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.

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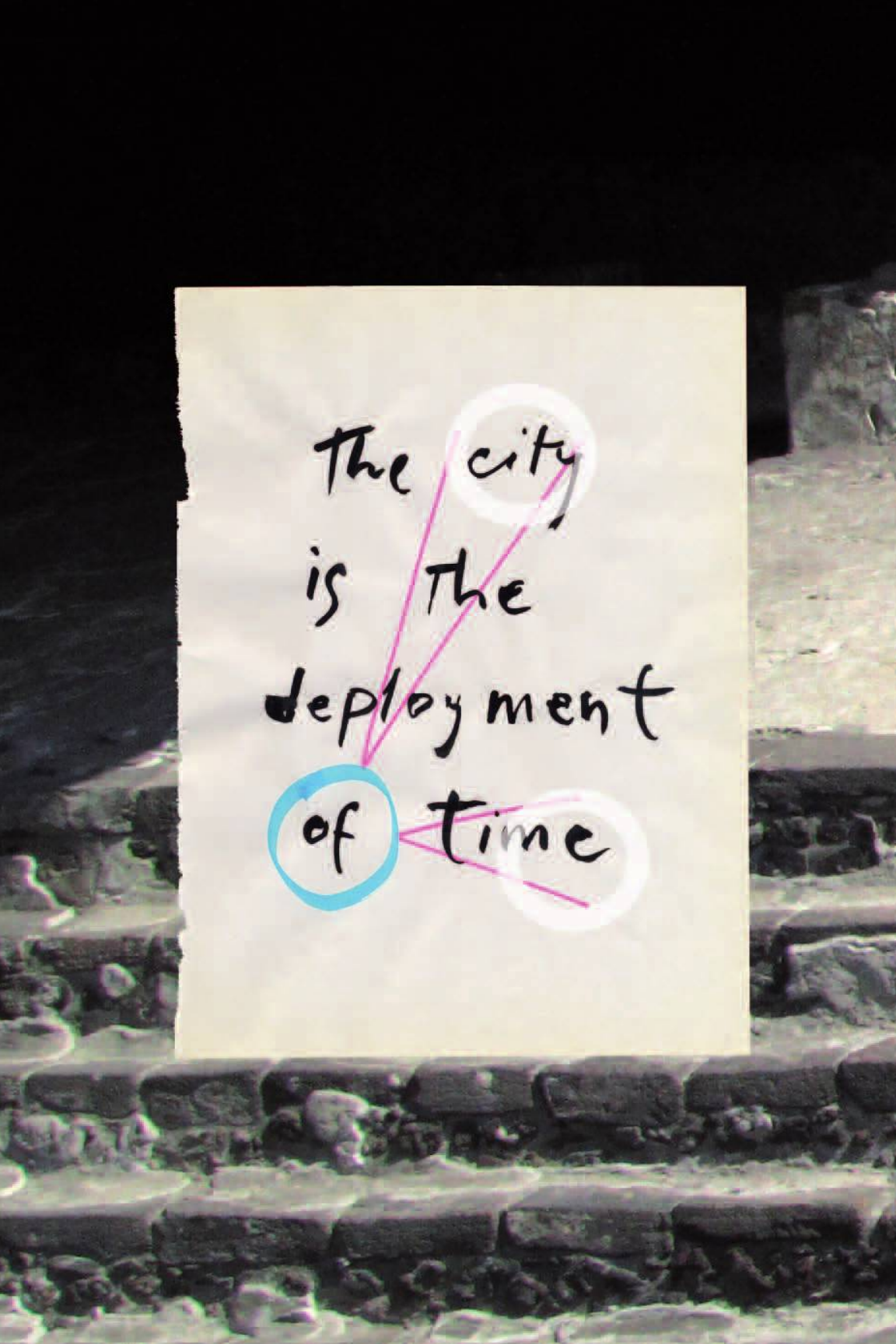
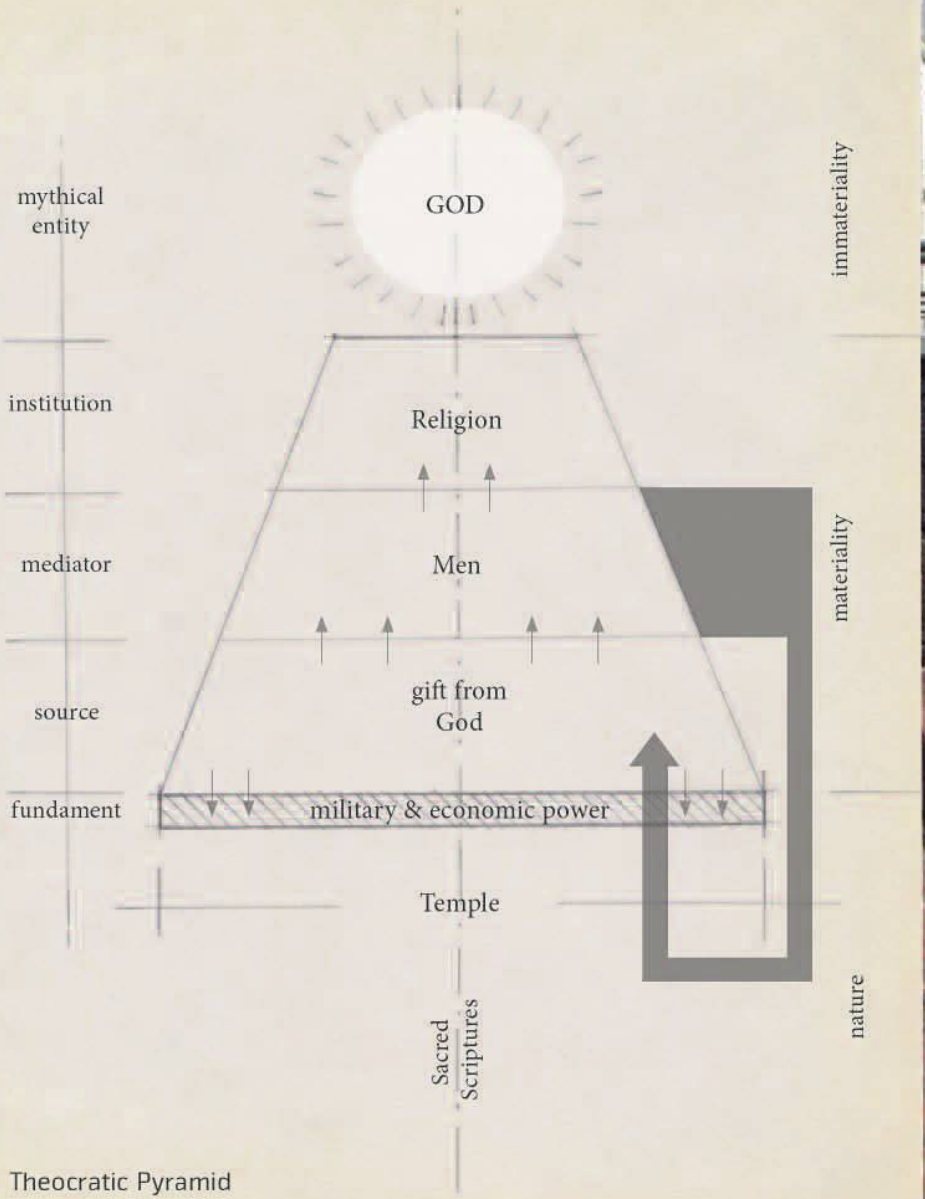

