

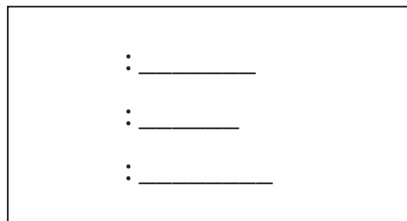
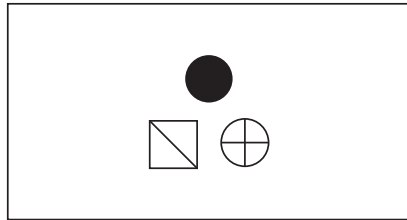
CLAVES ANGELICAE  
CULLEN MILLER + GABRIEL DUNNE

## INTERACTION FLOW



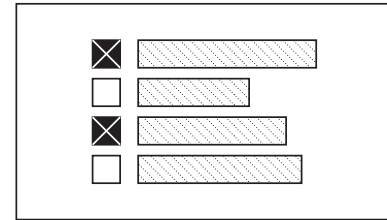
### 1) ENCODING OF WILL

Participants step through a series of game-like graphical surveys and prompts to manifest their Will. Media inputs and decision prompts collect and transmute the data from intention into an encrypted Hash.



### 2) SIGIL CHARGING

Participant charges their intention with ETH.



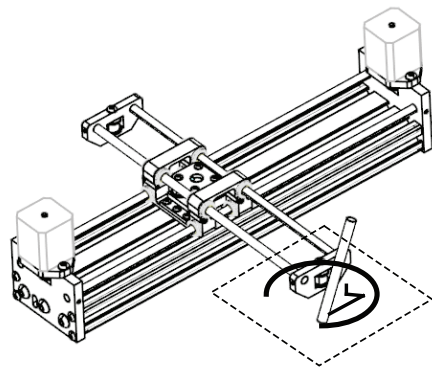
### 3) ETH DISTRIBUTION

Participants chose where their ETH will be distributed among a list of charities.



### 4) SPELL IS CAST

The intention is cast into the Ethereum Blockchain, and the transaction Hash is returned.



### 5) SIGIL IS RENDERED

The pen plotter renders the sigil encoded with the participants authored Will. The user is able to keep the card.

### 6) SPACE IS BANISHED

Then experience resets for the next participant.

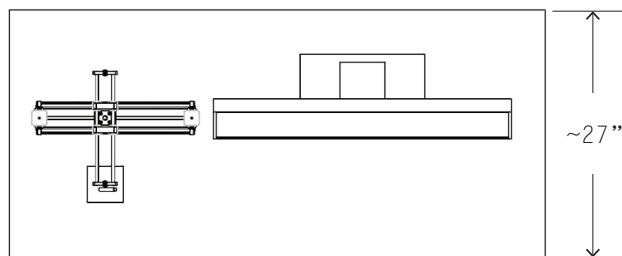
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## INSTALLATION FOOTPRINT

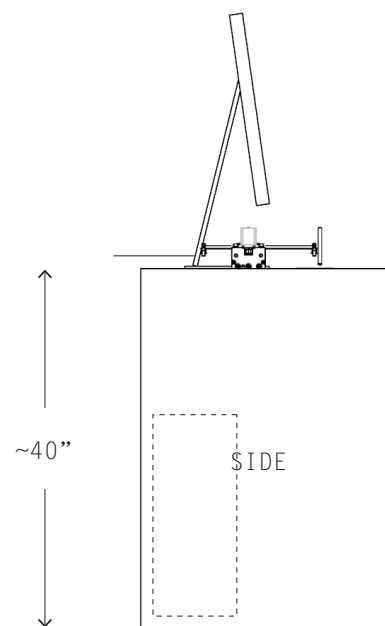
~12' diameter circle of  
intention circumscribed  
onto the floor with chalk

$r = \sim 6'$

TOP

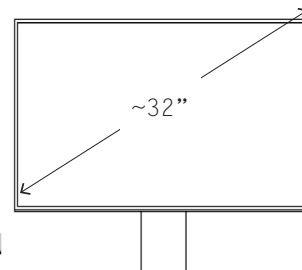


~27"



~40"

SIDE



~32"

FRONT

~60"

PC inside plinth

CLAVES ANGELICAE  
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## INSTALLATION FOOTPRINT (3D)

