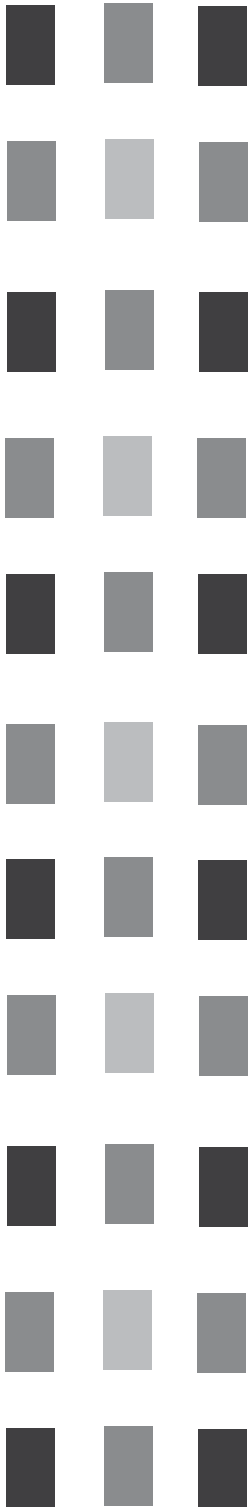


InterSpace – a proposal for a communicative prosthetic space

Jon Goodbun, WAG Architecture



Technological development does not simply progress through rational scientific advancement, but is also dependent upon imagined solutions for imagined needs and desires. This proposal is a response to a number of contemporary conditions and technologies: from television to bio-mimetics, from computer interfaces to mobile phones and nano-technology. It starts with a proposition that is realisable now at the level of art research. A projected synthesis and development of the entertainment industry and bio-technology, it then suggests a line of development for a number of near future technologies. This product, called InterSpace,¹ would provide:

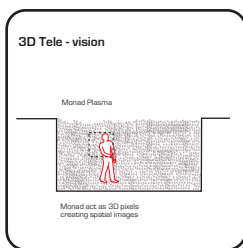
- 3D immersive television
- Virtual transport and travel - 'Teleportation'
- Virtual Sex
- Prosthetic environment
- Body based interface environment to computer/internet

The preliminary version of the scheme would be a spatial constellation not unlike a swimming pool filled with small balls. These balls, hereafter called 'Monads', should be thought of as 3D pixels. In the more advanced versions they should be thought of as both 3D pixels and atoms. The InterSpace is an environment full of monads. The participants would fully immerse themselves into this technological plasma.

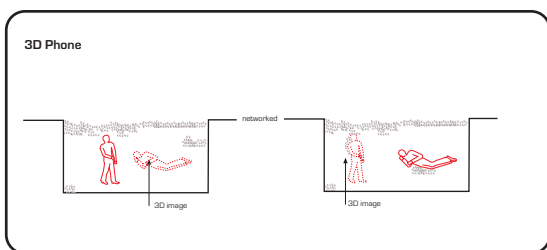
- First generation Monad specifications:
- Perforated or otherwise allowing air through
 - Variable visual state: either transparent, or emitting light and colour
 - Being aware of their state and location

On this basis, an immersive 3D televisual environment can be constructed now. It would require an overseeing computer to hold the overall spatial image (or sequence of images) - and would tell any particular Monad what colour or transparency it needed to be, depending on where it is in the image space. The media surface expands into media space (fig. 1, 2).

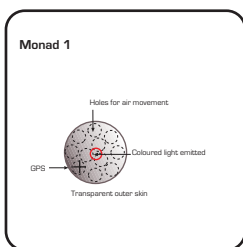
Such a space would first be held in a gallery or similar. It would become a product to be sold to the very rich initially. Later, instead of ever bigger TV sets, there might be InterSpace rooms in every house. Once many Interspaces are operational, they would network and communicate. Monads, or other sensors, would see participants in the space. Their image could be broadcast to another InterSpace, allowing participants to communicate with one another.



