CROSSING THE DEADLINE

MISSION STATEMENT

MISSION ETERNITY is an information technology-driven cult of the dead. etoy.CORPORATION digitally sends M∞ PILOTS across the ultimate boundary to investigate afterlife, the most virtual of all worlds. The plan is to install a community of the living and the dead that reconfigures the way information society deals with memory (conservation/loss), time (future/presence/past) and death. Under the protection of thousands of M∞ ANGELS (the living) the PILOTS (the dead) travel space and time forever.

DISCLAIMER

MISSION ETERNITY does not provide meta-physical solutions and is not a commercial service available in the market place. MISSION ETERNITY is as much about loss than it is about conservation of information.

M∞ is art and therefore limited to a special audience that is qualified and entitled to participate in this sensitive project. As other cults M∞ serves the cultural needs of a community that invests resources into a fundamental update of one of the most essential aspects of human life: dying.

etoy.CORPORATION, the creator of M∞, does not provide services to everybody but offers source code and documentation to the public. Every individual and organization is free to create its own cult based on free M∞ MODULES (terms & conditions are specified in seperate documents).

M∞ SARCOPHAGUS transmitting the digital remains of M∞ TEST PILOT Keiser from Zug / Switzerland
20 foot cargo container outfitted with 17'000 LED pixels mounted on 170 M∞ CIRCUIT BOARDS

M∞ SARCOPHAGUS in Black Rock Desert / Nevada (40° 46' 16.55'' N / 19° 12' 48.25'' W)
Burning Man Festival 2006

The dead continue to exist as biomass and
traces in the global memory.

SUMMARY

Independent of religious beliefs and scientific speculations, MISSION ETERNITY explores life after death. The operation is based on facts: all we know for sure is that we leave behind mortal remains and a massive body of information. etoy exploits computer technology to store and process human remains forever.

The dead continue to exist as biomass and traces in the global memory: in governmental data-bases, in family archives, in professional records, and in emotional data stored as electrical impulses in the bio-memory of our social network.

At the heart of MISSION ETERNITY stands the creation and ultra-long-term conservation of M∞ ARCANUM CAPSULES, interactive portraits and digital communication systems for human beings facing death (M∞ PILOTS).

The M∞ ARCANUM CAPSULES contain digital fragments of the life, knowledge and soul of the users and enable them to design an active presence post mortem: as infinite data particles they forever circulate the global info sphere – hosted in the shared memory of thousands of networked computers and mobile devices of M∞ ANGELS, people who contribute a part of their digital storage capacity to the mission.

etoy.AGENT VINCENT recording voice samples of TEST PILOT Arnold Wechsler at Burning Man 2005 / Black Rock Desert / Nevada

MISSION STRATEGY

The key to this long-term project is TIME. etoy decided to invest decades into MISSION ETERNITY. After the internet hype of the 1990's it is now time to radically slow down and to investigate the sustainable impact of digital media in full depth. etoy.AGENTS carefully approach the memory issue from an emotional, a technical and an artistic perspective. Only the complex combination of the three view points can lead to relevant results. On the trip etoy will face spiritual, political, ethical, legal, economical and aesthetical challenges again.

Independent from pragmatic needs, short term thinking, and commercial pressure the inter-disciplinary group of experts who form etoy take all the time and resources they need to cross the deadline.

The digital revolution entered another level: the net completly penetrated human life. etoy, pioneer and survivor of level one – is prepared for level two: memory space explodes while our art form faces massive problems to cope with its history, conservation, loss and mediation.

MISSION ETERNITY constructs a bridge between life and beyond: a trip into the past, presence and far future of human culture. etoy.CORPORATION is art and invests all resources in the prodution of more art – the final link in the value chain.

