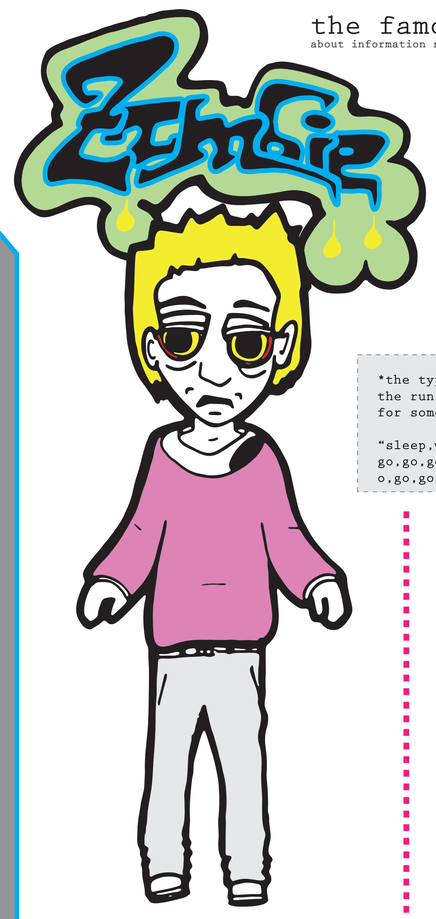
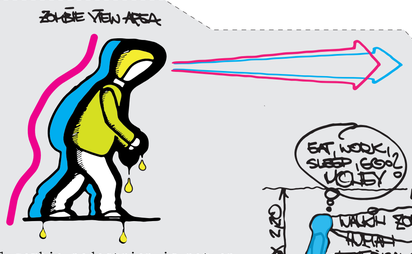
the famous zombie info system...

about information receiving and transmitting



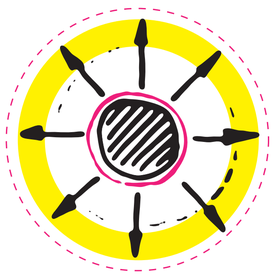


*the typical zombie pedestrian is not on the run for information; he´s on the run for something else...?!

“sleep,work,eat,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,go,money,money...”

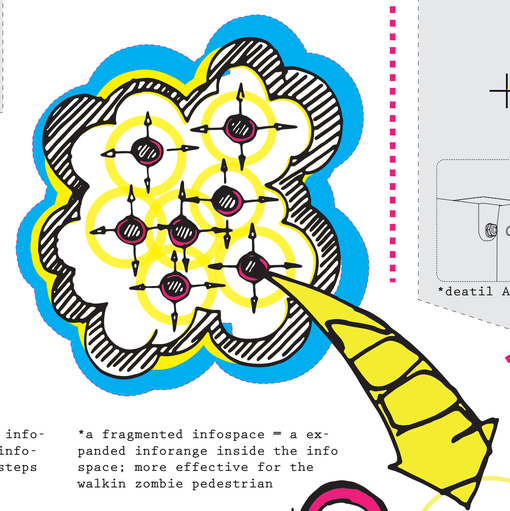
*in fact of the zombie pedestrian & in fact of the infoboom you have to fragment the infopoint into a infospace

infospace, place

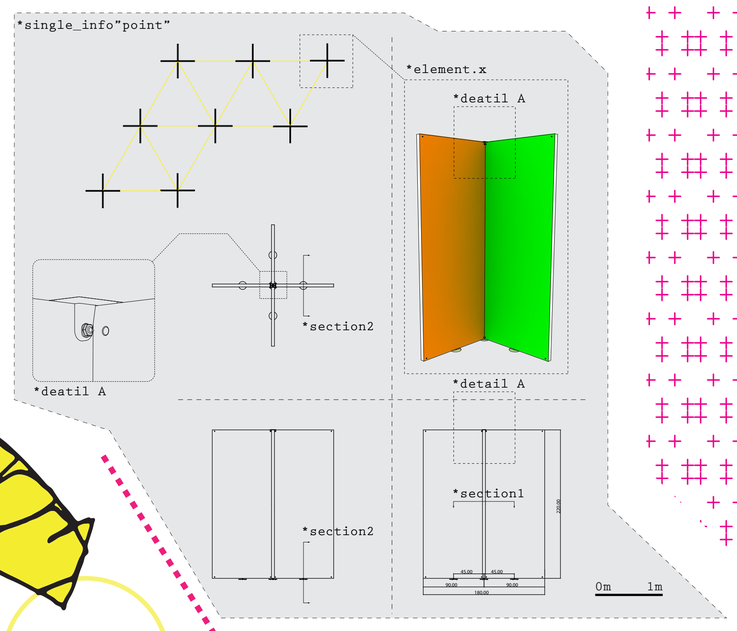


*at first there was the infospace & the wish for a bether information...

