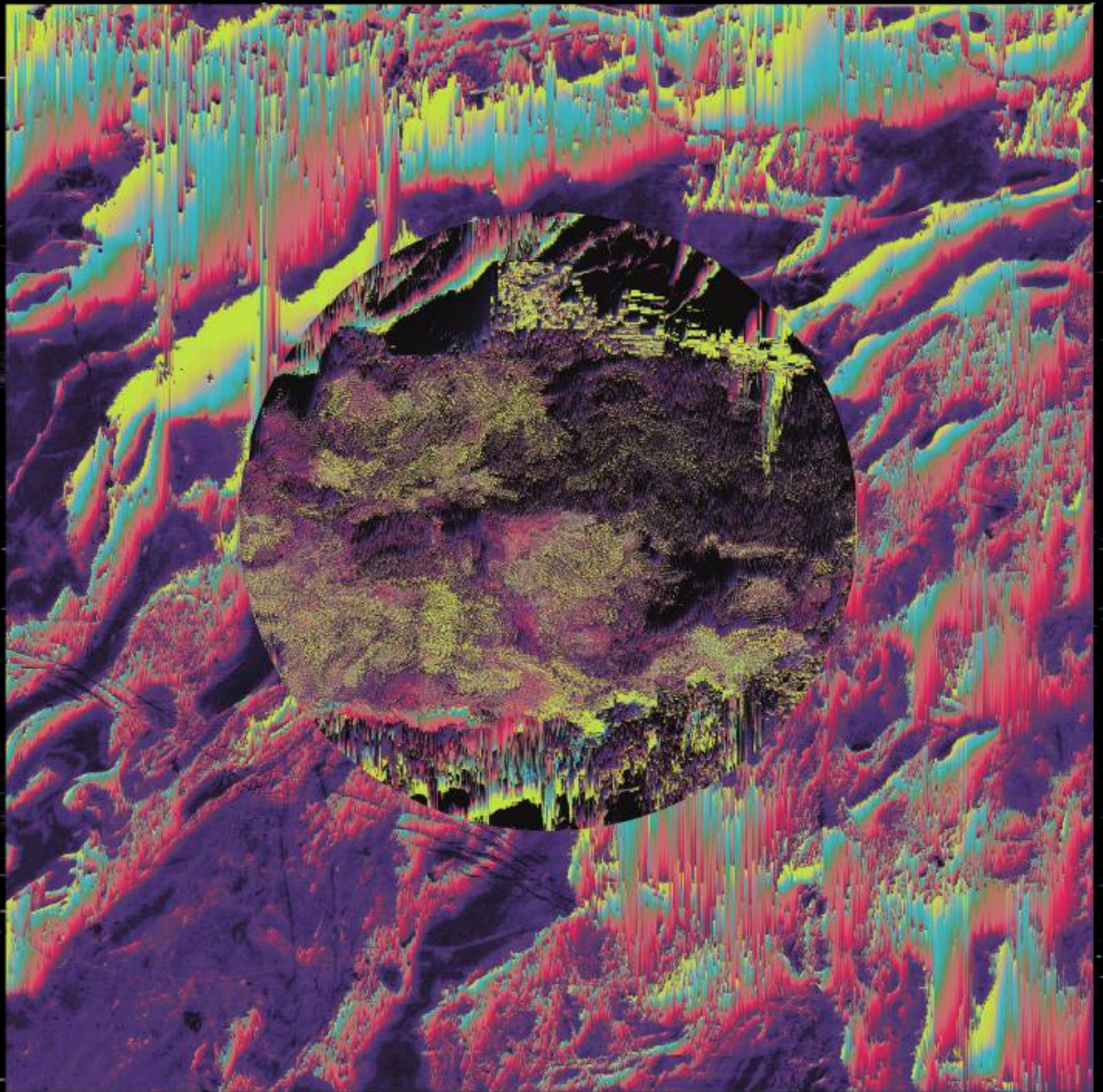
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SGT_ SLAUGHTERMELON



Matt Wallace is the digital artist working under the alias sgt_slaughtermelon. His pieces draw on the theories of abstract artists like Malevich and Kandinsky, and glitch theorists like Rosa Menkman and Michael Betancourt. He mixes these influences into new media colors and techniques. Matt currently lives in Colorado Springs, and has his first solo exhibit in Lafayette, Indiana this July.



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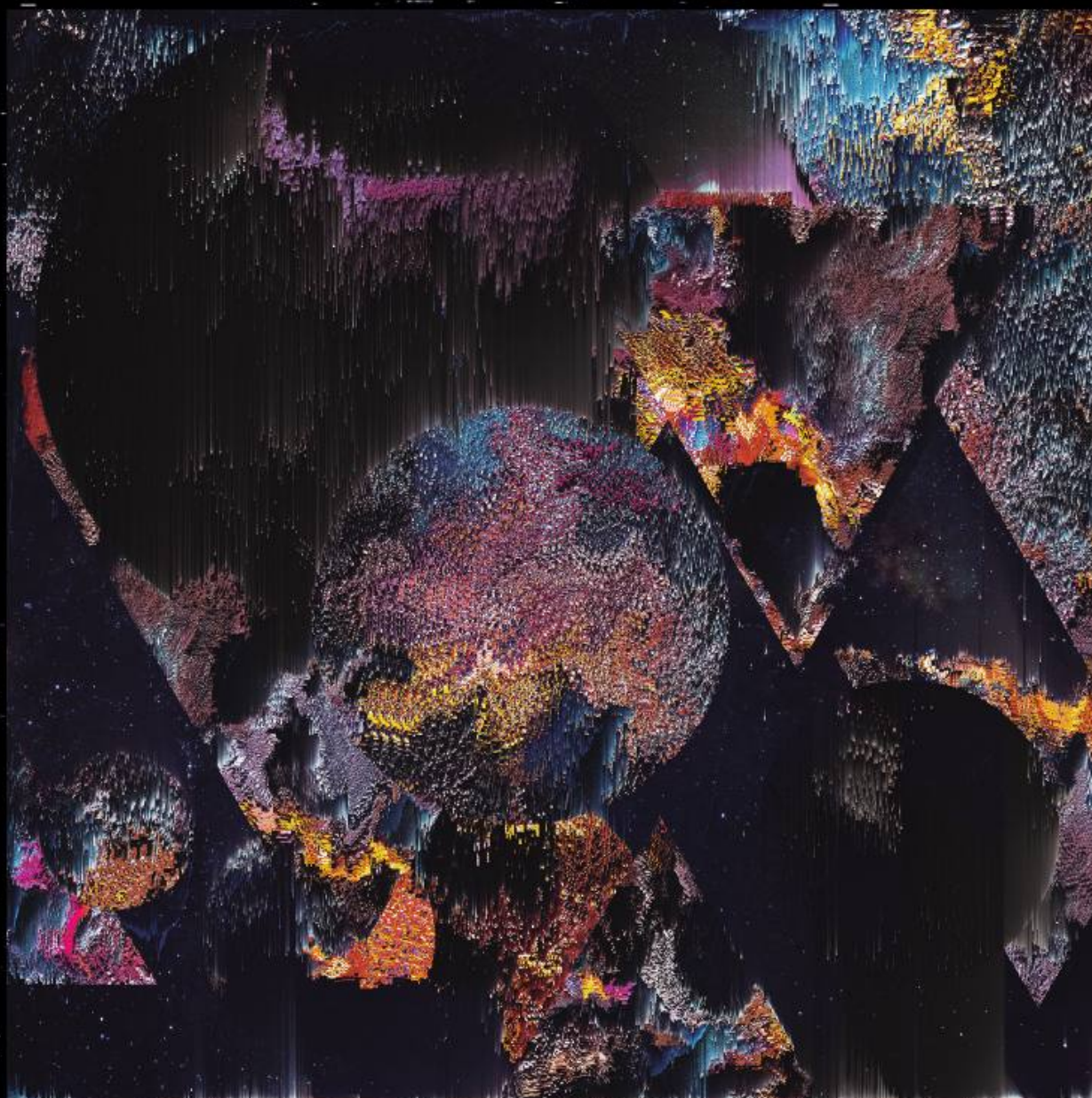


