

‘The Reason of Random’

'Bored' Oklahoma Teen Convicted in Random 'Thrill Kill'

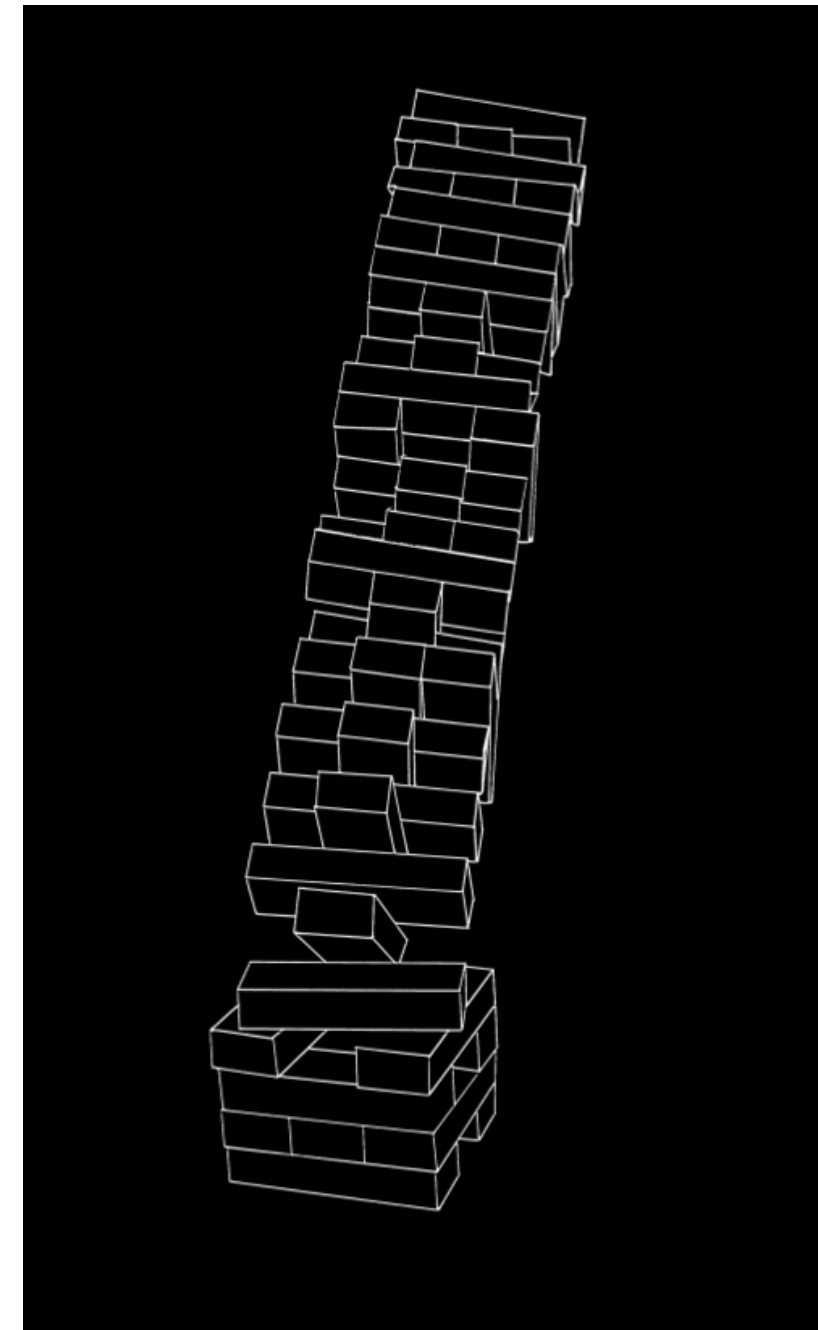
Kevin Conlon, CNN, April 20, 2015

The bored teenager who gunned down a college baseball player in Oklahoma simply because he and his two friends "had nothing to do," is now a convicted murderer.

Chancey Allen Luna was found guilty of first-degree murder Friday for his role in the August 2013 drive-by shooting of Christopher Lane, a 23-year-old college student in Duncan, about 80 miles south of Oklahoma City. Luna was 16 at the time of the shooting.

