



What is our function now that we have designed everything functional?

1. WHITE ENTRY

The visitor enters a narrow corridor and sees very uniformly painted stripes of 30% grey on the ground. The stripes have a regular thickness of 8cm. They are arranged to have create a visual gradient, with the gap between the stripes starting with 8cm, then they follow a systematic increment of 8cm after every 8 stripes are painted. This established guideline creates a visual movement of gradient from 30% grey to white.

These grey stripes appear on the ceiling, the sides of the wall and the ground. A label on the ground will capture the visitor's attention. Measuring 240mm by 540mm, and it reads "WHITE ENTRY". The visitor walks through the passageway and he hears a distinct hollow ambient sound of silence.

The visitor is surrounded by very clean and regular painted stripes and the presence of the sound of silence an impression that he is moving into a different world. The label leaves no room for questions or doubts because it is explicitly stated that the visitor is in the White Entry.

Along the linings and corners of the walls, dotted lines can be noticed. These dotted lines have a thickness of 8cm and they outline and define the space clearly. The space of the White Entry is defined, and the visitor can see very clearly the perimeter of the White Entry.

Before his eyes, he sees a life-size projection on the wall. Again, the visitor may notice that the standing area before the projection is outlined with a label. The label contains an image of two footsteps placed side by side, accurately. It reads "STAND HERE, STOP, INSTRUCTION."

The projection is played in loops. It starts off with an image of a label, which reads, "PROJECTION, WEAR COAT, INSTRUCTION." Then, it continues with an image of two persons, a man and a woman. They are dressed prim, proper and smart, presenting very detailed information on how to put on a white coat. The two presenters will be dressed in White Tee-shirts, which reads "HELP, INSTRUCTION, INSTRUCTOR". These two presenters will be wearing on coats that read "COAT, WARMTH, OUTFIT." They will also be wearing white socks and white pants. Any clothing article on them will be in white. The projection will appear white. There will be no sound coming out from the projection. A

sound loop of a beautiful and formal voice will be played. This voice will be used throughout the space. In the White Entry, the voice is giving instructions.

The suggested instructional text is:

“Dear Inhabitant, welcome to the White Entry. Please stand on the footprint markings. Follow these functional instructions on how to put on a coat:

Step 1: Turn your head to the right, you will see white coats on the wall. Step 2: Reach out for one white coat with your right arm.

Step 3: Remove the coat from the white hanger.

Step 4: Hold the white coat with your left hand.

Step 5: Slide your right arm into the white sleeve.

Step 6: Leave your right arm perpendicular to your body.

Step 7: Release your left hand. The white coat should hang from your right arm.

Step 8: Tuck the white coat properly.

Step 9: Make sure the white coat does not slide off your right arm.

Step 10: Use your right hand to hold the coat.

Step 11: Slide your left arm into the white sleeve.

Step 12: Use both hands to straighten the white coat.

Step 13: Use your right index finger and right thumb to hold the first white button on the white coat.

Step 14: Use your left index finger and left thumb to feel for the opening. Step 15: Use your right thumb to slide the white button into the opening.

Step 16: Make sure your white button is fastened.

Step 17 - 20: Repeat the procedure from Step 13 to Step 16 4 times.

Step 21: Make sure your white coat is properly buttoned.

You are ready to proceed. Please move forward to enter INTO THE WHITE. Enjoy yourself.

You are ready to proceed. Please move forward to enter INTO THE WHITE. Enjoy yourself.

You are ready to proceed. Please move forward to enter INTO THE WHITE. Enjoy yourself.”

The visitor turns around and sees a neat row of white coats hung on the wall. There is a big label on top of the white coats, and it reads, “COATS SURVEILLANCE, OUTFITS.” In front of the coats, there is a parallel and neat row of footprint labels on the ground, one for each coat. The visitor follows the instructions and puts on the white coat. There is a label on the coat. It reads “INHABITANT, LIVING BEING, RESIDENT.” The visitor is recognized as the inhabitant in the white living space.

The words, “functional instructions”, mentioned in the audio instructions are the first hint of the theme discussed in the event. Subtly, it may create the first paradoxical thought for the visitor: Are the instructions functional?

The visitor may realize that his every single movement has been defined and instructed clearly in the White Entry. Every space, every object and every instruction has its systematic roles clearly laid out in labels. There is no room for any question or doubt, and the only role given to the visitor is to follow the instructions.

2. INTO THE WHITE

The visitor walks towards the door. At the door, he sees another footstep label on the ground. When the Inhabitant positions himself on the footstep markings accurately, he sees an anamorphic visual image directly before his eyes and it reads "INTO THE WHITE". The anamorphic image will appear on the big wall opposite him.

The visitor finds himself in a white futuristic-looking and minimalistic space. He hears a faint ambience sound in the background. Anything that serves a function exists 3-dimensionally in the space, and anything serves to be no more than a decoration is painted on the wall. The space is divided by 30% grey dotted lines, of 8 cm thickness. Each area is clearly defined with a 240 mm by 540 mm label, and they are designated with very specific spatial functions. The divisions include Living Room, Kitchen, Bedroom and Water Closet.

a. LIVING ROOM

The living room takes up approximately one third the size of the room. On the one side of the wall, the Inhabitant sees a white sofa, accompanied with a white table in front of it. Both items are labeled. The sofa is placed very close to the wall. There will also be a painting of a mat on the ground.