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TACHYONSPLUS

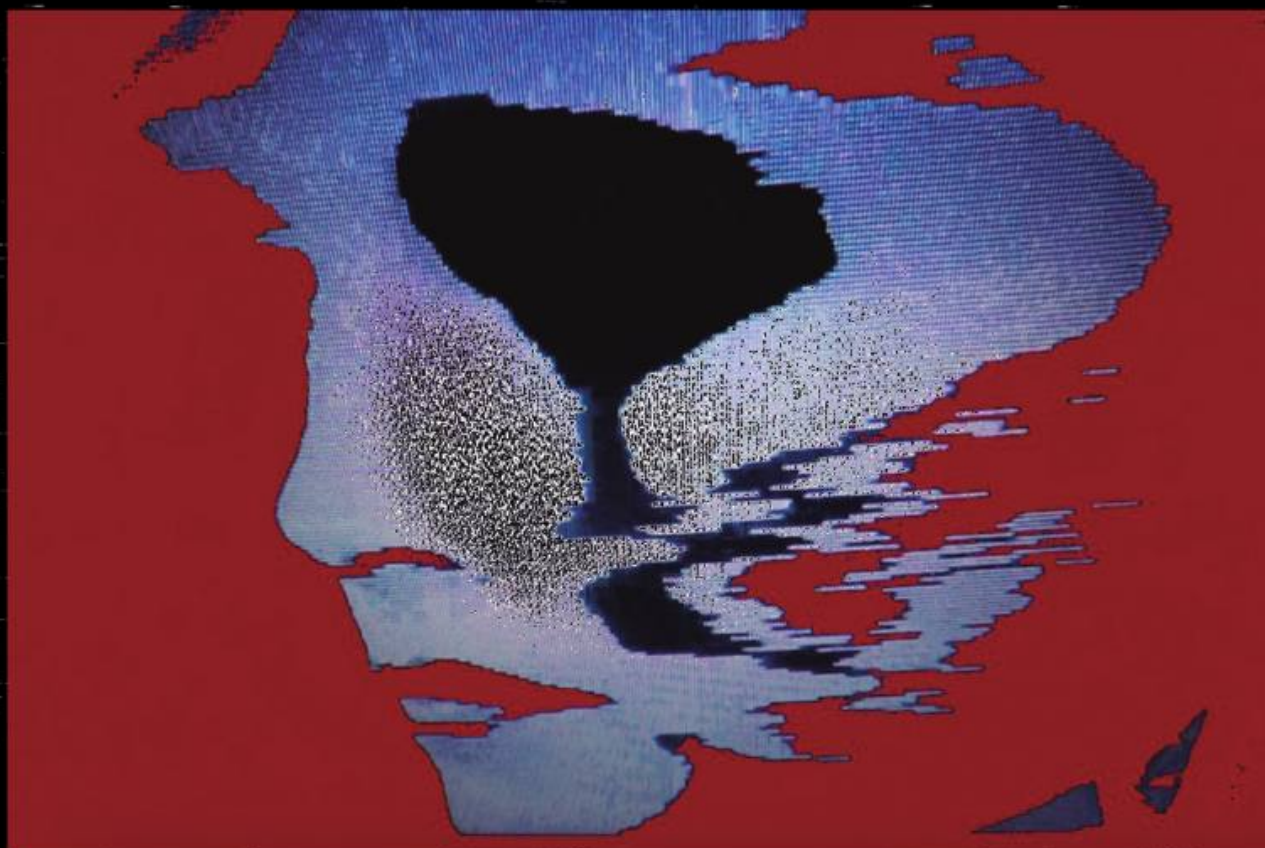


Tachyons+ is a North Florida-based analog video artist that creates unique tools for experimental visual dreamers around the world. They take broken electronics from the garbage (VCR, CRT TV, etc.) and shape them into creative production enhancers for use in studio art, live shows, music videos, graphic design and VJ'ing.

These devices built from the past, made new today through the Tachyons+ Lab, offer new dimensions in creating visuals that reach to an obscure history of forgotten circuitry, with a distorted future of strange colorful dimensions.

