

Artwork Title	Excellent Adventure		
Artist Name	Carbon Workshop		
Artist Bio <i>1,000 Character Limit</i>	<p>Founded by Gustavo Huber and Shelly Brown in 2006, Carbon Workshop is an Oakland-based collective of artists, designers, and engineers brought together by a mutual desire to explore alternative mediums for creativity. The workshop functions as a meeting place, as well as a build site, and is the birthplace of work ranging from dime-sized robots, to furniture made from salvaged windows, jute messenger bags, and paintings.</p> <p>Shelly is an architect, and actively practices painting, textile design, and jewelry making. She is currently designing a permanent installation from reused materials for ArtLarking, a collaborative community art space in San Francisco.</p> <p>Gustavo is a hardware hacker, ardent bicycle advocate, and CTO of eLock Technologies/BikeLink. 1,200 of his electronic on-demand bike parking products have been installed across the country at BART and similar transit stations.</p>		
Address	4001 San Leandro Street, Studio Six		
City	Oakland	State	CA Zip Code 94601
Country	USA		
Email	BM10@carbonworkshop.com	Phone Number	510 301 2250



Philosophical Statement

Provide a brief statement about what the art means to you and what you wish to communicate to participants.

3,000 Character Limit

Technology has steadily changed what communication means to our species. From signal pyres to ink, each step into the future has redefined the way we "speak" to each other, simultaneously bringing us closer together as a society, and farther away as individuals. The ultimate expression of this is in metropolises - spaces where life depends entirely on the webs of communication that allow markets and logistics to bring food, energy, and water.

Over the past two decades, the widespread adoption of personally-owned communication devices such as cellular phones, pagers, and computers has changed our expectations of communication. The experience of human-to-human connection has been untethered from physical infrastructure. The blessing and curse of social obligation follows us everywhere we go, buzzing from within our millions of pockets to the point where physical nodes of communication - phone booths - are now relics of a whimsical past. Notably, these relics, particularly the more remote or absurd-seeming ones, have many times commanded an almost fanatical following. Certainly many other burners spent days camped at the Mojave phone booth, and felt the sting of loss when it was torn out.

The phone booth remains only as an icon of obsolete technology. It is now typically found on the margins of a metropolis; where its meager footprint of real estate is not yet valuable enough to warrant the effort of tearing it out. Phone booths suggest an era when communication was something slightly more sacred, more closely guarded. An era when we trusted each other to temporarily exist in a space without first owning it, and when the content of our conversations were worth guarding behind tempered glass and aluminum mullions. It is easy to imagine that by untethering our voices from booths, dimes, and cords, we traded quality of communication for quantity. Now cursory conversations are mainly carried out unshielded and self-consciously while moving between spaces.

Excellent Adventure aims to both honor the phone booth as a metropolitan icon, and explore its potential as a sensory experience askew from our expectations of its form. The two booths of Excellent Adventure use focused beams of visible light to transmit voice data from one to the other, and inbuilt dynamic lighting to pulse and fade through the spectrum in response to the tone and volume of the call being received. In this way the booths serve as a tool to quite literally "color" conversation, divorcing the experience of telephonics from the awkward one-dimensional expectations we have of it. Our hope is that interactions with Excellent Adventure will remind participants that the spectacle and miracle of the metropolis is squarely rooted in (and ultimately aimed at improving) our ability to connect with each other.

Interactivity

Interactivity is a key aspect to the art of Burning Man. Describe how your concept is interactive - how will the citizens of Black Rock City interact with your art.

2,000 Character Limit

Excellent Adventure functions variously as a temporarily inhabited private space, a visual spectacle, a multi-sensory communication device, and a solemn beacon. The booths are aligned such that either user will be able to see the other in their periphery. With each escalation of the telephone interaction, the user will be able to see how the other booth is being affected.