Here are 34 tried and true ways to kill your boredom... or at least occupy your time until something better comes along.

1. Tackle Your To-Do List. ...
2. Clean Out the Garage. ...
3. Take a Nap. ...
4. Cook Something New. ...
5. Write a Letter to Your Congressperson. ...
6. Take Up a Cause. ...
7. Volunteer. ...



linger for randomness
linger for boredom being killed

So Hiro's not actually here at all. He's in a computer-generated universe that his computer is drawing onto his goggles and pumping into his earphones. In the lingo, this imaginary place is known as the **Metaverse**. Hiro spends a lot of time in the Metaverse. It beats the shit out of the U-Stor-It.

<http://www.ubuwweb.com/>

<http://www.coldbacon.com/>

<https://libraryofbabel.info/>

<http://spinelessbooks.com/>

<http://www.stumbleupon.com/>

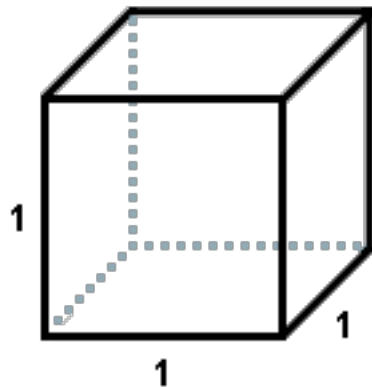
https://en.wikipedia.org/wiki/Pale_Blue_Dot



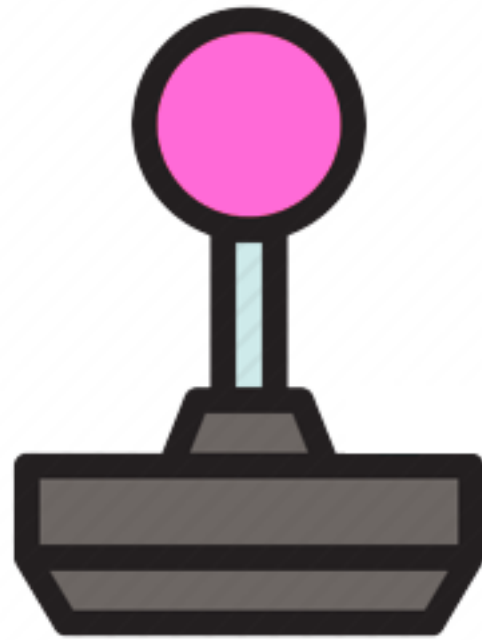
why random?

The origin of numbers were a concept of categorization.

Numbers are created concretely, to split matters.



Randomness created organic shapes, create possibilities, lead to more freedom, and less boredom.

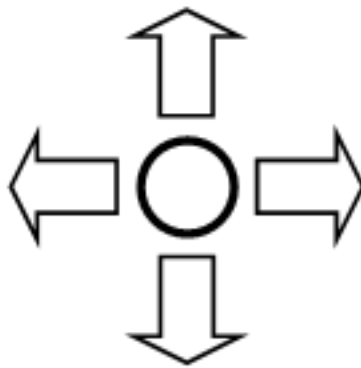


controller collides random ellipses
to create tracks

tracks bounce off the wall
to create loops

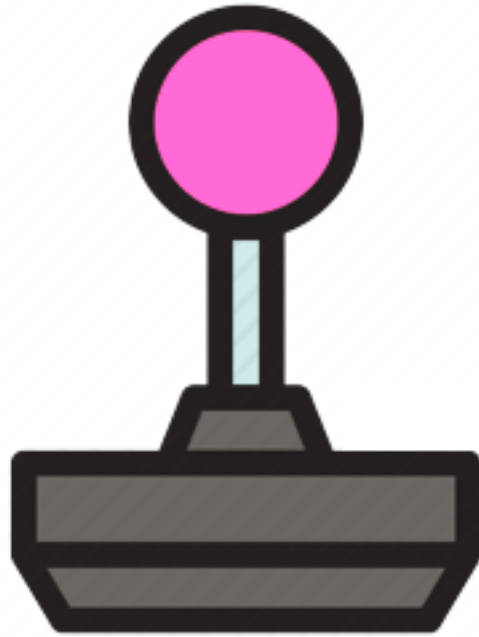
the loops will form a pattern
if they're not hit by the controller again

meanwhile size and speed of the ellipses
increase



If the controller collides with ellipses again
ellipses go back to the original form
the pattern created would be broke.

