

FAST FORWARD

INVENTING THE FUTURE

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THE FUTURE IS HANDS-ON **A description of the interactive elements in the exhibit**

Within *Fast Forward ... Inventing the Future*, guests will be able experiment with some of the featured innovators' groundbreaking ideas and technologies. A look at the exhibit's current interactive elements is below.

Galaxy Dress

In a spectacular fusion of fashion and technological innovation, an array of more than 8,000 embedded elements makes this CuteCircuit garment the world's largest wearable LED display—a light show of hundreds of colors cascade across the full, flowing skirt. Similar to traditional haute couture, the gown is a one-of-a kind and entailed countless hours of hand-stitching. The gown has a multilayered tulle bustle and is trimmed in genuine Swarovski crystals, but it is also laced with expertly developed hardware and computer software that seamlessly creates the gown's shimmering, luminous effect.

Vertical Farm Concept Model and Interactive Game

Dickson Despommier has an idea of how to feed a growing world population. His visionary Vertical Farm Project is exploring the idea of growing crops in high-rise buildings in the heart of big cities. Inside the gallery, guests will be dazzled by a towering concept model that represents spaces where people can live along side the fish, chicken, fruits and vegetables they eat. The goal of these urban farms is to not only to feed the local population, but also to purify the city's waste water, provide drinking water and recycle plant waste to create clean energy. The model is activated by a multi-player game designed to teach guests more about this new urban agriculture. Both elements were created especially for the exhibit by a team of architects and students from the Illinois Institute of Technology.

Reactable

In the exhibit, guests will have the unique opportunity to learn to play a new, cutting-edge instrument by Sergi Jordà called the Reactable. Players don't need to have any musical talent, yet even professional musicians will be intrigued by the wide range of sonic possibilities the Reactable offers—the musician Bjork has one of her own for the concerts she performs all over the world. This collaborative electronic instrument features a luminous, multi-touch tabletop. Several players share control of plastic blocks imprinted with special symbols called “feducials” that are read by the computer beneath the table. Sound is produced by moving and rotating the feducials—which each represent components of sampled and classic synthesized sound—on the glowing round table surface. By moving and relating the blocks, guests will get the thrill of making their own musical works of art.

Zeno

Zeno the robot has everything he needs to become a friend; he can see Museum guests with his camera “eyes” and hear them with his micro-processor “ears,” so guests can meet him and even have a little chat. Zeno's patented Frubber™ face can show emotions—happy, sad, puzzled—and like any toddler, sometimes he even pouts. *Fast Forward's* Zeno is a prototype (one of only three from Hanson Robotics) but he is the first of his RoboKind™ to live away from home. The artists and scientists that developed the breakthrough technology that brings this endearing character robot's personality to life will be checking up on him remotely, continually testing and improving Zeno's functionality—and making sure he doesn't get too homesick.

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Myers NmG Personal Electric Vehicle

Myers Motors' NmG is a single-passenger, all-electric vehicle. Powered by 13 12-volt batteries, the NmG provides an effective range of 35 to 45 miles and a top speed of 70 to 75 mph. The NmG-1 is technically classified as a motorcycle, but it can be driven with your regular driver's license. Guests will be able to climb inside an NmG to imagine zipping along in the commuter lane solo. The vehicle's quirky, but highly efficient design, such as fenders dimpled like the surface of a golf ball to improve wind resistance, enable it to provide practical transportation that is extremely cost efficient—less than \$0.02 per mile.

Mariposa

Zack Simpson believes that art can be both playful and thought-provoking. Using unique technologies incorporating the entire body, a broad knowledge of a broad knowledge of science, and a long history of game development, his company Mine-Control turns viewers into participants and teaches them something along the way. In his wall projection interactive *Mariposa*, guests will be rewarded by attracting a bevy of virtual butterflies to land on their shadows.

PIXL8 Interactive Kiosks

On the balcony, three PIXL8 kiosks are flanked by a group of small LED light boxes suspended over the gallery space like a high-tech chandelier. The interface—part game, part drawing pad—allows guests to create an image on touch screen grid, and then send the image to the high-tech chandelier to be suspended among drawings created by other exhibit guests.

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