When empty, both booths pulse slowly from pale blue to pale yellow, beckoning users to come explore them, and hinting that, though the form is familiar, these booths do not phone home. When either receiver is taken off the hook, roof-mounted green and red lasers visually and optoelectrically connect the booths, ringing the "receiving" booth's pay phone and causing its lights to strobe. With each ring, the strobing on the "receiving" booth becomes faster, and shifts from white to red in color. Similarly, the "calling" booth begins to fade in and out to a greater degree with each unanswered ring.

When the "receiving" pay phone's ring is answered, both booths flash then fade down to a level determined by sensing ambient light. As the users begin to speak, they will immediately notice that the inbound call's tone and volume affect the color and character of light within their booth. Hushed tones cause colors from green to ultraviolet to glow near the bottom of the booth, the amount of light growing, and filling the booth as the conversation progresses. Prolonged periods of elevated volume cause the lights to strobe brightly and irregularly.

From hundreds of feet away, spectators will watch the booths as objects, first "pinging" each other, and connecting via their brightly-colored beams, then pulsing, flickering, and fading in a visual conversation parallel to the audible one held within.



Dimensions

Include any additional details about your artwork's dimensions or appearance.

2,000 Character Limit

Excellent Adventure consists of two freestanding salvaged phone booths with attached pay phones inside modified for coin-less operation and to only call from one booth to the other.

It is intended that the booths should be installed in the deep playa, facing opposite directions, and spaced apart approximately 100', so that while visual interaction is possible between users, verbal contact is only feasible through the phones. During the day, the phone booths operate primarily as exurban monuments, in a nod to the "outskirts of town" for the BRC Metropolis. As darkness falls, the booths come to life, pulsing and blinking with activity when they are in use, and scanning their lasers through the night sky to connect a call.

Visually, the booths appear minimally modified. Translucent cover panels and mounting bezels hide the arrays of UV ("black light"), white, and red/green/blue LEDs built into the ceiling and uprights. Communication and control electronics as well as integral SLA batteries are securely mounted inside the water and dust-proof (IP65 rated) pay phone housing. Communications are accomplished through visible-spectrum laser links, with fail-over to 2.4GHz radio frequency transceivers when a hand or art car breaks the laser connection. The roof of the booth includes a 40-watt solar panel which is securely mounted using sunlight-durable silicone adhesive, and can fully recharge the battery in 6-8 hours.

Booths will be regularly inspected and maintained, and adorned with a bogey-style decal for each reported Superman sighting.

Actual Dimensions

Length X Width X Height

Materials

What materials will you be using to construct your piece? Will you be using any recycled materials?

3,000 Character Limit

Excellent Adventure uses recycled phone booths and pay phones as its structure and enclosure. Phone booths have original tempered safety glass which will resist most impacts without damage, and in an extreme case will crack safely without shattering or losing shards onto the ground. Booths are anchored to the playa using custom-fabricated T-section pegs built from steel construction scraps.

For reliability reasons, its electronics, lighting, and wiring will be made from new components, however its solar panels are built with 85% post-consumer recycled PET plastic, and where possible, we will ensure the selection of environmentally responsible material options.

After successful deployment, the modular installation will be relocated back to Oakland and held for future deployment, or else cannibalized into new works. We are taking extreme precautions to prevent environmental damage to installed components and aim to have 0% trash waste of installed equipment.



Sound Component

Are there sound elements intrinsic to your piece? If so, please describe what they are, and their impact on participants.

1,500 Character Limit

Excellent Adventure payphones include their original bell-style ringers, and earpiece speakers. Because by nature telephone interactions are solely auditory experiences, the focus of this installation is on additional visual dimensions for the same set of behaviors. There will be no externally amplified sound, nor any "sound system" component to this installation.

Web Image Attachments

At least one image of your concept is mandatory. This can be a drawing, sketch, photo, etc. The image should give the grant committee a good sense of what your art project will be. Your web images should not exceed 4MB in file size for any given image.

Link to a web page that lists all your images

If you have a web page that contains links to your images, then copy and paste the image url for your web page into the "Web link to your attachments page" box below. Only paste one link into the box.

