

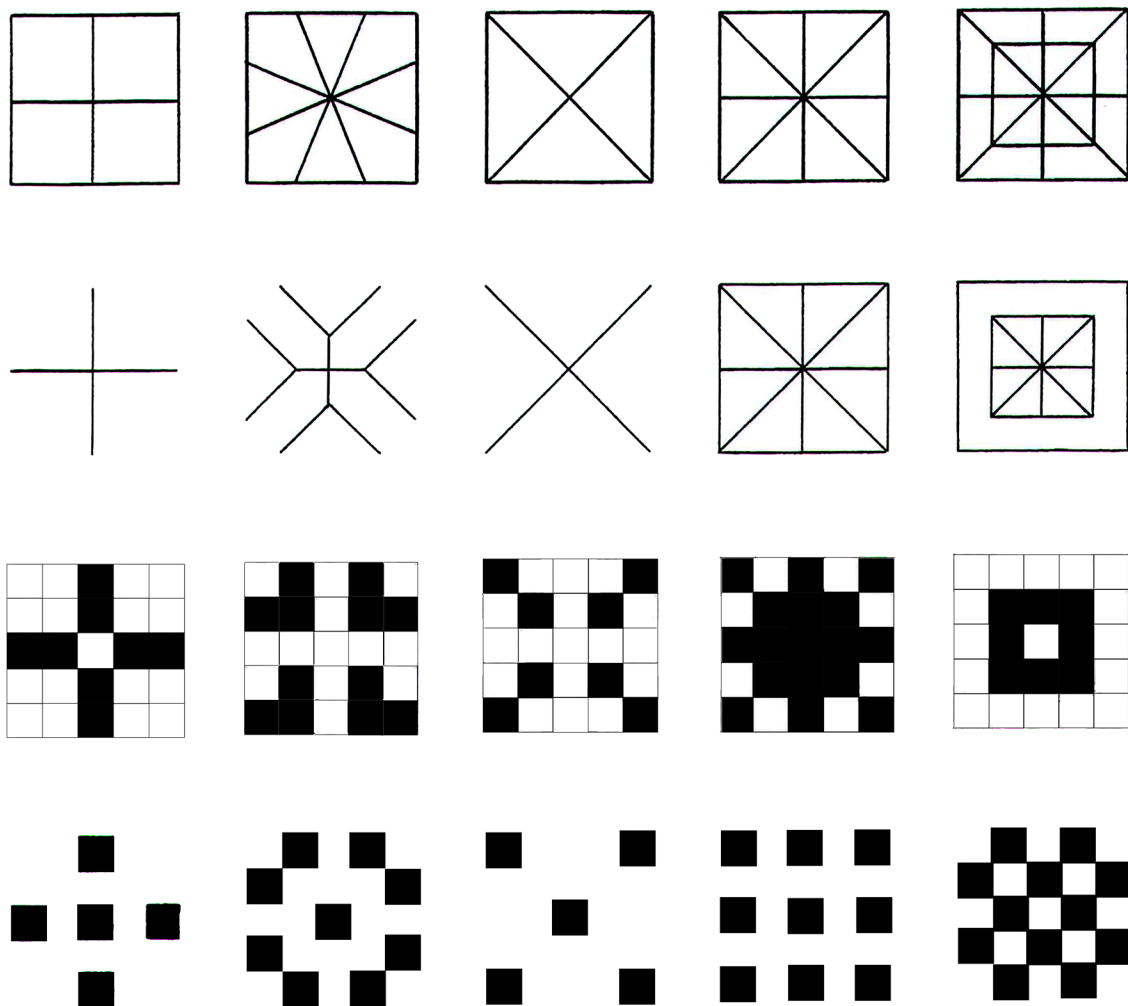


FIG. 79 Lanier Graham. Studies for computerized chess sets. Above: two-dimensional pieces (C, Kt, B, Q, K); page 84: three-dimensional pieces (B, C, B, C, B). 1966–68. Based on the simple logic of a computer, these systems of symbols are intended to represent the potential of each piece, from the point of origin in the center of the symbol to (and/or through) all the points of possible movement. As two-dimensional “graphics,” the pieces could move as lighted images on a computer’s display board. People playing standard chess with such a set on a computer-assisted board would enjoy a number of advantages. They could consult the computer on the probable advantages of possible moves, profit from an “instant replay” on part of a tape of the game just finished, and then study similar problems in an archive of historical games. In the meantime, the same symbols can be used now for everything from magnetic pocket-size sets to standard notation.

The same design principles can be employed for three-dimensional pieces. Such sets can be used on two-dimensional boards, but would be particularly appropriate for Space-Chess, played on a “board” composed of several standard boards, with pieces moving through three-dimensional space (See Fig. 62). A computer could change the image of two-dimensional pieces on a two-dimensional board into the image of three-dimensional pieces on a three-dimensional board at the push of a button.