

Apollo Glitch

Tom R. Chambers applies “glitch” treatment to a selection of Apollo photographs to create a series of aesthetic, abstract images that work with juxtapositions, sectioning, repetition, and color fields (panels). He also correlates this aesthetic “glitch” with the same term used during the “Space Race” during the 1950s and 1960s. It was used to describe minor faults in the rocket hardware that were difficult to pinpoint.

Astronaut John Glenn explained the term in his section of the book *Into Orbit*:

“Another term we adopted to describe some of our problems was ‘glitch.’ Literally, a glitch is a spike or change in voltage in an electrical circuit which takes place when the circuit suddenly has a new load put on it. You have probably noticed a dimming of lights in your home when you turn a switch or start the dryer or the television set. Normally, these changes in voltage are protected by fuses. A glitch, however, is such a minute change in voltage that no fuse could protect against it.”

What is called “glitch art” means visual glitches. It is made by either capturing an image of a glitch as it randomly happens, or more often by artists/designers manipulating their digital files, software or hardware to produce these aesthetic “errors”. (Wp)













