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1 Practice Magazine





Hello friends, welcome back to this month's issue of the [I Practice Magazine](#).

In this month's issue Michael will be discussing his favorite books. The books that shaped him as a magician and the lessons that he learned from those books.

Michael is an avid reader, so we have something to look forward to!

Rico Will be discussing easy ways to dress well as a magician. This is especially useful for those situations where a three piece is not completely suited and you have to wear some-

thing different to not stand out like a sour thumb.

Finally, Hussein will take us on a journey through the development of theater, movies, video games and the impact that this has on magic.

This month I will be enjoying some lovely coffee from my french press. I like this coffee especially this month since it has a more muddy/groundy texture with a lovely chocolatey flavor to it. Sit back, grab your morning cup of coffee and enjoy.

-Rico

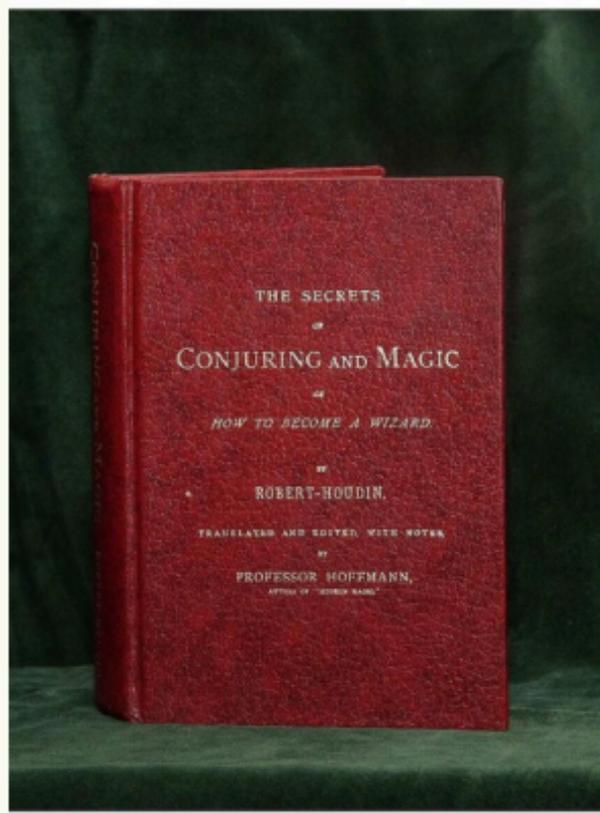
Michael Vincent

Classic Books On Magic



Classic Books On Magic

Michael Vincent



This has been a moving retrospective for me. The books I choose were very specific.

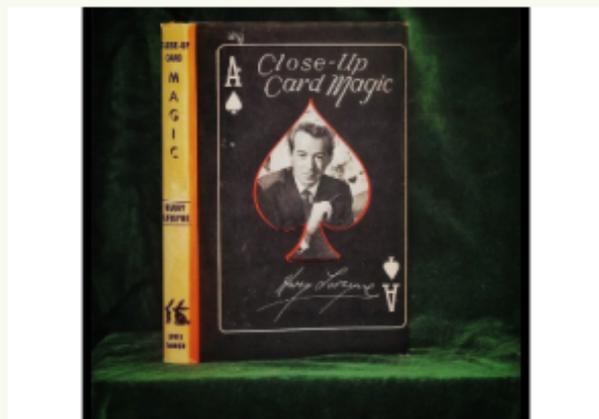
I have a huge library of rare classic books and making my choice was hard. I love all my books.

I decided to go right back to the beginning and focus on my very first magic books that impacted me.

