



06.

LET'S TALK ABOUT SEX. OR AT LEAST LOOK AT IT.

"I feel that sex, like art, is multifaceted," Tyler Lafreniere, founder of Brooklyn-based art mag *Gypsé Eyes*, tells us. "It is at the same time humorous, serious, beautiful, ugly, sad, lonely, joyful, connecting, and entertaining. Often I feel sex in art is positioned as one of these when usually it encompasses all of them. So, in an effort to create a publication which engages the reader while also making them laugh, a bit shy, and perhaps a bit turned on, *Gypsé Eyes* was created." Was such an attitude lacking in art magazines? "I do feel there is a bit of a gap in this regard," Lafreniere tells us. "Generally, I think [other magazines that deal with sex] fall into a certain category of representation. They are either porn—more recently including ironic porn—erotica, or fine art. They generally like to stay in these classifications, but isn't porn sometimes art and art sometimes porn? And often erotica could be called porn with a higher production value and style, or art with more naked people. Regardless, in *Gypsé Eyes* we try to blur these boundaries."

kidswithtools.com/gypseeeyes/wordpress

07.

FAKE PLASTIC TREES AND THE NEXT INDUSTRIAL REVOLUTION

"3D printing has been around for about 25 years, but until recently, to get into it, you had to spend as much as a Ferrari," says Bre Pettis, the charismatic, bespectacled CEO and co-founder of Gowanus-based MakerBot Industries. "So we made a machine that was cheap, that we could afford. When we did it, we thought, 'everybody should have one of these.'" Makerbot perfected their \$1,299 miracle machine in 2009, calling it the "Thing-O-Matic," and began linking customers via the "Thingiverse," a website where users share designs (recent examples include a lightsaber-shaped chalk holder and maracas in the shape of the New Museum). The next step is getting the technology in the hands of kids, and they've developed curriculum for teachers to help them do it. "Just think about it—if you had learned how to invent things, and innovate, at age 11, how would the world be different today?" Pettis asks excitedly over the bleeps and whirrs of his "Botfarm," a sci-fi fantasy brought to life. "Wonderful things are going to happen."

-Sam Polcer

makerbot.com

