

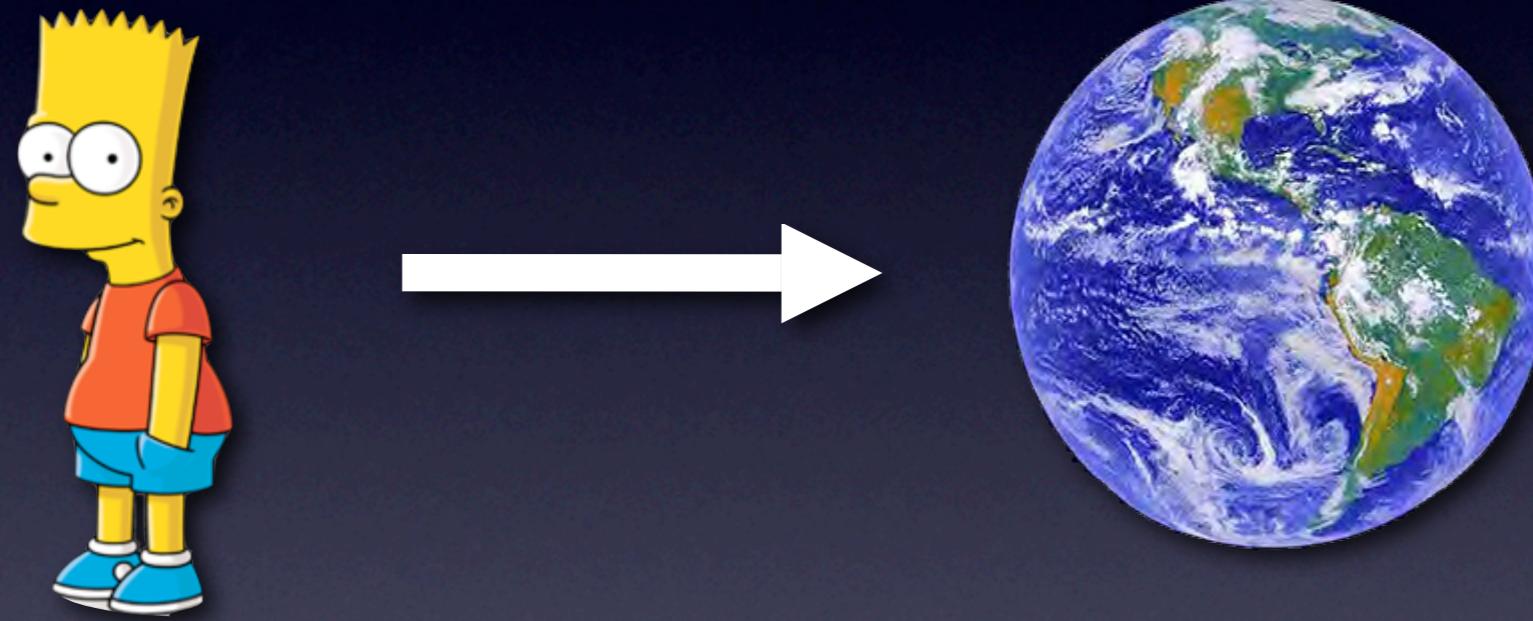


Driving Ideas

- **Unexplored** external world is closer than we realize
 - governed by same physical principles
 - data available, but often not readily
- Randomness begets pattern
- Personal sense of (cosmology = mythology)
- increasing access