**The Secrets of
Conjuring and Magic
by Robert-Houdin**

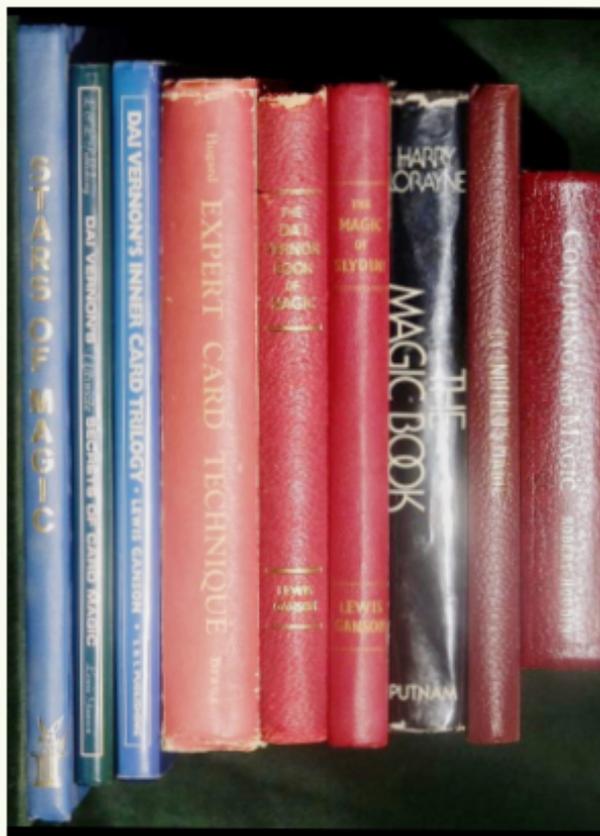
1868. I was going to start with the Royal Road to Card Magic. I realised many of the routines in Royal Road came from Houdin's Masterpiece.

This book is so beautiful, it's inspiring and astonishing considering it's over 150 years old. All of the magic we enjoy today started right here in this book. There is nothing new, this is the genesis of it all.



The Magic Book by Harry Lorayne. This book still amazes me by the depth and breadth of its quality. I recommend this book to all beginning students because they will get a full grounding on close up Sleight of Hand Techniques, wonderful routines and learn the basic of

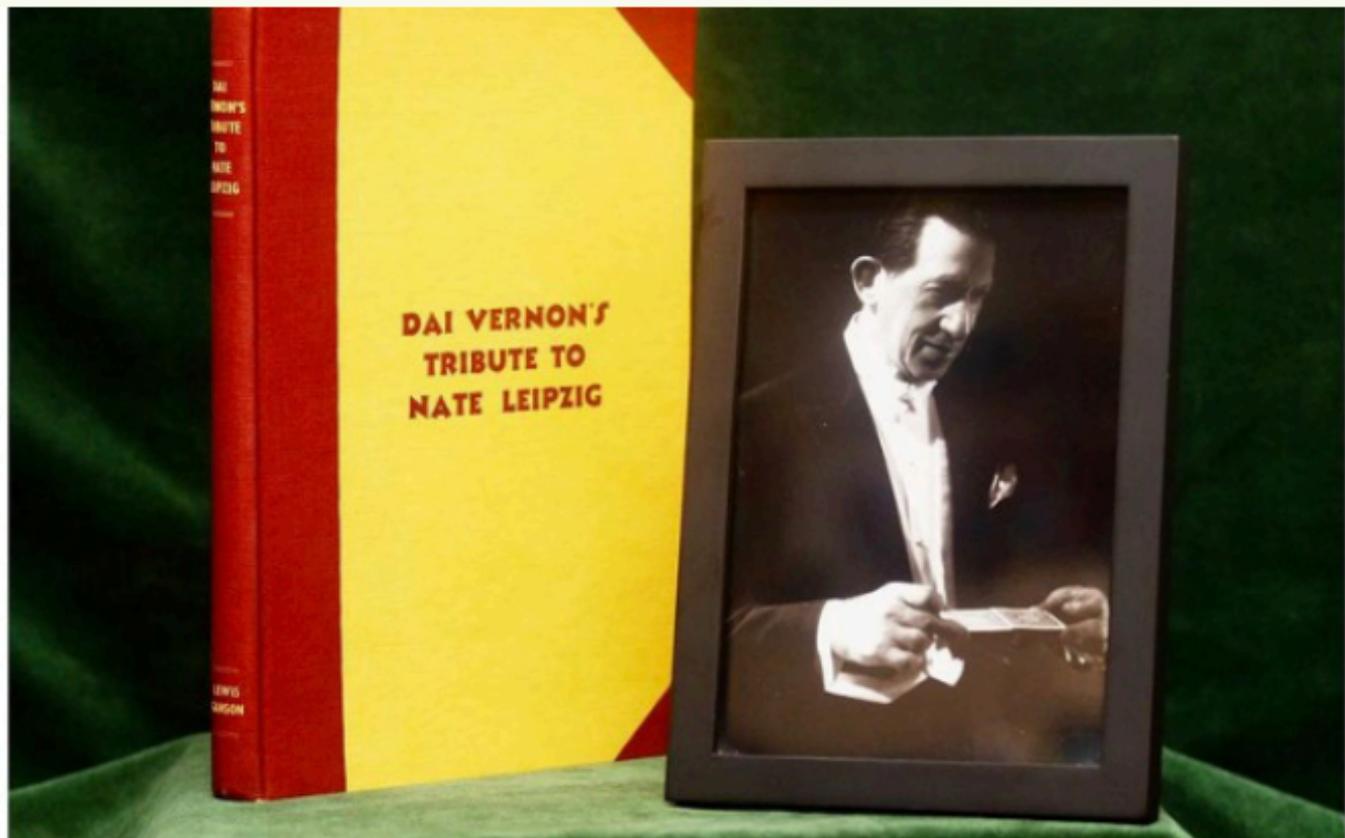
entertaining an audience. Harry did a wonderful job with this book. Strong Magic with everyday objects - this was my bible as a teenager.



