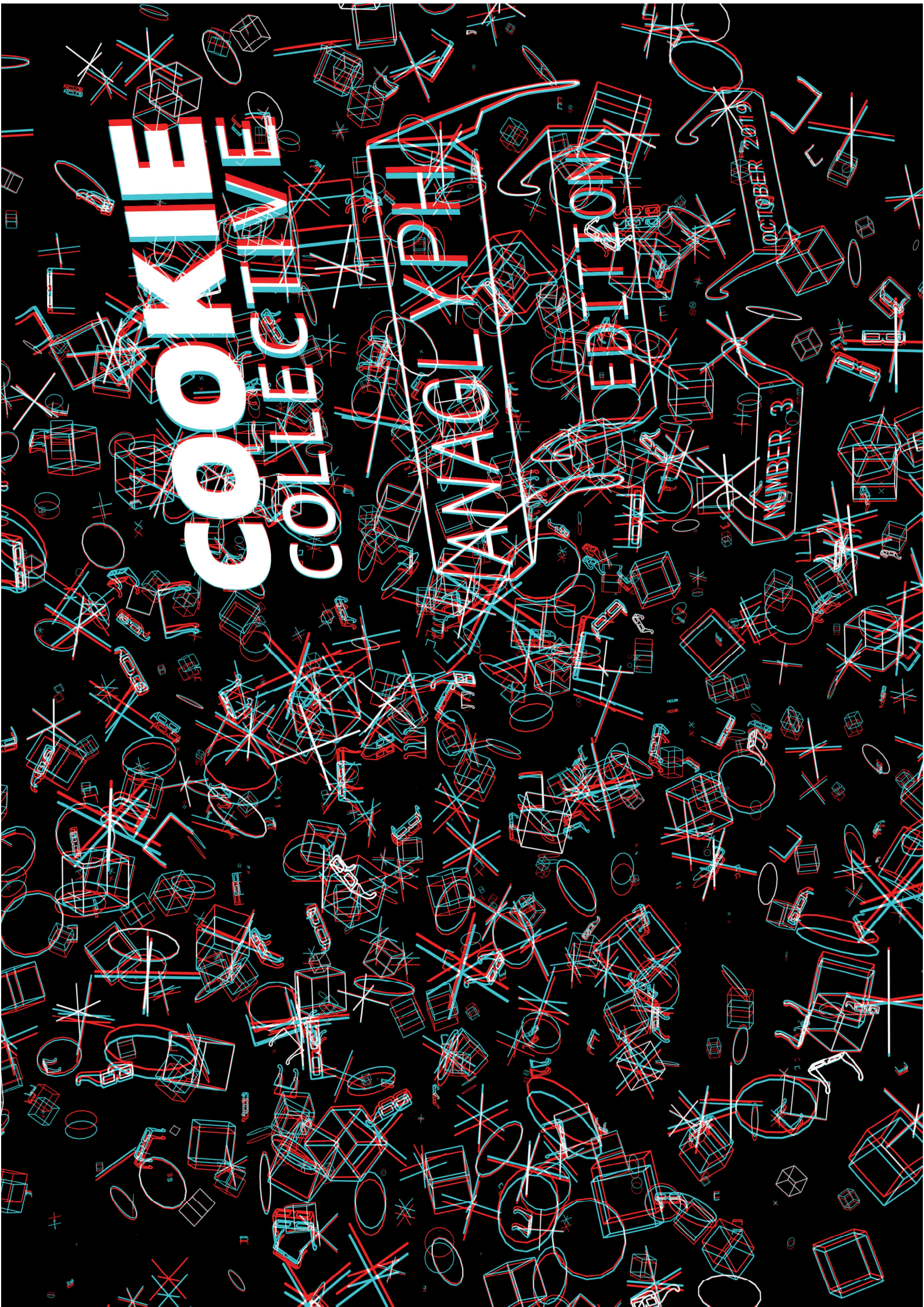


COCKEY COLLECTIVE

MANAGL'PH EXHIBITION

NUMBER 3

OCTOBER 2019



Florine Fouquart aka Flopine
shadertoy.com/view/wdtXz4

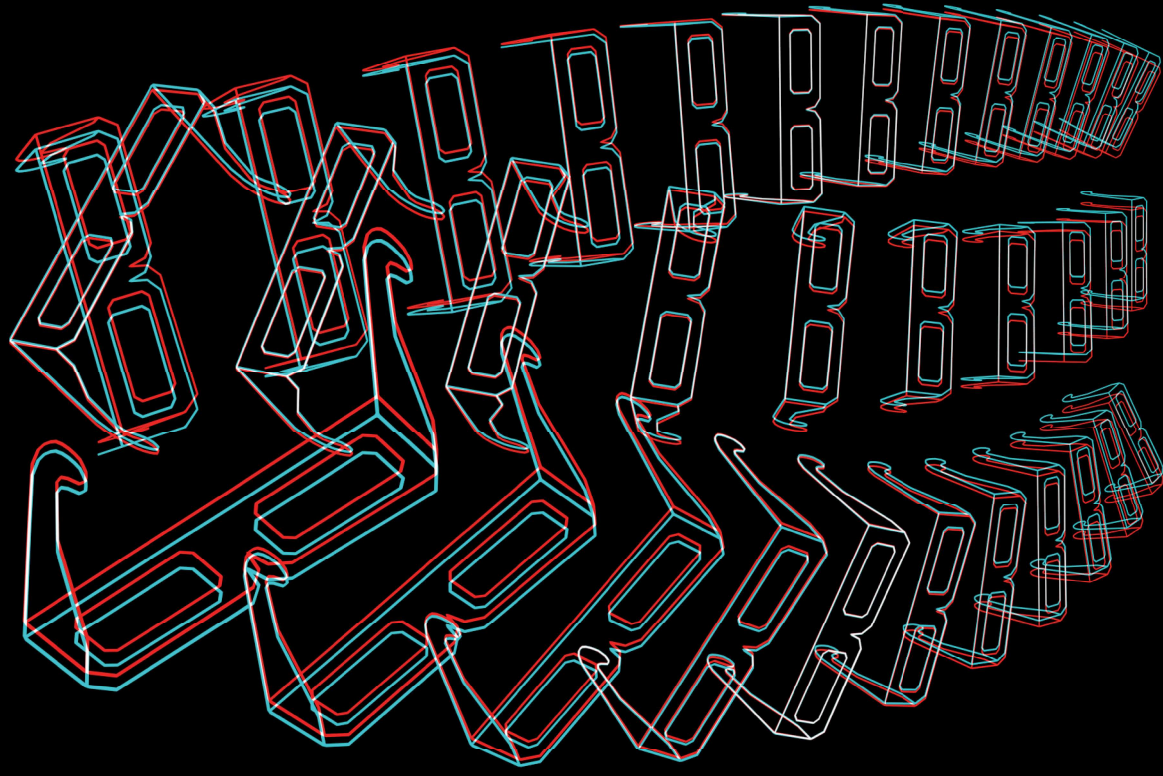
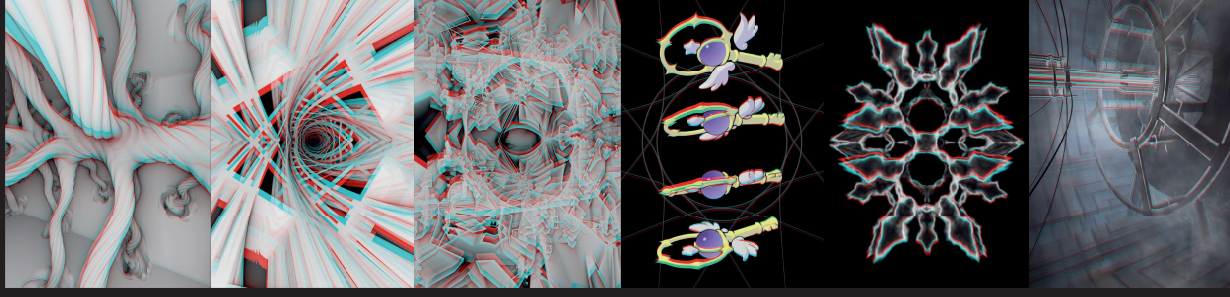
Anton Roy
shadertoy.com/view/tsyGRd

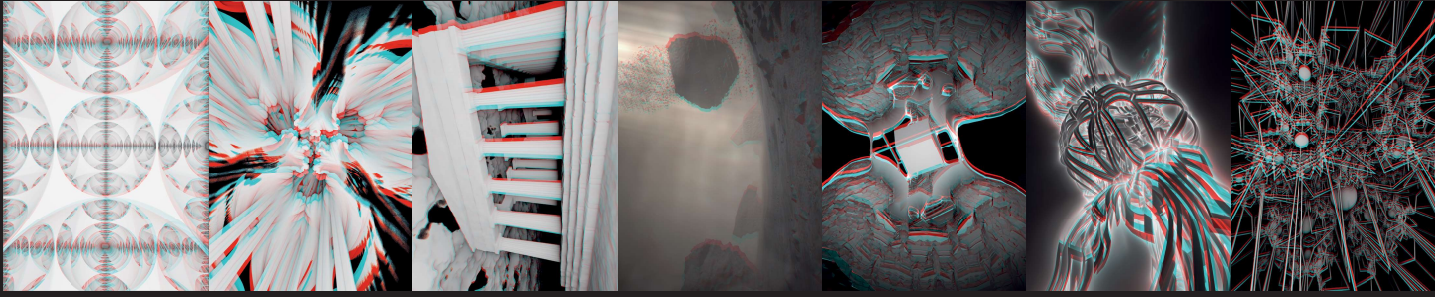
Léon Denise aka ponk
shadertoy.com/view/td3SDH

Hélène Legrand
shadertoy.com/view/3ddSWn

Théotime Calandra aka IsdLive
shadertoy.com/view/tddXR4

Jan <LJ> Scheurer
shadertoy.com/view/tdtSRn





Rémi Sohier aka Poulet Vert
shadertoy.com/view/WdtXRN

Anton Roy
shadertoy.com/view/tdG3zc

Jonathan Giroux
shadertoy.com/view/wdtSR4

Jan <LJ> Scheurer
shadertoy.com/view/tdcXRM

Connor Bell
shadertoy.com/view/wstXR4

Antoine Zanuttini aka NuSan
shadertoy.com/view/3stSR4

Léon Denise aka ponk
shadertoy.com/view/3dfXzS

EDTO

Anaglyph is a stereoscopic effect. It creates the illusion of perceiving the three well-known dimensions.

Without the proper device, an anaglyph image looks like a defective print result. Equipped with special glasses, our eyes have now the key to open the hidden perspective in the picture.

This zine is released in 2019, but anaglyphs have been around since at least the 19th century.. It is a futurist technology from the past.