Strong social and emotional links between the involved people (family ties, friendship, personal or public interest), digital storage technology, and the artistic quality maximize long term existance of M∞ DATA in the public domain as well as in art collections, libraries and museums.
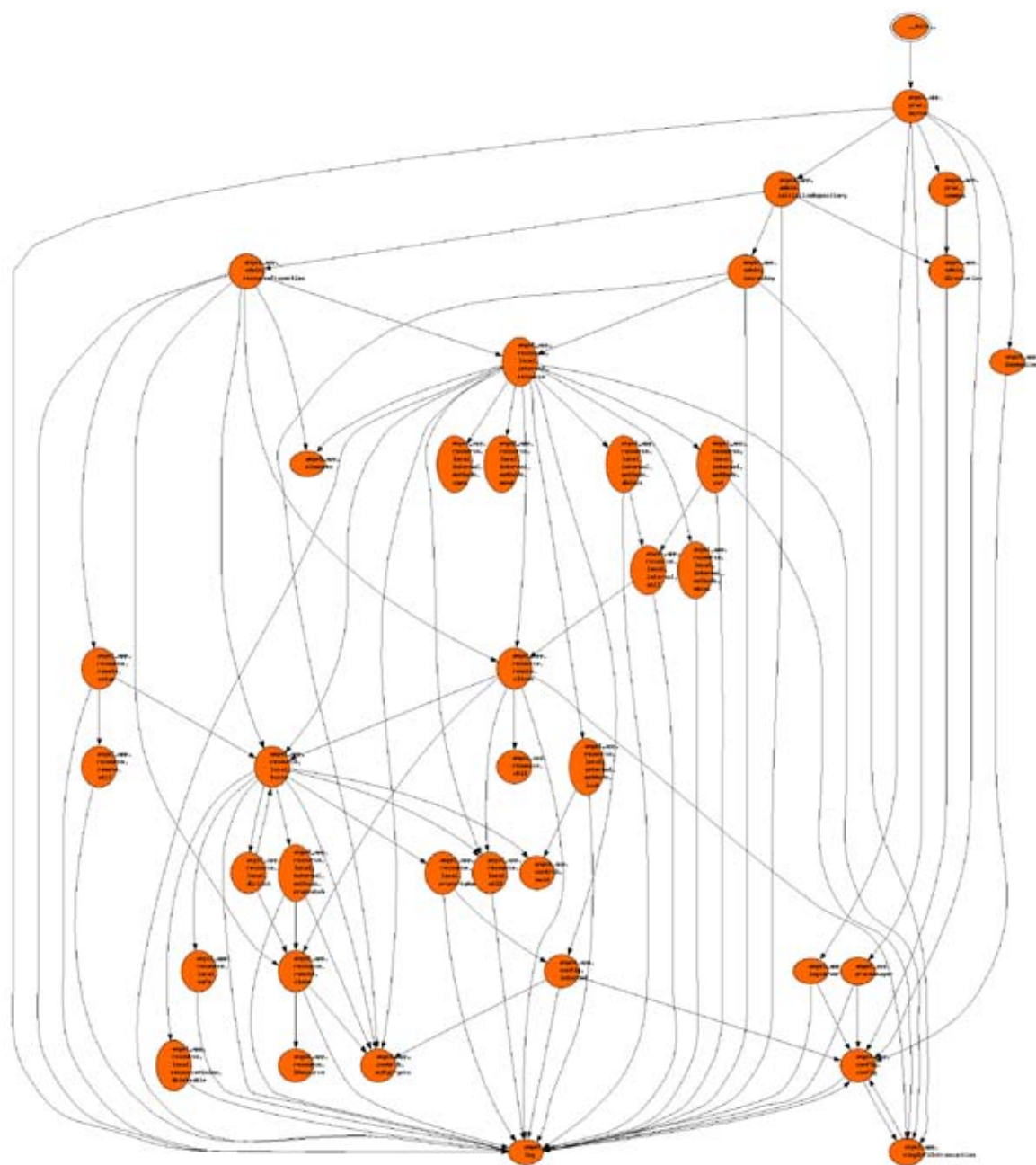
M∞ is smart dust in art history

SHORT TERM GOALS (2004 – 2016)

In the first phase, 23 etoy.AGENTS work on three pillars: M∞ ARCANUM CAPSULES (the content; interactive portraits, data collections), M∞ ANGEL APPLICATIONS (the infrastructure; desktop and server tools to share ARCANUM CAPSULES in P2P networks to distribute data as widely as possible) and M∞ BRIDGES (objects that infiltrate art history and serve as output devices for ARCANUM CAPSULE DATA). In parallel, etoy works on documentation and conservation of MISSION ETERNITY.

a) M∞ ARCANUM CAPSULES: to investigate the nature, structure and aesthetics of digital traces that will be collected, preserved and reactivated after the death of a human being, etoy works with four M∞ TEST PILOTS. All of them are pioneers of the information age and deeply involved in the production. The most extensive experiments are currently carried out with Mr. Joseph Keiser, born 1923 in Zug/Switzerland, a visionary business man and actor. Three potential female PILOTS entered the selection procedure in January 2007. One will be selected to join the MISSION.