My next books were Christmas presents in 1978; **Cy Endfield's Entertaining Card Magic** and **Stars of Magic**. These two books have stood the test of time - the material is pure gold. I have strong sentimental feelings about both books because I was amazed as a teenager at the professional calibre of the material. Stars of

Magic is the greatest book on close up magic I have ever read. Many of the routines are still in my show. Cy Endfield was my friend and mentor. His card magic was beautiful, elegant and mystifying. His technique was impeccable and under the radar. His presentation and storytelling inspired me.







I made a long list of books I wanted to feature. Over 7 days it was hard because some books did not come into my life until much later. Close-up Card Magic by Harry Lorayne, Expert Card Technique by Hugard and Braue, the stunning work Cardshark by Darwin Ortiz, The Dai Vernon Book of Magic, are on

my list of classics books. Just know I love all these books. I still read them and they form part of my ongoing research because I am creating my own routines now and it is important to give credit where it's due.

Think about your favourite books. **What makes them special for you. ?**



Dressing Well For Magicians

Dressing Well For Magicians

There are very few magicians who talk about this, or even plead about it, however it is very important. The clothing that you wear as a performer influences your entire performance. This is because people will have a different opinion about you when you look better, the opinion might not stay but the opinion of a first impression is very often very important for magic.

When I was 18, I applied to study psychology and on the introduction day of the study we learned something

about first impressions. Psychologist had found that people who look more attractive are presumed to be smarter and friendlier than their peers who looked less attractive. This is crazy since it is just a first impression, we haven't even said a word to the person.

Taking this into consideration we want to start to pay more attention to the way that we dress, as a performer being hired for a gig, but, also in our everyday life. The fact that dressing well already has the advantage of being



seen as smarter and more likable is enough reason to change up your style. You never know who will see you and you never know if that person will potentially book you. But, more important, if that person has a better first impression of you they might get a

better impression of what lays at the core of your magic.

I myself was very long under the impression that dressing well didn't matter that much, and even though a lot of things also have to do with the way we project ourselves onto the



Before

world, dressing well helps a lot and I had to learn this the hard way.

When I was in London in 2019, I went to buy a new suit with Shane Cobalt and Brad Henderson. I was first a bit hesitant; I already had a suit and even though it was cheap it

looked quite SMART, 1000 euro for a suit was a lot of money to spend (This money was very well spent and has already paid itself back).

Before I bought the new suit, people would always ask me what my day job was, even though I showed people some very



After

advanced and beautiful magic. After buying this suit however (and looking 100 times better in it than in my old suit), people started to tell me that they understood why I did magic for a living. All of a sudden people started to expect that I was doing magic

professionally. I was doing the exact same magic; the only difference was the suit.

Of course, this rule doesn't only apply to performing in a suit, performing in a suit is always a great thing to do, however, in some scenarios a

suit can be a bit overdressing. I like to go for the rule to always be dressed 10% fancier/better than everyone else at the occasion.

This means to not go in a 3 piece suit out to perform at a festival in the summer, but rather go in chinos, a polo and dress shoes (or white sneakers). Showing up in a full suit might also be overkill when you are meeting with a client a month before the gig to speak things over and make agreements.