Web link to your attachments page

Example: <http://www.mysite.com/myimages/myListofAttachmentLinks.html>

Link to individual web images

Copy and paste up to seven links to specific images into the "web image link" form blanks below. Acceptable Formats limited to JPG (JPEG), GIF, and TIF. Only one image link should be pasted into each box below.

Web Image Link 01

Example: <http://www.mysite.com/myimages/mypicture.jpg>

Web Image Link 02

Web Image Link 03

Web Image Link 04

Web Image Link 05

Web Image Link 06

Web Image Link 07

Tip: Be sure to validate that your image links work **before** pasting them in above.

Include any special notes about your images

500 Character Limit

1. At day each booth stands as a modest monument on the playa outskirts.
2. Idle booths become glowing beacons at night, beckoning users.
3. Quiet speech fades one booth's lights down to green, while normal speech causes an ocean of swimming colors at the other.
4. Legend of basic booth lighting stages.
5. Close-up photo of our prototype booth in use, lit with only 17 out of 33 LEDs.
6. Full height photo of our prototype booth in use, lit with all 33 LEDs.



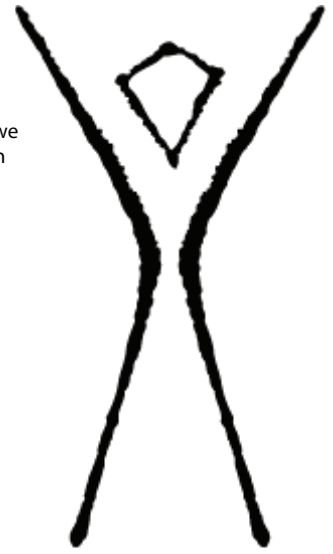
Budget

Research your costs carefully and be as specific as possible. You must provide a total combined cost for all expense items or your proposal will not be considered. We fund material and transportation costs only. Do not list "contingency costs" or "artist's fee" as we do not cover those expenses. You may enter your total estimated cost in the "Total Estimated Cost" box below. The budget section consists of the next four boxes.

Itemize and list all expenses

3,000 Character Limit

Carbon Workshop members include experienced engineers, craftsmen, fabricators, and software programmers. Members volunteer their time on group projects. With our existing equipment, workspace, testing materials, and skills, we do not expect to require any outside assistance from contracted help. As such, our expenses are entirely materials, and transportation as detailed in the following sections.



Budget (Continued)



Material Costs

3,000 Character Limit

Please see the web link on the following page for a detailed, item-by-item breakdown of material costs and build options.

In summary, we propose three possible build options: "Excellent!", "Adequate", and "Bogus". The "Excellent" build includes two booths, each with six lasers, nearly 2300 ultrabright LEDs, and advanced control electronics to allow fine-grain lighting reactivity based on the phone/voice interactions. The "Adequate" build reduces the amount of lighting by 75%, but retains both booths with basic interactivity, and may still impress from a short distance. The "Bogus" build uses only one booth, and essentially adds coarse audioreactive lighting effects and pre-recorded interactions to Ojai Bureau of Pleasure's "Phonebooth to God" project from BM03. We strongly urge you to consider either of the two-booth options, as we feel deeply that the significance of this project lies in its ability to broaden the spectrum available for communication between two people.

"Excellent" totals to a projected \$3,882.69 in materials costs, "Adequate" to \$2,403.53, and "Bogus" to \$1,424.80. With any of these options, Carbon Workshop currently has available materials which cover up to \$989.06 of the build cost. We are very eager to contribute these materials, as well as the countless workhours, minor injuries, and sleepless nights that it will take to see this project realized. Unfortunately, we do not have the means to see it through without your help. We will fundraise as necessary to "patch in" small holes in our funding, but need the support of BRC Arts Grants to get the majority of our project off the ground. We are, of course, open to cost-reducing alternatives such as alternate materials sources, and would love to receive any suggestions you have for us.

Transportation Costs

Estimate the cost for transporting your art installation to and from the playa.

