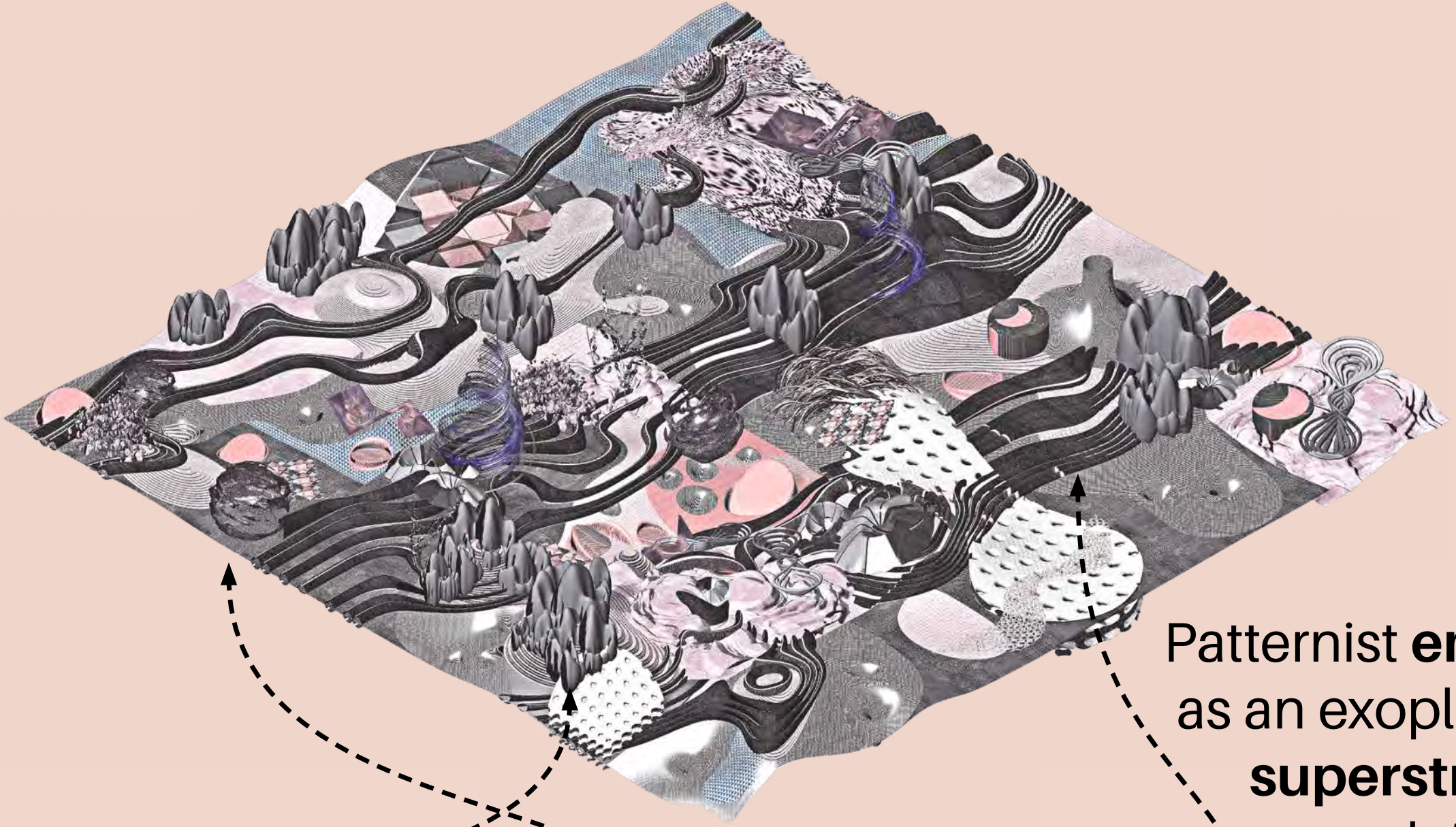**PATT ERN IST**

Download on the App Store

Patternist is a location-based augmented reality game, serving as a platform for engaging with alternative urban infrastructures and economies through speculative fiction.