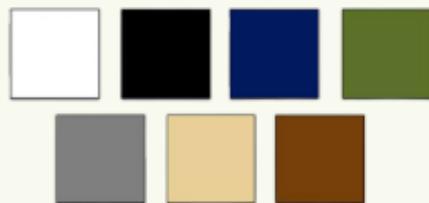
Non the less, the rule of psychology still applies, try to dress well and dress better than the people you

are meeting/ performing for. People will pay more attention to you and your magic.

That being said, there are a few basics for dressing really well. Peter Nguyen from the essential man put together a blog for a basic wardrobe and you can find that [article here](#).

But to give you a very brief overview of dressing already better I can tell you some tips that worked wonders for me.

I started to wear mostly neutral colors, the beautiful thing about neutral colors is that they create a



Neutral colors are: Black, White, Gray, Navy/Blue, Beige, Olive, Brown

self-working wardrobe, you can basically combine each of these colors with each other and it will always look good. Another thing that does wonders is layering, layering looks amazing! For example, if you wear olive green chinos with a white shirt that already looks good, as long as the fit of all of the

clothes is correct, proper fit makes your style already look 90% better, but to make that look really amazing is to put a navy over-shirt of the top, it gives a bit more interest to your style because of the different layers and it will not feel overpowering due to the neutral colors.

Finally, fit is really important, As stated above proper fit will make you look 90% better, I was always of the opinion that over-sized was more comfortable, I was so wrong! It feels so much more comfortable when something is the proper fit, when something fits perfectly it is almost

like it doesn't exist and it is definitely not in the way.

Those are all the tips that I have for today, I can highly recommend that you check out [Peters Blog](#) and that you look at any other fashion blog you fancy to build your style.





Film, Video games and magic

by Hussein Mansour

Film, Video games, and Magic like any other art form constantly seeks inspiration from surrounding art forms. The following piece you are about to read attempts to draw parallels from the film and video gaming industries in order to clarify the pivotal point the art of magic is at right now.

The video game industry developed and evolved in an identical manner to the film industry. At the turn of the 19th century, film began gaining popularity and theaters began emerging across the modern world. During this period, Filmmakers were primarily concerned with the



technical elements of filmmaking and less on storytelling. Significant effort was placed towards discovering new techniques within film to elevate and enhance the art which ultimately led to the invention of audio and sound within films. This was a major step forward, the possibilities to innovate became endless, and innovate they did. By this time, the major technical aspects were already set in stone and universally agreed upon. The inclusion of audio within film eventually led the hourglass to tip upside down, increased attention on storytelling began taking place and technical elements took a back seat. Therefore, we naturally saw an explosion of new films being brought forward with a focus on nar-

rative and complex characters emerged which enabled audiences to connect with resulting to memorable long-lasting experiences. Comparing this evolution with video-games, we can see a clear parallel. As we approached the 2000's, video-games gained extreme popularity throughout the world. During this period. Game developers

were mainly concerned with gameplay elements to enhance gameplay and minimal attention was directed towards storytelling.

Let us look at one game in particular which demonstrates this evolution perfectly, the God of War (GOW) series. If you're not familiar with this game, briefly, we follow the adventure of

Kratos, an extremely powerful, rage filled Demi-God seeking revenge against the Gods for deceiving him. The story is simple in terms of narrative, the main theme is revenge which is carried across three installments of the game, GOW 1 released in 2005, GOW 2 in 2007, and GOW 3 in 2010. Kratos fulfills his mission and destroys the Gods. Af-

ter the third game, many fans were satisfied with the conclusion of this saga, so it naturally came as a surprise when the studio announced that they are working on a prequel set to release in 2011 which many thought was completely unnecessary. It did not offer character development and was another revenge filled adventure. The game re-





leased and as can be expected, it failed horribly especially because the main director which worked on the previous installments left the development team at the conclusion of the third game. And so, the game was forgotten and gamers moved on.