1,500 Character Limit

A conservative delivery & removal cost estimate includes 14' box truck rental, quoted from Ryder at \$58 per day, \$0.89 per mile, including 500 free miles. This totals to \$874 + tax for a 12-day, 700-mile rental from Oakland to BRC and back, not including possible cleaning fees. At 10 mpg, we expect to consume 70 gallons of diesel fuel, at an estimated \$3.15 per gallon, for a \$220.50 fuel budget. Where available, Carbon Workshop will cover the additional fuel cost over #2 diesel to run our rental truck on an engine-appropriate biofuel mix. Additionally, we expect to spend approximately \$30 vacuuming and spray washing the rental truck upon return at a coin-op car wash station.

This totals to \$1,124.50 before tax and miscellaneous rental fees. Including tax, our total transportation cost will be approximately \$1,209.72.

Budget (Continued)

Total Estimated Cost \$5,092.41

Total cost is calculated by combining itemized expenses, material costs, and transportation. Input numeric values only.

Link to online spreadsheet <http://www.carbonworkshop.com/bm10/budget>

Example: http://www.mysite.com/spreadsheets/my_budget_spreadsheet.xls

Project Plan and Build Schedule

Your pre-play construction schedule should reflect your submitted budget. Your timeline should include things such as prototyping time, when materials will be purchased, when stages of construction will be completed, fundraising, etc. Grants are distributed in installments, which will relate to key dates in your development schedule.

Do you have adequate crew to build, install, and clean-up your project already identified?

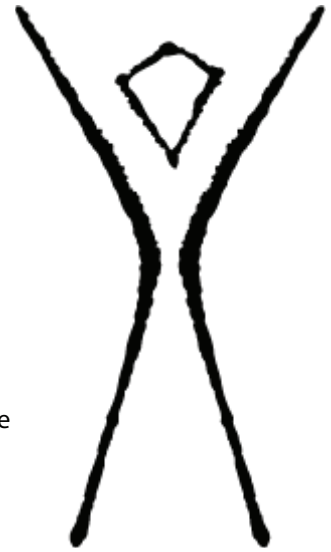
Yes

Support Crew

Whether you have identified your support crew or not, describe all roles and skills you require to make your project a success.

1,000 Character Limit

1. User Experience Design Lead: Tests and determines colors, intensities, and interaction characteristics for booth illumination and handset functions. Directs production of final pieces through collaboration with Software, Electronics, and Mechanical designers.
2. Software Lead: Designs and programs firmware for embedded electronics systems.
3. Electronics Lead: Designs and assembles microcontroller-based lighting control modules and RF/Laser telecommunication modules.
4. Mechanical Lead: Modifies booths to accommodate and securely house electronics.
5. Grant Writer / Fund Raiser: In charge of proposal, begging.
6. Renderings and Graphics: Graphically documents project from concept through clean-up.
7. Installation/Removal Foreman: Responsible for safety, logistics, and successful implementation of leave-no-trace plan.
8. Installation/Removal Assistants (2): Assist in delivery, anchoring, removal, and clean-up.
9. Field Repair Technician: Regularly monitor and repair installation.
10. Driver



Project Plan and Build Schedule (Continued)



Start Build Date

Prototyping: January 10 / Production: March 21 / Playa: August 27

Pre-Playa Construction Schedule

2,000 Character Limit

Prototyping began on January 10, and will continue through the end of February. Once grants are announced, we will immediately switch to procuring components and tweaking the design to accommodate any necessary substitutions. Mechanical assembly will be run in tandem with firmware programming, and both should be completed by the third week of June, allowing for 8 weeks of flexible time in which we will complete durability testing, and refine the interaction software. Completed booths will be packaged in reusable custom-built crates at the end of the second week of August, leaving the next week for logistics planning, and general BM preparation.

Transportation to the playa - How many days are needed to transport to the playa?

1

On Playa Arrival and Construction Schedule

Please describe the date you wish to arrive in Black Rock City and your planned construction schedule for on playa.

Optionally, you may use the calendar web-link field below to link to a calendar, or project plan, if you have one prepared to share.