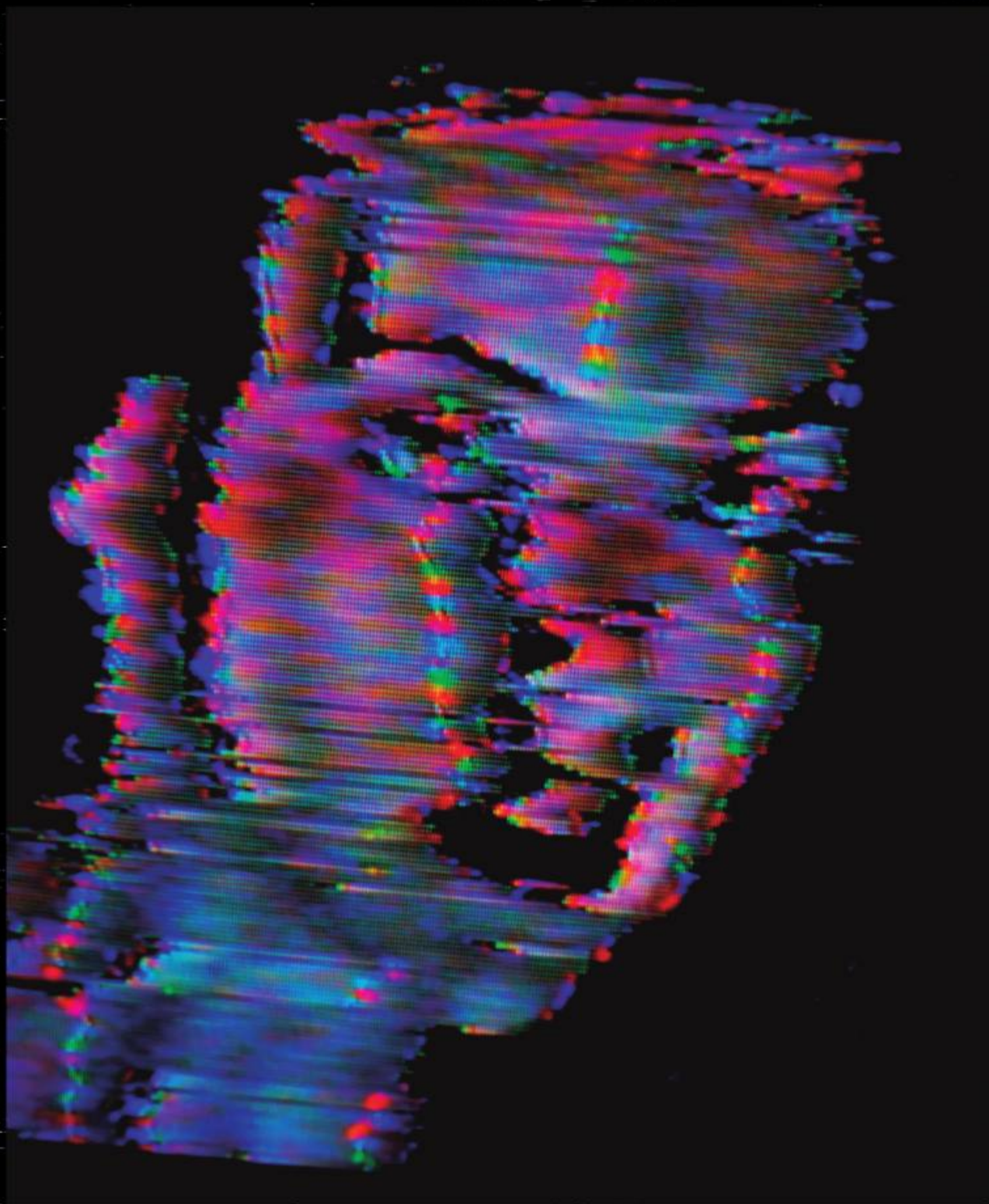
When not building gear, Tachyons+ can be found creating video design for music artists.

<https://tachyonsplus.com/>



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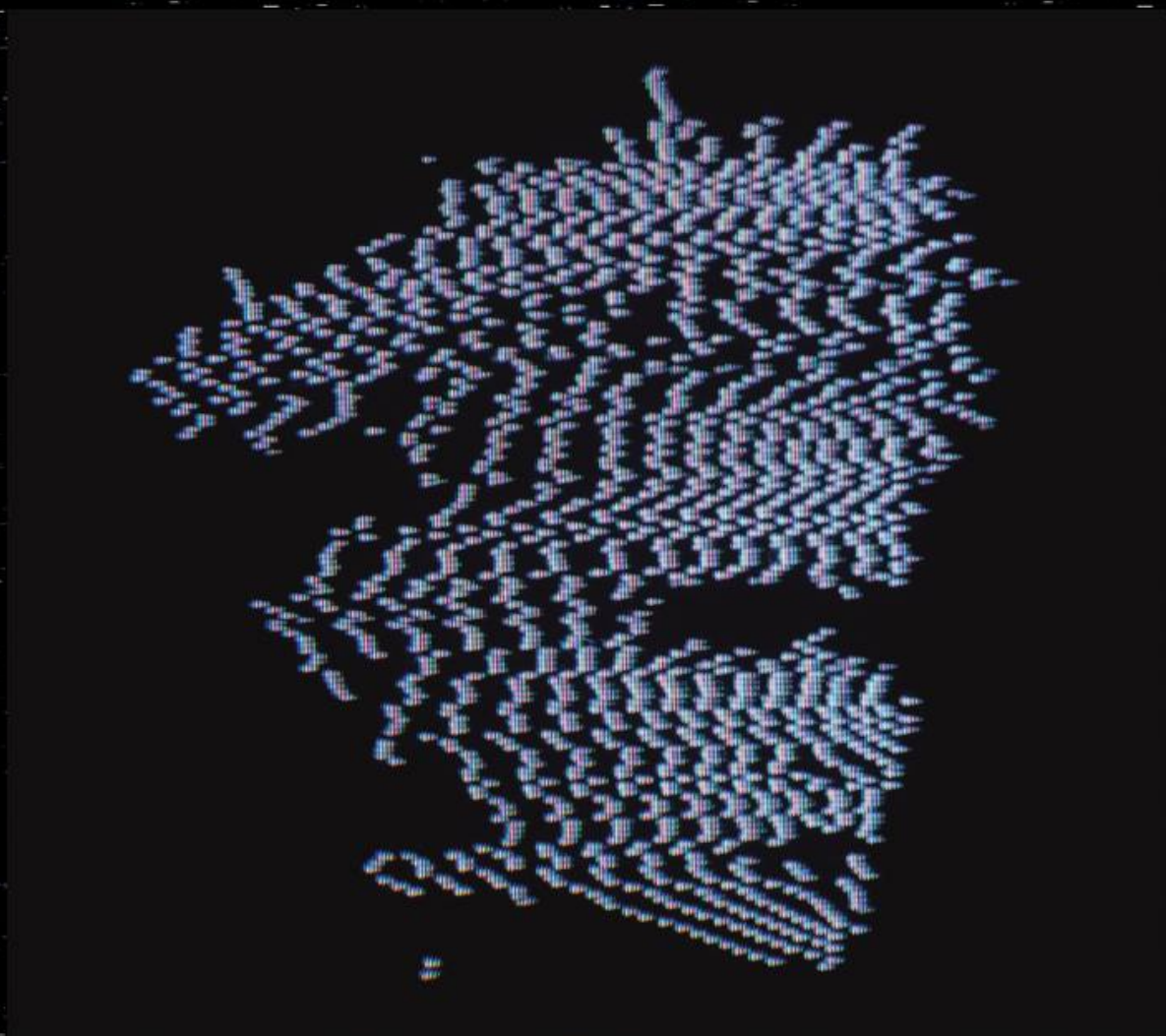
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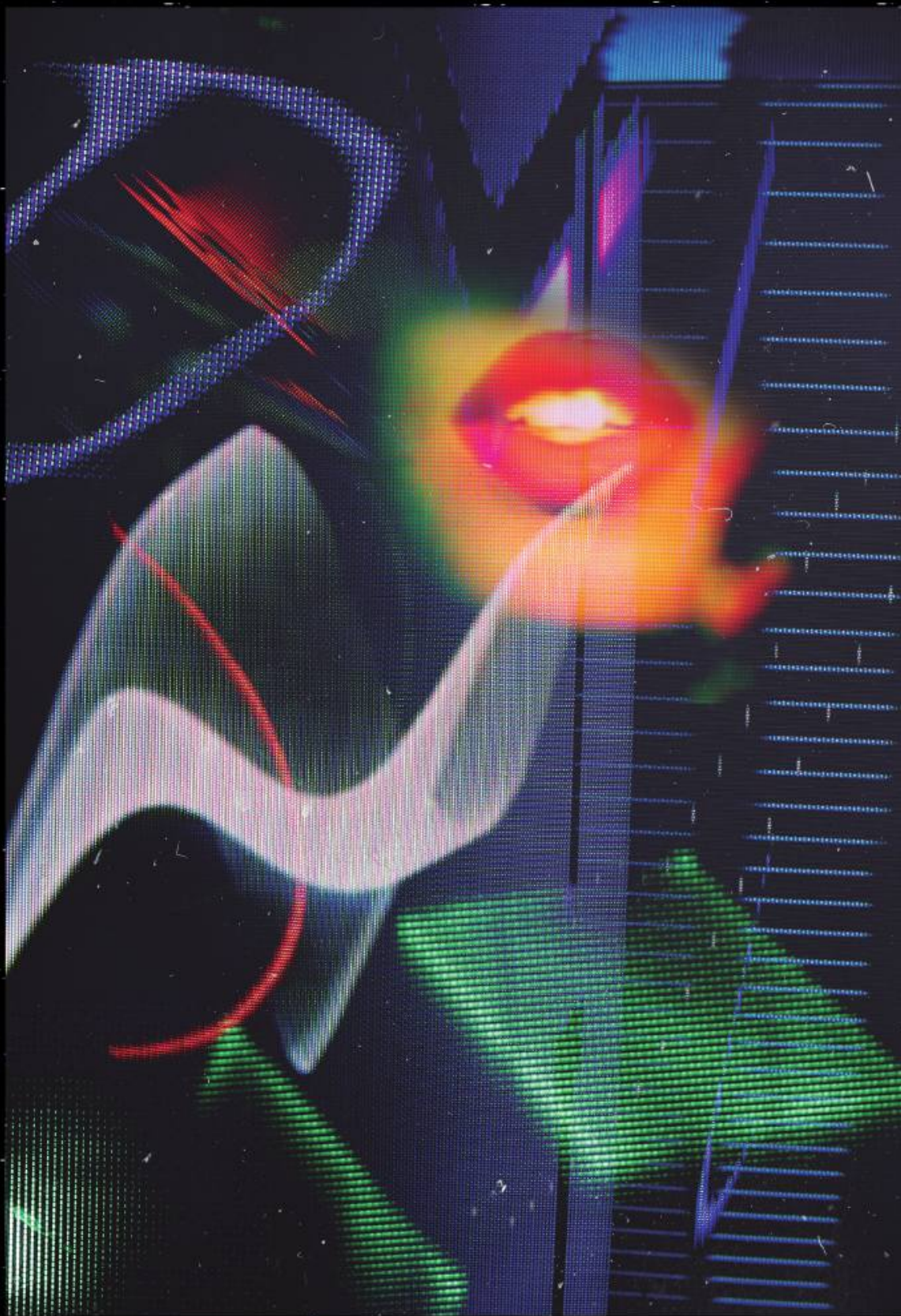
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TV_PICTURES