Between 2005 and 2008 etoy assembles and launches M∞ ARCANUM CAPSULES, standardized digital data trees . The capsules are a new and interactive form of artistic portrait that includes precisely defined visual information, voice samples, messages of the user to the afterworld, social network maps, a post mortem plan and much more. The content of the capsule is dynamic but carefully curated. It is designed and registered to assume its own life in the far future and to accumulate cultural value.

32 x 32 Pixels

128 x 128 Pixels

MISSION ETERNITY STATUS ICON

64 x 64 Pixels

M∞ EVOCATION DISPLAYS
the ARCANUM CAPSULES hosted on a computer
express themselfs in windows of adjustable size.
256 x 256 Pixels

MISSION ETERNITY ANGEL APPLICATION
open the client and enter ARCANUM CAPSULES on your computer, change
the amount of disk space you contribute, download and share CAPSULES,
surf the memory space of other M∞ ANGELS, observe distribution & traffic etc.

b) M∞ ANGEL APPLICATION: etoy is developing open source software which allows secure and easy sharing of private memory resources to distribute and host ARCANUM CAPSULES on mobile devices (i.e. cell phones) and networked computers. This solution secures a high distribution factor (minimal risk to lose data) and involves a large community in guarding the ARCANUM CAPSULES. The M∞ANGELS and their devices become the hosts of the electronic ghosts – the digital remains of dead people. As soon as the redundance-factor of a capsule falls below a specific level the system starts to reorganize / redirect ARCANUM CAPSULES among the available memory and triggers an automatic campaign mechanism (informing other M∞ ANGELS of the problem, acquiring advertisement space to recruit angels etc). As all code is licensed under a creative commons license, people all over the world are free to run mirrors and upgrades of the system. The first desktop tools for Linux and Mac OS X are in beta testing. An official Debian server package will hit the net in spring 2008.

M∞ ANGEL APPLICATIONS make it easy to distribute the capsules among thousands of people who help to host the digital legacy on their personal devices. The code helps to establish a strong social network and cross checks / compares versions and organizes the capsules independent from a central server. Open licensing structures, strict documentation and non-proprietary standards guarantee the portation to future platforms and networks.

All M∞ ANGEL APPLICATIONS host a M∞ PERMA-SEEDER: the servers constantly spread ARCANUM CAPSULES and necessary information into the internet and try to recruit M∞ ANGELS.

Find a detailed research paper describing the long term data storage technology in the appendix.

