

A 10' X 10' X 10' cubic space, the design is representative of the Cye grid-like algorithm used to navigate.

The exhibitee walks into the virtual robotic world gaining a perspective in how a robot uses math to interpret the world around it.

Because of the cubic shape, the structure can be relatively easy to construct, maintain, transport, install, and break down.

The apparent visual transparency makes the module interesting all over the surface, providing a high level of entertainment while learning about math.

Laser projected numbers onto panel surfaces provide a high-tech feeling. In addition, messages can alternate to display algorithms and other mathematical typography.

In addition to the ceiling, the floor ("mote") has a mirrored surface creating the illusion of an endless digital space. Again, the intent is to break from the human perspective by blurring the visual cues.

Cye's robo-cam streams video and displays it on half the 42" plasma screen which serves as a drive-by-cam interface. The other half depicts Cye's mathematical perspective using vectors, numbers and measurements as "the world."

In addition, the main plasma screen is surrounded by multiple black/white displays showing a multitude of changing measurements and data as Cye moves around it's space.

Control platform

Main Robot Control Area. Instead of a joy stick, a wearable interface device (such as a glove) will allow the exhibitee to further "immerse" himself into the experience of controlling a robot. As the exhibitee moves his hand forward(up), the

Cye robot inside the robot pit sending streaming video and data packets via BlueTooth to the Main Control Pod.

Main robot pit. In this case, the entire pit has a transparent plexy surface for exhibitees to walk above robot action, providing maximum use of square-footage.



OVERVIEW: Revolving on an alternate virtual robotic reality, this concept attempts to teach principals of mathematics through physical interaction and shifts in perception.

B. VIRTUAL ROBOT MODULE