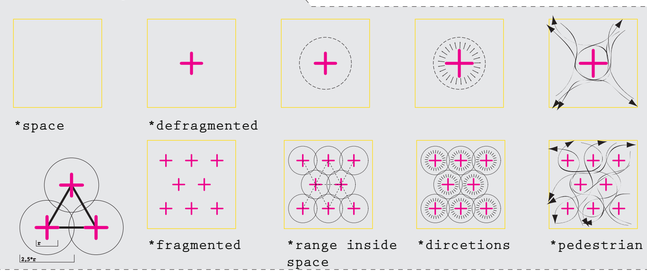
*then there was the infobang; a expanding infospace & a multiple inforange; “boom,boom infozoom...” --> 8 points of information = 8 steps for the zombie pedestrian

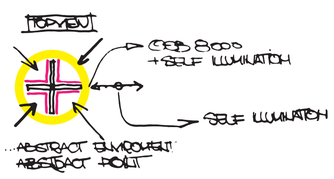


*a fragmented infospace = a expanded inforange inside the info space; more effective for the walkin zombie pedestrian

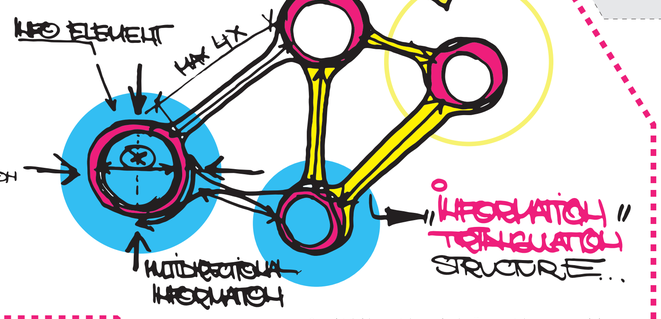


*defragmented vs. framgented info inside space

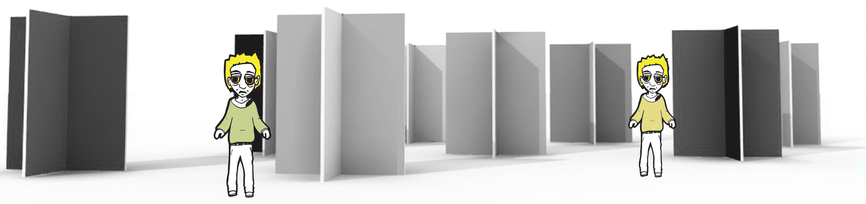




*”a abstract enviroment needs a abstract infopoint...”

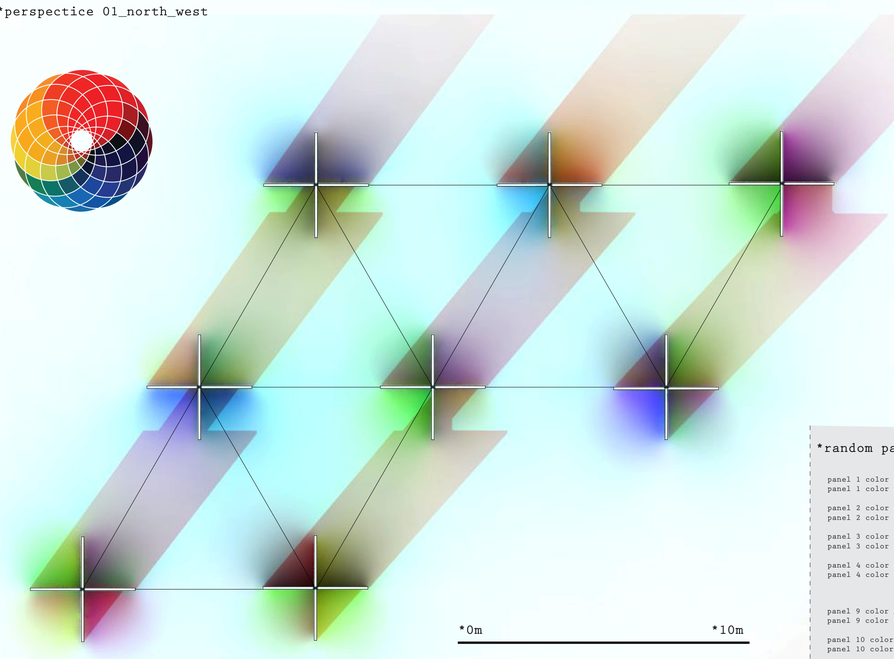


*multidirectional information; could information disinformation ?; fragmented infospace vs. defragmented inforange



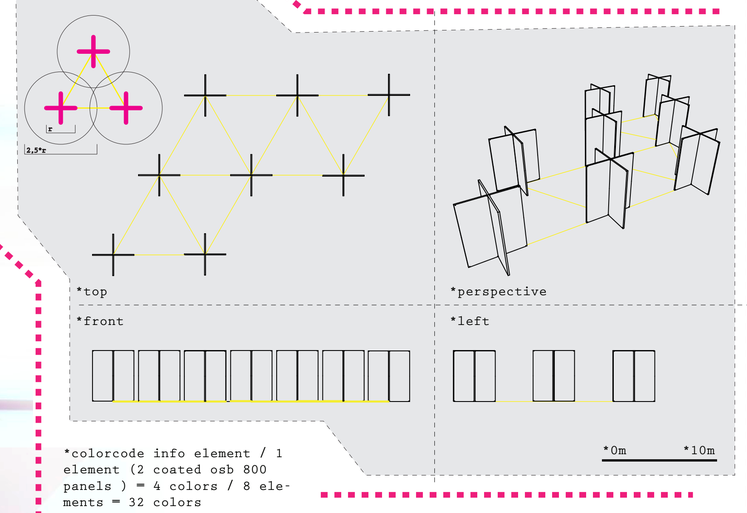
*perspectice 01_north

*perspectice 01_north_west

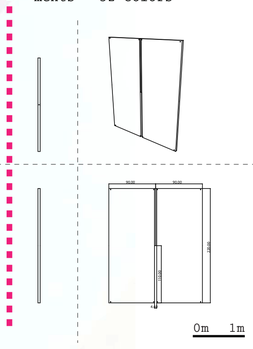


*top view_random arrange 01

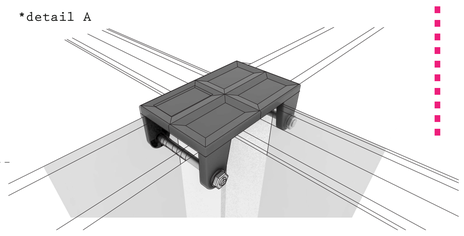
*random arrangement v.2.1



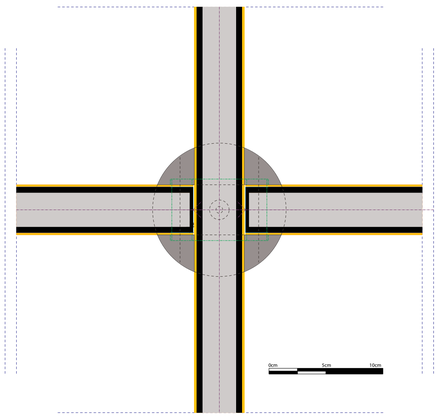
*colorcode info element / 1 element (2 coated osb 800 panels) = 4 colors / 8 elements = 32 colors



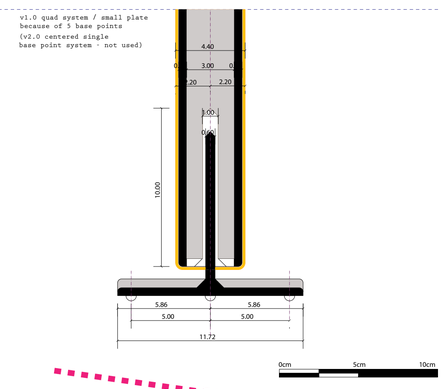
*detail A

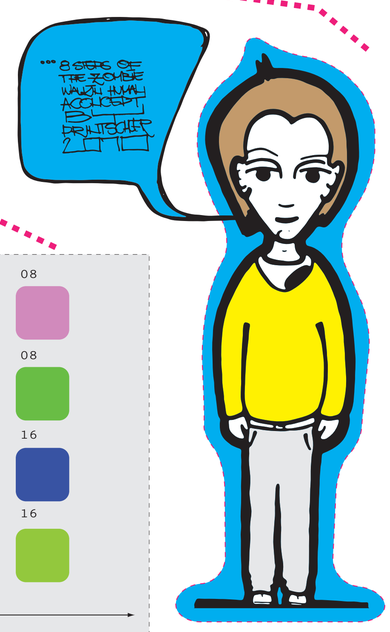


*section 1



*section 2





*panel color sheme

*random panel color sheme v.2.1; RGB

panel 1 color A = R255 G0 B0
panel 1 color A = R0 G255 B0

panel 2 color A = R255 G0 B255
panel 2 color B = R255 G255 B0

panel 3 color A = R0 G0 B255
panel 3 color B = R255 G291 B0

panel 4 color A = R0 G255 B255
panel 4 color B = R255 G127 B255

panel 5 color A = R127 G255 B0
panel 5 color B = R0 G0 B0

panel 6 color A = R238 G238 B0
panel 6 color B = R255 G0 B0

panel 7 color A = R238 G191 B0
panel 7 color B = R255 G90 B190

panel 8 color A = R191 G191 B255
panel 8 color B = R0 G255 B0

panel 9 color A = R255 G255 B0
panel 9 color B = R0 G0 B191

panel 10 color A = R255 G210 B127
panel 10 color B = R105 G105 B105

panel 11 color A = R255 G0 B255
panel 11 color B = R255 G127 B0

panel 12 color A = R0 G255 B0
panel 12 color B = R0 G0 B255

panel 13 color A = R165 G140 B255
panel 13 color B = R255 G0 B0

panel 14 color A = R255 G255 B0
panel 14 color B = R0 G0 B0

panel 15 color A = R244 G164 B96
panel 15 color B = R0 G255 B255

panel 16 color A = R255 G0 B255
panel 16 color B = R127 G255 B0