tv_pictures, otherwise known as Daniel Clark, has been creating glitch art since 2017. He works by photographing still images of CRT TV screens while distorting the images displayed, by breaking cables, ruining VHS tapes, or fiddling with the insides of the TV itself. By using a human element in most of his images, combined with the 'texture' of a CRT television screen, he aims to communicate a nostalgic look at the future, reminiscent of the feelings one gets by watching classic sci-fi movies or shows.





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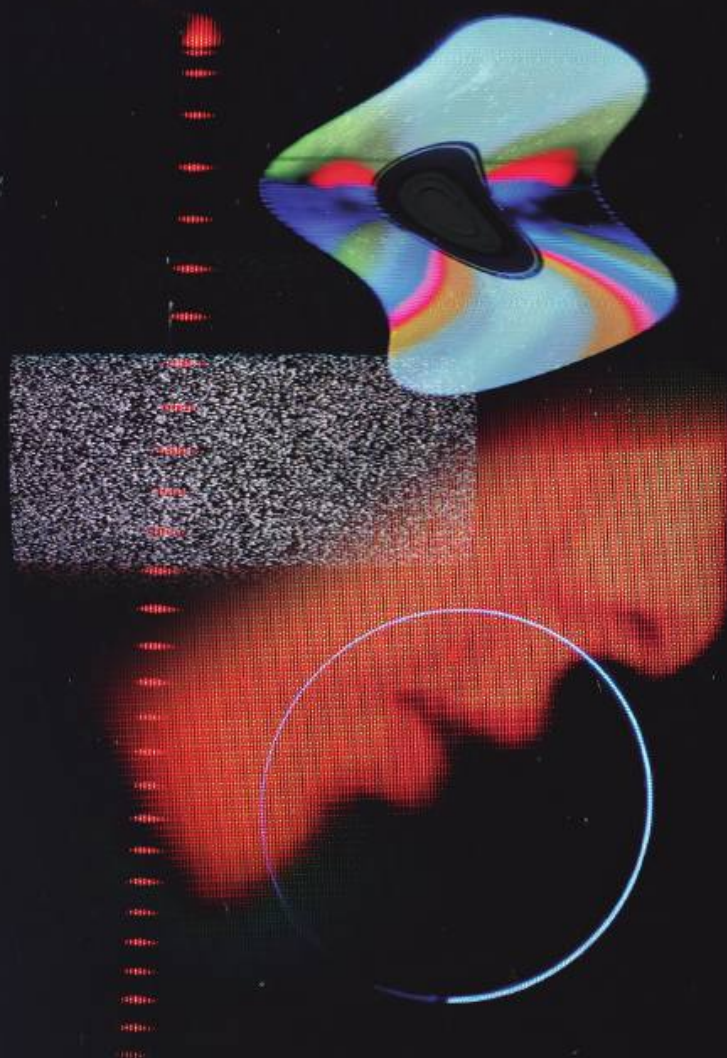


