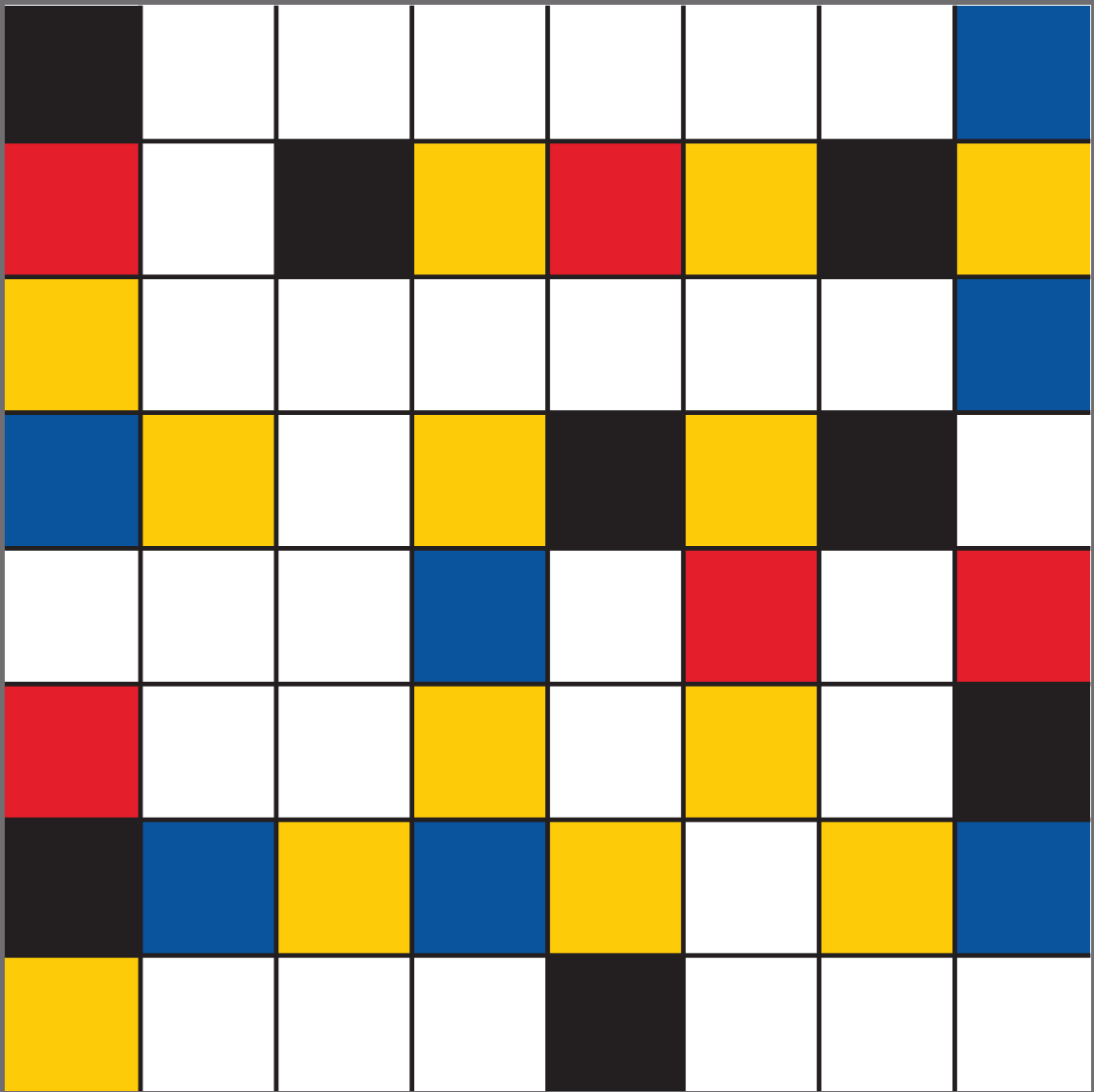


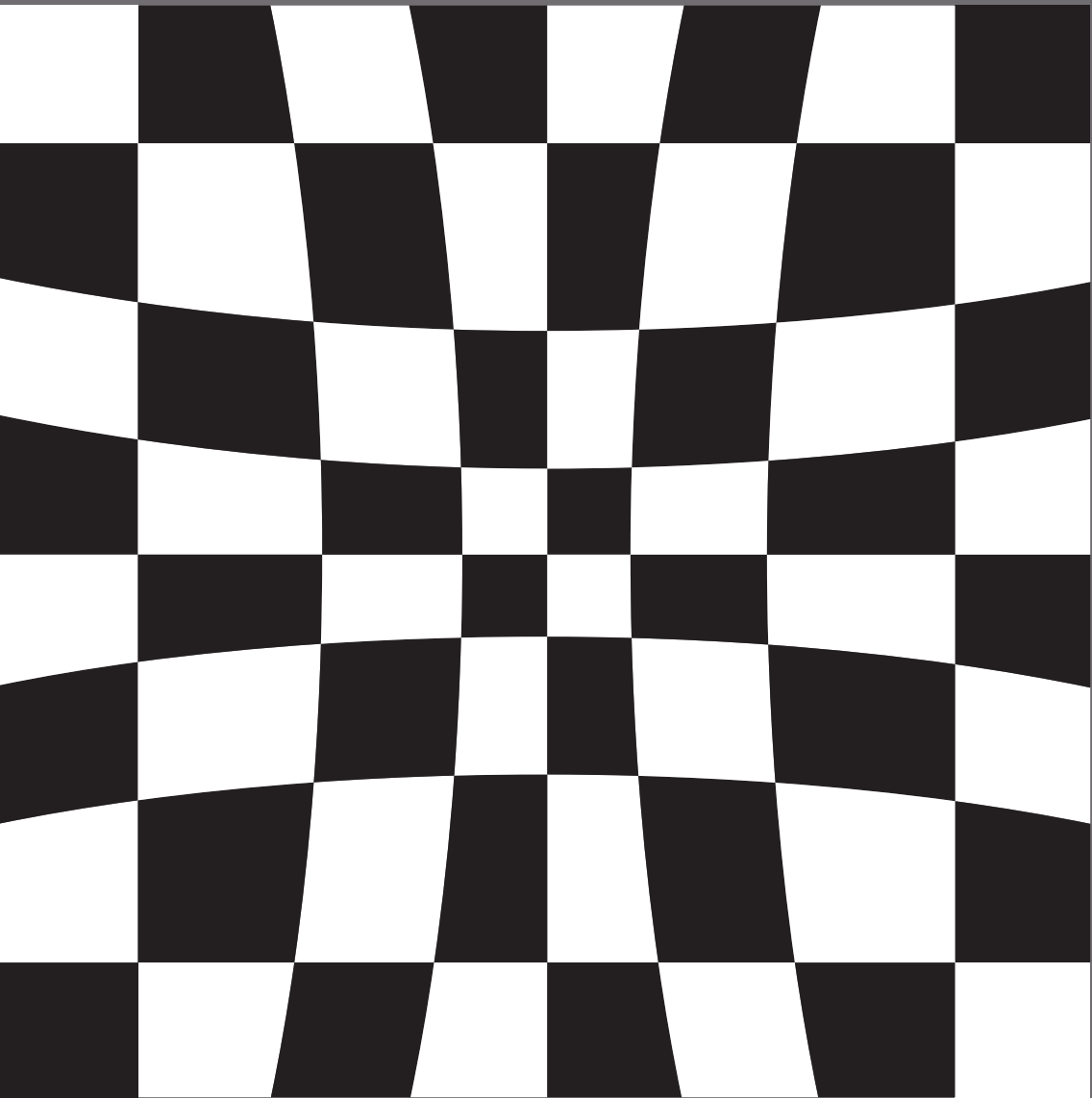
DIZAJN ŠAHOVSKIH PLOČA INSPIRIRAN OPUSOM
PIETA MONDRIANA I VICTORA VASARELYJA.



Lako je pronaći sličnosti između šaha, složene igre s jednostavnim pravilima, i apstraktnog slikarstva. Tri osnovne boje šahovsku su ploču pretvorile u svojevrsni *homage* De Stijlu i Pietu Mondrianu. Nov ritam predstavlja izazov igračima, posebice u pomicanju figure lovca, te usmjerava osobitu pažnju na određena polja, primjerice ona crvene boje. Korak dalje čini ploča posvećena Op artu i Victoru Vasarelyju koja dokazuje da, čak i ako je šah igra u kojoj je nemoguće varati,

moguće je potpasti pod varku optičke iluzije. Po njoj se figure kreću kao po balonu ili klizalištu, a najzanimljivije i najnapetije bitke vode se u sredini ploče gdje su polja najgušća. Neke od brojnih neočekivanih zanimljivosti nepreglednog bojnog polja naglašavaju figure konja koji se kreću u iznenađujućim L-skokovima te pješaka koji naglo prelaze velike udaljenosti. – *Klasja Habjan*

CHESS BOARDS DESIGN INSPIRED BY
PIET MONDRIAN’S AND VICTOR VASARELY’S OEUVRE.



It is not difficult to find similarities between chess, a complex game governed by simple rules, and abstract painting. Three basic colors have transformed a chessboard into a kind of homage to De Stijl and Piet Mondrian. The newly established rhythm presents a challenge to players, and focuses attention to specific squares – like the red ones – especially when moving the bishop across the board. A further transformation is the chessboard dedicated to Op Art and Victor Vasarely, which proves that, even though chess is a game in which

*one cannot cheat, it is still possible to fall into the trap of an optical illusion. Figures move across this board as if on the surface of a balloon, or an ice rink, while the most fascinating and intense battles are fought in the center of the board where the squares are closest together. Some of the many unexpected curiosities in the vast battlefield of the chessboard are stressed by the movement of the knights, which jump in surprising L-figures, as well as the pawns that cross great distances in sudden maneuvers. – *Klasja Habjan**