The city
is The
deployment
of time



Theocratic Pyramid

Narrative
-
History

^

Word

Materialist word / image relationship for configuring the identity of a people

PLACE FACT

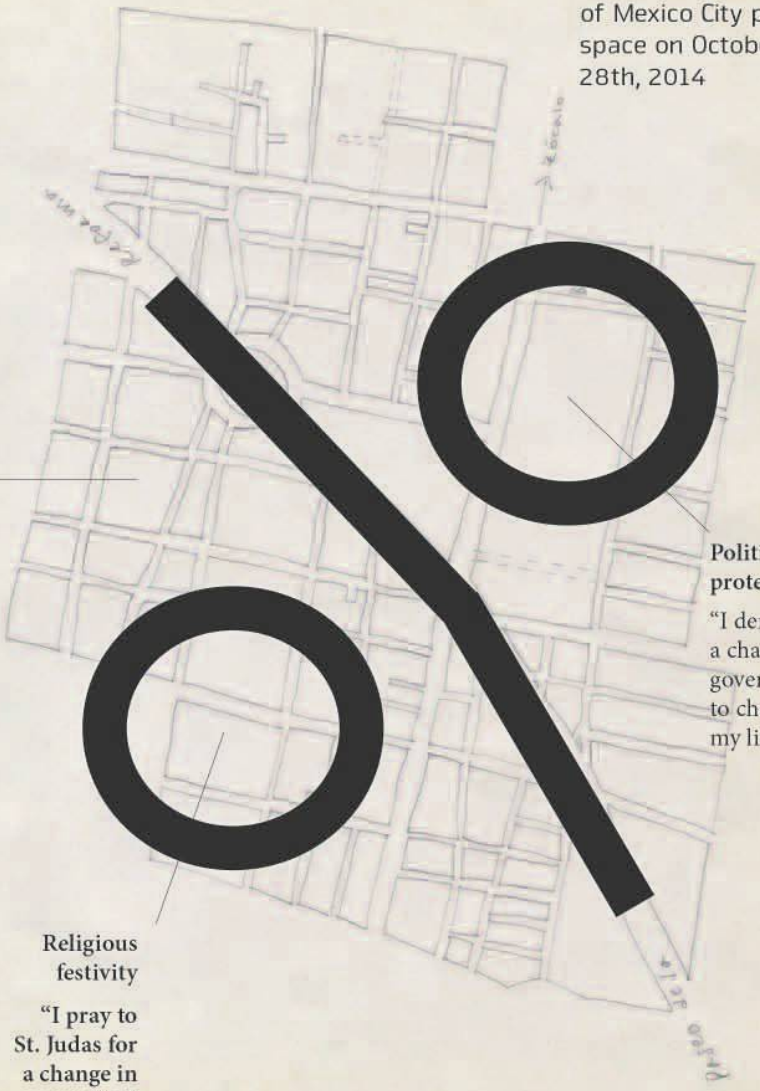
Words are tyrannical.
–
Images are the propaganda machinery of words.

