Moving forward from our localisation work, we would like to offer a summary of new directions in the programme. Research will proceed in two quite amicably delineated groups. Group one is to pursue the design of a miniaturised, multifunctional experimental device (provisionally, MULTI-HUB1) that integrates programmable clicking, light-detecting and light-emitting capabilities with, in prototypes due imminently, supplementary poking and vibrating functions. These extremely promising units are to be built into a compact chassis and deployed inside an unthreatening, easily remodelled shell (see figures, showing unfinished designs). We intend, using this approach, to compile a consistent body of data and resolve outstanding uncertainties. Furthermore, there is potential for the company to capitalise on a robust set of proprietary innovations in the design and manufacture of the MULTI-HUB units themselves. We would propose to begin discussions with

Licensing and Marketing on these matters without delay. Group two, meanwhile, will resort to collapsing the structure into two-dimensional graphical space. By computerising our modest yield of existing metric data they wish to conduct meaningful experiments in silico. Their software (named VCHAMBERS, currently in beta version 0.34) will be presented at length separately, with a highly persuasive set of figures that I am certain this discerning audience will find intriguing. For now, it is enough to report that a radical simplification of structural complexity is basically their gambit. Several layers of abstraction removed from the real vicissitudes of the matter, this supplementary research might indeed, possibly, achieve novel insight.

IV – V
Concrete Thinking, parallel exhibition design for *Mind Walk III*, cellulosic clay, plastic, wood, 2015.

1 + 1 + 1 + 1 + 1 = 1

The L1 chamber is removed by wet-sawing through the thin, sinewy plasterwork passages that connect it, at its two openings, to chambers L2 and R1, and carefully prising it away from the base while supporting its weight with strapping. This procedure repeatably elicits a discordant, guttural squall, emanating from the L2/R2 passage and amplified in R3. That response is sustained for two to three minutes, then begins to ease, its pitch lowering and transitioning into droning, then intermittent croaking, before ceasing entirely. Our assumption is, therefore, that the L1 chamber is, or contains, a squall suppression organ. In some unmitigated cases, removal of L1 causes damage to L2, or partially disconnects L2 from the base. In these circumstances the structure is induced to a state of global convulsion, from which no successful recoveries have yet been documented. These convulsions are certainly

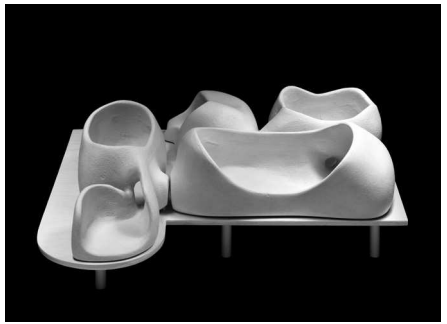
related to the squall response: the two exhibit a perfect reciprocity. As such, we tend to address L1 and L2 collectively, as the L1/2 Squall-Convulsion Inhibitor Assembly (L1/2 SCX).

We posit that the total number of six major chambers correlates to six localised and categorically distinct types of input detection and processing activity. The task of definitively attributing input types to chambers is regrettably complex, but some progress can be reported. L1/2 SCX is repeatably stimulated by placing a modified miniature mechanical clicker inside the L2 chamber (laboratory SKU: MMC/3, for modifications see figures). Such results should be qualified by noting that we have not yet devised a performant method for sound-dampening L1/2 SCX in order to prevent clicks audibly registering in other chambers. Signal bleed is indeed a concern here, considering that recorded reactions to

the clicker in L1/2 SCX are not strictly digital: their intensity modulates according to factors that are presently unquantified, but which probably include the size, position, and weight of the clicker. Ongoing experiments with programming more rhythmically complex clicker sequences have, until now, proven unproductive. Further disambiguation is required, but a working hypothesis locates L1/2 SCX as the coordination centre of inter-chamber metronomic click-monitoring (provisionally, CK-HUB, or colloquially 'the counter'). Incidentally, and as a matter for further investigation, we note that apparently arbitrary manipulations of the visual appearance of the clicker positioned in L1/2 SCX can produce secondary stimulation in R1. This occurs despite there being no direct visibility between these chambers, and without seeming to perturb the primary (auditory) click response in L1/2 SCX. These secondary R1 stimulations are, anecdotally, most pronounced when the clicker