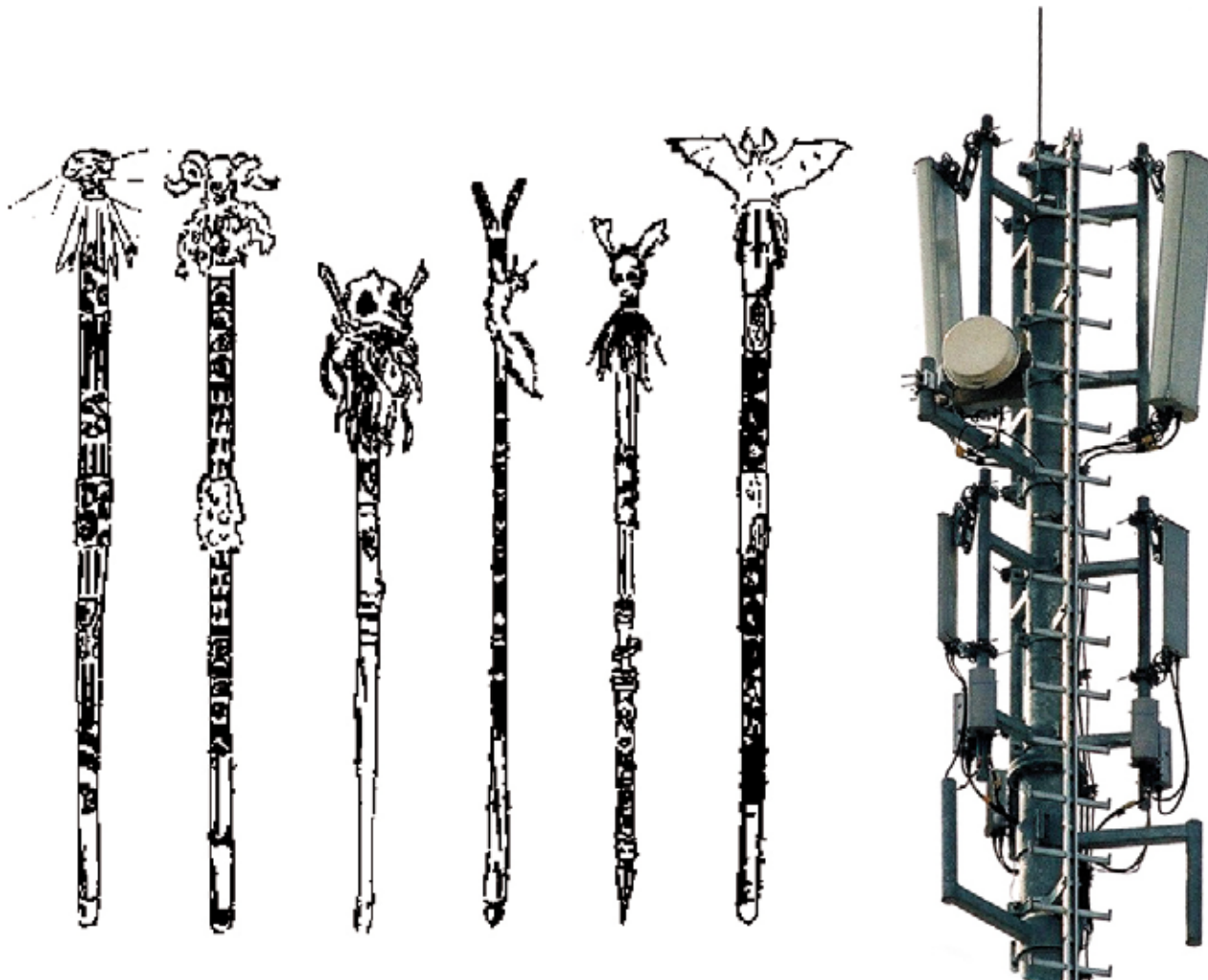Developer wiki: http://angelapp.missioneternity.org/

M∞ BRIDGE #1: MISSION CONTROL permitting access to the digital remains of M∞ PILOTS.
Exhibited in August and September 2006 at Helmhaus Zurich (Kunststipendien der Stadt Zuerich).

Material: M∞ DISPLAY (2 m x 2 m) outfitted with 2'048 high power LED pixels and LISTA server wagon including voice control, LCD screen.

c) M∞ BRIDGES: the objects technically and artistically link physical and memory space. The M∞ BRIDGES exploit the traditionally stable and well organized structure of art collections, libraries and museums to host and display ARCANUM CAPSULES on a long run. Innovative technology and artistic quality guarantee high cultural value and therefore care. The plan is to outsource conservation to protected environments and experts financed by governments, foundations and private collectors. M∞ becomes smart dust in art history.

The first BRIDGE-SERIES is dominated by visual output (SARCOPHAGUS and MISSION CONTROL DISPLAYS) and close to traditional art forms. The second series is based on antenna principles: broad-casting radio signals (voices of M∞ PILOTS), WLAN and cell phone content. They will introduce a new generation of public interactive art. Other BRIDGE-SERIES will follow within the next 11 years to keep the M∞ PILOTS alive and to expand the boundaries of art.