The radius of Earth is 6.0×10^6 meters

3,000,000 people stack together

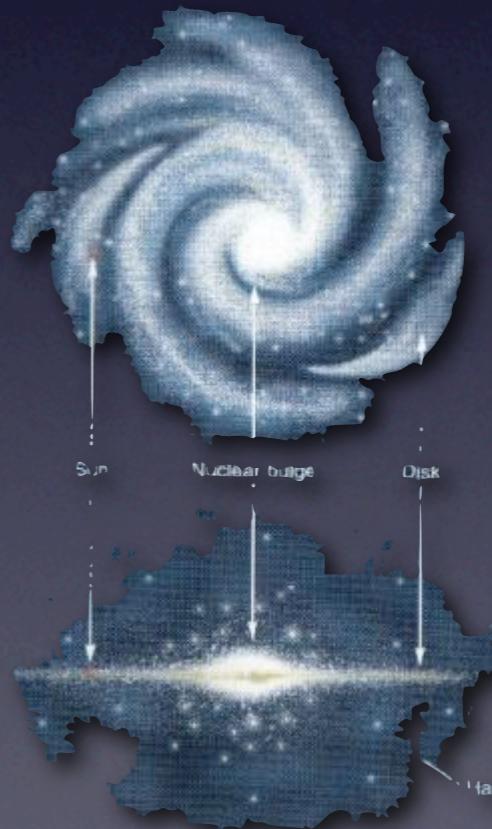