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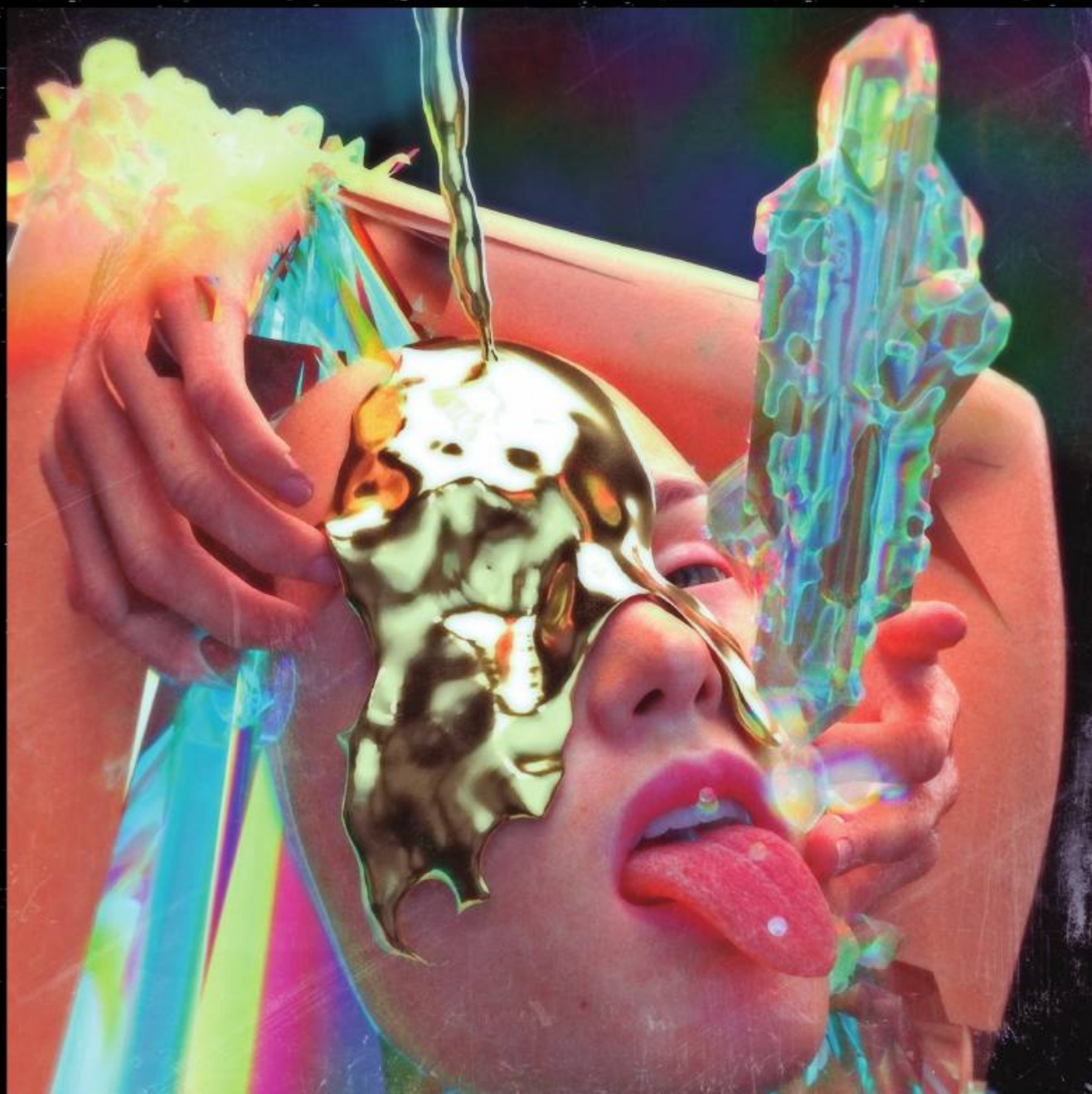


Pure Honey is a humble full-human artist and acclaimed sex expert with perfect physique and a heart of gold. Art is their purpose but chainsaw-fighting is their passion.



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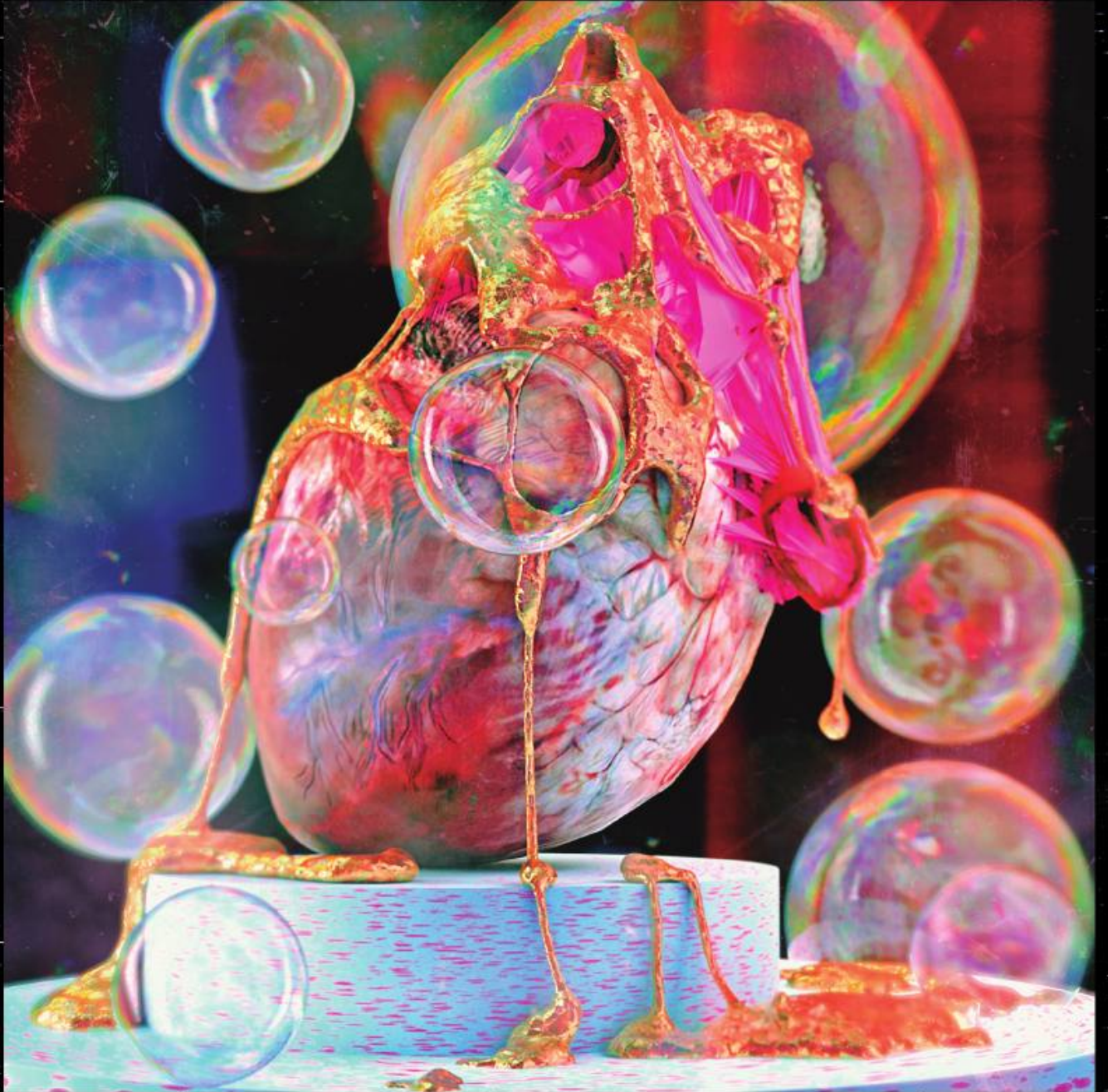


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FELIX



Felix Rothschild was born, raised, and currently lives in Dresden, Germany. He studied media design, film, photography, and autodidact in some other fields.

