real time
3 seconds
6 seconds
9 seconds
12 seconds delay

Track/Trace: Three television cameras record and transmit the contents of the gallery to a matrix of 15 television monitors arranged in the face of a tetrahedron. A switcher changes images every eight seconds. One television monitor is mounted at the apex, two televisions are mounted on the second row down, and so on to the bottom row, which contains five monitors.

A television camera pointed at the observer feeds a "live" real-time image to the single apex monitor. The image is delayed three seconds and then replayed on the second row. It is then delayed an additional three seconds (a total of six seconds) and replayed on the third row. The process continues until the bottom, or fifth row, displays the original image 12 seconds after it appeared on the top monitor. These images, and those from two other television cameras placed in the environment, are alternated on the monitors. All 15 monitors feed back their contents simultaneously.

Track/Trace incorporates the audience as content. The viewer becomes the information, which he receives both in real time and in four layers of delayed time, so that he experiences "self" at five different periods in time, simultaneously; and from three different points in space, sequentially.