1,000 Character Limit

To ensure that there is adequate time to deploy and dry-run Excellent Adventure, we plan to arrive on Friday, August 27, and leave the booths running all weekend before the beginning of the event. This will ensure that the solar charging mechanism is working properly, and is properly tuned for the amount of daylight and effective length of day available at the install location on the playa.

Excellent Adventure is entirely modular, and requires no trenching or infrastructure deployment prior to booth installation. Custom-built crates are intended both to protect the booths, and protect the playa by minimizing the amount of man-handling necessary to unload and deploy each booth. We will pack sufficient replacement components to repair damage which could possibly be sustained during transportation or installation, however, we are providing two complete days so that in the event a trip to the nearest electronics or hardware store is necessary, we can do so without conflicting with BM entry traffic.

Calendar Web Link (Optional)

<http://www.carbonworkshop.com/bm10/schedule>

LEAVE NO TRACE

LEAVE NO TRACE PLAN

A well thought out teardown, clean-up plan and schedule should be planned out before arriving on the playa. Please enter a brief description for how you are planning on leaving no trace.

2,000 Character Limit

The modularity and hardened construction of Excellent Adventure's booths is expected to minimize any possible site contamination due to breakage or vandalism, however to be safe, the installation will be regularly monitored and cleared of MOOP. Abandoned or lost items, likely to range from coins to Clark Kent glasses and tight red speedos, will, if appropriate, be delivered to the nearest Ranger Outpost.

If at any point Excellent Adventure becomes damaged such that it is a measurable hazard to the citizens of BRC, we will immediately crate the damaged booths to contain the possible scattering of parts. After crating, we will arrange with BRC Rangers for a safe time during the day to unanchor, remove the damaged booths using our truck, and line-sweep the area. Should the damage occur at night, the crate will be marked with reflective safety tape and/or blinking safety lights to prevent art car collisions and their associated scattered sculpture fragments.

To prevent accidental breakage, and contain any loose parts, booths will be handled, deployed, and removed only while encased in prefabricated plywood crates. After removing the crated booths, a minimum of three line-sweeps will be performed in alternating directions by the Carbon Workshop team (min. 5 people). A minimum margin of 25 feet on all sides of each booth's installed location will be covered by these sweeps. MOOP will be collected by hand, and placed into sealed-lid 5-gallon buckets during the sweep. If it is deemed necessary, additional line sweeps, or expanded-scope sweeps will be performed until all team members and associates are completely satisfied that there is zero MOOP within the deployed area of our installation.



A performance deposit will be withheld from your grant until after the event. Several steps must be taken in order to receive your deposit:

- o You must check in at the ARTery.
- o Your artwork must be ready on Monday at the start of the event.
- o **You must Leave No Trace.**
- o You must check out at the ARTery before leaving the playa.

If your site is not clean, and/or if you do not complete the check in and checkout process, your deposit will be withheld.

Burning Artwork



If your artwork utilizes OPEN FIRE such as candles, torches, fire barrels, or raised containers, please describe in detail. If artwork is to be engulfed in flames, please describe your playa protection as well as your perimeter plans. Include a detailed drawing showing how your art installation will be placed within the perimeter.

1,000 Character Limit

Excellent Adventure employs no open fire or flame effects. It is entirely self-contained, cold-running, solar powered, and sealed against the harsh environment. After BM, it will be removed to our facility in Oakland, and stored or repurposed.

Web Link to Your Detailed Drawing Not Applicable

Example: <http://www.mysite.com/myimages/myDetailedDrawing.jpg>

If your artwork utilizes FLAME EFFECTS, please describe in detail, including linking to a detailed drawing of fuel lines and tanks (see box below). Flame Effects are flames that are automated, switched, pressurized, or having any other action other than simply being lit on fire.

1,000 Character Limit

Not Applicable

Web Link to Your Detailed Drawing Not Applicable

Example: <http://www.mysite.com/myimages/myDetailedDrawing.jpg>