

## **Everything is Permuted**

### **Dreamachine Plans – 45rpm version**

### **from: Flickers of the dreamachine**



The Dreamachine was invented in the 1960s by artist Brion Gysin and mathematician Ian Sommerville. Designed to flicker at a rate of between 8 and 13 cycles (replicating alpha brain waves), the dreamachine was the first art object designed to be viewed with eyes shut.

Gysin and Sommerville developed their original dreamachines to work with a 78rpm record deck. In the intervening years these have become more difficult to find and so these plans – designed for 45 rpm – were published with Flickers of the dreamachine (ed. Paul Cecil).

#### **IMPORTANT NOTE:**

The dreamachine generates 'flicker' and therefore should NOT be viewed by anyone with epilepsy or similar conditions, or by anyone who reacts badly to flashing or strobe lights. It is recommended that the first time you view a dreamachine you do so accompanied by a non-viewer.

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Further material and links relating to Brion Gysin and the dreamachine, plus texts from 'Flickers of the dreamachine' and a permutations download package can be found at: [www.paulcecil.com](http://www.paulcecil.com)

## **Dreamachine Plans**

### **Contents and preparation**

These plans consist of four main sections:

- 1) The overall design (not to scale)
- 2) Scale drawing of main section
- 3) templates for the cut-outs
- 4) final construction

To build a dreamachine you will need:

- 1) a piece of light/flexible card approximately 60cm x 30 cm in size
- 2) a 45 rpm turntable
- 3) a light source capable of being suspended in the centre of the dreamachine

### **Stage One**

The overall design (section 1) shows how the dreamachine should look before finally putting it together.

Section 2 is a consists of a subsection of the dreamachine covering a width of 8 squares (one individual 4-square wide section and one repeat). The squares are all 2cm wide. You need 7 individual sections to complete the dreamachine (56 cm wide). You will also need to leave a 2cm border at each end.

Section 2 is scaled precisely so if you print it out 4 times you will have a complete template (with half a section left over). Cut the sections out carefully from each sheet, and cut the final section vertically down the middle. Lightly glue or tape these 7 sections to your card, making sure that there are no gaps between sections. You may need to trim printouts to get rid of any blank edges. Don't forget to leave 2 cm borders at each end. You should also leave a couple of centimetres at the top, and rather more at the base.

### **Stage Two**

Once you've attached the complete plan to your card, cut through the plan and card to remove all the black shapes (individual templates of these are provided in section 3). This will give you the properly spaced gaps for the flicker effect.

Remove the paper plan and attach the ends of the card together (making sure that the holes on either side of the join are at the same spacing as the others on the dreamachine). You may need to trim any overlap. It's also helpful to gently score the card vertically so that it remains round.

### Stage Three

Place the dreamachine on the centre of a turntable, and set the speed to 45rpm.

Suspend a light source inside the centre of the dreamachine. A cantilevered arm will be able to overhang the top of the card, and a normal lighting socket and bulb can be suspended from it. Make sure the light and its support are NOT touching either the dreamachine or the turntable.

#### IMPORTANT

Please check with an electrician how to wire the light bulb if you have not done this before.

The light should be roughly one-third to halfway down the dreamachine (experiment to see what works best).

### Stage Four

Turn on the light and the turntable.

Sit with you face close to the dreamachine 2 or 3 inches away (5-8cm) is about right.

