How to use informationbody

Informationbody is an interactive program that provides information-based visualization of the concept of bodyfuture installation. In principle, the user can operate and experience the program intuitively, without reading through the instructions.

Instructions

A touch-screen monitor enables the user to operate the program by touching a finger on particular positions on the screen.
At the start-up, messages run from left to right, and the woman breasts are shown in the center. Touching anywhere on the screen will change the screen.
Six breasts are shown side to side on the screen. The both ends of images are close-ups of the buttocks. Touching on the left end of the monitor causes leftward movement; touching on the right end causes rightward movement.
Each nipple works as the access button to each program.
Each body has six nipples; the one at the center works as the index showing which programs are located where.
There are eight "message-type programs" and seven "interactive programs." In the latter, the user can control the program on the screen.
Each interactive program has different methods of operation. The following "Description" explains the contents of each program and instructions for use.

Description

PROGRAM "W"

1. Elvis on DNA
(Message)

The image is a composite family photo showing Elvis Presley, his parents, and Elvis in his childhood. The message summarizes, in the form of a mathematical formula, the opinion of a biographer who gave a vulgar "genetic" explanation for Elvis's talent and his success as a singer:
(French-Norman blood + Scottish-Irish blood) X (Indian lineage + Jewish lineage) X (circumstances + social conditioning + religious upbringing) = Elvis Presley?

2. Image database
(Interactive)

Here the user can browse all animation images in the database used in the slot machine program of informationbody. The user presses the buttons arranged vertically on the right side, and the corresponding images are shown in the left area. Pressing on the picture image starts the corresponding program.

3. Index

This index shows the location of the contents of this program. Pressing on the "press here to return" mark leads the user to the menu screen.

4. Van Gogh
(Message)

Although painters and sculptors often speak of the human body, most of their comments on the human body are practically the same. They treat, basically in the same manner, the physical aspect of the theme. The following words by van Gogh, however, correctly point to the fact that visual perception rests on the fragility of the insignificant functions of the brain. The perception of visual information can often resemble the effects used in video/film editing, such as still, stop motion, fast motion, and slow motion.
If anyone think I paint too fast, they are watching me too fast.

5. Body Slot Machine
(Interactive)

<<Instructions>>
Press the "medicine capsule" at the upper right corner to start, and the letters "X", "Y", and "*" start revolving. Pressing the green, red, and yellow "tablets" stops the revolution of letters and selects a combination of letters, depending on the timing of pressing. When three identical letters have been selected, the user can see the animation picture corresponding to the combination.
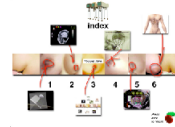
Medicines and artificial prostheses will be indispensable to body remodeling in the near future. Human beings will survive in various environments and elongate the life span, making use of medicines to strengthen muscles, medicines to make the brain smarter, and prostheses that support activities under any conditions from the earth's gravity to outer space.

6. Remote body, Home body
(Message)

One of the predictions by Hans Moravec, Professor of Robotics Institute at Carnegie Melon University. His consideration on the robotic body, which is a person's other self, remote controlled from a great distance. The remote bodies we will inhabit can be stronger, faster and have better senses than our "home" body.

PROGRAM "Y"

1. Genetic Future - Space TicTacToe
(Interactive)

<<Instructions>>
A match of tic-tac-toe with the computer. The user must either win or lose this game before going beyond this point. In the case of a drawn game, the user can press the REPLAY button to play again. If the user wins, the futuristic image of gene programming directed toward space will appear. If the user loses, the computer declares a victory, but the user can choose to play again. Try whether you can defeat the computer!

According to the game theory, any game in which information is complete and moves are finite has a strategy that certainly leads to either victory or draw. The tic-tac-toe program is a simple example for understanding this fact. At the same time, it may provide an entrance to the "intelligence" of computers.

2. BrainTrek
(Interactive)

<<Instructions>>
Here the user can see MRI images of the brain 3-dimensionally along the X, Y, and Z axes. The blue button at the top of the screen selects the X axis, the yellow button the Y axis, and the red button the Z axis. The triangle button to the left shows multiple continuous sections along the selected axis.

The interior view of the brain tells us the history of perception. Descartes considered that the pineal body was the center of the mind.

3. Index

This index shows the location of the contents of this program. Pressing on the "press here to return" mark leads the user to the menu screen.

4. ZEN Body
(Message)

The world already exists in your head.
Everything is deja vu or deja explore: been there, done that. -- Paul Virillio

5. Chromosome Slot Machine
(Interactive)

<<Instructions>>
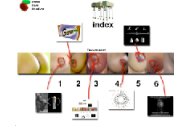Press the "eyeball" at the upper right corner to start, and the letters "X", "Y", and "*" start revolving. Pressing the three "eyeballs" at the center stops the revolution of letters and selects a combination of letters, depending on the timing of pressing. When three identical letters have been selected, the user can see the animation picture corresponding to the combination. Watch the chance events of gene combination on the slot machine.

6. DNA explosion
(Message)

When gene information as a data set obtains independence from the body that is useful for nothing but reproduction, egoistic genes will not need fashion.

PROGRAM "B"

1. Evolution
(Message)

The natural evolution of life will be changed drastically by the emergence of stronger rivals -- machines or robots. Where are we now?

2. Gene in the Box
(Message)

It's all in the Genes.

3. Index

This index shows the location of the contents of this program. Pressing on the "press here to return" mark leads the user to the menu screen.

4. Gene Map
(Interactive)

A convenient database of the genetic data that have been read from genes at this time.

<<Instructions>>
The red dots on the circle surrounding a gene map represent positions on the gene. The user can press these red dots to display the names of genetic diseases coded at corresponding positions.

5. GEO Slot machine
(Interactive)

<<Instructions>>
Press the "circle" at the center to start, and the letters "X", "Y", "Z" and a sphere start revolving. Pressing the three geometric figures at the center stops the revolution of letters and selects a combination of letters, depending on the timing of pressing. When three identical letters have been selected, the user can see the animation picture corresponding to the combination. The animations show nanotech robots supplementing or enhancing various physiological functions in the body.

6. Smart Brain
(Message)

Key points for revitalization of our brains that are getting more and more obsolate.

Increase the amount of oxygen delivered to the brain!
Enhance metabolism in brain cells!
Slow the deposit of age pigment in the brain!
Prevent free radical damage to brain cells!
Increse intelligence, memory, learning, and recall!