

BOX SIGNAL

ISSUE 06

DIGITAL WORLDS / GAMES / LIGHT / SIGNAL



IDEAS. STORIES. PLAY.

ISSUE 06

DIGITAL WORLDS

GAMES / LIGHT / COLOUR / SIGNAL

A BOX SIGNAL EXPERIMENT

A collection of imagined games, luminous worlds, pixel-built adventures and visual signals.

Issue Six is about making things that look as if they already belong to a bigger universe.

CONTENTS

04 **SIGNAL / LIGHT**

08 **STAINED GLASS**

12 **PENGU!N RETURNS**

16 **BOX SIGNAL GAMES**

22 **ELECTRIC SHEEP**

24 **MAZE LAB 06**

26 **AFTERGLOW**



SIGNAL / LIGHT

Electric structures. Energy made visible.



SIGNAL / FORM

Geometry behaving like electricity.



COLOUR BREAKS LOOSE

A collision of pigment, music and signal.

TM
IAL

possibilities.

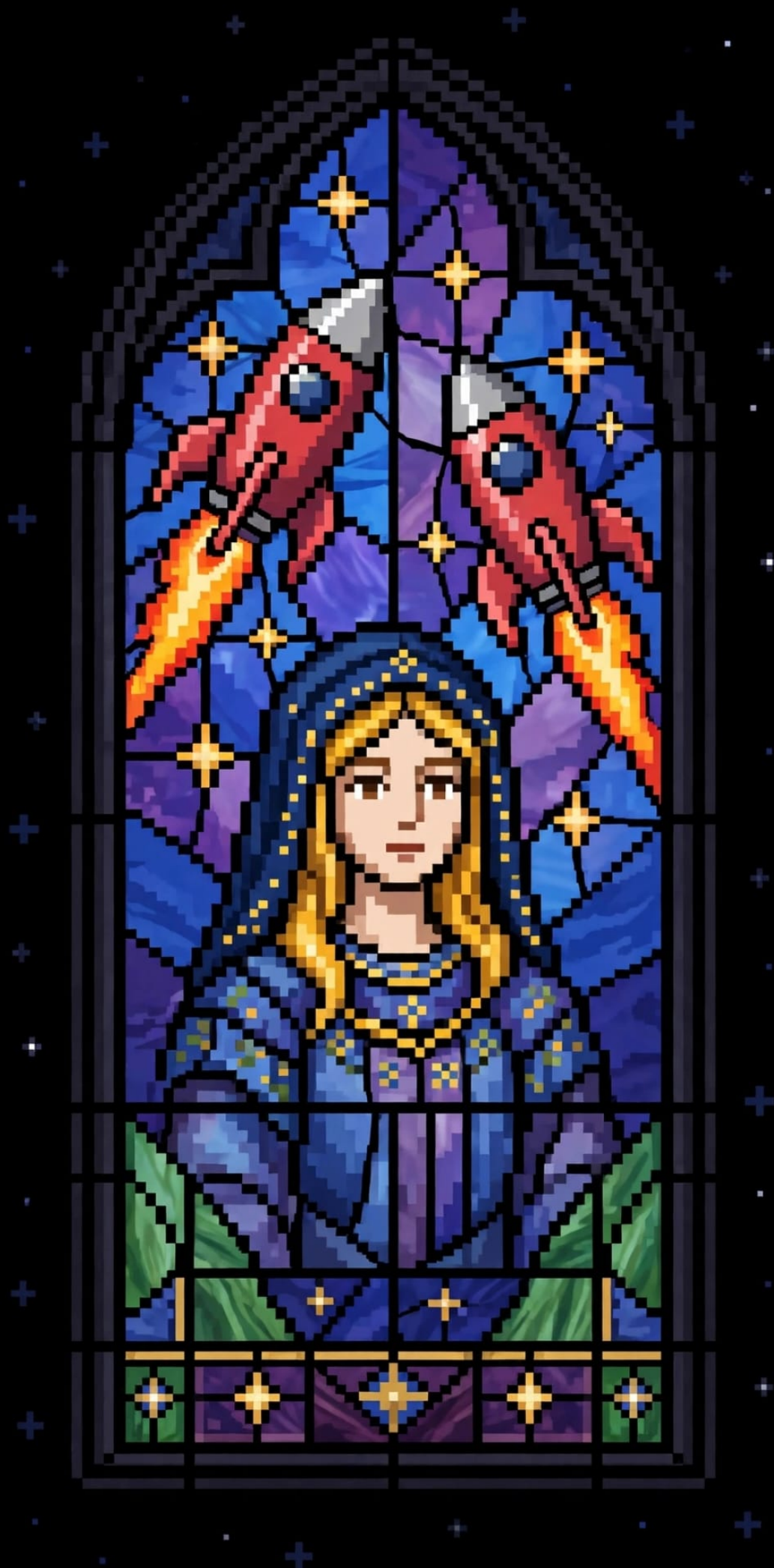


ELECTRIC WORLDS

Pixel-built environments beyond the ordinary.