Image

v

Archaeology
-
Found Objects
semiophores

Pattern of public use of Mexico City public space on October 28th, 2014



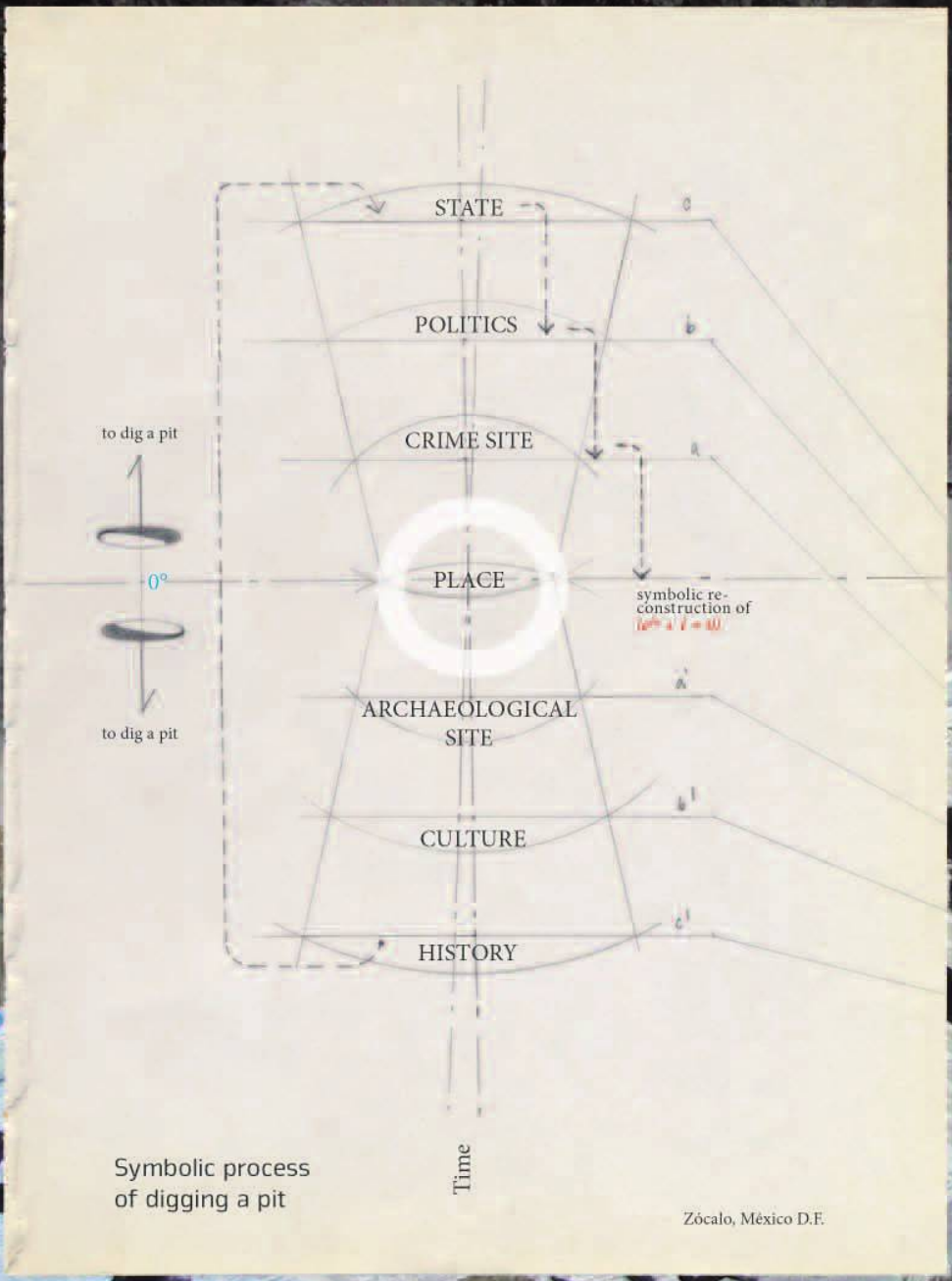
Political protest

"I demand a change in government to change my life."

Religious festivity

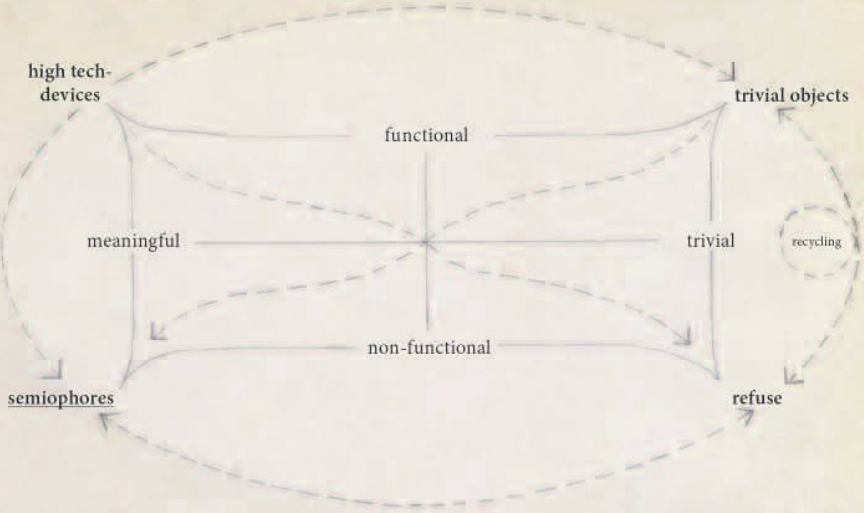
"I pray to St. Judas for a change in my life."


Ruins are
cultural
devices



Symbolic process of digging a pit

Zócalo, México D.F.



Status of Things

c) Tradition or circumstantiality?

b) Conditioned or free to choose?

