

THE INFINITY CHAMBER

A corridor is constructed with 17 inch monitors inset into the walls four feet eight inches above the floor. The 27 screens in the outerwall face inward and the 17 screens in the innerwall face outward. A four foot eight inch opening in the outerwall serves as both entrance and exit. The corridor approximates as a rectangular shape. A large arrow outside the corridor indicates that the entrants are to proceed in a counter clockwise direction.

Three varieties of programming are presented on the monitors. Pulsing kinetic abstract images are presented on 12 monitors throughout the corridor. Two channels of prerecorded informational videotape loops are presented on 3 monitors each, distributed throughout the corridor. Three live camera images are selected from 4 low-light sensitive cameras connected to a special effects generator; these and 2 time delay images are distributed to the remaining 26 monitors. A switcher permits the output of any camera or the S.E.G. to serve as an input to the time delay unit. Further, when the fourth camera above is trained on an output monitor of the time delay and its signal dissolved with any of the camera images (by means of the special effects generator) an infinity loop is created. If the special effects generator has genlock capability the infinity loop effect can be extended and multiple images can be incorporated into the infinity loop.

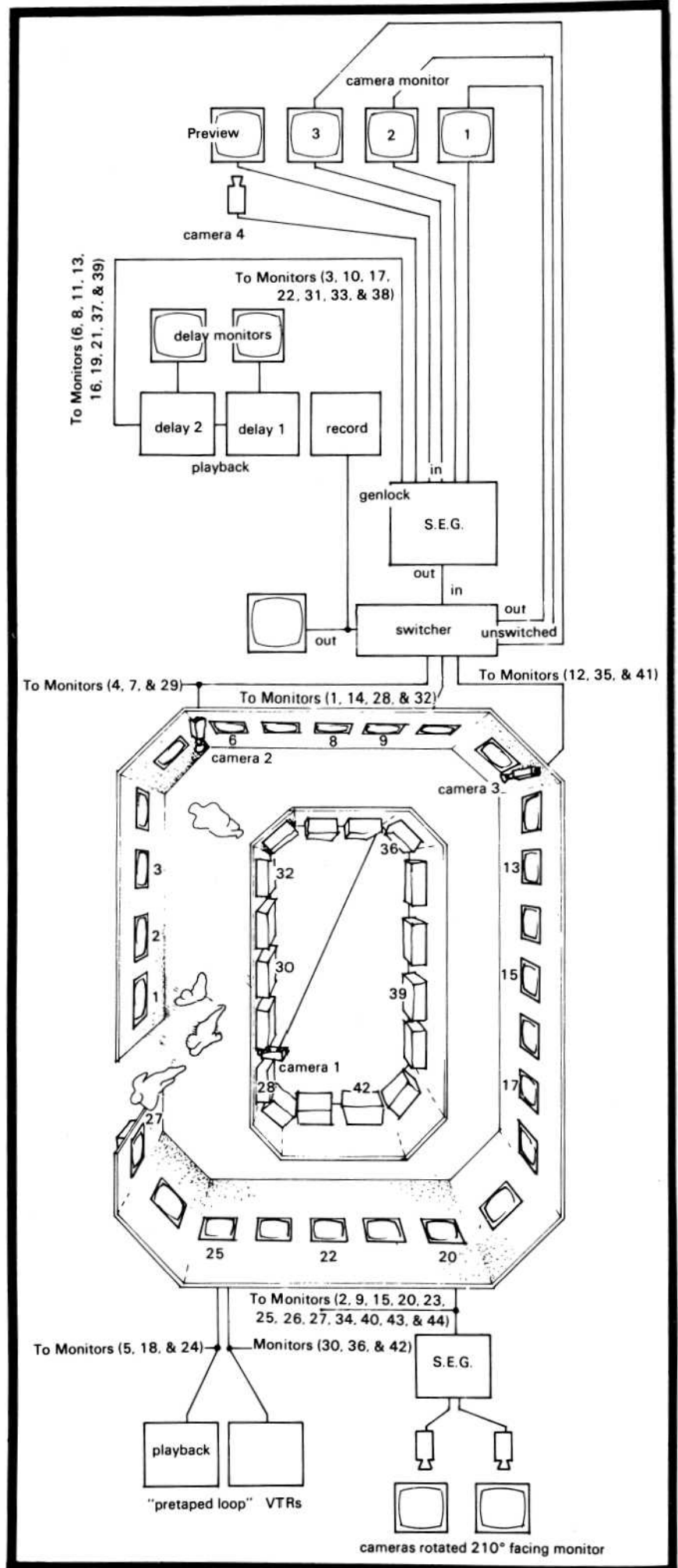
Thus, in addition to seeing one's own image live on tv juxtaposed with pulsating abstracts and collaged information images, one can see one's image repeatedly introduced and gradually fading out as the old images disintegrate, and new images from progressive points along the corridor supplant these eventually to dissolve away themselves. As one proceeds through the corridor a subtle intermix of disorientation and reorientation is intended to occur. As one approaches the exit the appearance of camera, time delay, and infinity loop images decrease as informational and finally abstracts become prevalent.

The diagrams which follow provide the basic plans (the configuration of hardware and outline of operations) for the infinity chamber.

Note: Care must be taken in selecting lenses of proper focal length to achieve the optimal effect. The pulsing abstracts intended are best generated by the mixing of 2 video feedback loops from high resolution cameras through a special effects generator. Pre-taped abstracts may be used, and suggestions of real images may be introduced in positive, negative, and/or high contrast by means of an S.E.G.

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..... a system of sensors in the corridor and a signal light at the entrance can insure that individuals (or groups) in the corridor are undisturbed by new entrants until they approach the exit. 1 2 3 4 5 ...



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