ART GAMES PLAYER'S GUIDE

Yves Klein Leaps into the IKB Void

Yves Klein Leaps into the IKB Void (2008) suspends the artist's body as depicted in the photograph *Leap into the Void* (1960), originally published in *Dimanch - Le Journal d'un Seul Jour* (*Sunday – The Newspaper Only for One Day*) on Sunday, November 27th 1960.

Finally free of gravity, neither flying nor falling, Klein's horizontal momentum is made consistent as if floating in space. In the style of a side-scrolling shooter, Yves Klein's body tilts up and down according to the player's influence while textured International Klein Blue (IKB) monochromes pan in the background, their pigment suspended in clear resin.

## White Painting [single panel] after Robert Rauschenberg

White Painting [single panel] after Robert Rauschenberg (2008) was created on the day of Rauschenberg's death and revisits his White Painting series from 1951. Composed solely from photographs documenting the production of the white series at Black Mountain College, Rauschenberg's ethereal form appears when summoned on what John Cage referred to as a "landing strips" for light, shadow, and dust. The inclusion of the artist's body transforms the surface of the monochrome into an indeterminate landscape, a spectral topography. Despite the seemingly immense volume of the stage, the lack of distinguishing marks camouflages the player's movement, a disorientating effect common when navigating cartography in early role playing games. When the journey ends Rauschenberg evaporates and the score increases by one.

Red Andy Warhol Crash Infinite Times

Red Andy Warhol Crash Infinite Times (2008) depicts the artist driving a crashed car from *Orange Car Crash Fourteen Times* (1963). This crashed car has been modified into an automatic screen-printing device, constantly tracking trace elements of the fourteen car crashes around one of the two mono-chromatic canvases. The other canvas tallies Warhol's progress, functioning as a large score-board which reflects its opposite. By sequencing Warhol's series of red self portraits in time, the artist appears constantly electro-cuted as the crashed car bumps along. How long must one play before the death drive is satisfied?
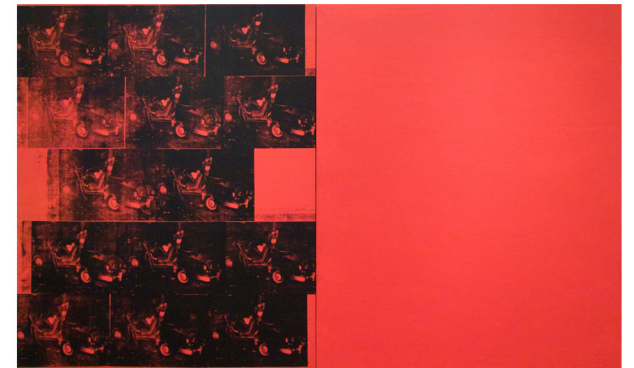
Frank Stella in Morro Castle

Frank Stella in Morro Castle (2008) places the artist's figure within one of his earliest black paintings now transformed into a top-down arcade game. Photographs shot in Frank Stella's studio during the creation of *Morro Castle* (1958) animate the avatar of the artist. The painting's twenty-five black stripes fuse into a single labyrinthine pathway while two divergent stairways convert the nonrepresentational marks into the very castle suggested by the title.
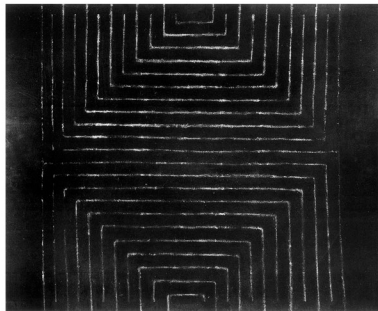
Controlling Stella, the player must slowly trace the path pioneered by the artist's brush in order to reach either staircase. Arriving at the finish, Stella's figure ascends or descends only to reappear from the opposing stair. The scoreboard in the bottom right corner tallies as one vertically traverses a stack of two dimensional floors in this castle of infinite height and depth.

Curs(e)ored Pollock

A standard blinking cursor is added to Bernard Schardt's photograph of Jackson Pollock. The artist hesitates in front of the large blank canvas that will become Peggy Guggenheim's commission, *Mural* (1943). Pollock would delay until the night before his deadline to begin painting what would become his first large-scale abstraction. Enacting Pollock's pause, the player is immobilized without a keyboard or console.

Ad Reinhardt's Abstract Painting

Ad Reinhardt's Abstract Painting (2008) invites the player to pilot Reinhardt's most recurrent comic character within the landscape of his signature painting, *Abstract Painting* (1960). As the player wanders the ostensibly black surface, the character recites dialogue sampled from Reinhardt's comics while the score increases. Faint red, green, and blue tint demarcate the painting's surface and form a subtle grid embedded in the black paint which directs the question and answer session. This three by three grid, originally used to infuse the monochrome with abstract geometry becomes a game board—perhaps for checkers or tic-tac-toe.