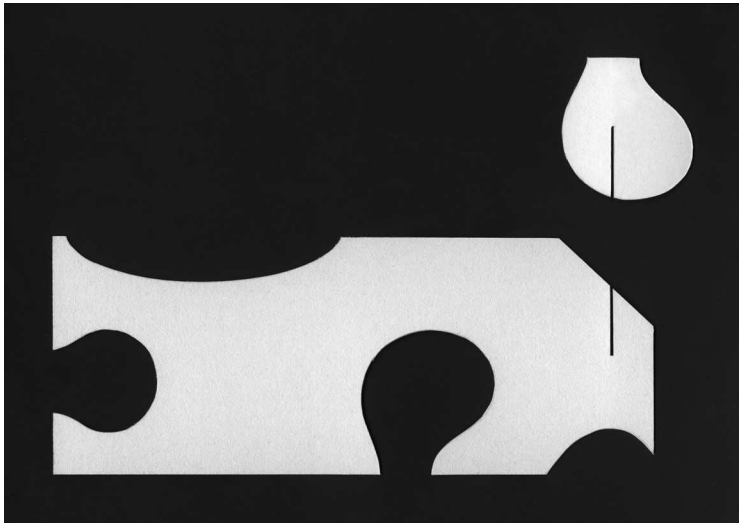
housing displays a sharply pointed or serrated silhouette.

Responses to light remain enigmatic, and we specifically invite commentary from management in respect of our methodology in this area. We have seen repeatable results from an elementary experiment whose apparatus consists of small light-detecting circuits installed in each chamber (custom threshold gate configuration, see figures), and a thick blackout drape covering the entire structure. With these simplistic circuits we have been able to document autonomous self-illuminating phenomena in all six chambers. These illuminations follow approximately seven-hour intervals. Puzzlingly, these results could not be repeated in a subsequent series of



experiments for which the custom circuits were equipped with video capture functionality. Following these latter experiments, which registered no light-based activity whatsoever, the equipment was stripped down, rebuilt, and confirmed viable. A third round of experiments was equally unsuccessful, however, and returned numerous anomalies in which one or more video circuits were inexplicably displaced during experiments. Pending an internal review of record-keeping practices, light-based work has thus been suspended, and we regard any future efforts here as conditional on concrete findings concerning the interdependence of the chambers. As an addendum to this discussion of light, we would also like to raise the prickly question of training effects in experimental design.

This is a class of problems that — we respectfully recognise — has significant implications across the company. In the upcoming funding round we intend to put forward proposals that will address these analytical challenges, but for now we advise that the company must, unfortunately, regard a number of our previously published results as potentially unreliable (these are itemised in appendix 2). We can debrief and elaborate in plenary discussion, but it would be remiss not to disclose that we have recently determined that keeping any chamber artificially lit for more than four continuous interval cycles does appear to condition a dependency, with obvious data-distorting consequences. In more extreme cases (which we would reassure the panel only emerged after the last company-wide meeting), such dependencies seem irreversibly to impair the ability of chambers to self-illuminate.