He currently works as a freelancer and digital artist, with a special interest in creating works in the uncanny and disorienting sides of visual design technologies. His work intends to interrupt the traditional perceptions of self, order, and place. He finds comfort knowing he can transform his sometimes dark feelings into something that makes other people happy when looking at his work—it is one of the best trades he knows of.





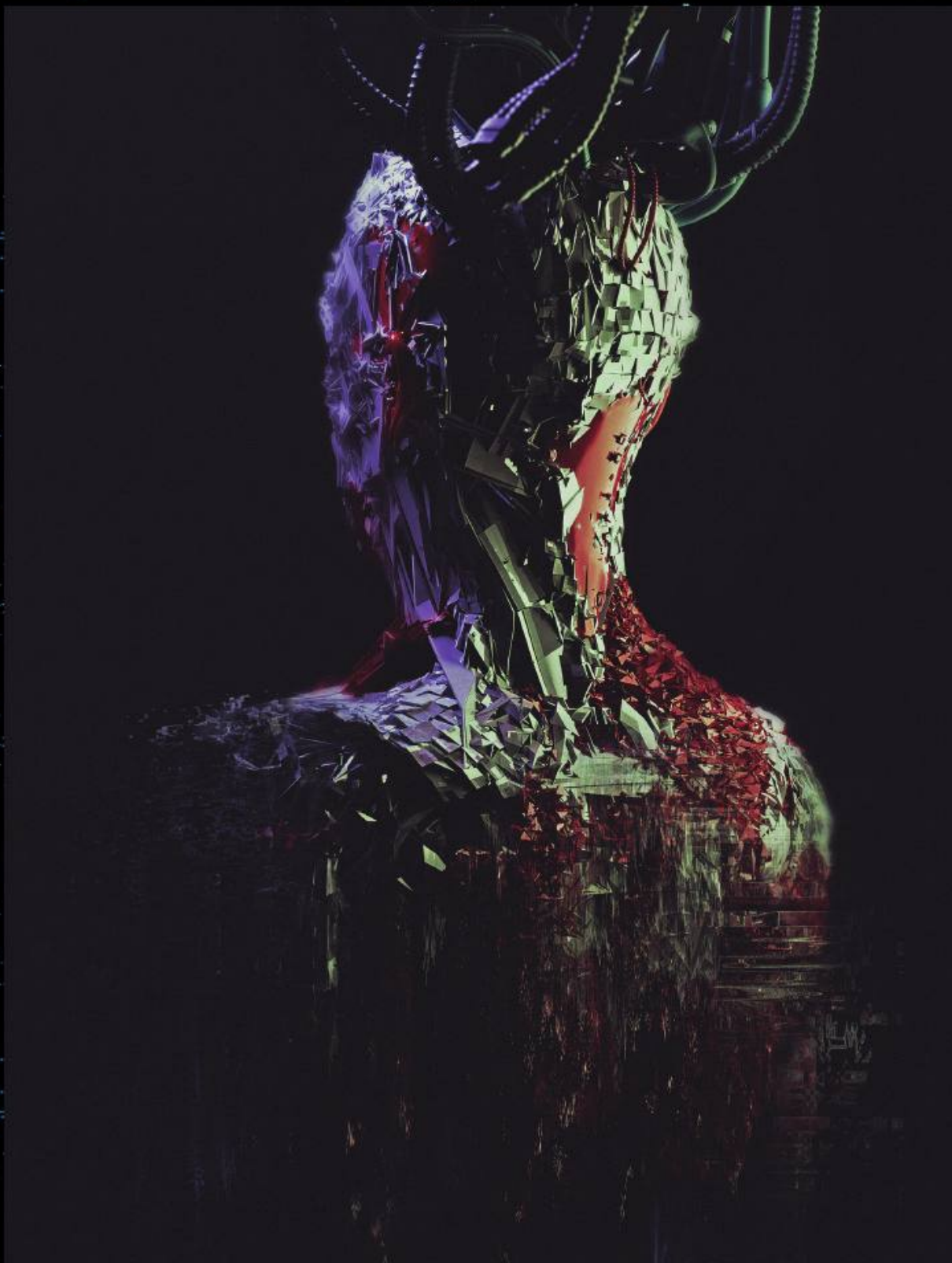
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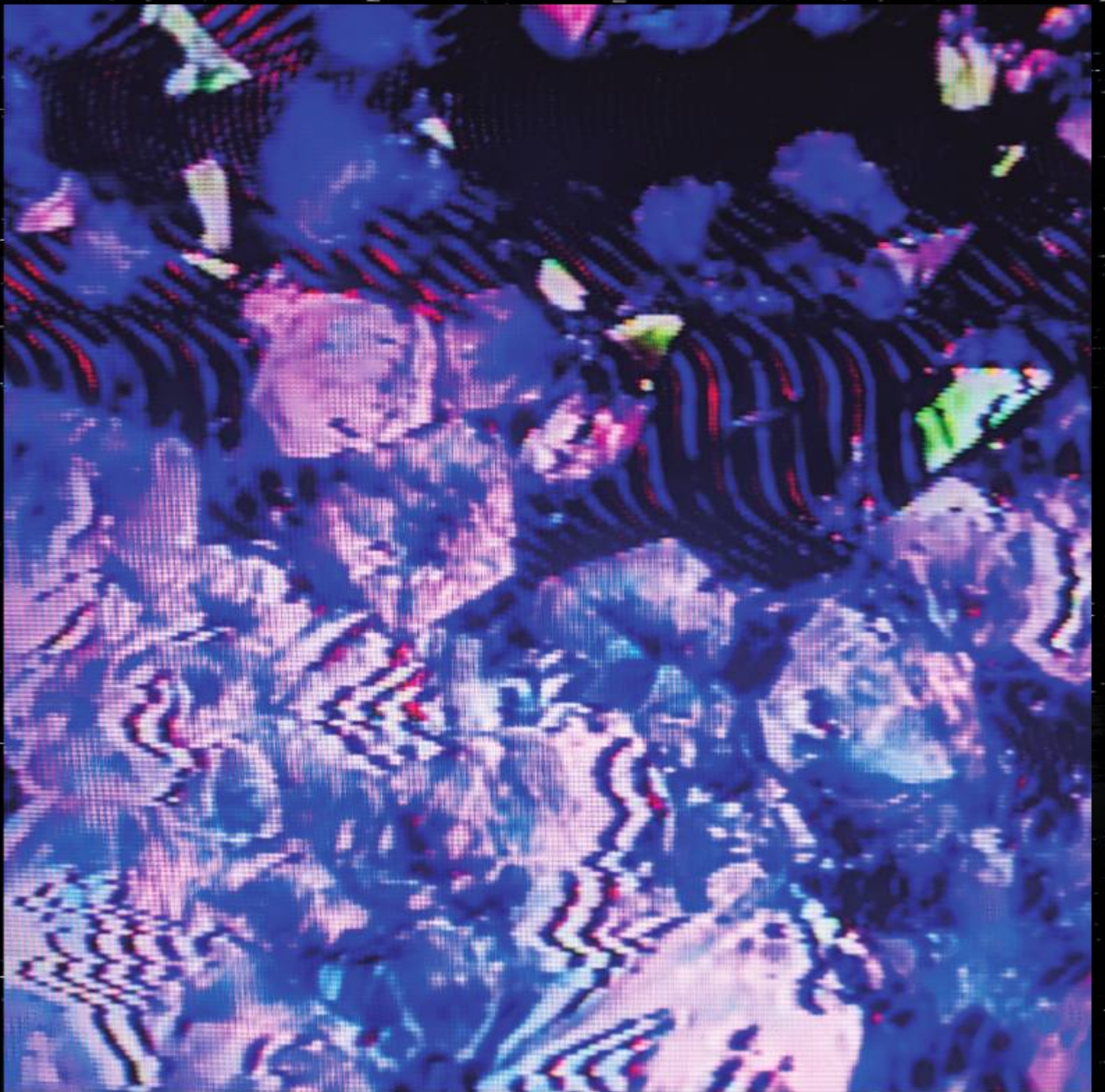