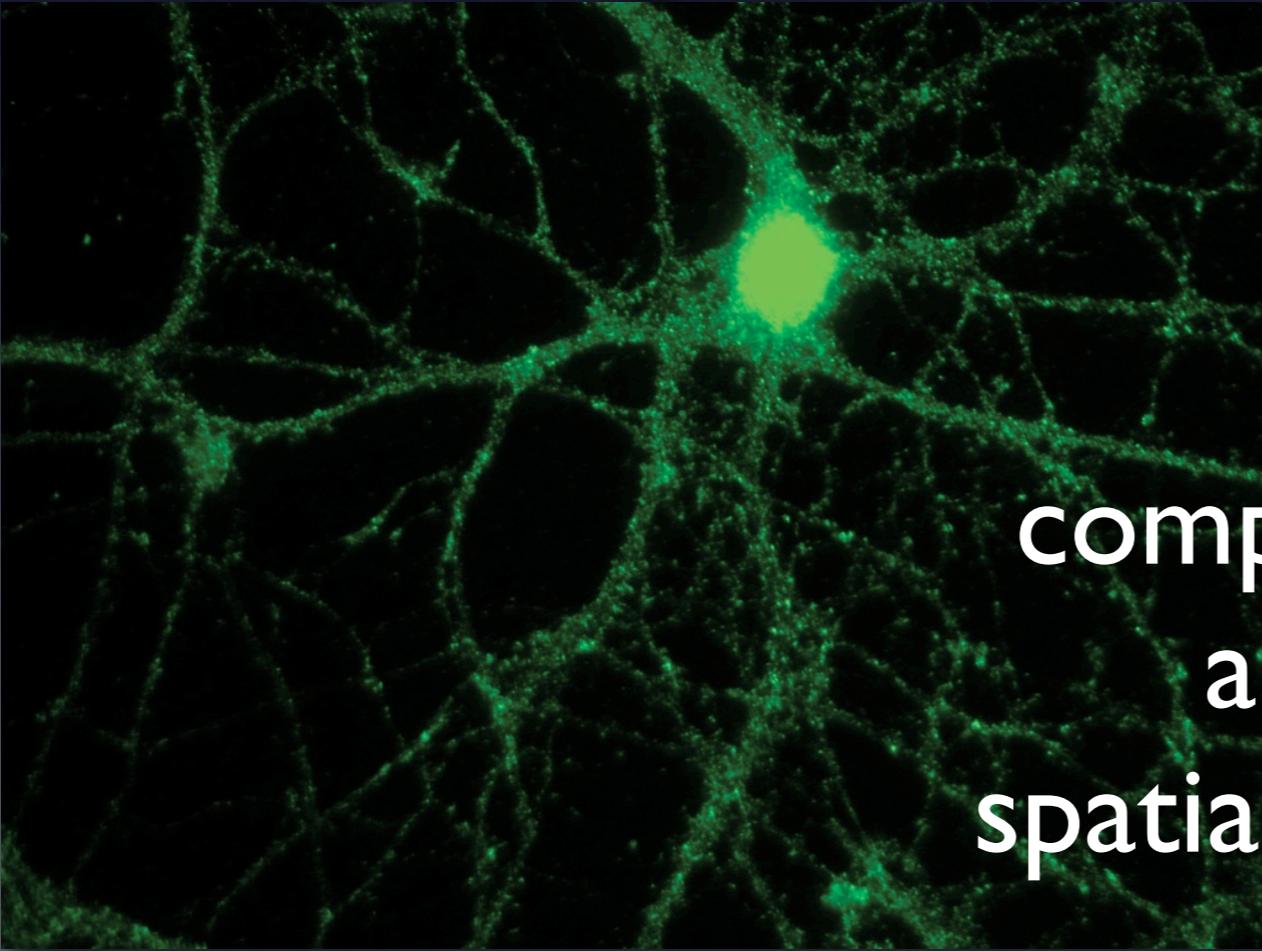
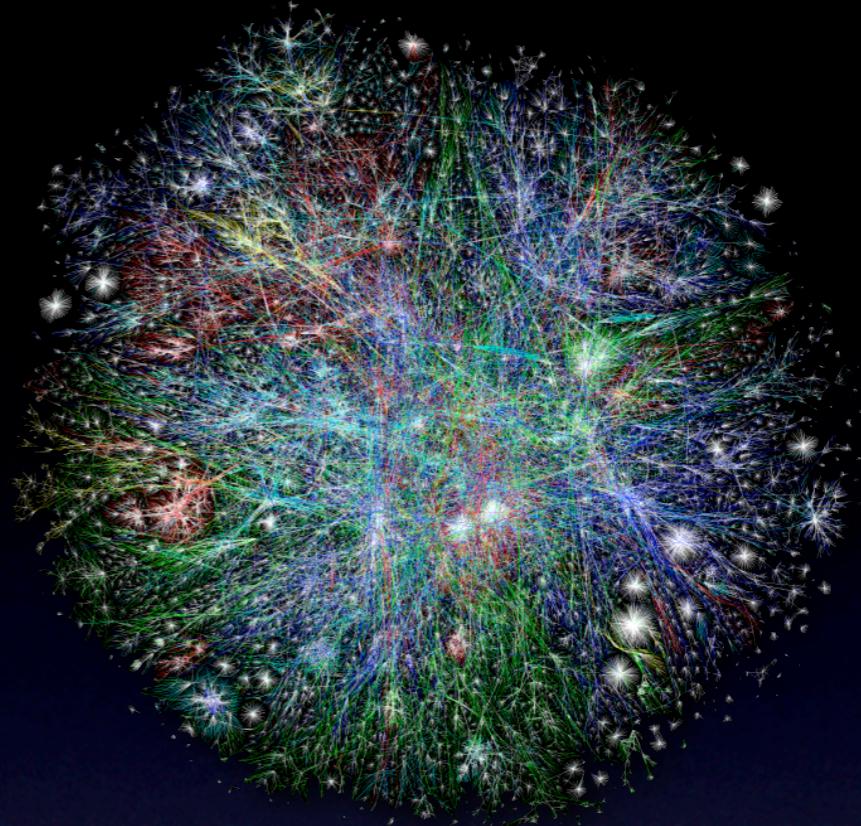
The height of a person is about 1.7 meters