BRIDGE: The word refers to a structure built so that a transportation route can cross above an obstacle. In network technology a bridge is a device that connects network segments at the physical layer. In electronics a bridge is an electronic circuit for converting alternating current to direct current. And in Music a bridge is an interlude that connects two parts of a song. MISSION ETERNITY BRIDGES connect the living and the dead.

etoy.CORPORATION goes where traditional artists, companies and individuals cannot afford or risk to go.

etoy.AGENTS in M∞ SARCAPHAGUS
global release August 2006 / San Jose / Silicon Valley / USA

M∞ DATA COLLECTION

MISSION ETERNITY
ARCANUM CAPSULE PLAN
INTERACTIVE MULTIUSER SARCOPHAGUS 1.0 v.1.7 draft / 2005.11.25 (zai)

BLUE TOOTH WLAN

= REQUIRED DATA FOR EACH CAPSULE
= INPUT
= OUTPUT

ACCESS LEVELS:
= PUBLIC ACCESS (NO ENCRYPTION)
= CREW ACCESS (PGP ENCRYPTED)
= SYSTEM ACCESS (PGP ENCRYPTED)
= USER ACCESS ONLY (PGP ENCRYPTED)

ARCANUM CAPSULE META DATA
INTERVIEWING AGENT
WITNESSING AGENT
Specifications,
date of arc. caps. creation
location ... etc
SETUP notes

cpu

PARTICULARS (ID / PERSONALIEN)
Name, Date of birth, fam. & legal contacts, notar,
M.R. CODE (2D barcode) RFID CODE etc...

LEGAL DOCUMENTS
testament, contract/agreement with family
creative commons license, ...

CONTACTS
Family, Friends,
Lawyer, Notar

OUTPUT: TOTEM, WEB/WAP, PHONE,
EMAIL ATTACH.,RADIO etc.

TEXT / SMS FORMAT (160 CHAR.)
i.e. sms biographie/cv, ...
shortmsg to the next generations

META .txt
howto readme .txt
CONTRACT TESTAMENT .txt
ADDR. BOOK .txt
? .txt

OUTPUT: SMS, WAP/WEB

SOCIAL NETWORK
mapping family & friends

CONSUMER PROFILE
including brands etc.

CV
SMS
.txt
MSG

LAUGHTER SCREAM mp3

VOICE .mp3

BREATH .mp3

? .mp3

.mp3

VOICE OF USER (imagine you are dead)
i.e. talking to him/herself, reading a poem ... wispering
calling names, words like why, i was, i am, i will be...
welcome / goodbye msg / "guide" in the system

VOICES OF FRIENDS & FAMILY
i.e. speaking words, the name, singing (abstract!)

REVERSED VIEW (VIEW POINT OF USER)
new kind of portrait

USERS VIEW
(not picture of user) .format ?

? .mpg

360° SHOT

QUICKTIME VR
special installation
"scanns" the user

TURNING PLATFORM

3D USER .qvr

COUNTING .mp3

DNA

MUSIC (wish list, itunes, etc...)
legal: time dimensions & copy rights dont matter

USER leaves DNA sample and OBJECT(S)
i.e. a hair (DNA), a ring, keys, pen, glasses,
stamp collection, passport, watch, stone ...

PERSONAL OBJECT(S) max. 0.5m³

SOUND GEN. .mid / ...

OUTPUT: next to URN in MRT

USER

PARTICULARS (I.D.) .txt

SYMBOL .eps
.jpg

.jpg
?

POST MORTEM ACTIVITY PLAN SOCIAL SOFTWARE CMS / BLOG

INPUT / OUTPUT: GEO- & INTERNET

PRODUCTS
reg. consumed goods

.gif
PICS
.jpg
.jpg
.jpg
.jpg

SCRIPTS
?

ACTOR NETWORK

e mailer

OTHER ARC. CAPS.

M.E. XML
extended markup language
guarantees max. long term
access & exchange of data

together the USER and an AGENT
create the symbol based story of
the live of the USER (M.E. SYMBOLS!)
OUTPUT: (ORANGE) LASER PROJECTION, WAP/WEB, ...