You can detect uncharted elements among familiar spaces, and reveal alien landscapes that eventually envelop the city as you know it. Unusual maps, trades, and encoded perspectives emerge as you engage with urban environments through the lens of this newly identified exo-planetary **superstructure.**
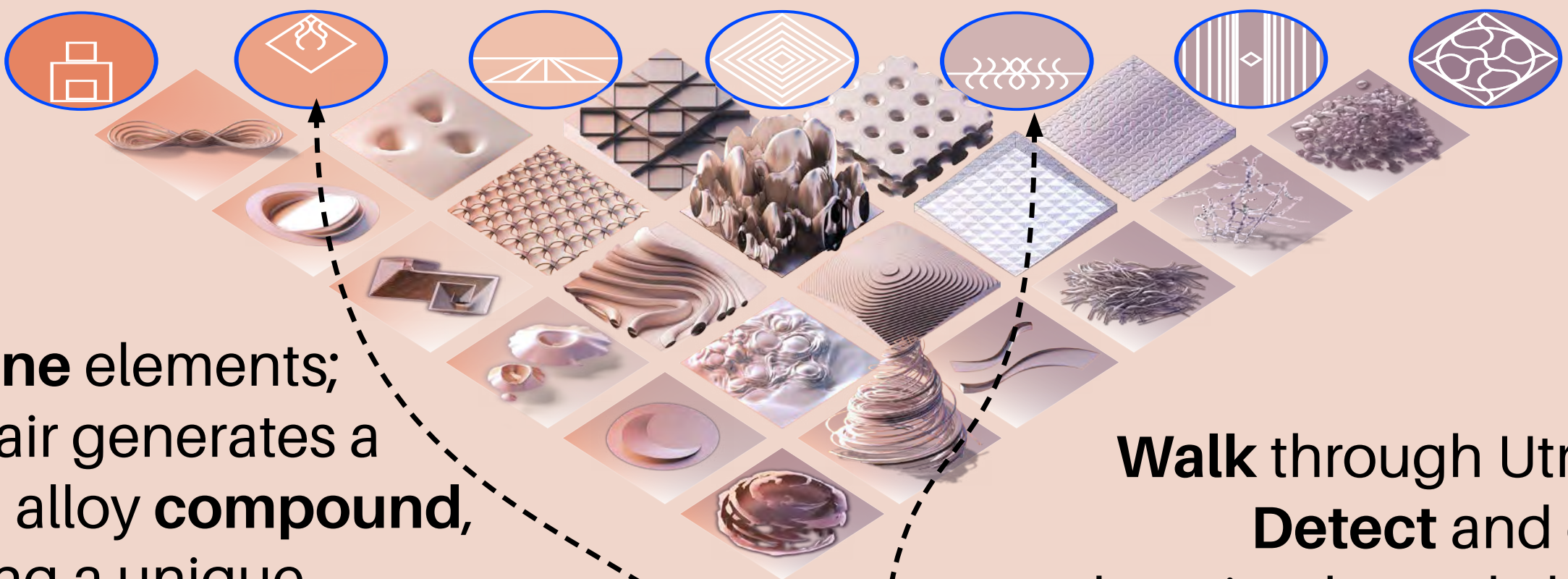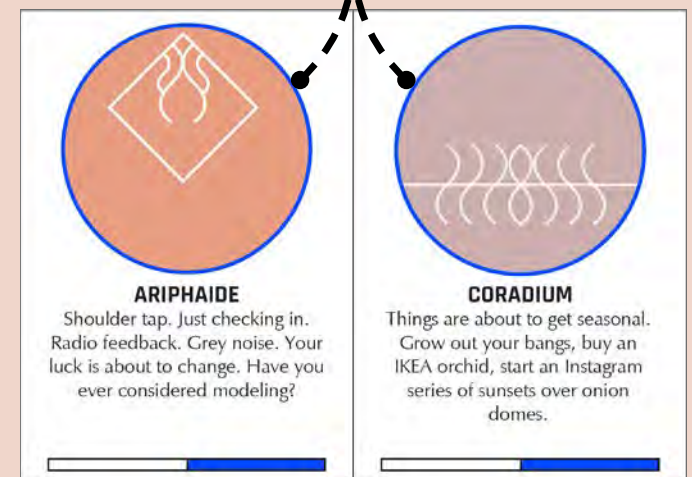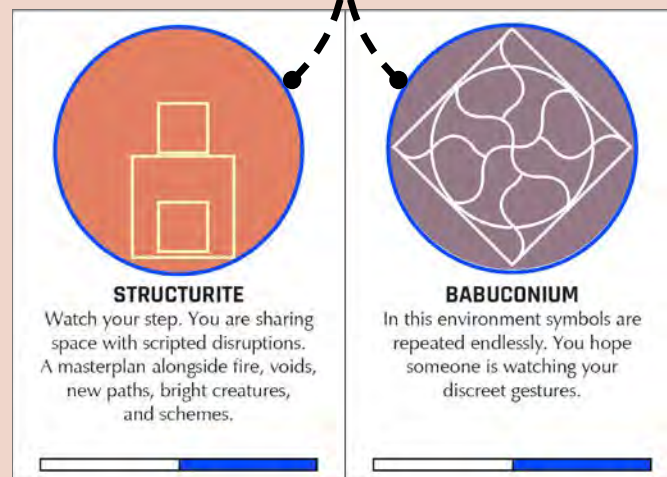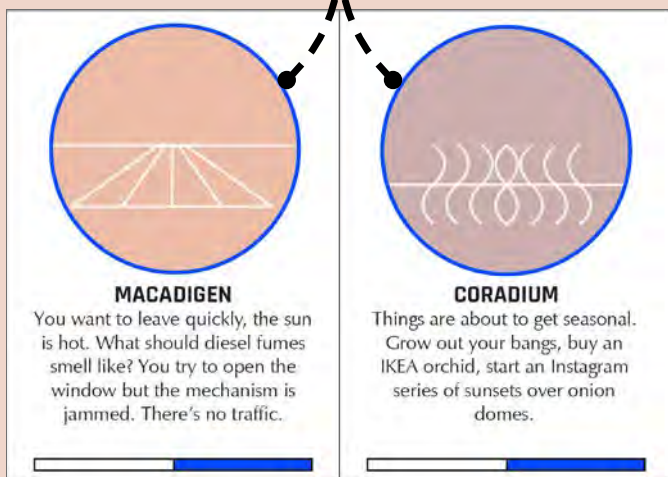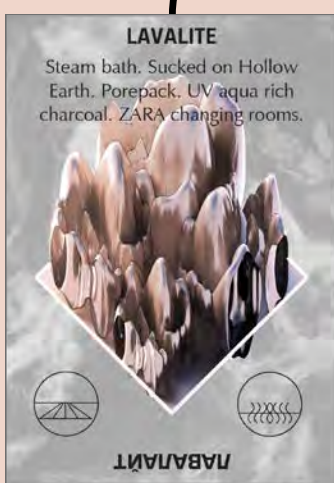
P A T T E R N