The Milky way galaxy is

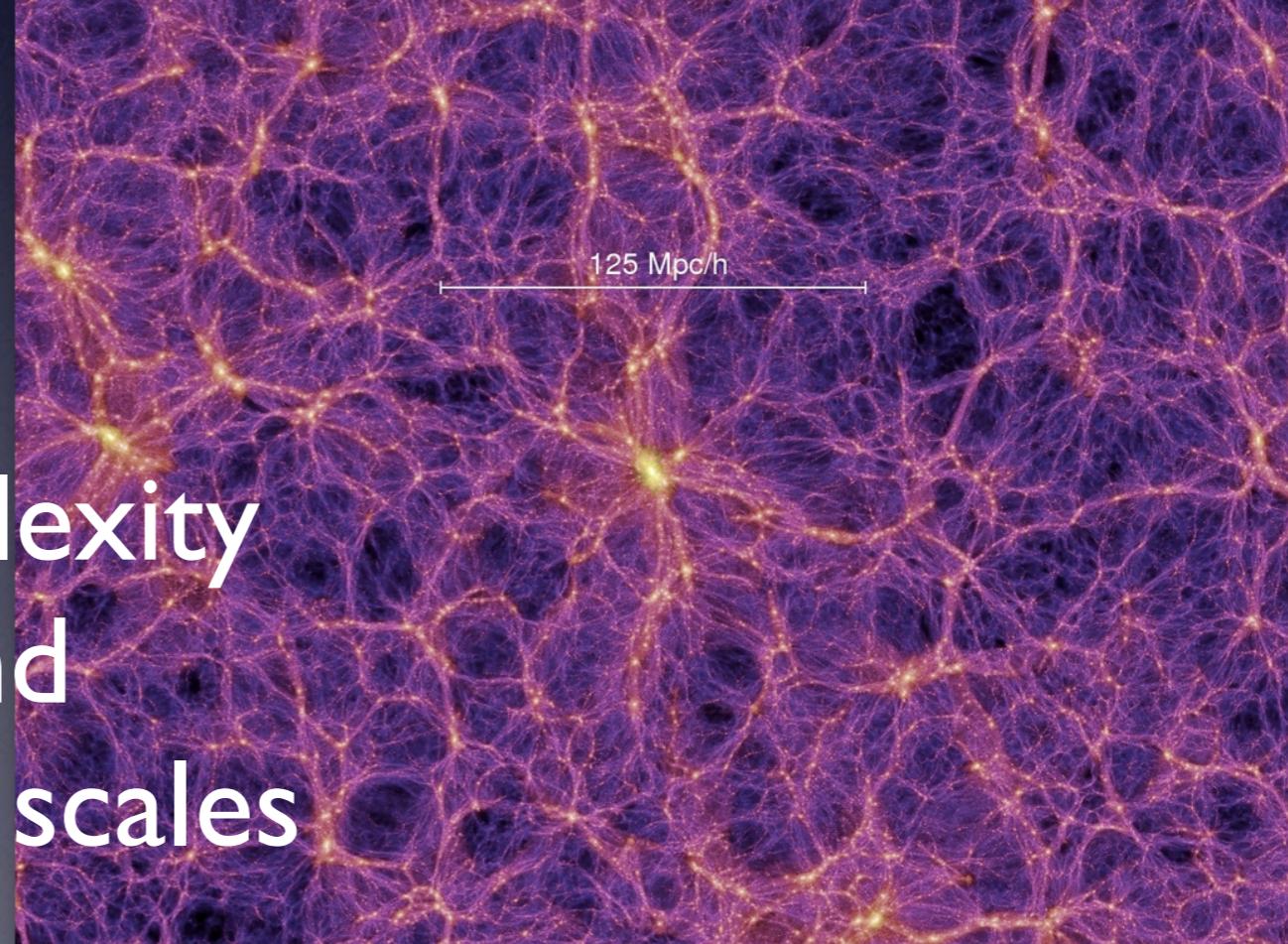
$\sim 10^{20}$
10,000,000,000,000,00
10 million billion