DOCUMENT SCANN
identification document

TOOL
professional object

SOCIAL NETWORK
pictures of family & friends

PHOTO OF USER
required: precise pictures according to protocol (face, body etc.)
pictures of USER (from baby to old person / every 10 year)

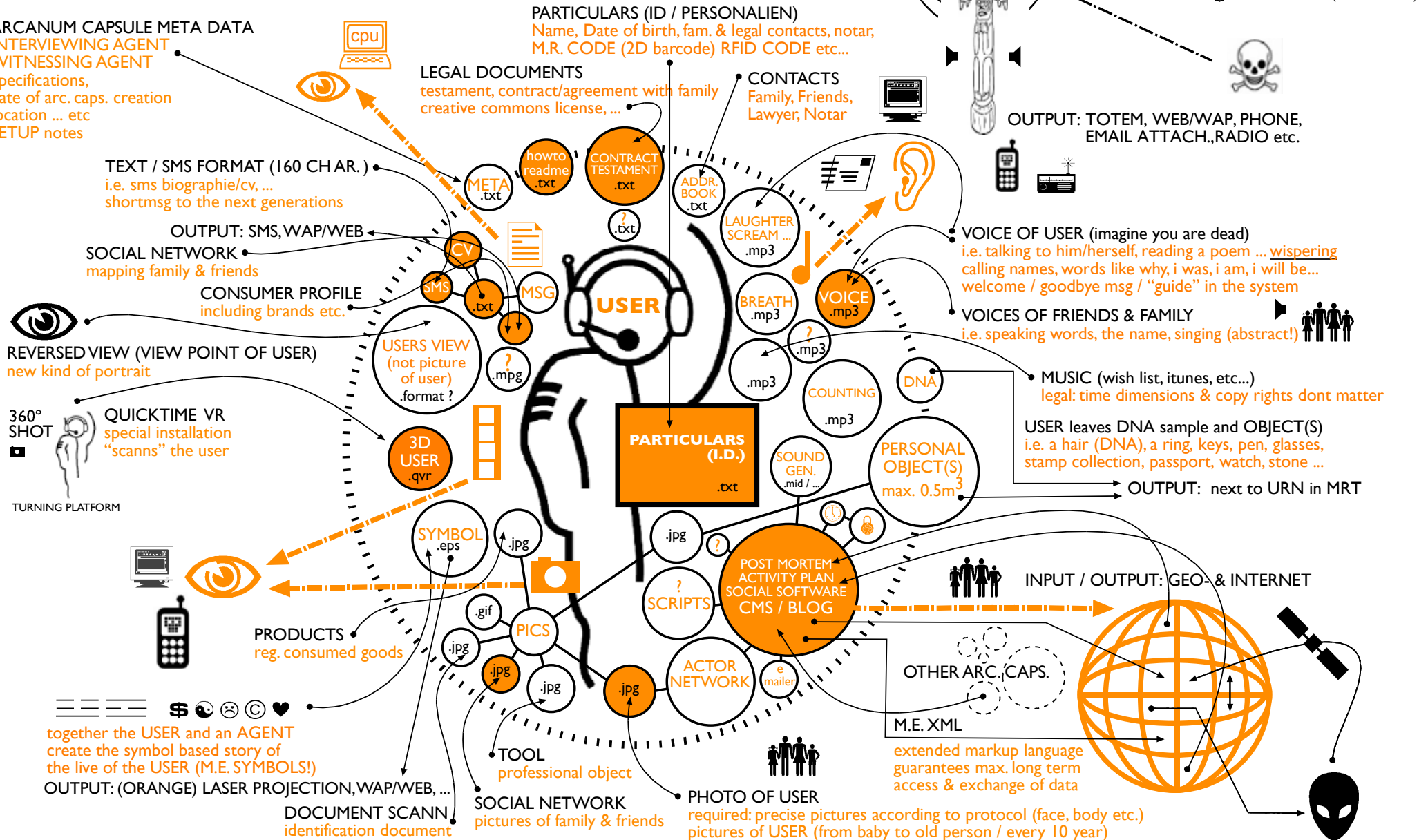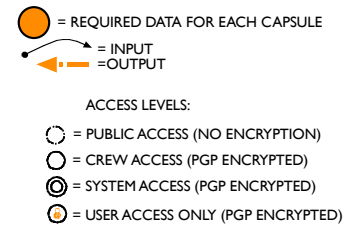## ARCANUM CAPSULE

The ARCANUM CAPSULE is a unique, digital portrait of a M∞ PILOT – a data package that travels space and time forever.

