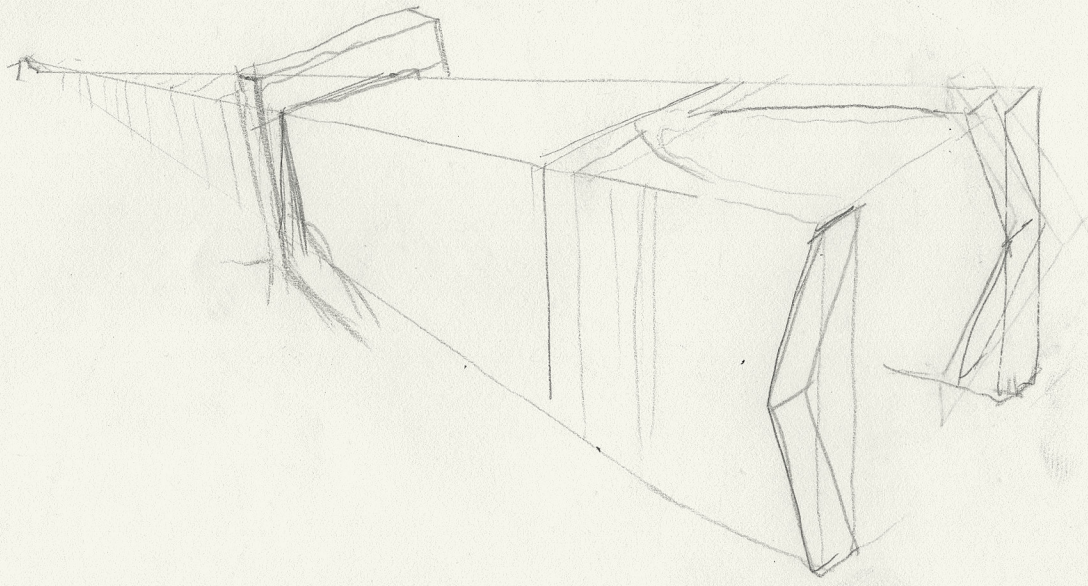
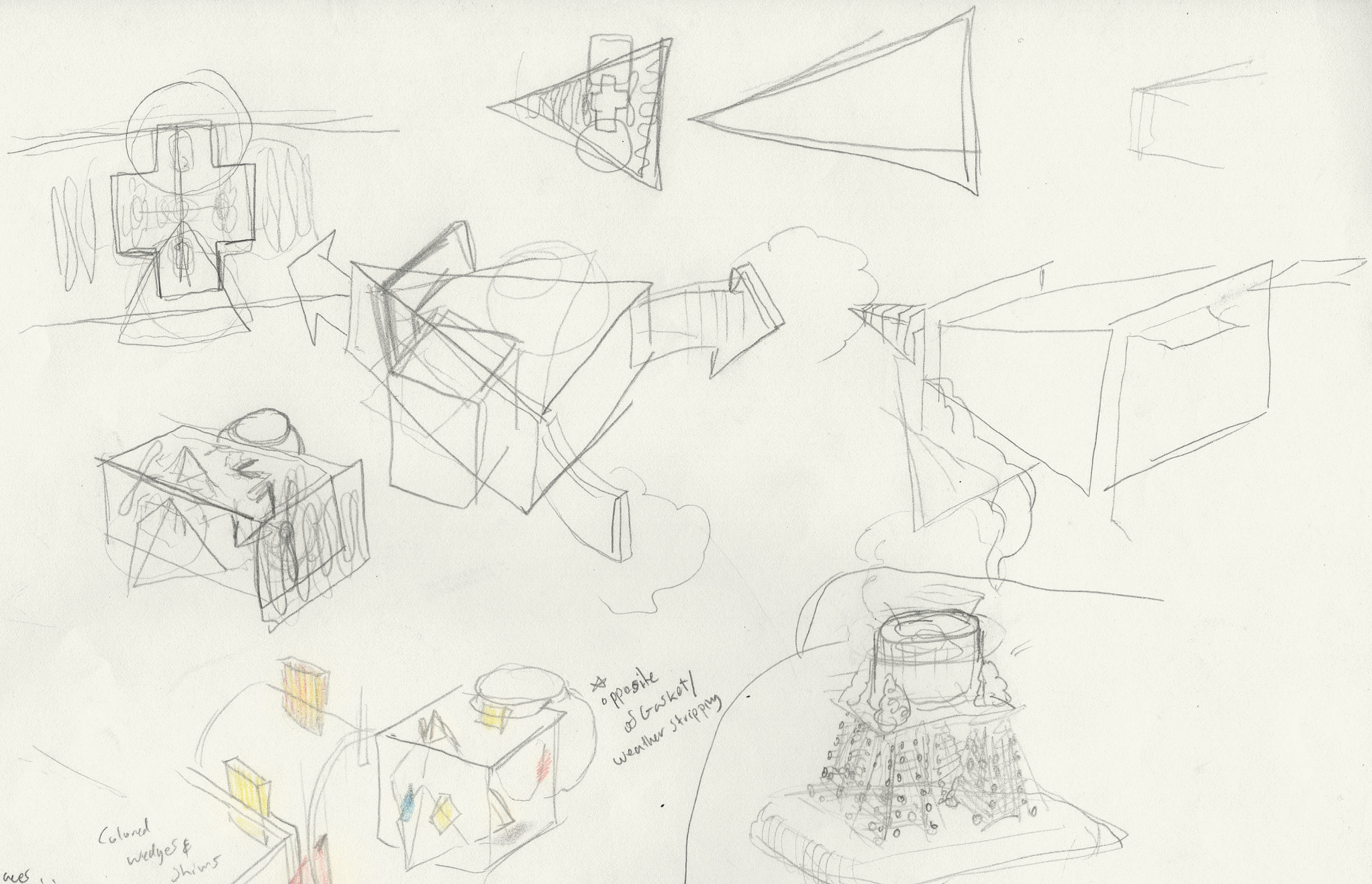