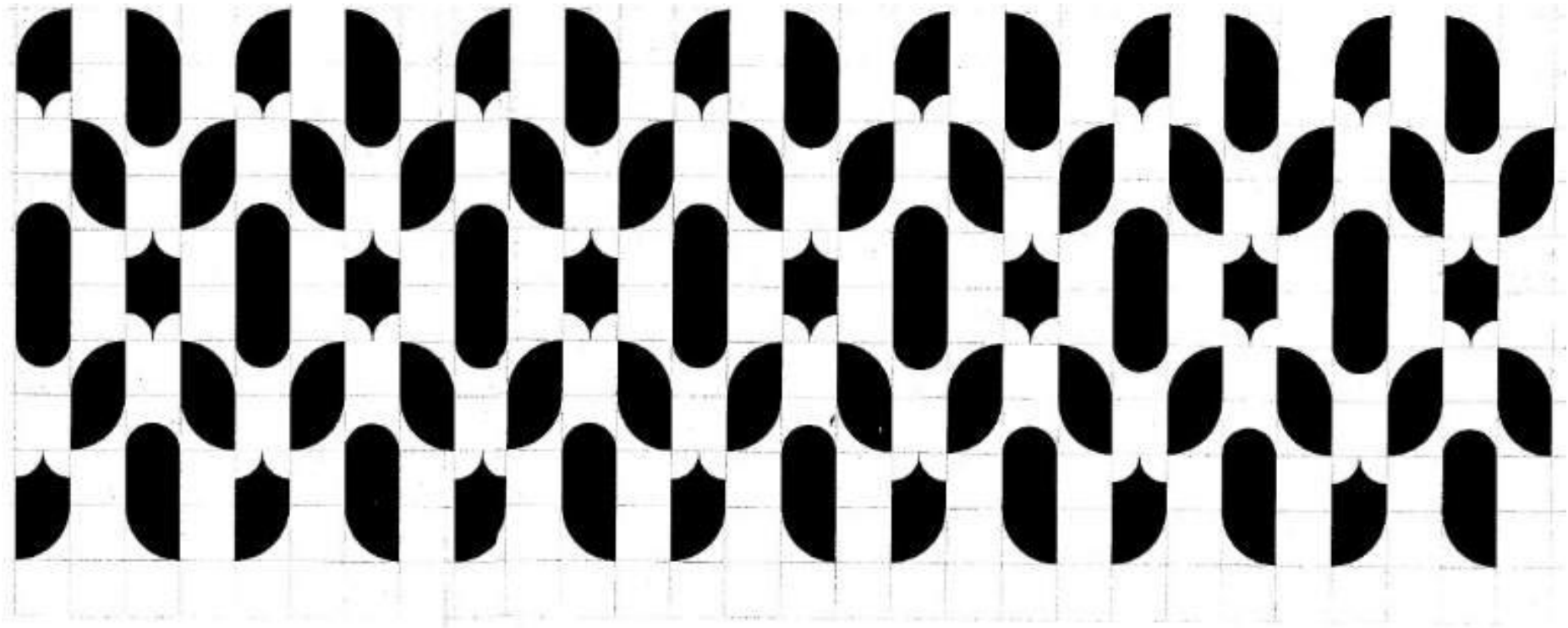
Close your eyes. Slowly a kaleidoscope of colour and light will emerge.

This is the dreamachine.