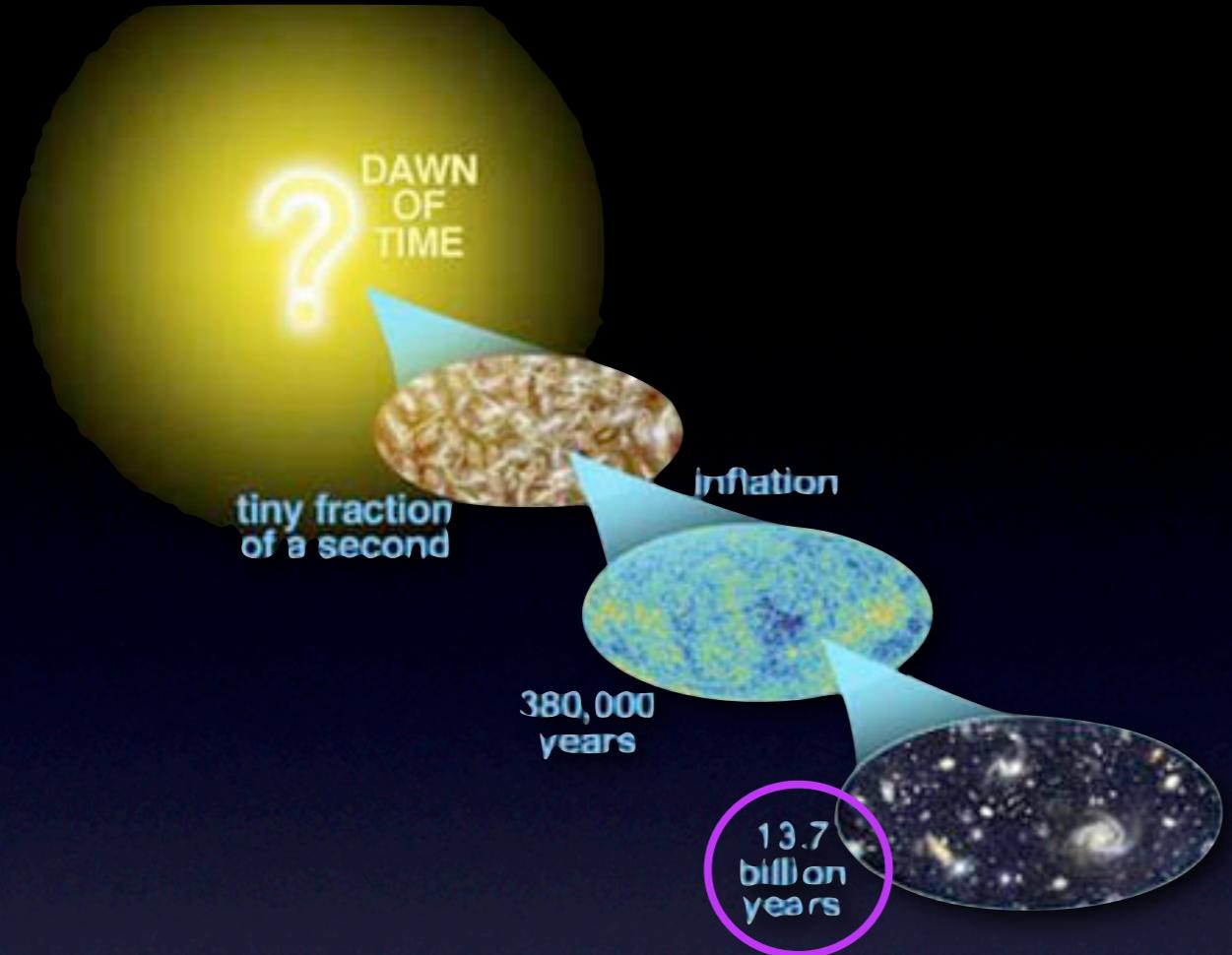
times bigger than Earth



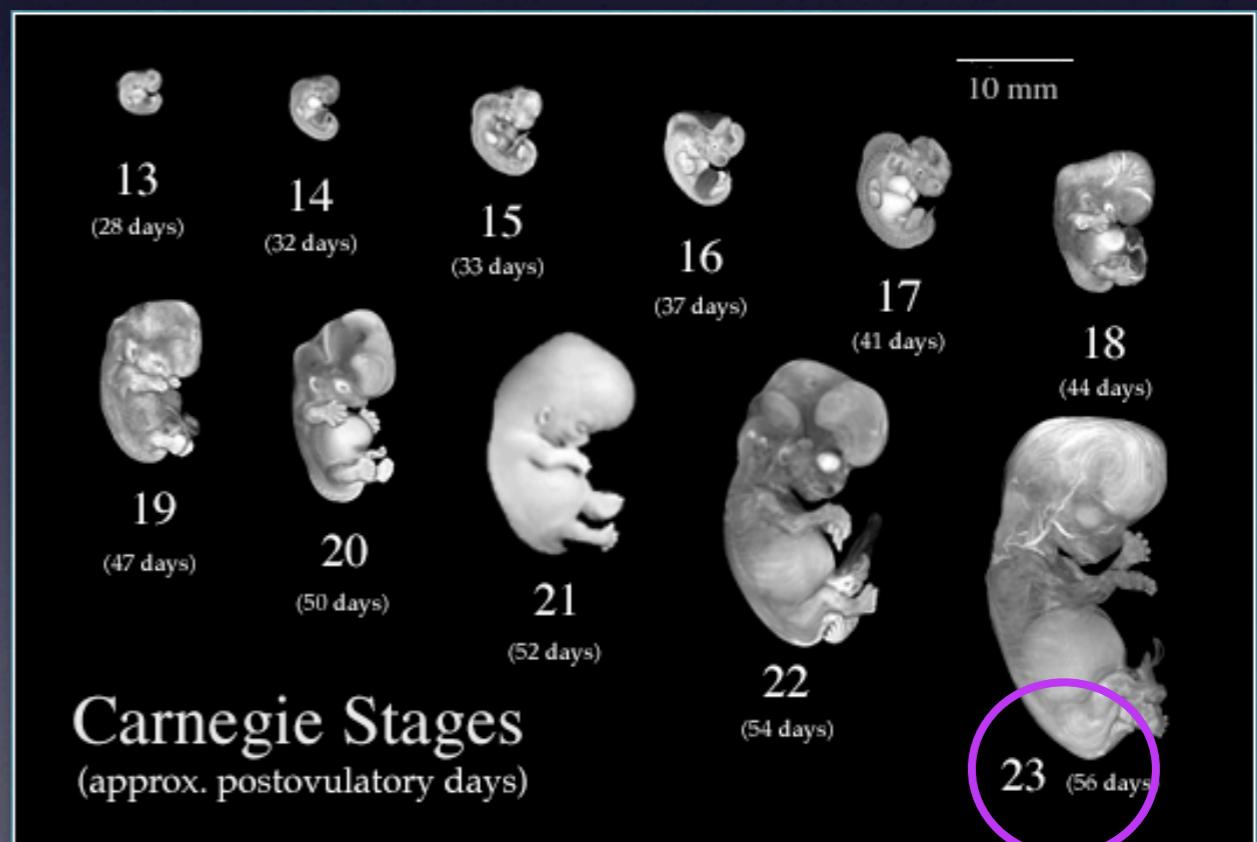
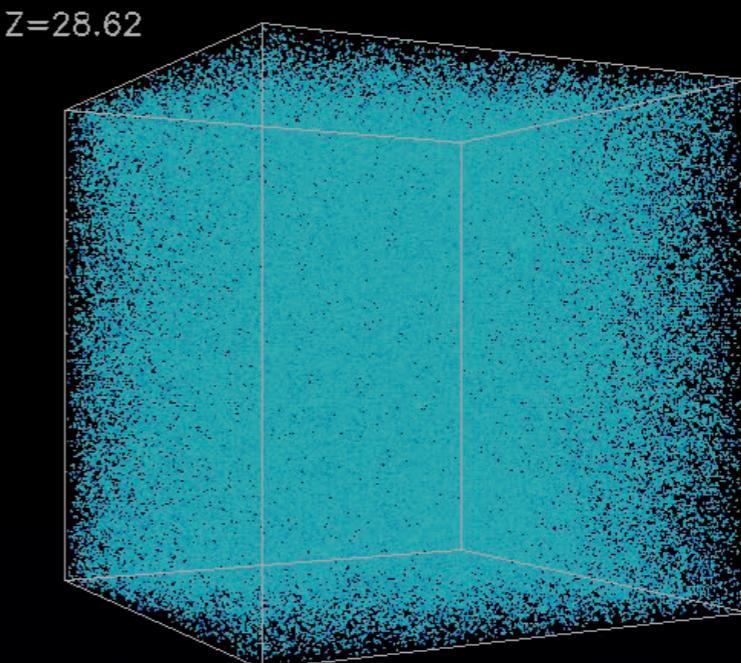


complexity
and
spatial scales





temporal and structural development



Goal

- To make visceral the cosmic events that ensconce our personal view of the universe.
 - place some **creative control** in the hands of the individual
 - **scales** of space and time
 - *~faithfully re-cast* physical principles to relate to **senses**