On the wall, there is a big photographic portrait of the Inhabitant dressed in white, hugging all his lifeless animals. In the portrait, the Inhabitant is in a squatting position, looking at the abstracted animals endearingly. His head is back facing the 'camera', therefore, his face is not shown. The significance of the portrait lies in the abstracted animals. The portrait will be positioned on top of the sofa. It will be labeled as "PORTRAIT, MEMORIES, INHABITANT"

The photographic portrait provides the second clinging doubt the visitor may have. Who is the person in the portrait? Does the visitor recognize the person as himself since it is labeled as the Inhabitant. The questions that we want to stir in the visitor's mind may be: who is the Inhabitant? Am I the Inhabitant? Why is not the Inhabitant's face in the portrait? What is the Inhabitant doing?

Two side tables will also be painted on that wall, one on each side of the sofa. On the top of a side table, there will be a painting of a lamp and a light switch on the other side table, there will be a painting of flower vase. Beside the side table, there is a painting of a bookshelf. The bookshelf contains books neatly placed on the shelf. Everything is labeled.

On the right side of the wall of the door, there will be drawings of big panels of windows and pots of plants. Screensavers of beautiful white scenery will be projected on the windows. A sound shower is located in the position in front of the screensaver. A footstep label will be painted to give the visitor the visual instruction to stand in that

position. When he positions himself over the footstep label, he hears a voice, giving a description of the image he sees in the window. The suggested descriptive text is:

“Dear Inhabitant, you’re standing before the window for relaxation. Listen to the functional descriptions of the landscape for relaxation.

1. *This is the landscape view outside the window.*
2. *The landscape view consists of sky, land and lake.*
3. *In the foreground, you see a lake.*
4. *This is a man-made lake.*
5. *There are undulations in the lake.*
6. *The lake takes up a fraction of 2837/1000 of the landscape view.*
7. *In the background, you see the sky.*
8. *There are clouds in the sky.*
9. *The sky takes up of a fraction of 5984/1000 of the landscape view.*
10. *The middle portion of the landscape view is occupied by land.*
11. *There are 89 trees in the landscape view.*
12. *The trees are moderately distributed on the land.*
13. *On the extreme right, you see the tallest tree.*
14. *The tallest tree has a height of 21.63 meters.*
15. *There are 3 benches in the landscape view.*
16. *There is no one sitting on the benches.*
17. *On the left, you see shorter trees.*
18. *The trees are more sparsely distributed.*
19. *The shortest tree has a height of 8.72 meters.*

The description of the landscape is completed. Your time for relaxation is up. Please move away.”

On the opposite wall (from the sofa), there is a big and flat television screen. The television will be screening three commercials of the pets.

LIVING OBJECTS

The bird stands are located at the corner of the space, near the television. Inverted conical objects will be placed on the stands. The visitor will be taken by surprise when they interact with this abstracted living object. The visual recognition of a bird is taken out of context. However, the visitor will still be able to recognize the living object for a bird as it has wings that can flap. Also, when the visitor approaches the bird, it will produce sound. This sound is a combination of a chirping of a bird with distinctive beeping sounds coming out from a mobile phone, and it produces a melodious tune.

On the wall of the bird stand, electrical plugs/sockets and birdcages will be painted on the wall.

Occasionally, the conical living objects with wings (birds) will be parroting. The visitor gets another bout of surprise when he realizes that he may even recognize the species of the bird, even when its visual recognition is taken out of context. The sound produced by the bird is high-pitched, but the message is audibly clear:

Inhabitant, move away!

This is the next subtle sign the visitor may get from the living room, that somehow he is not very welcome in the room.

There is also a presence of cuboid living object with a long tail. This living object represents a dog. The visitor may recognize it for a 'living' dog because of its tail and the rhythmic blinking of the lights (heartbeat). When the visitor moves closer to the object, the dog will start barking. The barking will go louder and louder when the visitor approaches the dog. The dog will not be restricted to the space in the living room only, it is mobile and it can move around and interrupts the spatial area of the kitchen, bedroom and water closet.

b. KITCHEN

The kitchen is located in the middle of the space, and it will be outlined by 30% grey dotted lines. There will be a big podium and it is divided for two usages: Kitchen Table and Dressing Table. On the table, there are five glass containers. The labels on them read: Fast food, Nutritional Food, Diet Food, Digestive Food, Pleasure Food. There will be two chairs beside the tables.

A cooking stove will be painted on the top of the podium, as well as a table, with a plate, a knife, a spoon and a fork neatly arranged graphically. On the sides of the podium, a microwave oven and a dishwasher will be painted, along with cooking pots and pans.

Note that the anamorphic typography will affect the visual image of the kitchenware and furniture.