Loss of

Seams
point of
overlap
seams of spaces
of use (expansion
etc)

Colored
wedges &
shims

☆ opposite
of Gasket/
weather stripping

Structure
- as Enclosure,
subtractive
delineating, creating
specificity

- as space of use
- Structuring Energy In
Phase Transition
So Loss

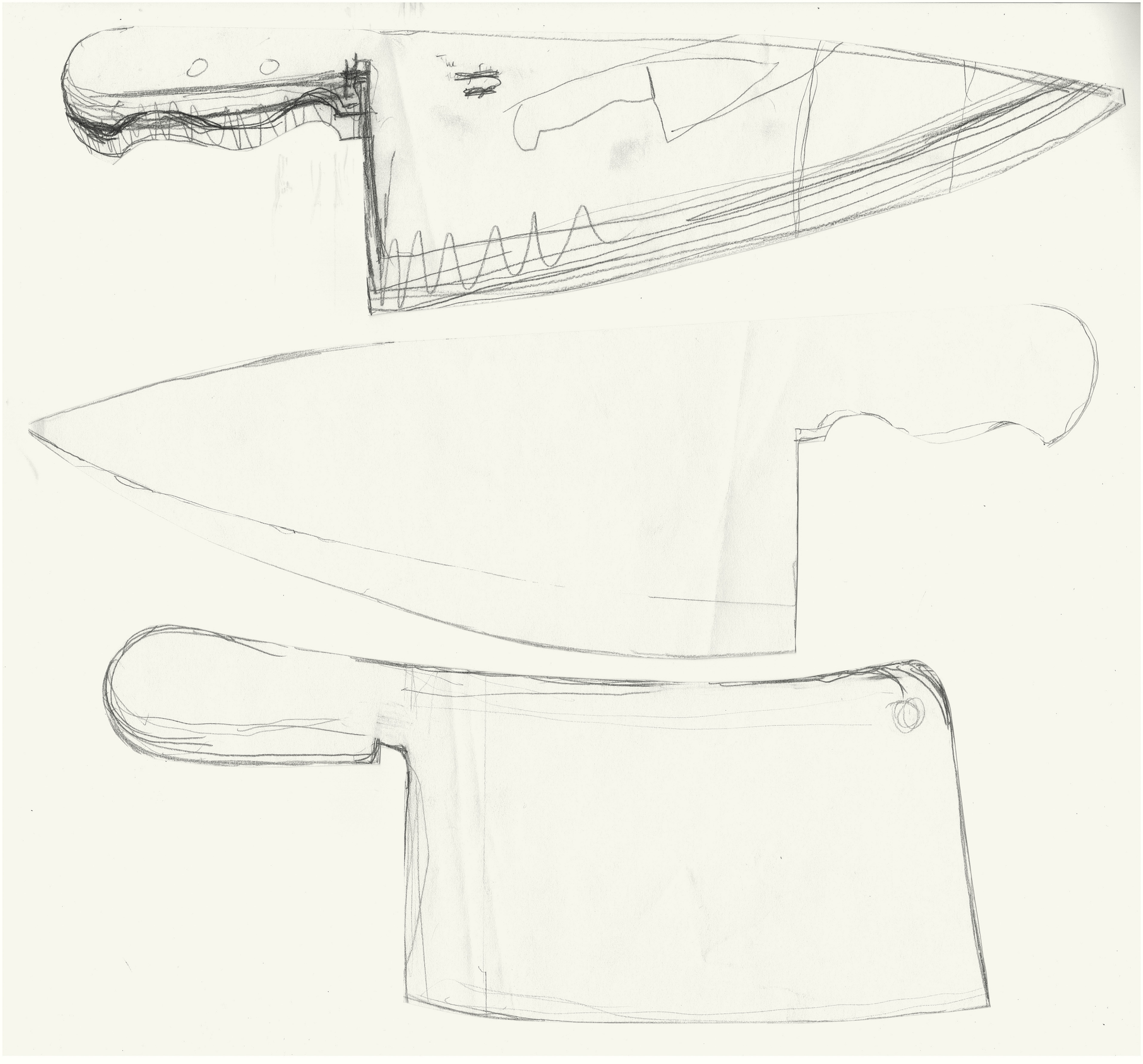
- Exhaustive Use
as the engine of
need: Luxury,
endless speciation,
specification of
need, desire,

