

C Synch by Christopher Venne

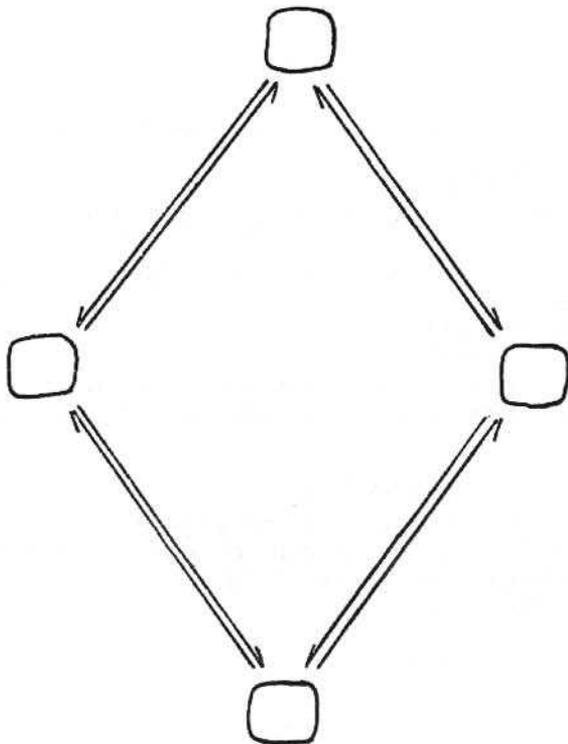
Our world is approaching the 21st century with a 19th century culture. There's a widening gap between the lives we share with other people.

It's not that we lack the hardware but rather the software for a communications culture.

I've heard it said that we need new rituals to express the life pulse of the new environment. And it's true. But neither you nor I can manufacture them.

C Synch is an exploration of metal-ritual—environments which facilitate the discovery and development of new ritual forms.

We can learn ritual at the speed of light.



Mandala

This environment has two centers. In each center there are six video monitors, a video camera and a control device.

The camera automatically focuses on any activity in the center. It's connected to a VTR with a real time output and two outputs with variable time delay of 0 to 10 seconds.

The monitors are arranged in a circle around the camera. Each one can show a separate output. The six together can handle the real time and delayed outputs from each center.

An operating console in each center arranges the outputs on the various screens and varies the time delay of the outputs from each center.



Sun and Moon

*Four VTR monitors are arranged in a diamond pattern with screens at the vertices. One screen is the **input** screen. The others are designated **past, present and future**. These latter are called the "time screens".*

People bring video tapes which reflect life patterns of their group. The tapes are fed into a computer memory track. Images from memory are displayed in random sequences on the input screen.

At this point the system is in the ready state.

At various places near the screens there are operating units. Each unit has simple switching devices which will transfer an image from any one screen to any other screen. One unit has a general reset switch which erases all image memory and disengages all computer image sequence and transfer programs. General reset returns the system to the ready state.

People use the operating units making "transfer choices" to move an image from one screen to another.

A transfer choice to move an image to any of the time screens immediately displays the transferred image on the appropriate screen and imprints it in a memory track for that screen.

The computer displays image sequences on each time screen. The images are chosen from the memory track for that screen. Sequence is a function of the frequency of similar images in memory.

As similar images occur with a given frequency in a time screen memory, they are automatically transferred back to input memory.

If similar images appear concurrently on a time screen and on the input screen, a transfer choice can be made to move the image to the input screen.

*The effect of such a **reverse transfer** is to cancel both images. The two screens go blank for a short interval. One occurrence of the image involved is erased from each memory.*

