Y
L A N D

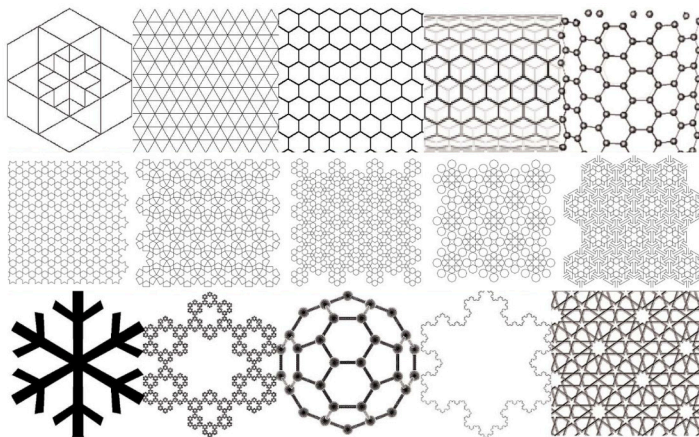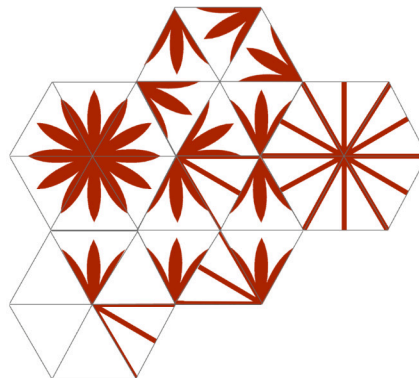|		
de / by	>	**c a l c**
tiempo / time	>	*since 2005 - …*
campo / field	>	*art, internet, politics, play*
dirección / address	>	*www.y-land.org (until launch - internal only)*
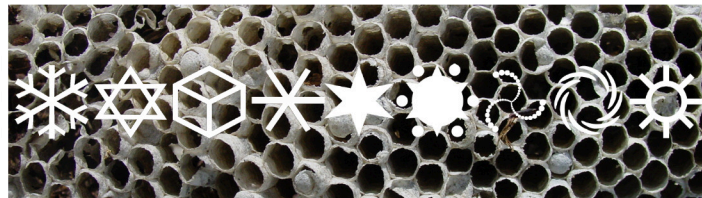
vista / glance

y-land.org _ study on two basics 01

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resumen / brief description >

Y-land is based on the idea of building a collaborative image, similar to *communimage* (http://www.communimage.net). In contrast to latter, which is based on square image tiles, *Y*-land is consisting of hexagonal formed image elements or 6 isosceles triangles, respectively.
Y-land evolved from the question which language could cultivate the Israeli-Palestinian dialog. Both, born in the same cultural cradle, have the distinct ornamentic in common ("you shall not make for yourself an idol") where the hexagon can be taken as a base element (although the octagon is more dominant in the arabic area, the hexagon can be seen geometrically as the first ornamental principle). Out of this we formulate *Y*-land as a composing game of an infinite pattern which is fed from an image database, consisting of single triangles.
Although this game is running in the environment of the world wide web and should be open for all interested people, Israeli and Palestinian participants should obtain as "*Y-land natives*" special upload rights (determined by IP numbers). Such participants can not only build hexagons by selecting triangles from the image database, and integrate these into the overall picture, but also introduce new kind of triangle elements into the database.

en colaboración con / in collaboration with > *Eytan Shouker, Tel Aviv*