

Eulogy for Culture

Time as a dimension has as its structure a human based interpretation. Time, therefore, is *thought* because thought occurs in "real" time. However, time is *thought* of as being in another dimension ie. the 4th dimension. Time is. the need for a *point of view*, or a *point to view from*. Every culture has dealt with time. Time represents birth and death or rebirth and departure or rebirth and reparture. This unknown dimensionality which time has, can now be structured into another association which enables a new reference system to develop. Subsequently, we live in a *nowness*, somewhere in space, and in that space there is thought. However, since space is also a void then thought occurs in a void.

Tools have been developed to analyse time. The invention of the motion picture created persistence of vision with 24 frames a second. Photography froze the immediate reality to be studied at any time. Xerox came along and copied time. Video tape came along and recorded time. Video delay systems have slowed time and increased the speed of events in "real" time. Satellites are now bringing the eskimo into the tropics via t.v.. Picture phones relate personal feelings immediately. All cultures are now sharing in one another's sensibilities. The instant replay means instant culture. Information storage enables all cultural myths, illusions and realities to be retrieved and replayed in any time sequence. The planet has now enabled communication to be made possible for any culture at any time. Individual cultures are now apart of the larger information system which has recorded and stored all cultures and their mannerisms. Instant cultures will be a model to live by for the next generations. The tempo of the environment will be magnetically erased only to be replaced by the next information program.

Logic for one culture will be mixed with another by exchanging program cards, video tapes, records, tapes etcetera. Pictures will be universal and popular words will replace the methodology of epistemology and overly redundant knowledge. The man and woman of today are becoming evolved into a pure information media world. The planet is being covered with instant replays which allow any culture to exist at the push of a button.

The next environment for living will be a high compression of information extracted from the computer only to be interfaced within the home or on the streets via video, tapes, print. . . . i.e. communicative systems. Cultures no longer can entertain a pure evolution within themselves. Each culture now tunes into the information of the next. The global gestalt will be a telepathic system which *predicts* events rather than *recording* events. The next global environment will be completely controlled by homo sapiens projections. The thought of the event will be the necessary criterion for the existence of the event. Information of innovation will be available for all. The planet will then be in an information matrix which is not dependent on cultural norms for patterning of activities, but the retrieval of those norms within a larger informationality of contrived space or environment.

The cultures of the world are now being interfaced with one another so that media environments have as their content the mediums of all the cultures. It is now necessary that spaces are created whereby any creative interpretation of existence can be interfaced with other cultural rituals. Culture maintains its sustenance by its own endorsement without any consultation with the body of people that watch and participate with that very culture. My solution has been specifically designed

spaces which enable all information of cultures to be mixed and reinterpreted. As man increases his ability to circumnavigate the globe, his understanding of all cultural formats will become the norm rather than the exception. Culture will then take on a new mask that goes beyond present definitions of culture. The next evolution to determine our new heritage and language will be within self-designed spaces. Each man and woman will learn the cybernetics which best creates an identification with all the electronic extensions that surrounds the planet. Brain feedback systems within these new systems and environmentally designed spaces is the area my life has gravitated towards. Intensity and density will allow the break through of information implosion.

Therefore, it is now apparent to me that the coming to a close of this century and the beginning of the next is the fluxing sociological structuring of a machine culture and our own biological "human" culture. This machine culture will be completely self-sufficient, and will be able to replace its own parts, manufacture its own parts, and have a computerized memory system which will retrieve information far better than we can imagine with our present day awarenesses. The approach to the machine culture has to be one of having sensibilities which I refer to for myself as *organic hardware*. The integration of the communicative machines should be done in such a way that the function which they are specifically made for are changed, and are forced to adapt to input which we as humans are capable of, and thus can come to terms with their unique growth structuring. For me media environments are just this . . . they are an attempt to synthesize all the media tools in such a way that their whole combinatory effect cannot be realized by any one of the separate communicative parts. The enclosed photographs are images which juxtapose:

