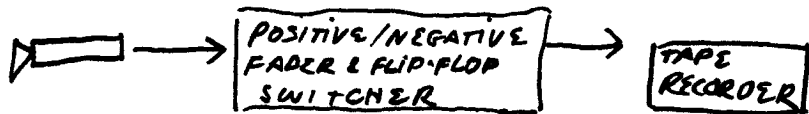


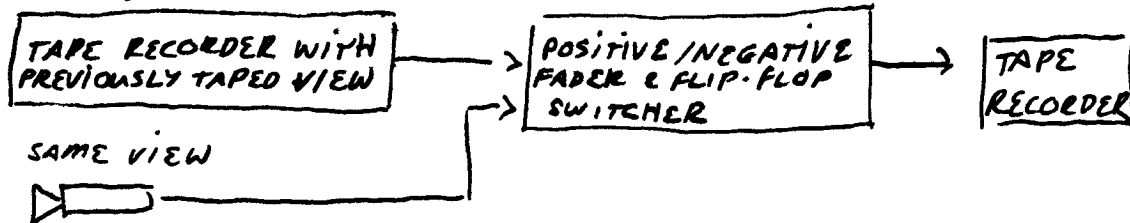
SWITCH! MONITOR! DRIFT!

5th SCENE

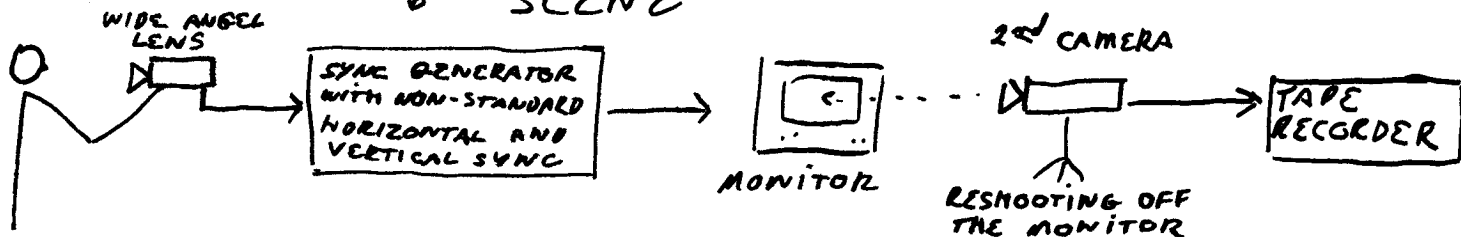
FIRST GENERATION:



2nd GENERATION:

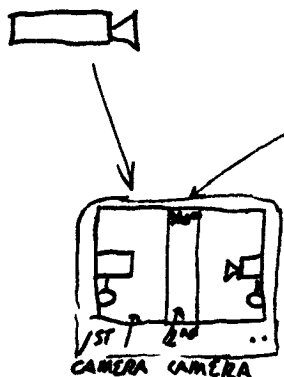


6th SCENE



7th SCENE

1st CAMERA VIEWS TURNING CAMERA

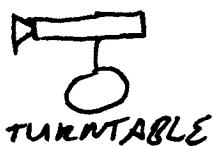
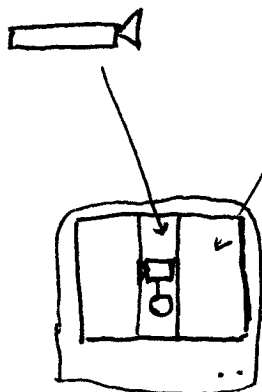


THE 2nd CAMERA SHOWS A SLICE OF THE 360° VIEW THRU THE BLANKING INTERVAL BETWEEN FRAMES.

A HORIZONTAL FRAME DRIFT IS INDUCED BY SLIGHTLY DE-TUNING THE HORIZONTAL FREQUENCY OF 15.750 HZ.

8th SCENE

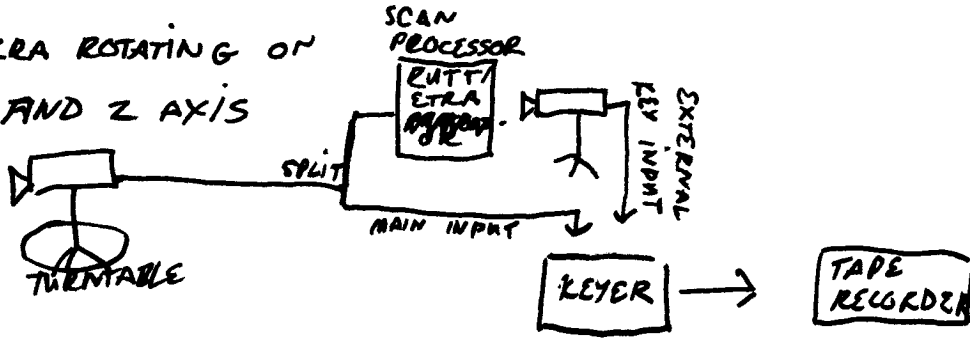
1st CAMERA



2nd CAMERA IS TURNING AT THE VISUAL SPEED OF THE HORIZONTAL DRIFT, GIVING THE ILLUSION OF STATIONARY PANELS.