STAINED■GLASS

OLD FORMS.
NEW SIGNALS.









GOOD OLD PENGU!N

Still cool. Still completely unfazed.





DIGITAL SELF



LIQUID SIGNAL



BOX SIGNAL ■ GAMES

THREE GAMES THAT DO NOT EXIST.
YET THEY ALREADY FEEL PLAYABLE.

RIDE. BREAK. BUILD. EXPLORE.

PENGUIN™ SURF

► RIDE
EXPLORE
COLLECT
REPEAT

SMALL
BIRD
BIG
WAVES



A COOL GAME
FOR HIGHER MINDS

BOX SIGNAL
GAMES

BOX SIGNAL / ISSUE 06 / 17

LITTLE
ROBOT
BIG
ADVENTURES

SMASH
BUILD
EXPLORE
REPEAT

BOX BUST A BLOCK



A
BOX SIGNAL
GAMES
PRODUCTION

SOME
BLOCKS
JUST ASK
FOR IT.

BREAK ■ COLLECT ■ UPGRADE ■ EXPLORE ■

BOX SIGNAL / ISSUE 06 / 18

BUILD
EXPLORE
CREATE
DISCOVER

BIG
ADVENTURES
START
HIGHER UP

A
BIGGER
WORLD
AWAITS

BUILD
YOUR
HIGHER
LIFE

TREES
IDEAS
FRIENDS
FOREVER



A
BRIGHTER
KINDER
WORLD



PLAY ANYWHERE

BOX SIGNAL
GAMES



PLAYABLE WORLDS

PENGU!N SURF

Ride / explore / collect / repeat.

BOX: BUST A BLOCK

Smash / build / collect / upgrade.

TREE-HOUSE

Build / explore / create / discover.

A game poster can do more than advertise a game.
It can imply rules, characters, scale and a world beyond the frame.





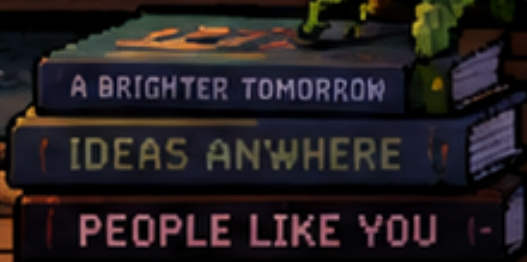
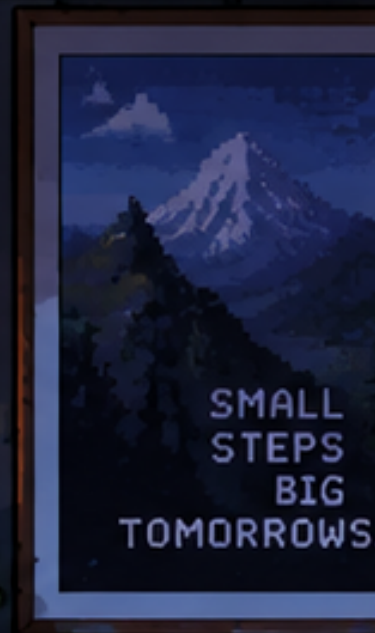
THE ELECTRIC

ENTER THE ELECTRIC SHEEP

oilfuel.co.uk

TM
SIGNAL

possibilities.



THE SIGNAL ROOM



SAME
WORLDS
DIFFERENT
PERSPECTIVE

ART
TECH
CULTURE
PEOPLE
PLAY

STAY CURIOUS

New tools.
New worlds.
Same sense of wonder.



ART TECH CULTURE TOGETHER

From handmade
to high-tech,
it's all part of
the same story.