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Q, a relatively new artist to the glitch art scene. He's using his projects as a means to connect and involve himself with visual & music artists he's looked up to for years. Considering himself a jack of all trades and a master of none, he's finally found a medium in which he can express himself fully. Themes that drive his work to completion are light, love, and curiosity.

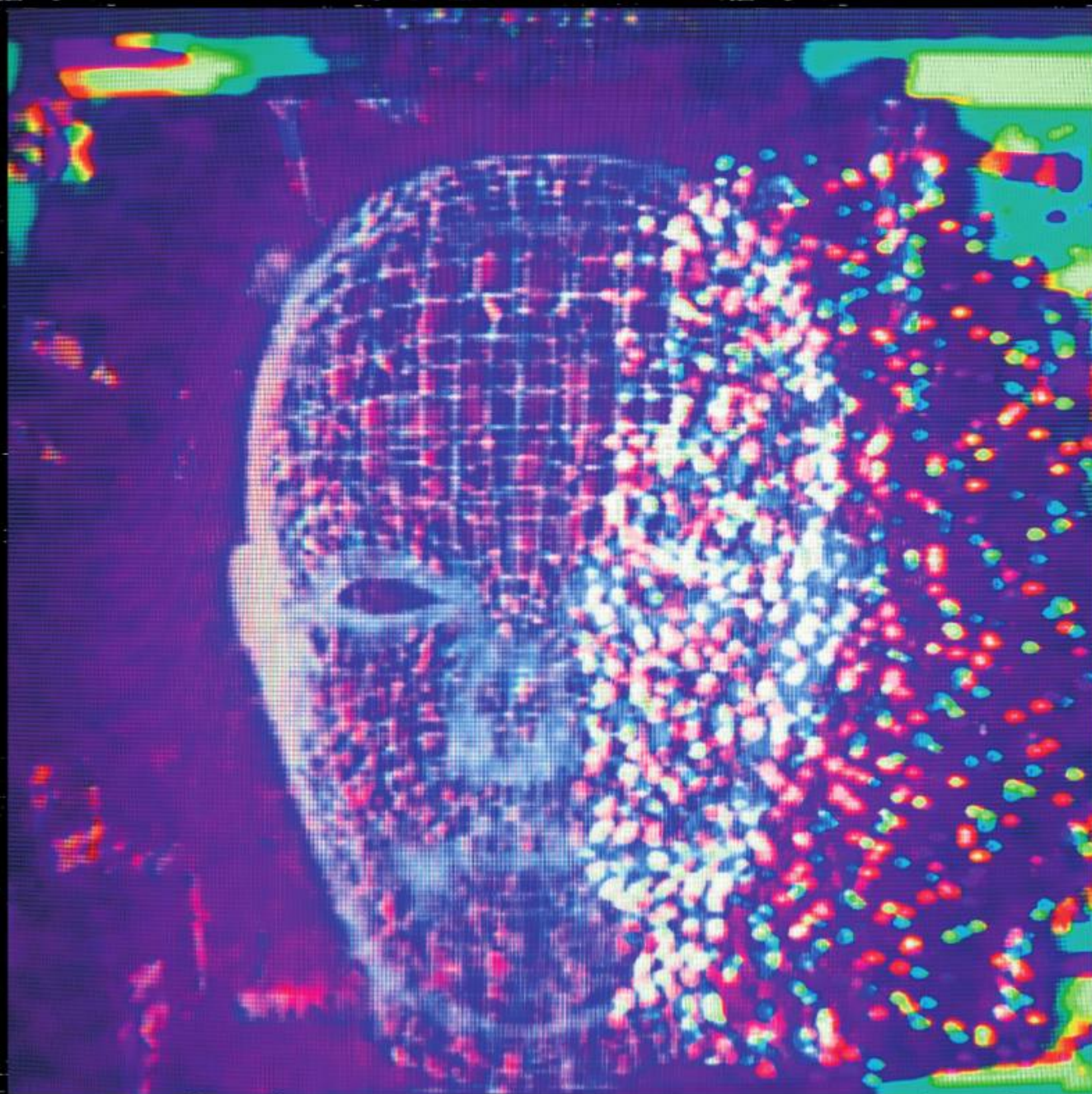
Going forward he's looking to push the Dreampunk and Vaporwave scenes' visual aesthetic into an ethereal corrupted mess through more collaboration with music labels & fellow visual artists. Visual inspirations include Adam Kane, August River, SleepPattern, Windows96 and Dystopia Kid. Musical inspirations include Sangam, Kagami Smile, `telepath` テレパシー能力者, HKE, CMD094, Equip, and ESPRIT 空想.



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ART OF THE GLITCH



Corey Johnson works under the project name ART OF THE GLITCH. His glitch work draws from influences like Rob Sheridan, Nam June Paik, and Stan Brakhage.

He has collaborated extensively with recording artist Zola Jesus for visuals for her latest album *Okovi*, as well as its subsequent tour.