SWITCHER MONITOR: VISUAL
FIRST SCENE

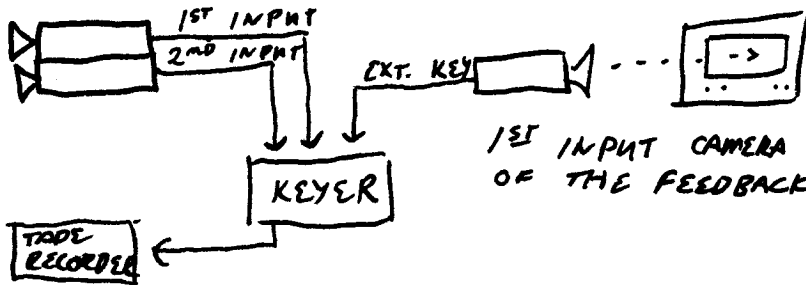
A CAMERA ROTATING ON
X, Y, AND Z AXIS



2nd SCENE

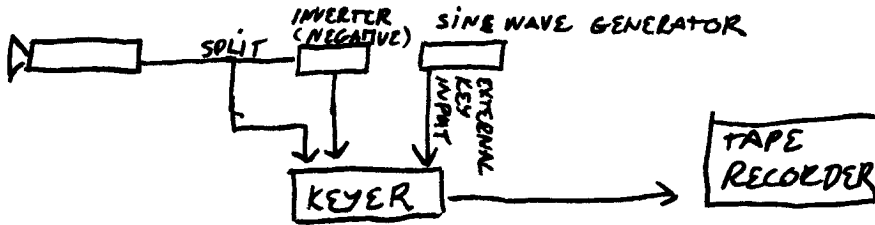
WITH ZOOM LENS
TWO CAMERAS ON TOP OF
EACH OTHER (SIMILAR VIEW)

THIRD CAMERA ON
FEEDBACK

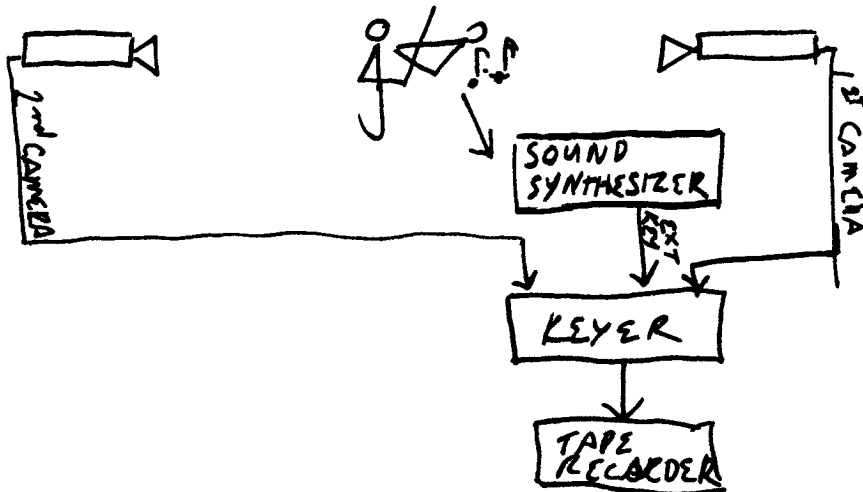


1st INPUT CAMERA IS DISPLAYED IN THE WHITE PORTION
OF THE FEEDBACK, THE 2nd IN THE BLACK

3rd SCENE



4th SCENE



SWITCH! MONITOR! DRIFT!

9th SCENE

TWO VIEWS; ROOM AND PROJECTOR (LATER PROJECTOR ONLY) ARE SET TO KEY, DRIFT OR SWITCH. WHEN THE SWITCHING OCCURS AT FASTER THAN FIELD RATE ($1/60^{\text{th}}$ OF A SECOND), THE IMAGE BECOMES A NARROW BAND.

10th SCENE

SETUP LIKE IN SCENE 5.

A PRERECORDED TAPE IS SWITCHED OVER THE SAME CAMERA VIEW OR LATER CAMERA VIEW WITH A REVERSED LEFT/RIGHT SCAN.

11th SCENE

SETUP LIKE IN SCENE 5. SOUND TAPED SIMULTANEOUSLY

12th SCENE

SETUP LIKE IN SCENE 8. A VARIABLE DRIFTING HORIZONTAL FREQUENCY ~~CAUSES~~ ON A SINE WAVE (SOFT EDGED), CAUSES A VERTICAL BAR TO FURTHER FRAGMENT THE IMAGE.

13th SCENE

SETUP LIKE IN SCENE 12, WITH POSITIVE / NEGATIVE ADDED.