Human Interactions



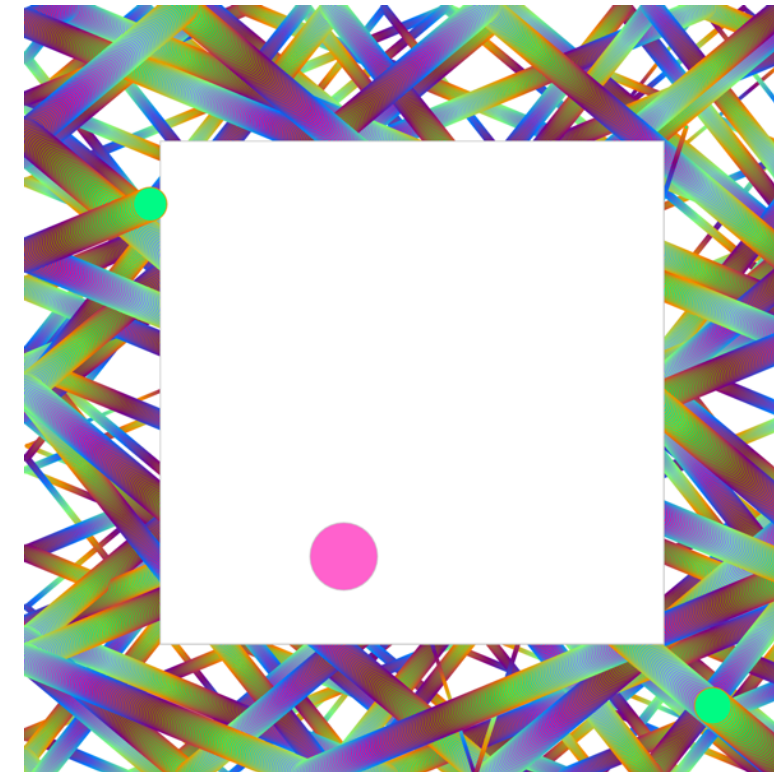
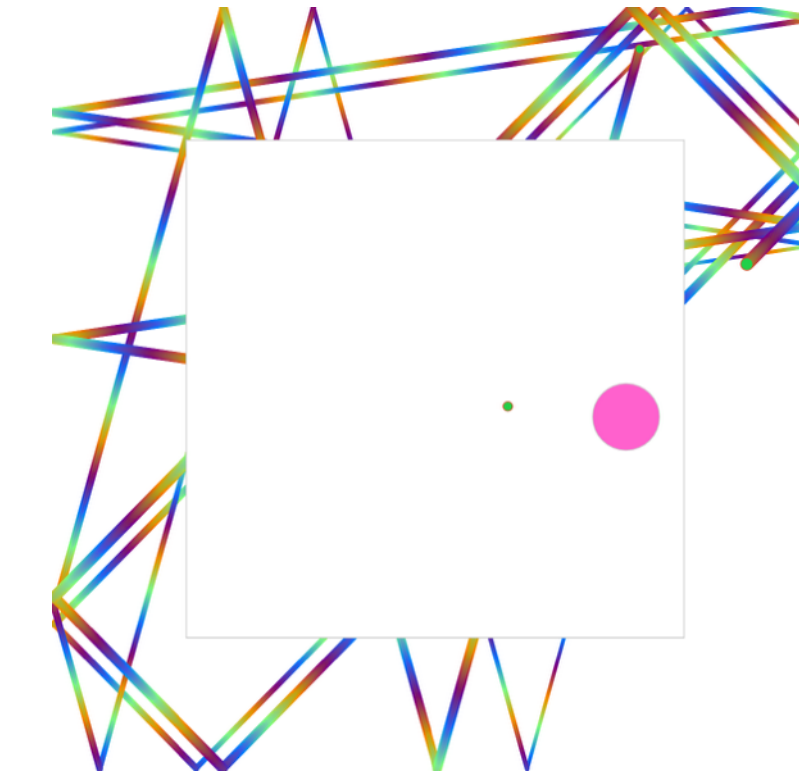
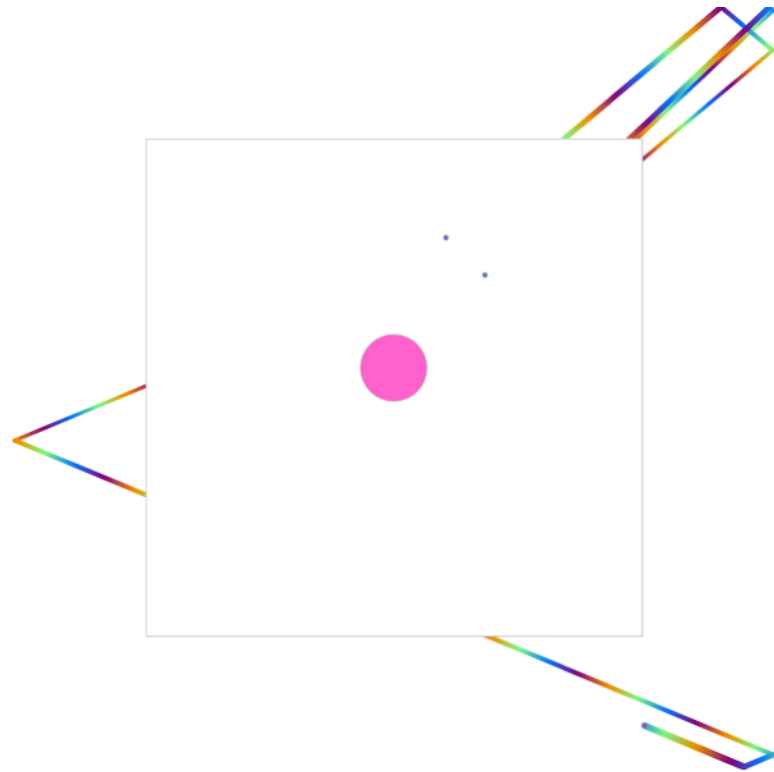
when human interaction happens
the original input of the formula is changed

