

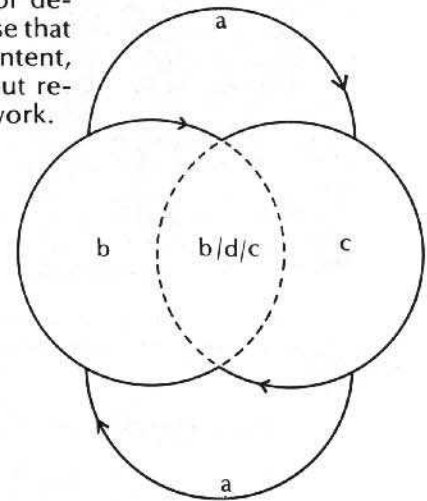
MATRICES, LOOPS, CIRCUITS

ONE

1. a: ecological circuit.
b: biological circuit.
c: technological circuit.
b/d/c: interface, shaping the statistical probability of failure in a, b & c.

2. a: intentional, connective information, meta-instructions.
b: conceptual, determining the flexibility and range of models, simulative potential.
c: consequential, the influence of the state of the art, rules of interaction.
b/d/c: embodiment, the form of manifestation, imprinting.

The following are extracts from a network of descriptive devices. They are heuristic in the sense that descriptions do not *explain* their ideational content, as metaphors do not explain a set of ideas, but refer them to another context, another framework.

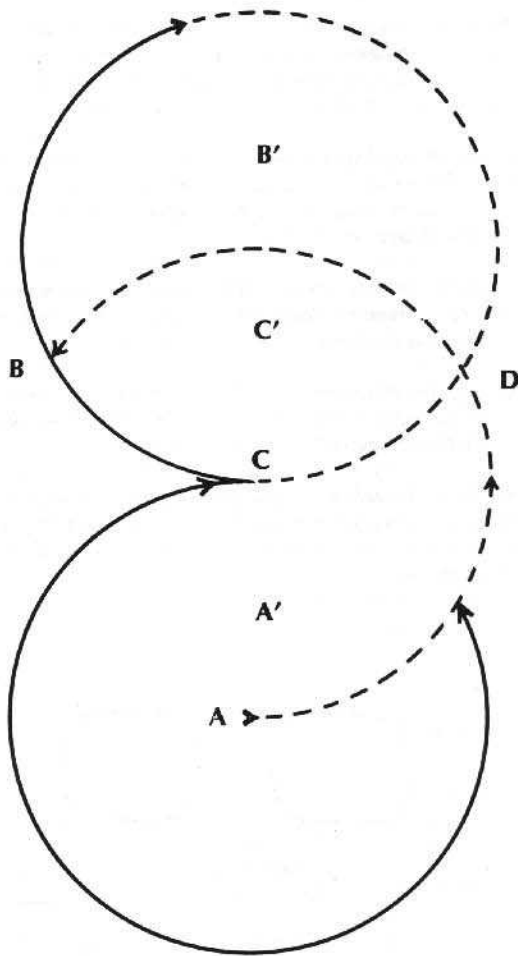


TWO

- a: the fixed conceptual/mythic past (as a vector to b).
- a¹: future/past.
- b: juncture of experienced present and anticipated future.
- b¹: the fixed conceptual/mythic future (as a vector to d).
- c: real present.
- c¹: past/future.
- d: axis of temporal distribution in the present, the ratio between *past experienced* and *future anticipated*.

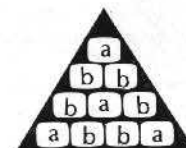
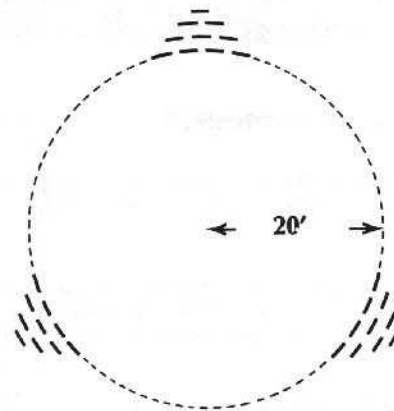
*a world of made
is not a world of born—pity poor flesh
and trees, poor stars and stones, but never this
fine specimen of hypermagical
ultraomnipotence.*

e. e. cummings

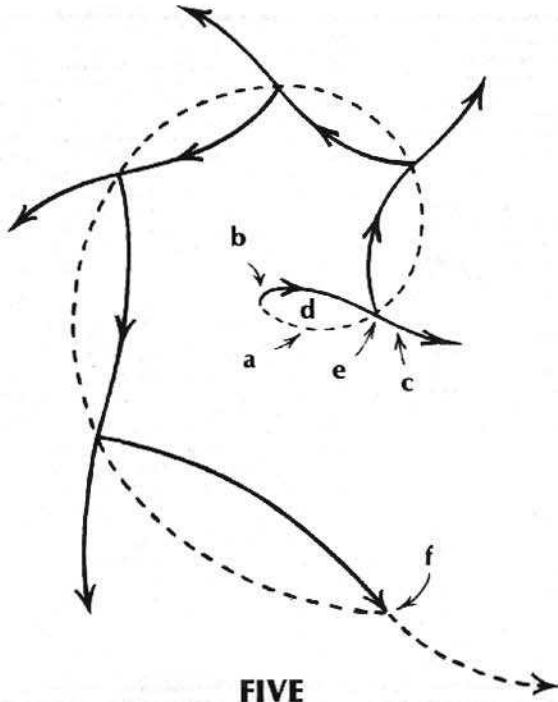


THREE

Floor plan: thirty monitors positioned equidistant around a circle in three sets of ten. Each set of ten arranged in an equilateral triangle, programming over two a & b channels simultaneously (a total of six channels over thirty monitors, each channel a video track, 25 min.)