T + A + V = TAV

T, walking along a trail at the edge of a park, parallel with a main road. T with headphones in, streaming music. T's facial expression neutral. A, walking in the opposite direction, toward T, speaking on the phone. A's expression irritated, impatient. As they approach one another, T makes eye contact with A, who reciprocates with intensity. For three, four, five seconds their perspectives align, and T realises that A is exaggeratedly mouthing the words of the song playing in T's headphones. T is, quite naturally, disturbed by this, but for our purposes it is a reassuring sign: TA functional bandwidth confirmed. Momentarily, TA is distracted by the end of the trail. Turning down volume, they step onto the sidewalk, and begin looking over their shoulder for an opportunity to cross the road. No peripheral view is possible: moving vehicles refracting off glass and gloss painted surfaces, sounding

vehicles echoing too close to isolate. TA stops, and stops their music, steps cautiously onto the street behind a parked 4 × 4, and notices V. On the opposite side of the street, V, unaware of TA, preparing to cross, looking both ways, weight poised, attending to one particular vehicle approaching from their right, ready to release their muscular elastic. TA assesses V as thoroughly as the split second allows. TA unconsciously gets in on motor signals emanating from V as if TA's limbs were a splitter extension of V's spinal cord. Looking directly ahead, TAV reflexively steps out.

6 – 7
Lamp with 3 kinds of light outputs, cellulosic clay, electrical components, light bulb, plastic, 2020.

SPLI + TTER

N is to leave NTER immediately. NTER, the product group. Working from offices on the third floor of the new building. T has been recruited to replace N. T, from what is now the SPLI group, based across campus. Part of the same conglomerate. But under different management. N does not think there is anything the matter with them. N sees no reason why they should not work at the NTER group, and states that without them there would be no NTER group. But one of the things that is the matter with N is that they do not think that there is anything the matter with them. T does not know that the group they have joined teeters on the brink of being disbanded. T will be given an induction, covering the goals and objectives of the group, and an orientation tour of the third floor of the building. The new building. T will be trained in the tools and techniques used

by the group. Secretive tools and techniques. T will begin working with the rest of the group to complete projects and complete tasks. T will initially have the opportunity to present their knowledge and skills to the group. T has been hired to fill in the gaps. To dot the Is and cross the Ts. N will have to leave the building and not return. N will receive a clearly-worded final evaluation of their work at what was the NTER group.

14 – 15
2 model staircases, cellulosic clay, 2012* and modeling clay (destroyed), 2019.

* Collection Frac Normandie Rouen.





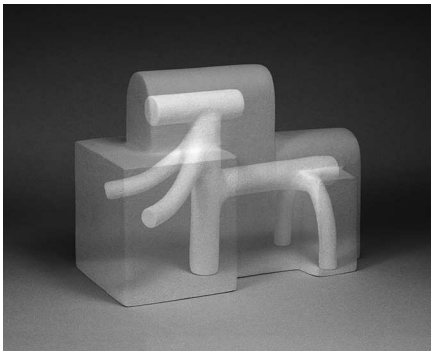
20 + 10 + 10 + 5 = 45, Give or Take

A 45-year old human, composed of a 20-year old body with two 10-year old bodies wrapped around its stomach, back, and torso, and a 5-year old body slumped over and around its head, neck and shoulders, obscuring its face. The 5-year old remains asleep and so while, in this particular conscious moment, they are mentally only a 40-year old, the weight and limp awkwardness of the 5-year old causes them to move with the strained gait of an appreciably older person. The two 10-year old bodies, despite their never having skeletally matured, nor even had to crawl with true autonomy, have grown familiar with the proprioceptive cooperation required for economical movement.
On this close, sticky day, they divert flies from the 20-year old's back with a minimum of redundant effort. Bluebottle flies themselves might be expected to survive

for around six weeks in this heat. If my calculations are correct, then during the coming putrid, restless night, we would have to allow that theirs will be technically, if only intermittently, a 46-year old body, at least in the periods where they lie awake with 10 – 12 flies settled on them. Naturally, some trillions of microscopic organisms also thrive on and inside our stumbling, festering agglomerate, although their existences are so fleeting, and the quality of their consciousness so inscrutable,that it would be senseless to put a number on their contribution to the collective experience here.

22 – 23
The Inhabitant (series), cellulosic clay, 2020.





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