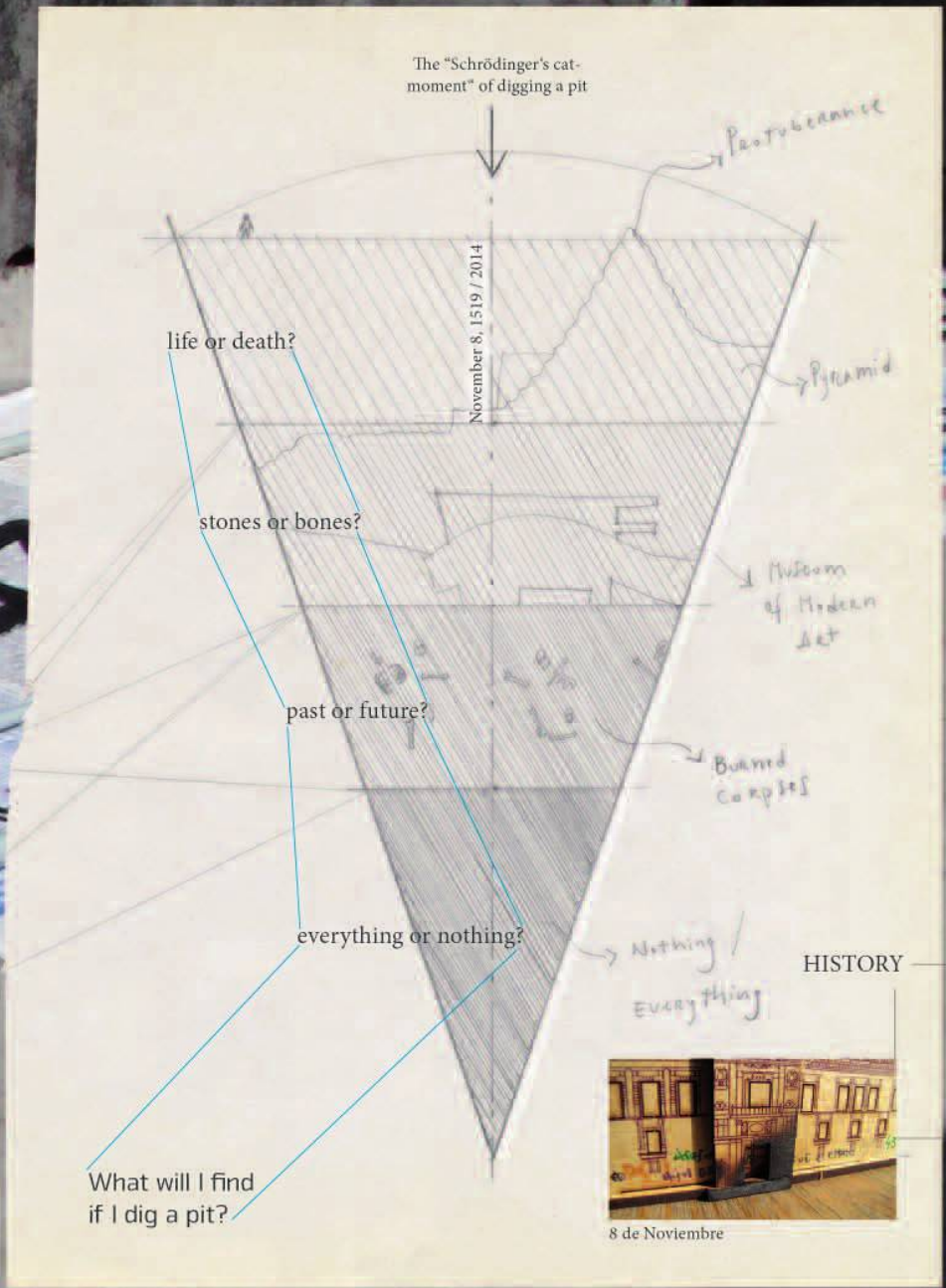
a) Luck or choice?

a') Choice that carries the potentiality of finding something – luck!

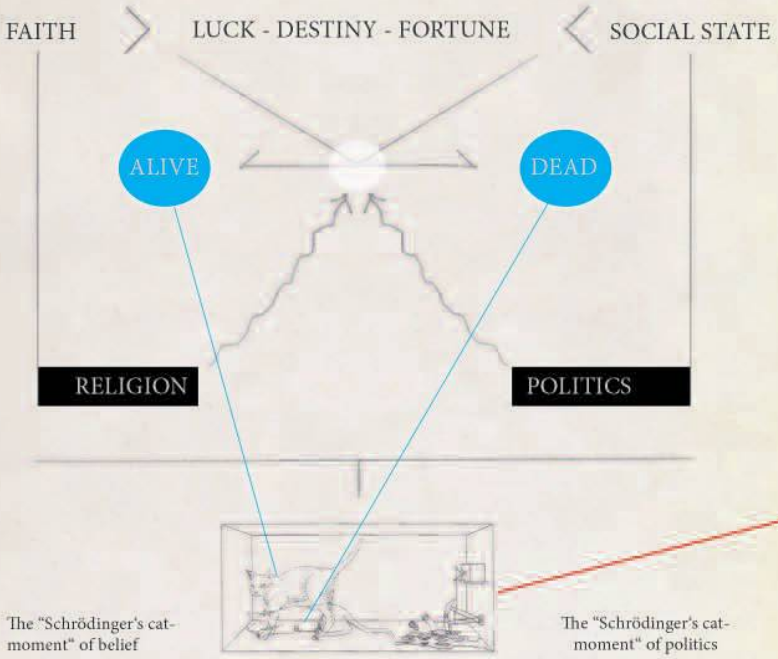
b') Free to choose the place but conditioned by the expectation of finding something.

c') Driven by the circumstances that produce findings for reconstructing our tradition.