In 2013, the development studio decided to begin a new God of War project

after their horrendous defeat and they knew they could not do it without the original director. He refused at first but eventually agreed when he was promised flexibility to apply his creative inputs with no restrictions. The team immediately realized that they cannot develop the game with the same themes as before. During this period, new gaming

consoles were releasing, technological advancements enabled developers to begin implementing complex narratives and characters. Thus, it naturally led to gamers paying increased attention towards story-telling narratives which were now deemed just as important as gameplay elements. After 5 long years in development, the game was

released in 2018. The spark of interest which fans lost immediately reignited because they instantly realized that this release was a major step forward for this universe and for the characters occupied within. The game evolved significantly in terms of gameplay, but more importantly, the game completely transformed in regards to the



story driven narrative. The now older composed Kratos is embarking on a journey to scatter his wife's ashes from the highest peak in the realms accompanied by his son! The story revolves around a father-son relationship and the bond that develops between them as the game unfolds. This father-son relationship adds an entirely new element in terms of character development and further enhances the narrative. But, this game also managed to do something truly profound which enabled it to transcend beyond simply being a video game with a captivating story. This profound element is the fact that fans of the game grew up simultaneously with the characters present in the game. The 15 year old kid who

played the first game in 2005 only really cared about gameplay elements, and barely paid any attention to the story, and that's reflected in the story itself because it lacked character development and only followed one main theme. But in 2018, when the new version of the game was released, that 15 year old kid was now approaching their 30's, they have probably started a family of their own so they have a greater understanding of the challenges one faces when entering adulthood. And again, the profound thing is that this element is now reflected quite clearly in the game because it revolves around a father-son relationship. This ultimately provides the player an emotional and memorable experience which will



stay with them for a long time and has the potential to impact the way they raise their children in the future.

Soooo, what does this have to do with magic? If you have not drawn out the parallels yet, let us break it down. During the 19th century, magic experienced a period of innovation in terms of technique and most problems presented within the field were solved across the entire board. From Marlo who provided us with countless solutions in regards to card magic, to Dai Vernon who elevated our perspective through his idea of “naturalness”, to Alan Wakeling who provided ingenious solutions for grand stage illusions. Therefore, we are at a point in time where we have almost every tool



and solution at our disposal for the technical problems we face. Just like film and gaming, we are exiting an era solely focused on technical solutions, and so we must begin exploring ways to elevate the art form beyond its current state. I can think of no better example than Derek DelGaudio's show “In and Of itself” (You knew it was coming). I place Derek's show

on the same pedestal as the first film with audio or the first video game with complex characters such as the game discussed above. It is a pivotal step forward which displayed to all pursuers of the art the level we must strive towards to provide our audiences with an emotional, and memorable experience which has the potential to impact our

life decisions, and lead us down rabbit holes we didn't know existed.





Bio Mike

Michael Vincent is an UK based professional magician, teacher, student and pioneer.

Michael is one of the patrons of the classic school of magic and he will make you see the most wonderful things with just a deck of cards.

This man really needs no introduction, however, what some of you might not know is that Michael makes photographs that are just as beautiful as his magic. You will find a truly authentic expression in everything that Michael does.

To follow Michael you can find him on instagram with [@michaelvincentmagic](https://www.instagram.com/michaelvincentmagic)

Bio Rico

Rico Weeland is a Dutch magician, writer, lecturer, magical philosopher. And editor/writer of this magazine.

He has lectured in places all over Europe such as the Magic Circle in London and the Krakow Magic Session in Krakow.

Rico loves to think about magic, play music and drink coffee. When Rico is not practicing or performing magic you will most likely find him reading a book or playing ukulele, guitar or bass.

To follow Rico on instagram you can find him with [@rico weeland](https://www.instagram.com/rico_weeland)



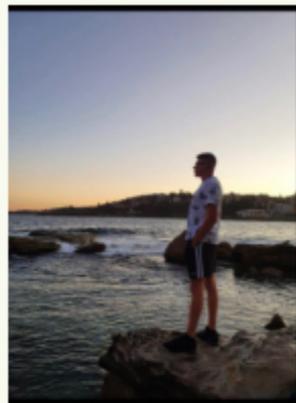
Bio Hussein

Hussein is an Australian magician highly interested in the classic school of magic.

Together with classic magic Hussein loves movies, theatre and video games.

He just loves the structure and deeper concepts behind all of those things.

To follow Hussein you can follow him with [@ Husseinmansomrmagic](https://www.instagram.com/Husseinmansomrmagic)



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