vs

Structure
as cumulative,
acquisative, elaborative
Endless piling up, Detritus
Proliferation

Circus Maximus
Bread & Circuses

ASAFE

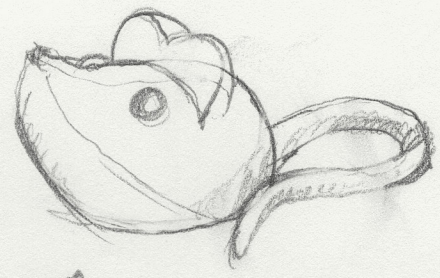


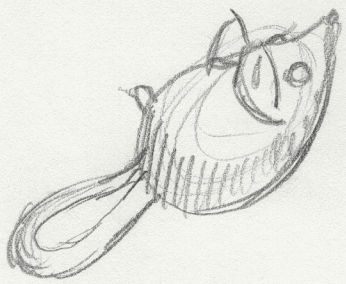
Habitrail ....

MOUSE TRAP (1963) → Ideal Toy Company

Over the course of the game, players at first cooperate to build a working Rube Goldberg-like mouse trap. Once the mouse trap has been built, players turn against each other, attempting to trap opponents' mouse-shaped game pieces.

- Player turns crank
- rotates vertical gear → horizontal gear
- pushes an elastic-loaded lever until it snaps back, hitting
- Swinging boot, which kicks over
- Bucket, releasing
- Marble down zig-zagging "rickety stairs", into
- a chute, to hit the
- Vertical Pole with large hand on top, holding ball
- Vibrations knock ball off, through
- hole in bathtub, onto
- See saw, launching
- Diver into a
- Tub which shakes the
- Barbed Pole, on top of which is the
- Cage, which falls loose & slides down onto
- Mouse



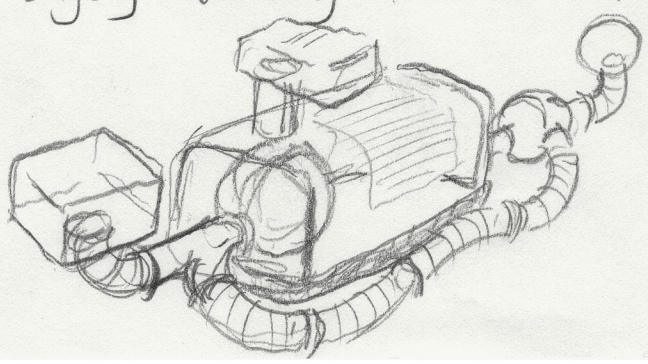


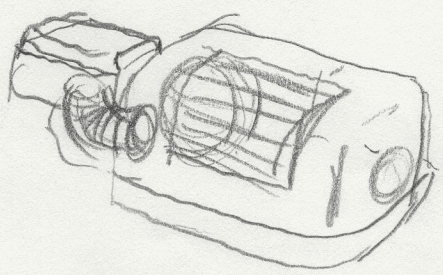
Habitrail?