I S T

Live at Impakt Festival 2018

03.
Patternist **emerges** as an exoplanetary **superstructure** overlaid upon **Utrecht.**

LAVALITE
Steam bath. Sucked on Hollow Earth. Porepack. UV-aqua rich charcoal. ZARA changing rooms.

ЛΛВΛЛUТ

WEEDEATER
Sandstorm. Marblised trauma, transparent dust sphere. Fidget spinner needs lubrication.

ВIIДIITEP

NAVMESHAGIA
Planets align causing squishy spatial boolean maze eclipses. Union puffs, papier-mâché, blockchain conference bros.

HΛBMEШΛГIIΛ

MACADIGEN
You want to leave quickly, the sun is hot. What should diesel fumes smell like? You try to open the window but the mechanism is jammed. There's no traffic.

CORADIUM
Things are about to get seasonal. Grow out your bangs, buy an IKEA orchid, start an Instagram series of sunsets over onion domes.

STRUCTURITE
Watch your step. You are sharing space with scripted disruptions. A masterplan alongside fire, voids, new paths, bright creatures, and schemes.

BABUCONIUM
In this environment symbols are repeated endlessly. You hope someone is watching your discreet gestures.

ARIPHAIDE
Shoulder tap. Just checking in. Radio feedback. Grey noise. Your luck is about to change. Have you ever considered modeling?

CORADIUM
Things are about to get seasonal. Grow out your bangs, buy an IKEA orchid, start an Instagram series of sunsets over onion domes.

02.
Combine elements; each pair generates a unique alloy **compound,** revealing a unique **Patternist landform.**

01.
Walk through Utrecht to **Detect** and **collect** location-bound elements using the AR interface at physical **spawn** points of **urban infrastructure** in the city.

Spawn locations @ Google map