if keep avoiding new collisions,
patterns would slowly start to form and stay

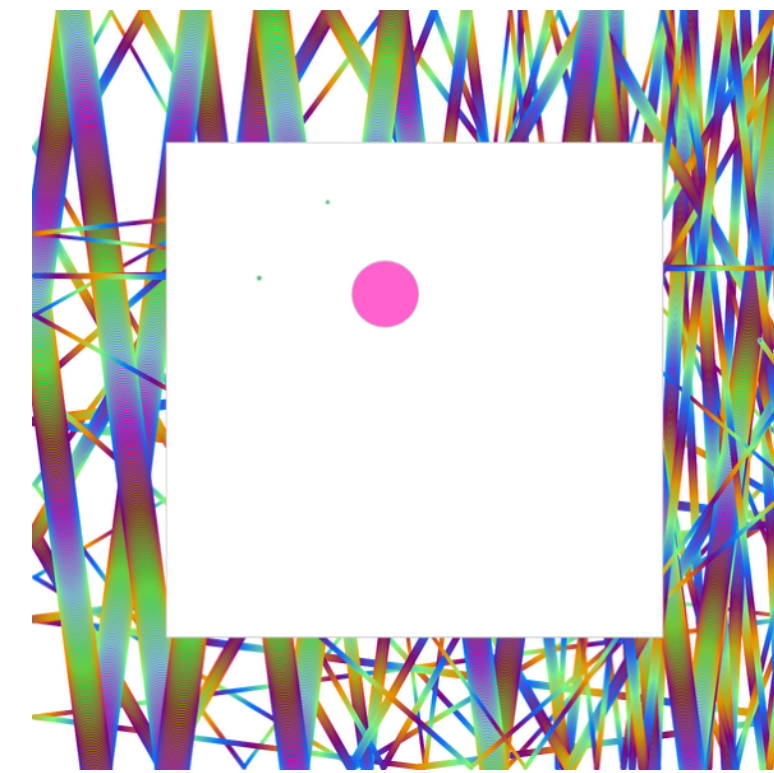
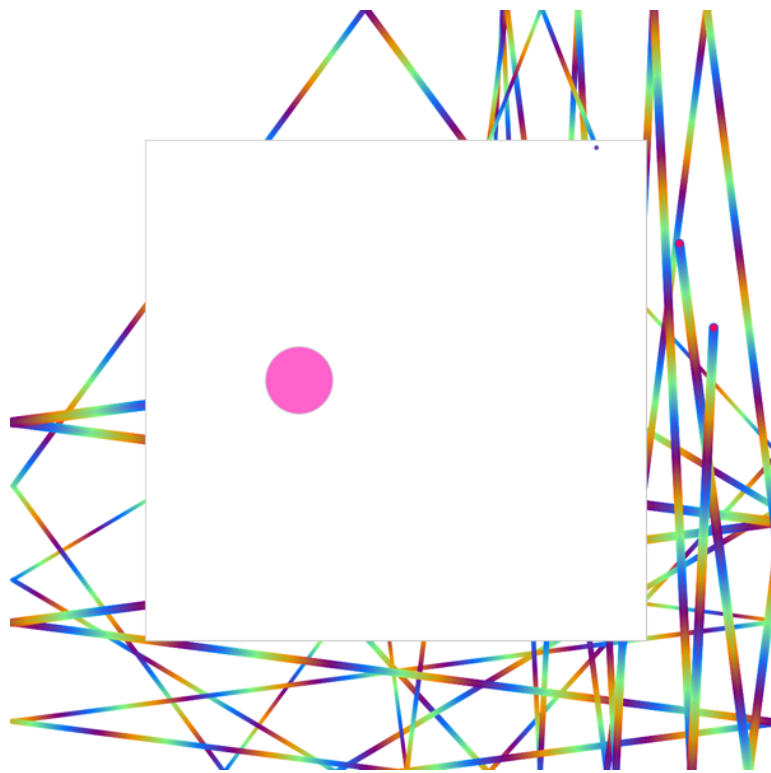
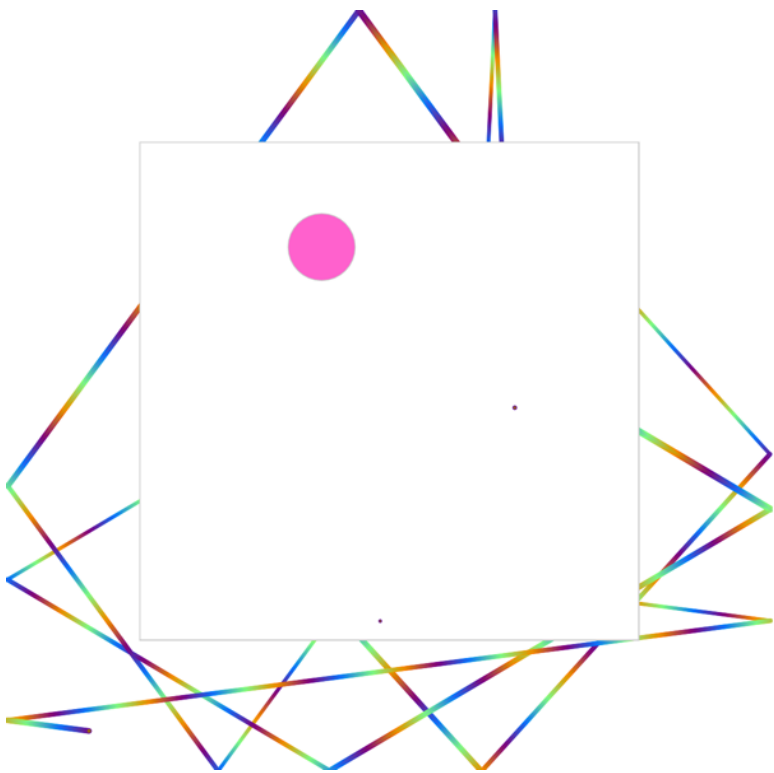


the more frequent collision happens,
the more chaotic the patterns are.

human interactions
break patterns in randomness



if(one collision)



if(multiple collisions)