The launch of an ARCANUM CAPSULE requires the active presence of a living PILOT and follows a standardized procedure that includes the completion of the M∞ ADMISSION FORM, a series of photo sessions, voice and video recordings etc. The encapsulation involves interaction with trained etoy.AGENTS to devise the POST MORTEM PLAN, which is a substancial part of an ARCANUM CAPSULE.

The online procedure leads to the automatic generation of an M∞ XML file which is the technical base of each ARCANUM CAPSULE.

TEST PILOT KEISER with etoy.AGENTS: ZAI & HAEFLIGER trying to capture the essence of human life.

TEST PILOT No1 MR. KEISER, BORN 1923 IN ZUG
MICRO FILM PIONEER, BUSINESS MAN, ACTOR

Between summer 2005 and spring 2007 the M∞ GROUND-CREW collected and scanned official documents, personal photographs, interviews, voice samples and job related material of the first TEST PILOT. In hundreds of hours of research, many live sessions with Mr. Keiser and post production etoy studied the nature and architecture of the infosphere generated by the TEST PILOT during the first 83 years of his life.

Results: a M∞ ARCANUM CAPSULE (a digital file of ca. 1 GigaByte) and a contract between the PILOT and etoy.CORPORATION that regulates the transfer and integration of the PILOTS's mortal remains into the MISSION ETERNITY SARCOPHAGUS.

M∞ RAW DATA from TEST PILOT Mr. Keiser
scaned between spring 2006 and winter 2007

Zukunft im Griff

WalterRentschAG

CAPSULE ID: F71834AA6A9A6586

As soon as the M∞ PILOT contact is submitted, the M∞ CAPSULE ID is generated automatically: a unique 16 charachter alphanumeric code allowes to identify each PILOT and his/her data.

efore You Start

COPYRIGHT/LICENSING

ABOUT THIS FORM

Form Syntax: The form is made up of numerated sections which in turn are made up of modules (surrounded by frames). Upon completion, each module must be signed and committed by the corresponding responsible Æ-ANGEL.

Form Semantics: The current version of this form, its protocol, algorithm, database frontend, religion and is the ultimate reference for the process of becoming a Æ-USER. As such it serves three purposes:

* defining the maximal amount of data a Æ-USER may submit
* defining the minimal amount of data a Æ-USER must submit
* guiding both Æ-ANGELS and Æ-USERS through the admission process

This is reflected by the fact that sections/modules/text that must be read, understood and agreed with are highlighted. Modules which are highlighted contain at least one element to which this applies. On the other hand, plain explanations are just there to guide and explain.

Fields with * signify an absolute requirement.

able of Contents

. Secure Project

1.1. IDENTIFIER

A unique ID for every Æ-USER

Generates a unique 14 character alphanumeric identifier for the Æ-USER. As soon as the Æ-USER contact (2.3.) is submitted, the id will be generated automatically. You don't need to fill this, unless you want to manually specify the identifier.

1.1. IDENTIFIER

A unique ID for every Æ-USER

Generates a unique 14 character alphanumeric identifier for the Æ-USER. As soon as the Æ-USER contact (2.3.) is submitted, the id will be generated automatically. You don't need to fill this, unless you want to manually specify the identifier.

Æ-USER id:

Æ-ANGEL: _____ submit

1.2. FINANCING

Determine the source of money for this particular instance. Every instance MUST have secured funding before a new user can be accepted.

Institution
Contact Name   First name
Street   No.
Zip   City
Country   State
Phone   Mobile
E-mail   secondary E-Mail
Dual / Conscience

Æ-ANGEL: _____ submit

2. Set Up Initiation Session With User

2.1. ESTABLISH USER CONTACT

The user is contacted by a trained Æ-ANGEL. A Æ-ANGEL familiar with the goals and principles of mission eternity and equipped with current documentation may proceed to contact suitable potential users.

Teaser to involve potential users:
Do you want to send out a message that travels space and time forever?

We offer you to work with you, on a digital message that we preserve in a virtual capsule where you define the content of this new form of art. If you have 2 hours of your time we design and create for you this virtual data capsule.