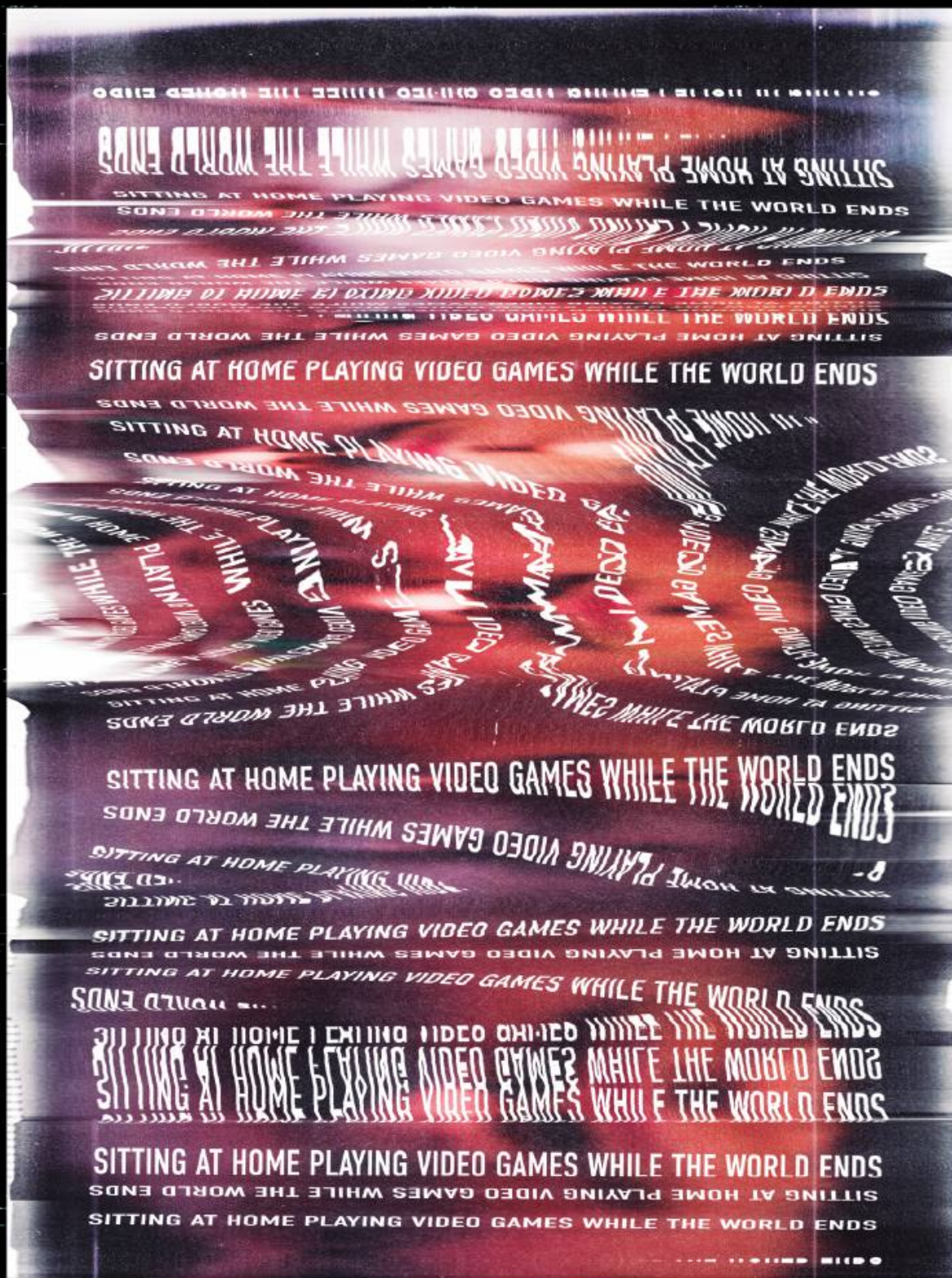
Corey has also worked with recording artists like Five Seconds of Summer, Juanes and Clem Snide.

Corey's use of limited tools (most of his equipment is either hand-built or purchased from thrift stores) and techniques provide a narrow but deep meditation on nostalgia, nightmares, and the relationship of humanity and technology.

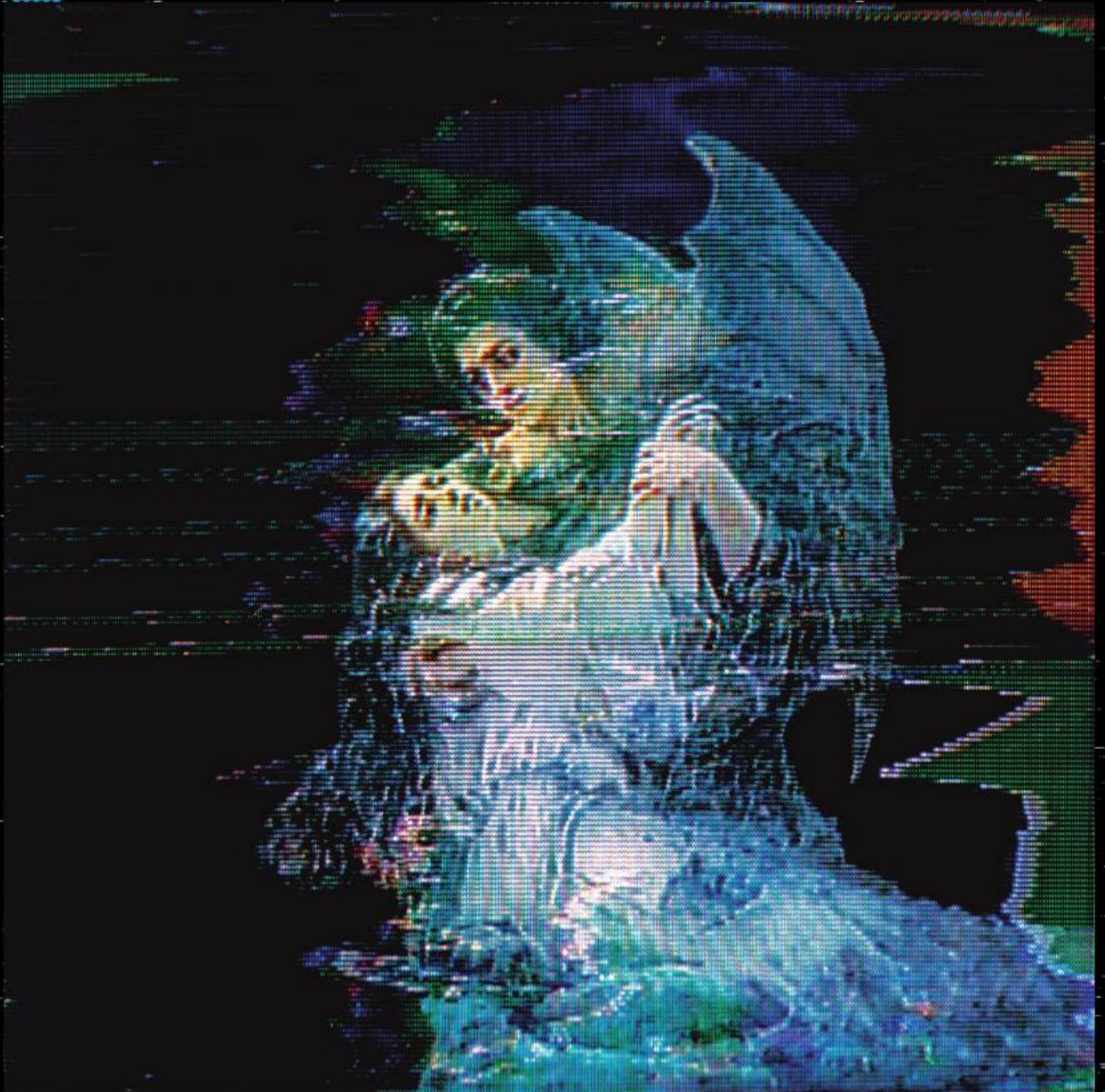


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