Hamster Cage - series of Translucent tubes & "houses"

Modular - Configurable

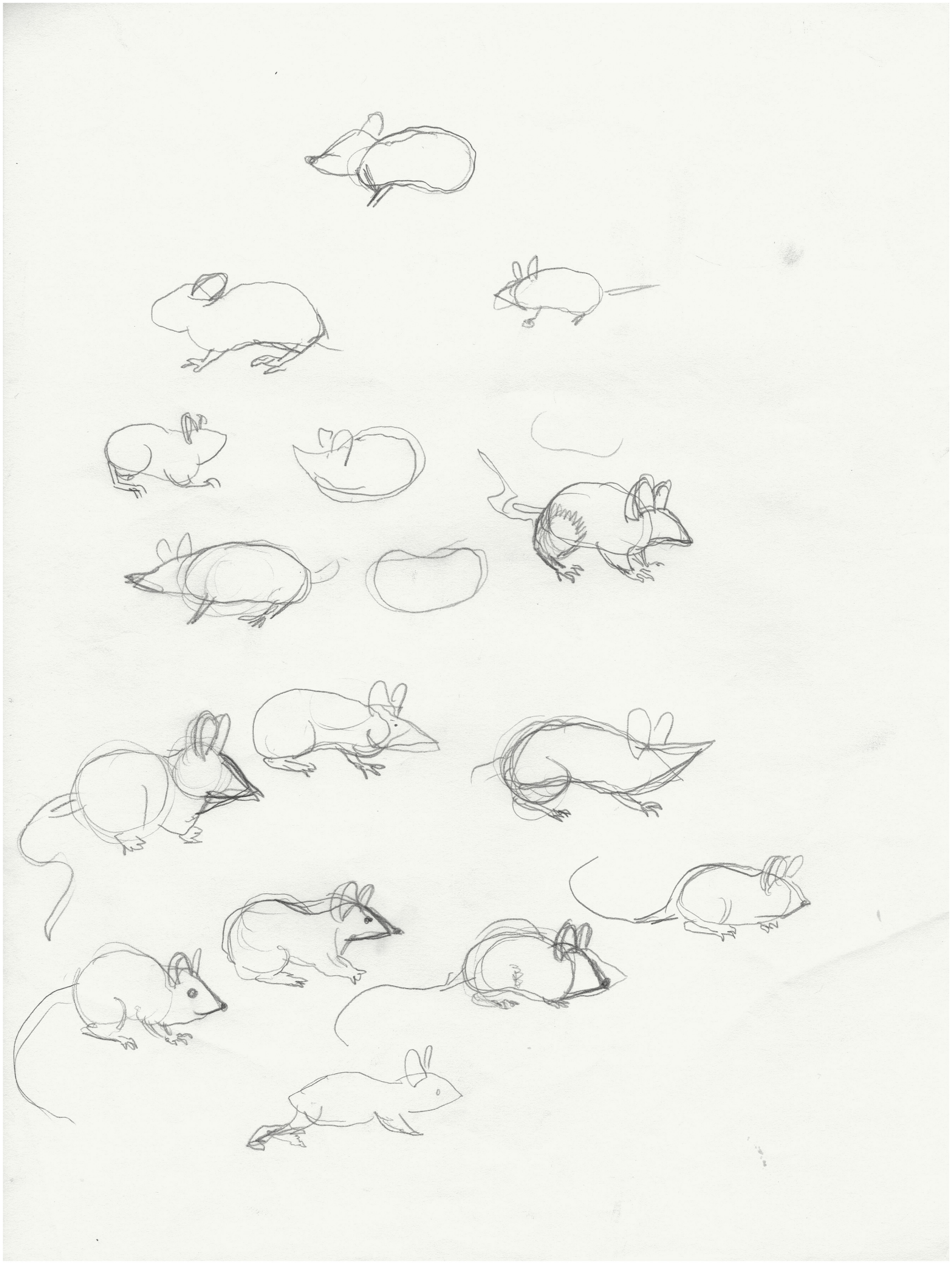
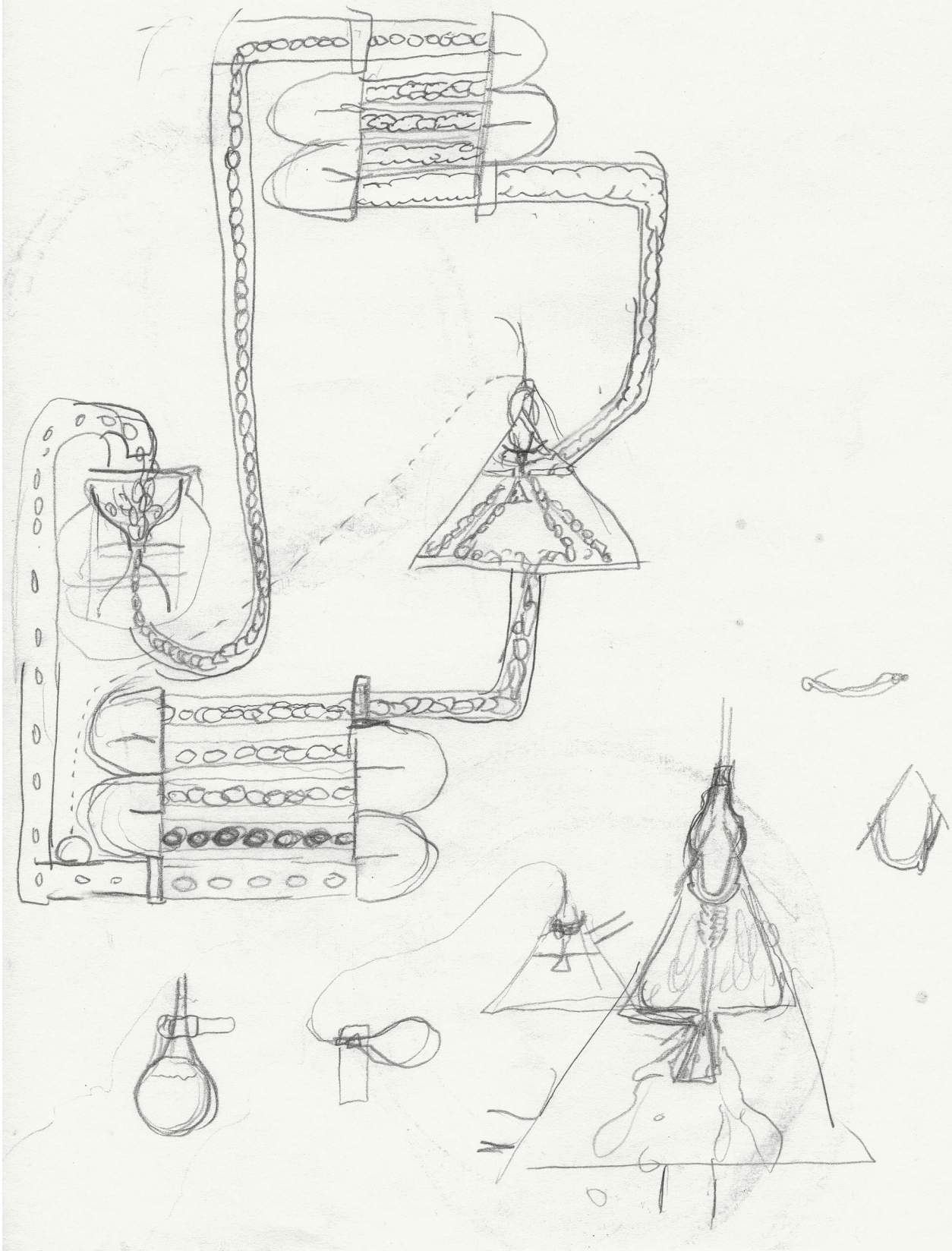
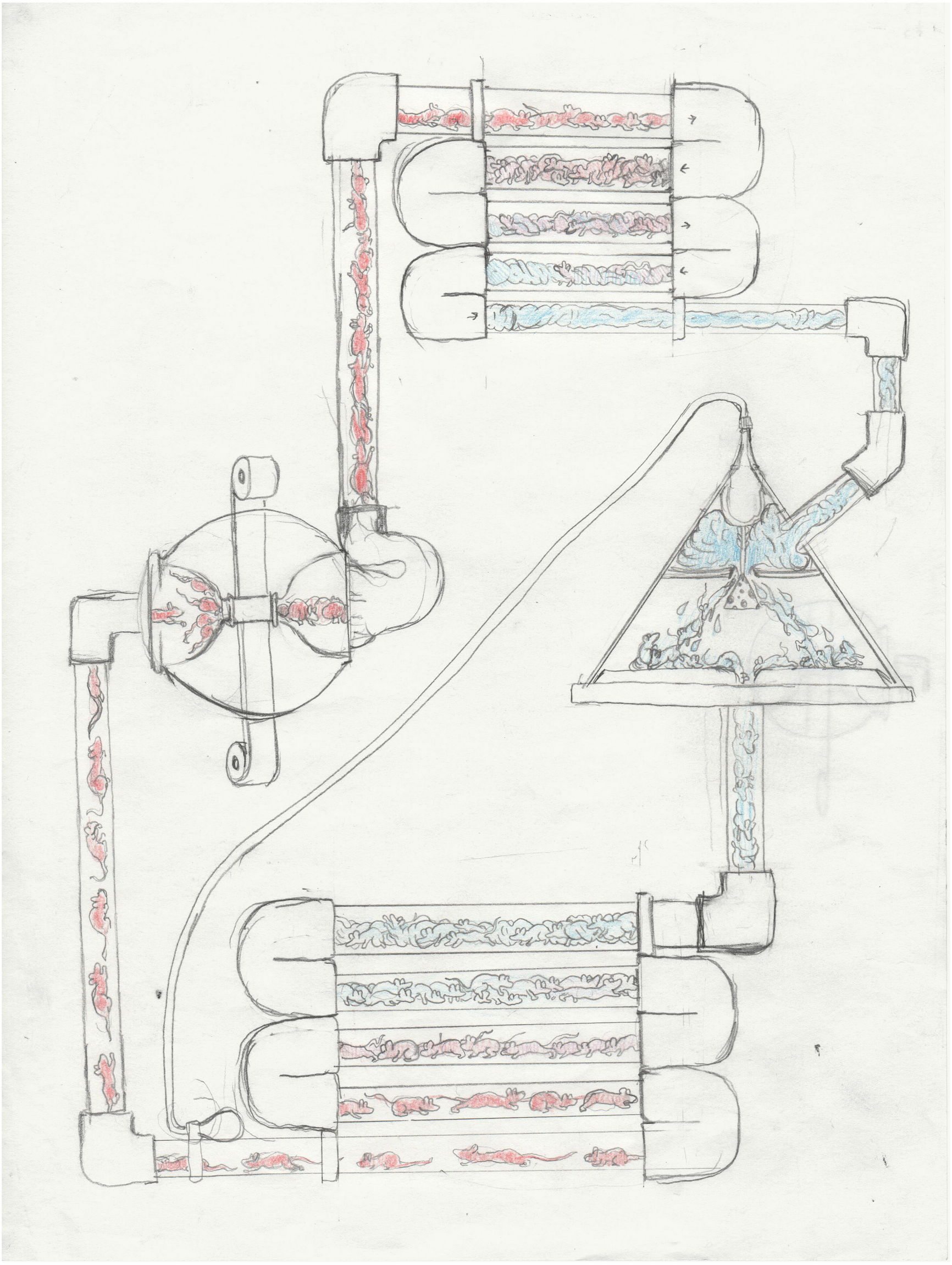
meant to mimic a Warren → natural habitat, but clear plastic to enjoy viewing them "scuttling around the various pods & tunnels."





BEHAVIORAL SINK

JOHN CALHOUN - EXPERIMENTS STUDYING EFFECTS OF POPULATION DENSITY ON BEHAVIOR 1950s-70s

'MOUSE UTOPIAS' LIMITLESS FOOD, MULTIPLE LEVELS, SECLUDED LITTLE 'CONDOS'.

Peak Population - most mice spent every living second in company of 100's of other mice