

ROOKY

Postapocalyptic LOOP
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Kinetic installation, photo
2022

MASTER

Kinetic installation, pigment print on Art Fiber Warmtone paper.

Materials: CNC cut HD-PEE, birch plywood, 45x45 pine beam, chain, copper, M5 bolts, washers, nuts, Arduino Leonardo, stepper motors, motor and LED drivers, RGBWW LED, cooling, 3D printed ABS components, program, pigment print on Harman Glossy Art Fiber Warmtone paper, magnet, 72 minutes.

Subjects: Fallout series from Fallout II to Fallout 76, Cyberpunk 2077, The Long Dark, Disco Elysium, Johan Huizinga "Homo Ludens: A Study of the Play-Element in Culture", Kurt Vonnegut "Slaughterhouse, Corps Five, or the Children's Crusade", Walter M. Miller Jr. "A Canticle for Leibowitz", David Brin "The Postman", Robert Sheckley "Dimensions of Miracles", Erin Macdonald "The Science of Sci-Fi: from Warp Speed to Interstellar Travel"

Thanks: Märt Liivik

NIGHTMARE

About a year and a half ago, the idea of creating three different works came to my mind, of which the keyword "(computer) game" was the common denominator. In addition, all three works dealt with the passing of time inside the game - in "virtuality" and outside the game - in "reality". The contradiction between a certain ambition for realism and logic and the simultaneous awareness of the conventionality and of something that is given in the games, began to bother me in the wrong way. The passing of time in games is one embodiment of this conventionality.

I understand why time passes faster in the game, every game has its own time frame anyway, but in the end it's kind of strange when it takes a few minutes to cover many kilometers and the day ends in about an hour. There are more of these conventions, depending on the game, for example, building/crafting can be instantaneous, while fast travel consumes in-game time.

One of these ideas was exhibited this fall at the Haapsalu City Gallery, the second made it to the exhibition here, the third will wait for the right time and place. In addition to the time factor, the projects that have been realized so far combine the question of what is real? Is being in the game as a character I created less "real" than being in front of the same screen using a spreadsheet

and doing work?

However, one of these associations goes quite far back in time. As a child, in elementary school, the threat of nuclear war was a reality for me. This was constantly confirmed on posters in the school corridors, also as we were preparing masks or gathering in the school shelter in case of an alarm (in the cloakroom with large windows...). At that time, I got anxious when I heard an alarm signal before blasting in Loo mine in Lasnamäe for the first time. This fear or uncertainty did not leave even later.

In the vanilla version, Fallout 4 has a time ratio of 1:20, which means that an hour of game time passes in 3 minutes, and a day ends in 72 minutes. Of course, if you want true realism, you could change it to 1:1 on the console, but would the game be more real then?

Finally. "Loop" here refers to both - the cyclicity of nature and the gameplay loop. While I mainly refer to Fallout 4 with my work (as a simplified model), its gameplay cycle is: explore (world) > fight > collect stuff > build > explore (world), etc. Of course, the story is more complex, but in its essence, it can be summed up as minimalist. These are the activities for which I have spent about 650 hours in this game and its DLC's (Downloadable content). Over a very long time thou. The game was released at the end of 2015).

In the meantime, accidents have happened, old savesgames disappeared, I have started it again creating characters in different perspectives, etc. I haven't finished playing the main story.