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


The "Schrödinger's cat-moment" of digging a pit
November 8, 1519 / 2014
Protuberance
Pyramid
Museum of Modern Art
Burned Corpses
Nothing / Everything
life or death?
stones or bones?
past or future?
everything or nothing?
What will I find if I dig a pit?
HISTORY
8 de Noviembre

A possible social structure of belief – *luck, destiny and fortune* –

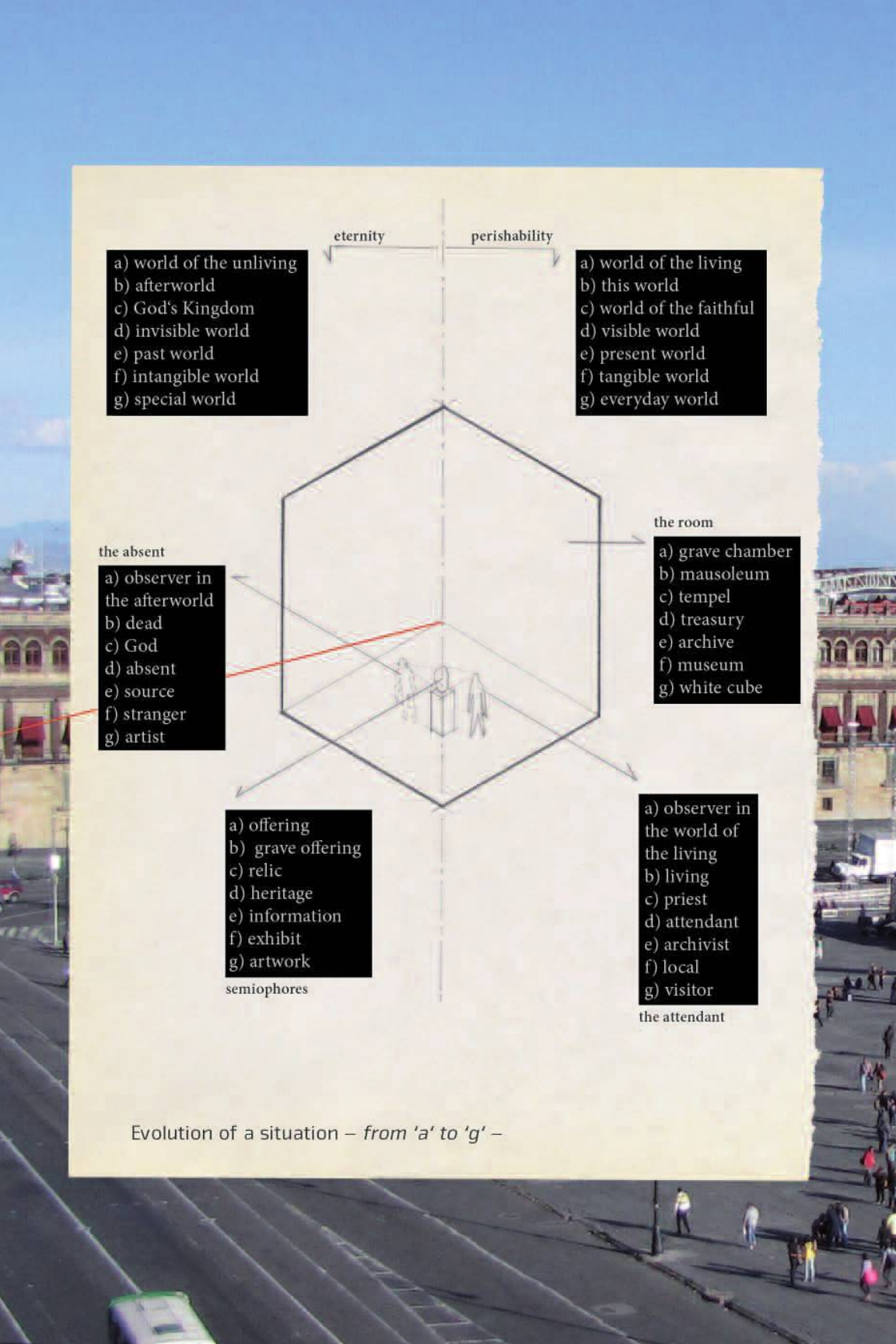




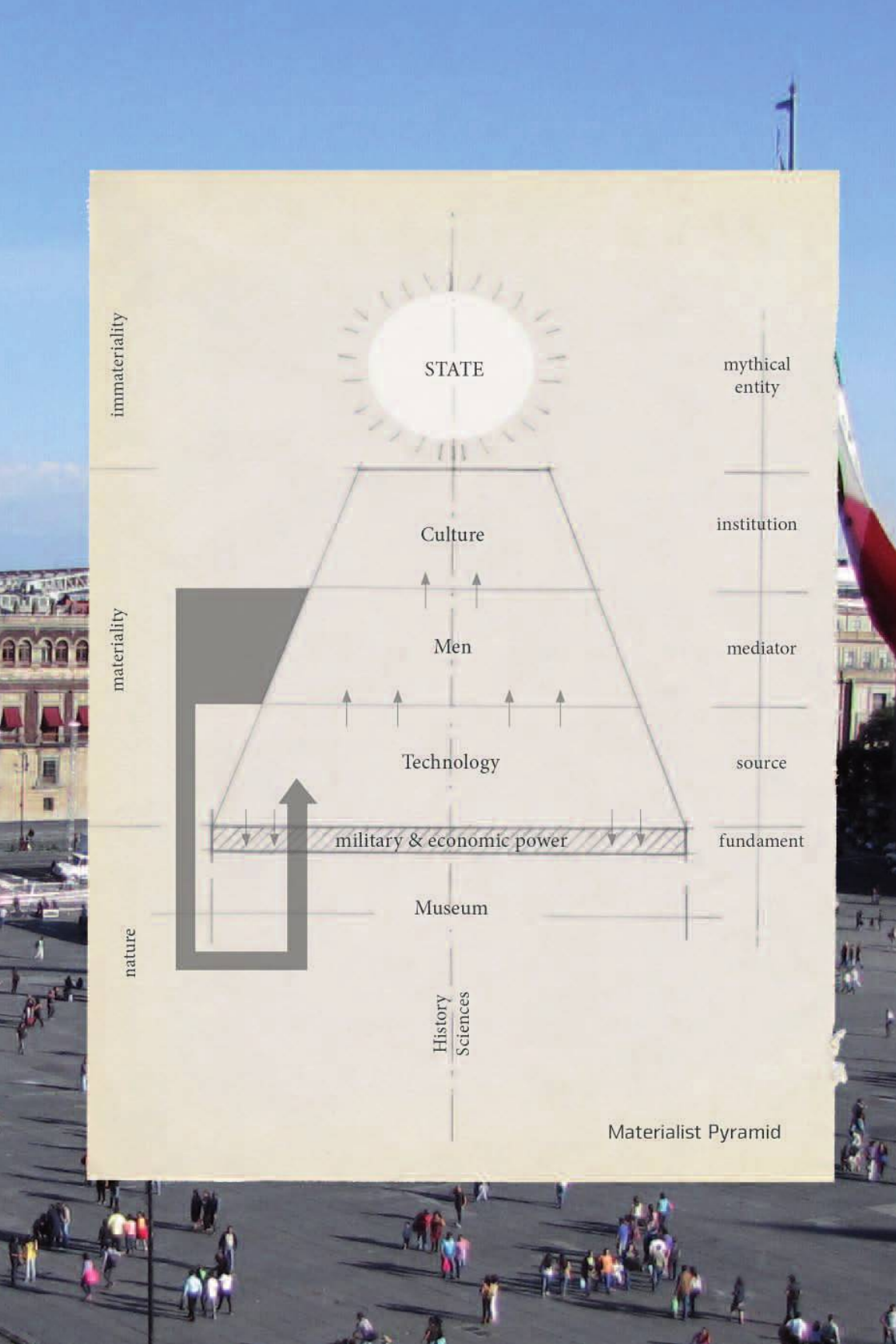
Acción Día de Muertos



Compra-Venta / Cavar-Fosa



Evolution of a situation – *from 'a' to 'g'* –


immateriality
materiality
nature
STATE
Culture
Men
Technology
military & economic power
Museum
History
Sciences
mythical entity
institution
mediator
source
fundament
Materialist Pyramid


A diagram
is a
trivial
machine