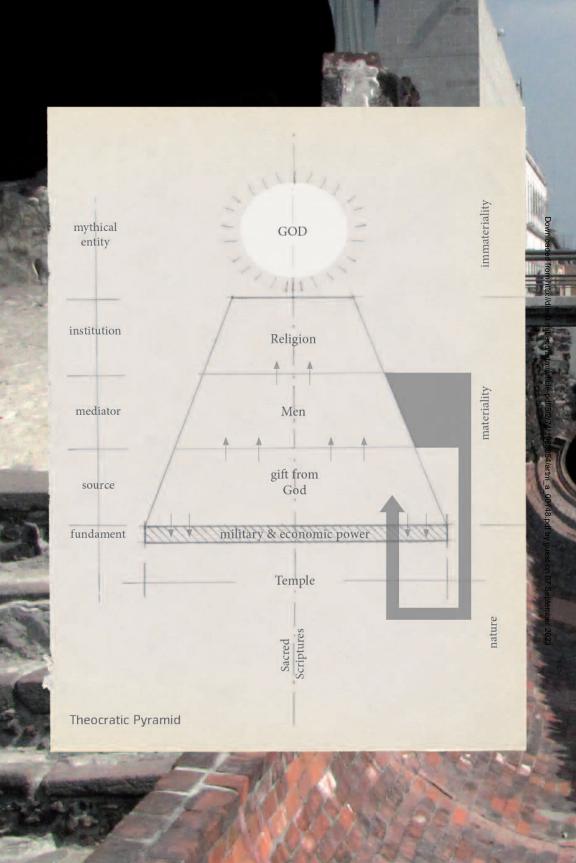
A DIAGRAM IS A TRIVIAL MACHINE

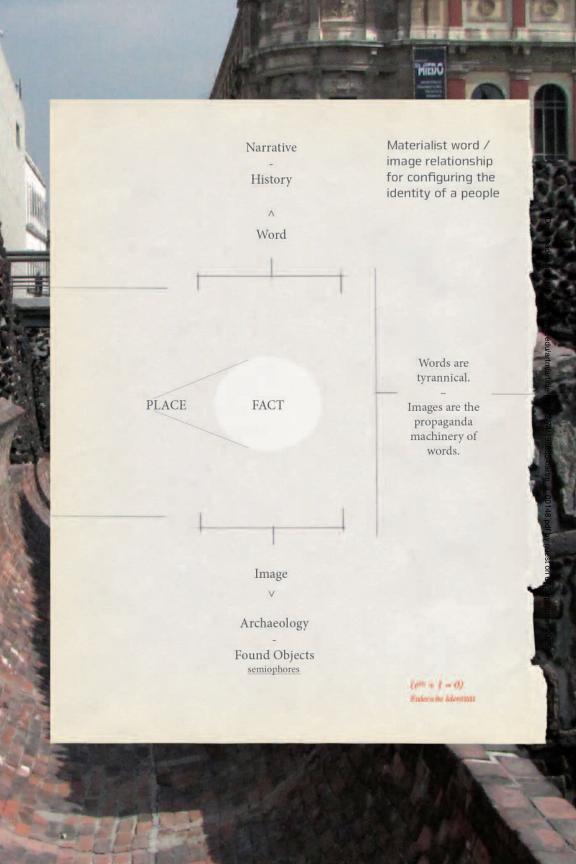
MARIO ASEF

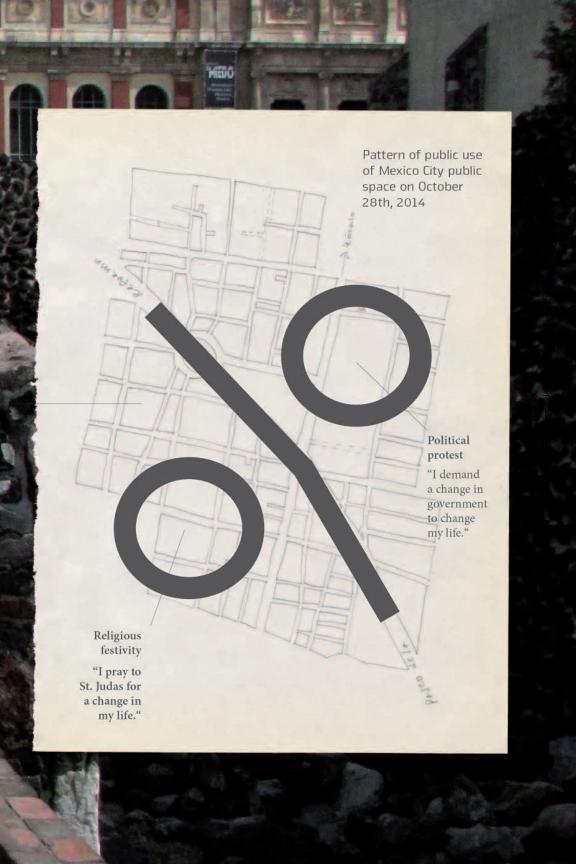
The idea of the diagram emerged almost at the same time as the idea of the machine, although we cannot really tell which existed first. However, it seems clear that both are intrinsically connected. What they share is essentially narrative: we create machines using diagrammatic narratives, and with these narratives, we create knowledge. Narratives are the real machines.

I generate diagrams with the purpose of understanding the narratives, forms, and aesthetics of sociocultural and political structures. This leaves room for the production of artistic works that can be introduced into the machinery of everyday life.

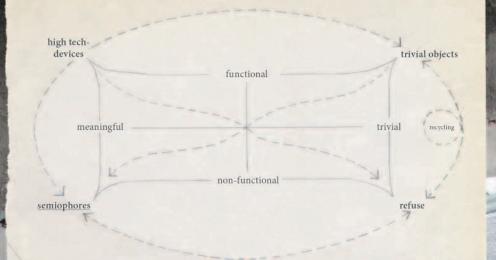
The city is The deployment of time







Ruins are cultural devices



Status of Things

- c) Tradition or circumstantiality?
- b) Conditioned or free to choose?
- a) Luck or choice?
- a') Choice that carries the potentiality of finding something luck!
- b') Free to choose the place but conditioned by the expectation of finding something.
- c') Driven by the circumstances that produce findings for reconstructing our tradition.

The a-b-c-conditions of digging a pit