#### WARNING

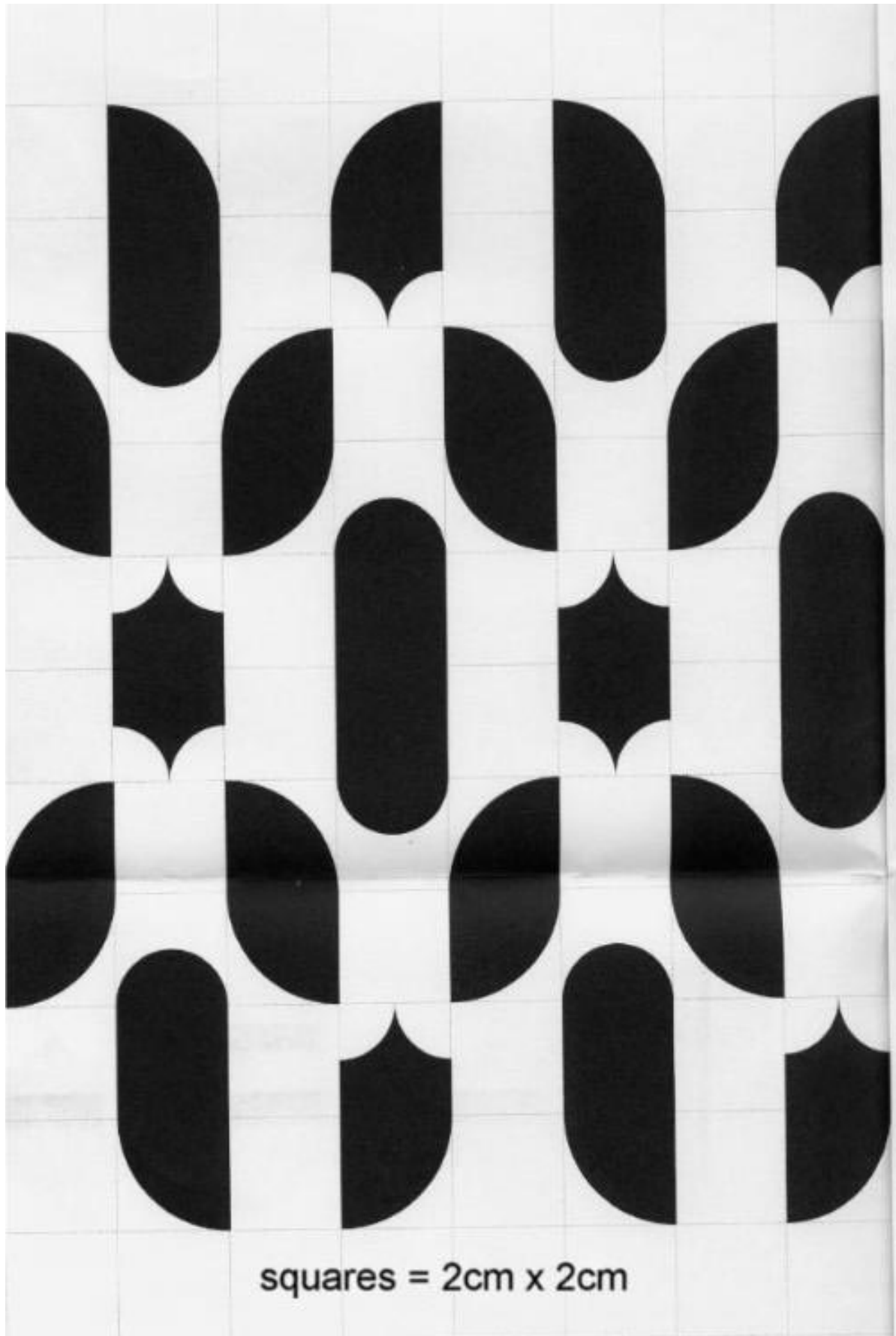
The dreamachine should NOT be used by anyone with epilepsy or similar adverse responses to flicker, strobe, flashing or bright lights.

