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GLITCH: DESIGNING IMPERFECTION Celebrates Technology's Beautiful Mistakes
Vibrant Book Brings Unexpected Art to the Forefront

New York, NY – September 17, 2009 – Systems fail, errors happen, computers crash – and in some instances, these gaffes create unusual and brilliant visuals, or “glitches.” A glitch usually fixes itself in the amount of time it takes for it to be noticed in the first place, whether as a scrambled cable television delay, a page-loading error on an internet browser or a jumble of pixels on an ATM interface. *Glitch: Designing Imperfection* consists of over 200 glitch images grabbed, composed and provoked by artists who present these complex fragments of color and lines as a thought-provoking aesthetic.

Interviews with artists like Angela Lorenz, Johnny Rogers, Kim Cascone, Ant Scott and O.K. Parking, as well as the introductory essays by Per Platou and Iman Moradi, create a fascinating context for approaching these jarringly compelling visuals.

Glitch captures the fact that no one can deliberately make a mistake, although mistakes are often the greatest sources of inspiration.

“From a visual composition standpoint, glitches are incongruously linear, complex, sharp and occasionally blurred,” says author Iman Moradi in the book’s introduction. “Together with the quality of being unexpected, they make the visual glitch an unashamedly amorphous entity that pleases or annoys.”

About the Authors

Iman Moradi is the 27 year-old creative director of Running in the Halls <http://runninginthehalls.co.uk>, a design studio in Yorkshire, England. He is interested in making and breaking things and has formerly worked as a Senior Lecturer, in the Digital Media Design Subject area at the University of Huddersfield. He is best known for his academic study of Glitch Aesthetics <http://www.oculasm.org/glitch> and collaborations with Ant Scott and Dimitre Lima.

Since 2001, **Ant Scott** has collected abstract images occurring naturally on the computer screen from software glitches and the visualization of data. Recent work combines the glitch aesthetic with traditional media, making photographic exposures directly from the computer screen.

Joe Gilmore, who initially led the book’s design effort, is a sound artist working across a broad range of media including music composition, installation, video, internet art and live performance. Joe collaborated with **Chris Murphy** (Fehler / Fällt) on the book’s design and both played a part in additional image sourcing. Chris Murphy is a Subject Director at the University of Ulster.

About Mark Batty Publisher

Mark Batty Publisher (<http://www.markbattypublisher.com>) is an independent publisher dedicated to making distinctive books on the visual art of communicating, showcasing the visual power and innovation of contemporary culture in all of its varied poses. Today, the visual comes at us from more places than ever, and its dissemination is faster and more advanced every year. Books from Mark Batty Publisher capture this acceleration on the pages of every book. Affordable, well

designed, thoughtfully created, and produced to last, MBP books are artful products that readers want to hold onto forever.

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Glitch: Designing Imperfection

By Iman Moradi, Ant Scott, Joe Gilmore & Christopher Murphy

Page Count: 144

Size: 8 x 11 inches

Format: Casebound

Publication Date: September 2009

Price: \$32.95

ISBN: 978-0-9799666-6-8

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