Complete

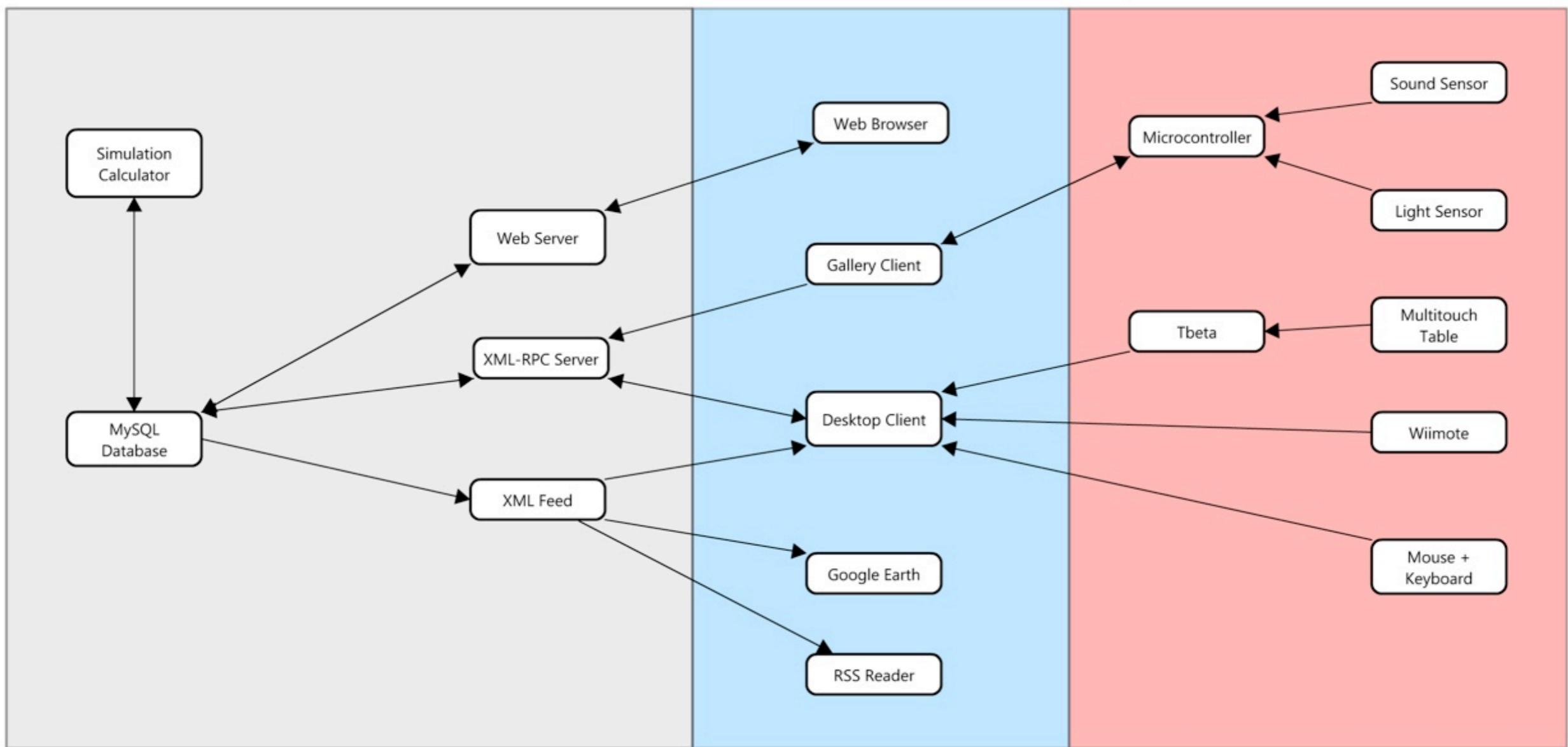
- MultiTouch Table
- Server and Client Software Version 0.1
- User Interface Version 0.1
- Re-interpretation of a physical principle
 - Gravitational Lensing

August 23, 1966 - A Parallel Universe

Server

Clients

Input



Next Steps

- Develop simulation software
- Develop interface
- More re-interpretations of physical phenomena *
- visuals
- sound of space and structure
- enveloping environment
- use external (but Earthly) phenomena to impact simulation

Questions

- what is the most significant barrier to your exploration of astronomical phenomena?
- For a particular demo, how should the value-added information be presented to give it the necessary depth?
- If you're somebody who's written off astronomy, was there maybe just one thing in the last year that piqued your curiosity?