There is a sound shower located in the kitchen area. On the ground, there will be footstep label, which acts as a visual instruction. When the visitor positions himself at the footstep label, he hears sounds of the kitchen:

Sizzling sound of oil, Ticking sound of timer, Boiling sound of kettle, and other sounds produced by Microwave Oven, Refrigerator, Washing Utensils, etc.

c. BEDROOM

The bedroom space is defined by 30% grey dotted lines and a big label. There is a bed, with a pillow and a blanket. A bedside table will be placed on the side. The head of the bed will be painted on the wall, along with a lamp 'on' the bedside table and a switch beside it. On the ground, a mat is painted. On the wall where the bed is placed, there will be a painted window.

Near the bed, there is a painted resting area, defined by 30% grey dotted lines. This is the resting area for the pets. Electrical sockets will be painted on the wall.

d. WATER CLOSET

The water closet is located beside the bedroom and it is again, defined by 30% grey dotted lines. There is a sound shower in the water closet. On the ground, there is a footstep label, which acts as a visual instruction for the visitor. When the visitor stands at the specific instructed spot, he will hear the different splashing sounds of water.

On the wall, the visitor will see the paintings of the basin, shower curtain, toilet bowl and a ventilator, along with some toilet necessities including shampoo, soap, shower cap, toothbrush, toothpaste, towel.

3. WHITE EXIT

The White Exit has a big screen at the center of the wall. The Inhabitant steps into the room and he hears a very specific set of instructions again. The suggested text for the instruction is:

“Dear Inhabitant, welcome to the White Exit. Please move and stand over the footstep labels.

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Sound-showers will be placed over the visitor head so he will only be able to listen to the audio related to the video only in the footstep area.

The screen shows a video of a guy relating his experience in the white space. He is the assumed inhabitant of the space. Visitors will only be able to see the face of the inhabitant in the White Exit. The video is designed to look like an interview. The guy is dressed in perfectly clean and white and he is placed in a white background. The editing is will be done in frequent cuts to create an impression that it is adapted from a longer interview and reduced to some scenes. Each comment made by the Inhabitant will be seem like significant extracts from the interview.

The suggested script is:

I love living in the White Space.

Everything is so simple and useful. Here, every object is designed to be functional. The furniture is not taking up my space anymore. I do not hav to care about the aesthetics. The colors do not bring me down.

Well... actually... I think I will not be able to match two colors well. (The guy frowns a little.) It will be difficult for me to adapt because colors are distracting.

I do not care about cleaning anymore. Anything that is not useful is painted on the wall. Why should I clean useless things? Wait, I think I have never done any cleaning before. (The guy thinks.) Yes, I never did.

I take pleasure living in my beautiful White kitchen. I love it. I never had an accident. I only have my pills, my flavored and nutritional pills. They are always the same. I do not have to choose. I do not have to cook. (The guy thinks.) Actually, I do not know how to cook. By the way, I also hate chewing. Chewing is discomforting.

I do not spend more than 2 minutes eating and feeding. This is great. I do not waste my time... I do... things, so I have more time for... for doing things...

I like how everything in the White Space is foreseeable and predictable. I like how I know everything and everything works well. Even wilderness is civilized and contained in my white world.

I feel really good in my White space. I feel that I am the most important here. Everything works for me, so I can... I can... well... I can...

I like my cat and dog because they never fail me. They never fail to keep me company. I do not have to clean their excrement, I do not have to pick up hair from the floor.

I like my coat because it never fails to keep me warm.

I like my window because it never fails to show the beautiful view and give a precise description.

I like my lamp because it never fails to give me light.

I like my bird because it never fails to sing beautiful music.

I like myself... because I never fail to... no... I like myself. Yes. I like myself. I... What do I do? Yes. I am the inhabitant. I do...live... I suit the environment. No... Yes I like myself. I never fail to... (White Noise)

[ERROR] shown on the screen. (maybe for 5 seconds)

The Inhabitant continues to talk, but the screen cuts into a collage of images appearing repeatedly in a mess. There are also images of the different labels of the objects, followed by typography, "function" and the message of the function. Sketchy silhouettes of people, who are dressed in White, will appear and fade into images of White Noise.

The screen will continue and stay at the blinking images of White Noise for a while (maybe 7 seconds). Then, it will cut into images of close up shots of a mouth, mouthing

the words “What is your function”, followed by close up shots of the other human body parts including the eyes and the nose. After which, fast cuts and frames of typography “What is your function” will appear.

The Inhabitant in the video continues to speak incoherently:

No... Yes... My things never fail me. No... Who? Me. I never fail myself... I am the inhabitant of the house. My task is... What do I do? I live here. I... do... things. I never fail to...

The screen will go into images of White Noise. A sound instruction will guide the visitor out of the White Exit:

“Please leave the coat behind and leave the room.
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Please leave the coat behind and leave the room.
Please leave the coat behind and leave the room.”

The visitor is allowed 7 minutes to explore the space. When the 7 minutes is up, the lights will dim and there will be a voice instructing the visitors to move out of the room.