### Dreamachine Plans – overall plan

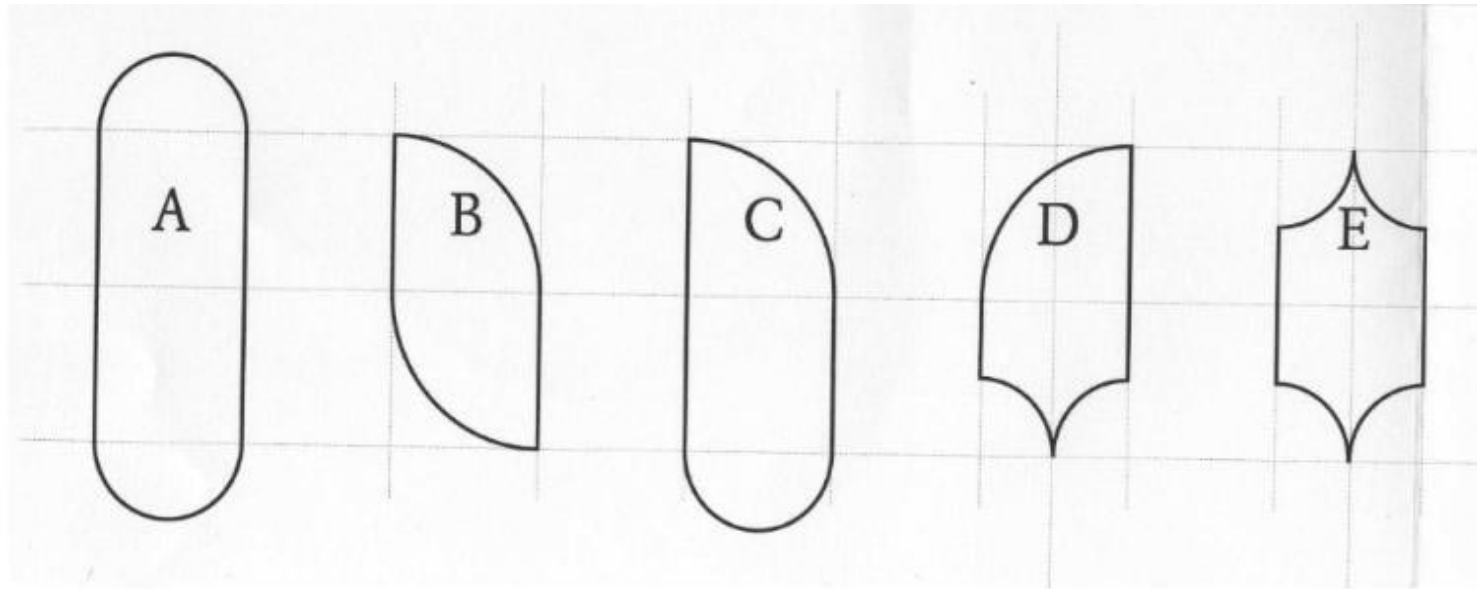


This is the overall plan laid out. Please note that you should leave 2cm at each end to help with joining the two ends together. The black segments will be cut out to leave 'windows' for the light to flicker through.

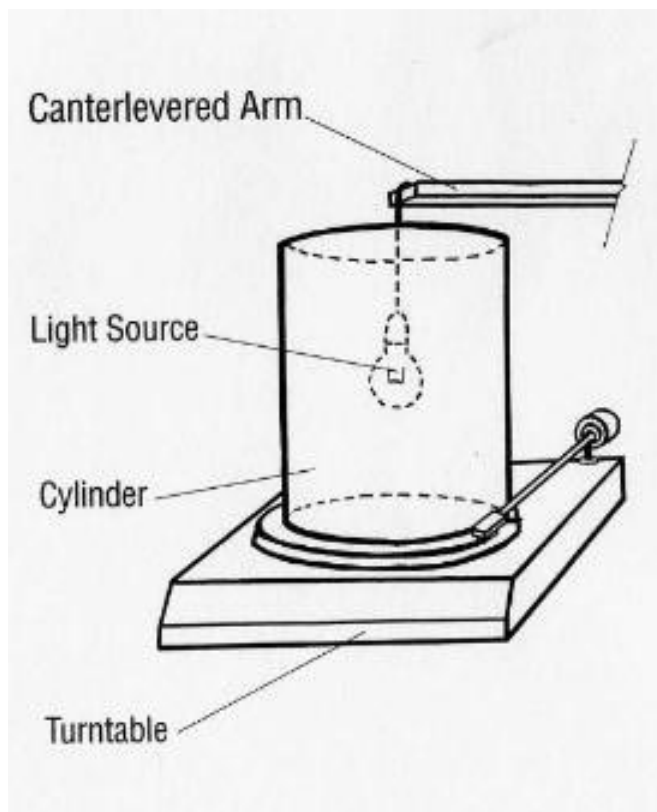
**Dreamachine Plans – Scale drawing of main section**



**Dreamachine Plans – cut-out templates**



## Dreamachine Plans – light construction



For further texts from **Flickers of the dreamachine**, plus writings, images and permutations visit Everything is Permuted at [www.paulcecil.com](http://www.paulcecil.com)

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