Global Interior Project
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Global Interior Project is a network multi user virtual environment where people can discover the metaphysics of reality. The aim of the project is to give an idea of the meta-mechanism of electronically networked space and communication while coming back and forth between real and virtual space.

The terminal for displaying and manipulating calculated images of virtual space is called "Cubical Terminal", and the boxes representing virtual space are called "Matrix Cubes". Both are designed as a white cube. At the Cubical Terminal the participants can manipulate themselves in virtual space while their bodies remain in the real world. The Matrix Cube is made up of stacks of boxes with doors.

The virtual world consists of certain numbers of virtual cubic rooms. A real-time rendered image, which interacts with the participant's trackball movement, ist projected onto the screen inside the Cubical Terminal. There is an object in each room, which indicates the room's identity. By manipulating the trackball participants can change the perspective of themselves and can go through the room. To leave a room, you simply go out of one of the windows in the room. The view from the virtual window has an earth texture reflecting the concept of the project.

Each Matrix Cube reflcts the state of the virtual rooms, which means each box corresponds to a particular virtual room. Mcs represent the links between virtual rooms or stacks of Cubical Terminals or stacks in the real world.

In this system it is possible to have three-fold existence: Real Me, Virtual Me, and Virtual Me in the actual world.

European presentation together with V_2, Rotterdam.