SMALL IDEAS
BRIGHTER WORLDS



PIXEL & LIGHT

THE ART & TECH QUARTERLY

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FEATURES

- 8-BIT HEAVEN:
STAINED GLASS
REVIVAL
- ROCKET AGE
RETROPIXL:
FROM PIXELS
TO ORBIT
- INTERVIEW:
THE LADY
IN PIXELS
- BUILD YOUR
OWN
PIXEL MOSAIC
— DIY GUIDE

PLUS:

- RETRO FUTURE
TRENDS •
- EXHIBIT REVIEW:
NEON PAST •
- CODE & COLOR THEORY •
- ARTIST PROFILE:
GLITCH VITRAUX



SPECIAL: PIXEL CRAFT
WORKSHOP — P. 34



pixelandlightmag.com



MAZE LAB 06

START -> FINISH
VERIFIED ALGORITHMIC MAZE

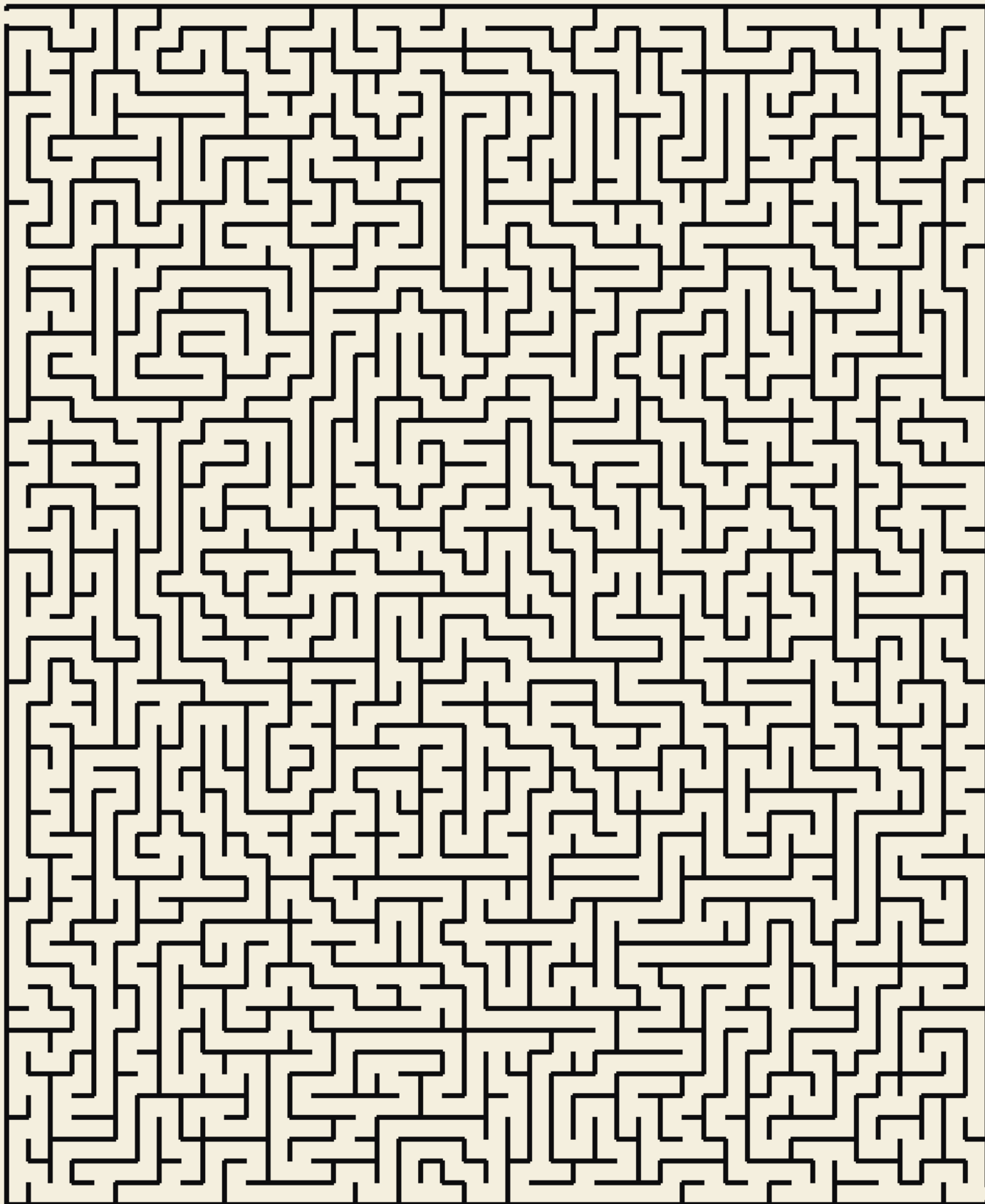
45 x 55

2,475 CONNECTED CELLS

BOX SIGNAL — MAZE LAB 06

START → FINISH / VERIFIED ALGORITHMIC MAZE

START



FINISH

45 × 55 CELLS • ALL 2,475 CELLS CONNECTED • SOLUTION: 692 MOVES



AFTERGLOW



ANALOGUE / DIGITAL

BOX SIGNAL

IDEAS. STORIES. PLAY.

