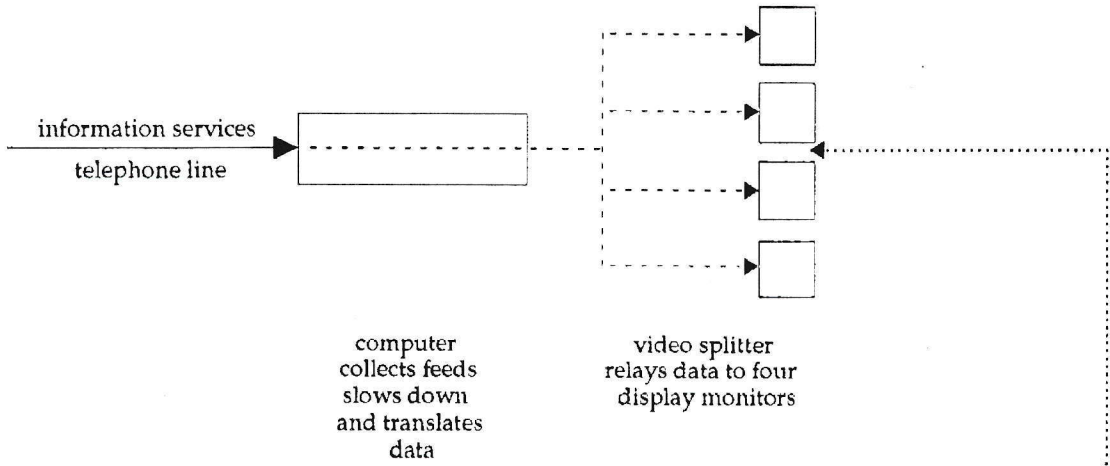
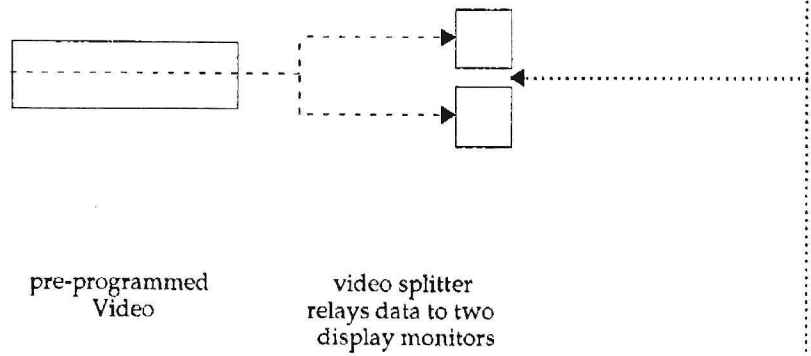


INTERFACE: EXHIBIT NETWORK STRUCTURE

1. ONLINE NETWORK



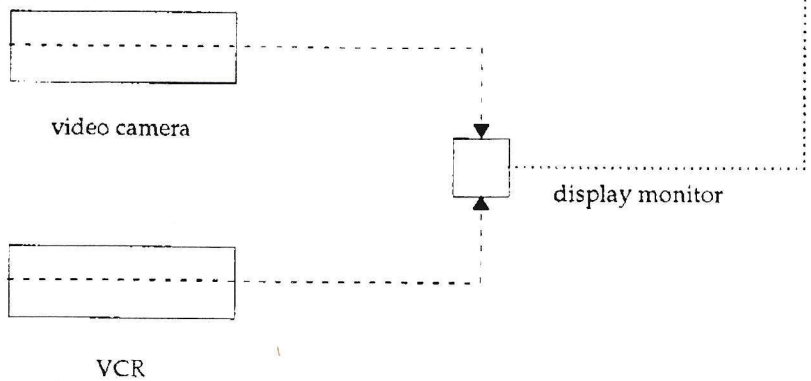
2. VIDEO NETWORK PRE-PROGRAMMED



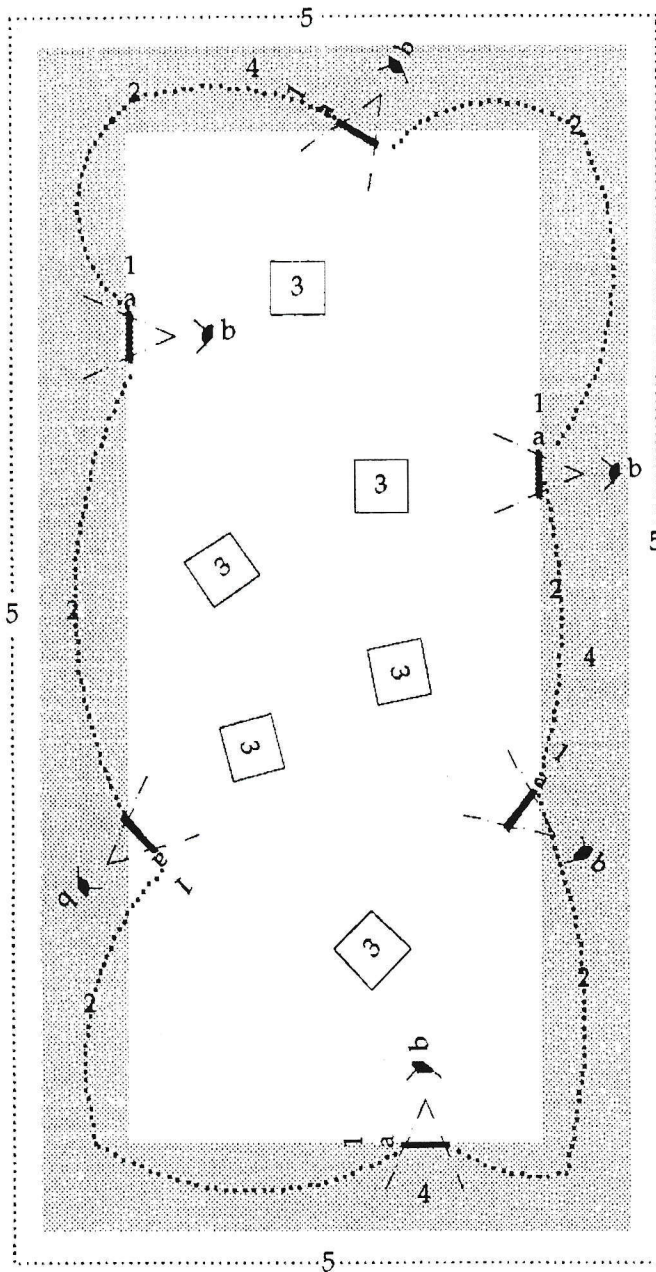
3. WINDOW INSTALLATION

phase a.

phase b.



Possible timed transmission of the image on window monitor to either the video or the online network



Conceptual Diagram of the Exhibition Space

1. Head-Up Display Units(HUD) -- transparent glass display panels supported or suspended within gallery space.
 - a. Information projected onto HUD constantly changes so that the exhibit space reflects a flow of information. Projections can be read in daylight.
 - b. HUD units can be approached from the the zone of information flow towards the interior of the space, or from the interior space towards the wall of the gallery
2. Cables connecting these units as a network.
3. Exhibited objects may be placed in relation to the HUD viewing units: however, they may also be approached without having noticed them.
4. Effectively a Zone of Information flow is created between gallery wall and HUD units.
5. The Walls of gallery are "dematerialized" by information flowing in from the "outside".