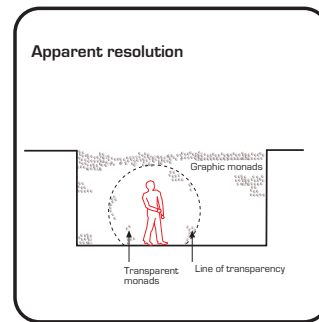
Interspace 1



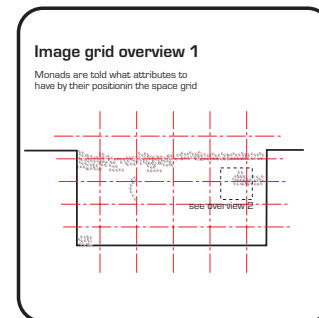
Interspace 1



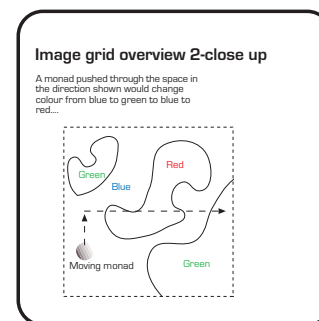
Interspace 1



Interspace 1

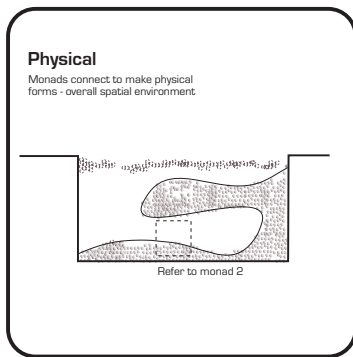


Interspace

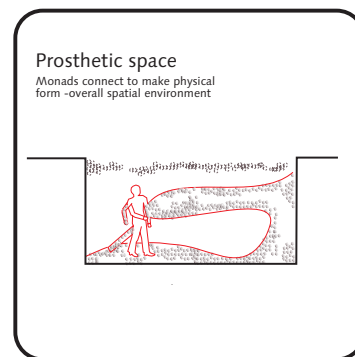


Interspace

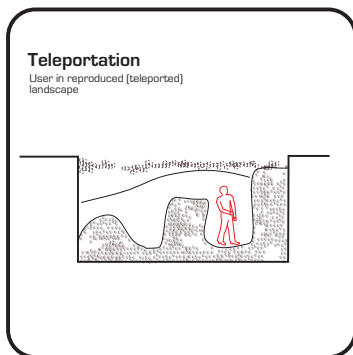
1, 2 | WaG Architecture, InterSpace Generation One (2002)



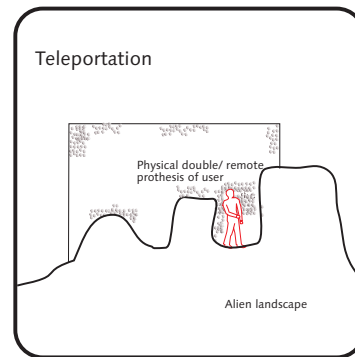
Interspace 2



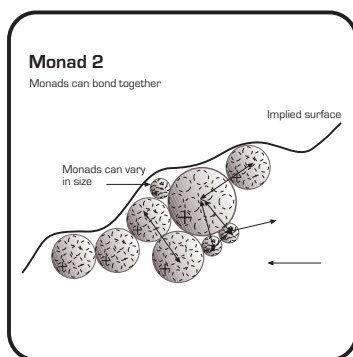
Interspace 3



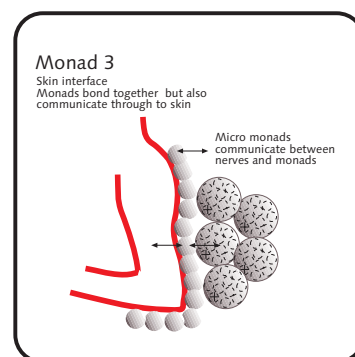
Interspace 2



Interspace 3



Interspace 2



Interspace 3

3 | WaG Architecture, InterSpace Generation Two (2002)

4 | WaG Architecture, InterSpace Generation Three (2002)

Second generation Monad specifications:

- ability to vary in size
- ability to stick together as necessary to make resistant form (whether temporarily bonded by electro-magnetic, chemical or other forces)

This would allow the dynamic construction of physical forms within the image space. The degree of sophistication of these spatial images would depend upon the resolution of the Monads (i.e. dependent on size.) As a communicative environment, it would allow not just the image of other participants within the space, but also their physical double (fig. 3).

Third generation Monad specifications:

- ability to vary in size - including extremely small

- non-toxic - can be consumed internally, whether by accident or for benefit
- ability to be sensitive to and take information from their immediate environment
- ability to stick to human body as well as each other
- ability to communicate with human nerves, to form a second skin

This would allow the dynamic construction of solid sensuous prosthetic additions to the participant body. It would allow the user to grow new and/or remote organs. These organs might be to do with feeling information in data driven environments (i.e. new forms of body based computer interface) as well as being based on existing body parts (fig. 4).

As a communicative environment, it would allow a physical double of the participant to relay sensuous feeling to their real body. This allows:

- Virtual and new forms of sex, using new organs, surfaces, multiple bodies in different places etc
- Teleportation (into other Interspaces)
- Exploration of uninhabitable places on this planet or others by setting up an InterSpace there, to be experienced through another here.

- Computer interfaces: new organs to do with feeling information in Spatial User Interface environments. The user's cognitive map of their own body expands into the InterSpace, allowing them to drive or wear the machine.

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Notes:

- 1 Some of the possibilities of this project were also explored and developed by Uta Wolf, Polytechnic Design Studio, University of Westminster, London (2002).