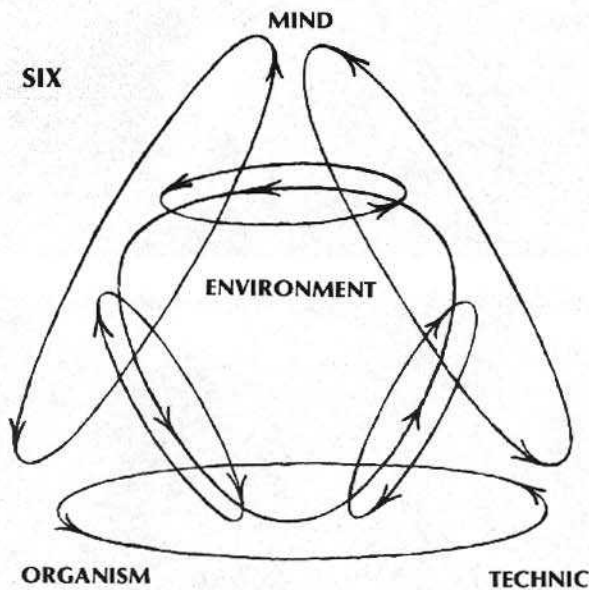


by Frank Gillette



FIVE

Floor plan: Fifteen monitors inset in the corner of a rectangle twelve and a half feet, in width, height and depth, measured from the five monitors at its base (floor level). Three wide angle, variously ranged, cameras. #1 mounted atop the apex monitor, #2 & #3 mounted six feet parallel to the floor, at each end of the base. Each camera feeds a real-time/four-level-delay loop, thus: a, real time, the present. b, three seconds delay (from the present), c, nine seconds delay (from the present), d, fifteen seconds delay (from the present) and e, eighteen seconds delay (from the present). The total program (a through e simultaneously) switches feed from cameras (#1, 2, 3) every six seconds.



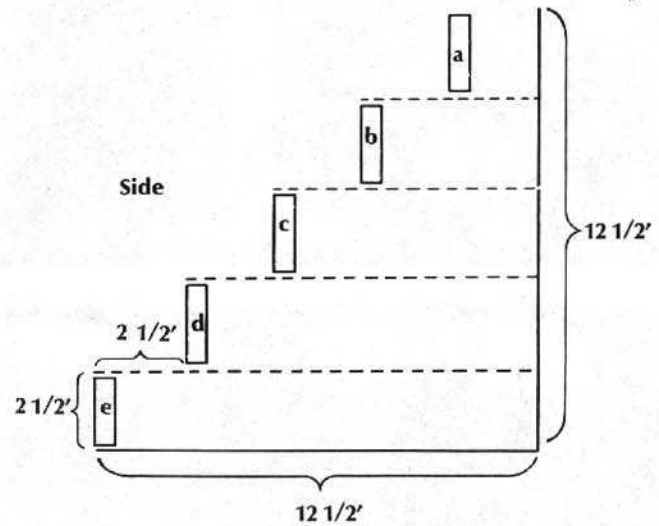
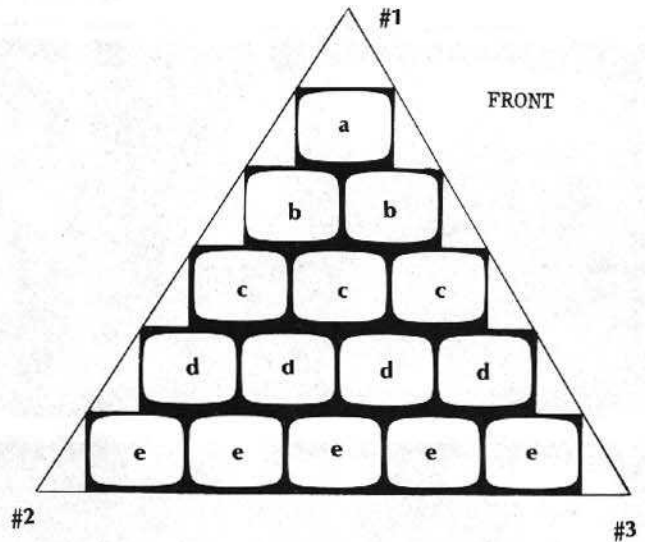
SIX

FOUR

The principle characteristic of a self-regulating system is the presence of a control loop whereby system compartment may be modified on the basis of information inputs regarding performance and the comparison of performance with a criterion value. The control loop may be a "closed loop" existing within the boundaries of the system, or it may be an "open loop", in which part of the control information flow takes place outside the system boundary.

Charles R. Dechert

- a: time, simultaneous duration of temporal processes (measured relatively by an organism or other self-regulating system).
- b: contextual threshold, the closed loop, margin of behaviour.
- c: interactive threshold, the open loop, feedforth.
- d: paradigm, source of *criterion value* directing c.
- e: interface, interval of discontinuity.
- f: the present as interface.



Editorial Note: Frank Gillette's book, Between Paradigms will be published soon by Gordon and Breach.