This art project receives support from the Swiss cultural ministry to enable this process. We are etoy, an art group that was founded in 1994 by a group of architects, computer scientists and visual artists. Today etoy works on MISSION ETERNITY, which is to be released at ISEA 2006. ISEA is one of the world's most important festivals of electronic art.

Explain further steps
The idea is to create with you a virtual capsule with your eternal message to the future. After your death, the capsule will be linked with a tag on your grave or a spot that you chose. Optional: the most radical form of participation is to donate your mortal remains to the project and being part of a new form of burial culture and remembrances.

Two Æ-ANGELS will interview you and take pictures of you to add to the message. The message will interact with people in the future. This interaction can go as far as to trigger action 300 years from now, like sending flowers to your grand-grand-grand children, or displaying an image, sound, or music sequence of your choice on a future MISSION ETERNITY terminal in a museum or public art installation.

Pictures
For the project we need to do a 15 minutes photo session with you. You will wear white clothes.

Other consent for the capsule
During the 2 hours of the Æ-INITIATION SESSION, we will define and prepare content like: A poem/quote, information about your social network, your voice, etc.

Privacy and Security
Your personal data contributed to the project MISSION ETERNITY will be classified and encrypted according to it's sensitivity. This means that your privacy is protected from the point when we store your information. You have the right to refuse entering certain information. Moreover you can interrupt public access to your data at any point in time (Æ-ARCANUM CAPSULE SELF DESTRUCTION MECHANISM).

First contact
(dd.mm.yyyy) *

Context (max. 200 words, i.e. first at Burning man)

Æ-ANGEL: _____ submit

2.2. INITIATION SESSION SETUP

Date and location for the Æ- Initiation Session must be defined. The future Æ-USER must be informed (and is expected) to make the following preparations.

* Birth Certificate
* Passport / I.D.
* Pictures of the Æ-USER (pictures from different periods of his life, i.e. new born, teenage years, etc.)
* Pictures of social network (family, friends, etc.)
* Lyrics (a poem, quotes, etc.)
* Titles of 3 favourite songs
* Names of three favoured / personally important artworks

Initiation Date *
Initiation Location *
Initiation Country *   Any
Location Coordinate (lat/long) *

Æ-ANGEL: _____ submit

2.3. USER CONTACT

Name *   First name *
Middle name
Street *   No. *
Zip *   City *
P.O. Box
Country *   Any   State
Phone *   Mobile
E-mail *   secondary E-Mail

Æ-ANGEL: _____ submit

3. Initiation Session

3.1. INITIATION SESSION CHECKLIST

The Æ-ANGELS are expected to make the following preparations:

Confirmation of the interviewing Æ-ANGELS:

Interviewing Æ-ANGEL *
Witnessing (technical) Æ-ANGEL *

Check technical equipment

Æ-GEAR case no.1 (admission and paperworks):
TODO: Photo von offenem Koffer!

* ☐ 1 laptop (apple ibook with minimal 1GB disk space per user) for Æ-ADMISSION FORM (OS X, apache, pho package from www.entropy.ch, web browser), printing (adobe acrobat, printer driver), audio recordings (audacity - open source audio editor),
* ☐ 2 charged laptop batteries
* ☐ 1 power adapter for laptop
* ☐ 1 printer
* ☐ 1 charged printer battery
* ☐ 1 reserve ink cartridge (black)
* ☐ 1 voice recording hardware usb
* ☐ 1 voice recording microphone (wind protection)
* ☐ 1 headphones
* ☐ 1 backup hard disk for collected data (2.5 inch, minimal 60GB free disk space)
* ☐ Æ- standard software package on backup hard disk (all needed software, drivers, Æ= logos/ pictos, data, manuals, docus, online movies etc.)
* ☐ 1 walkie-talkie

ARCANUM CAPSULE / table of content: XML File
with information provided by the TEST PILOT

4.1. USER PARTICULARS

TODO: Add privacy statement

Gender *
- Male
- Female
- unspecified

Date of birth *

Time of birth

Place of birth

Country of birth: Any

Nationality

Mothers maiden name

Fathers name

Eye color

Hair color

Height (cm)

Special traits

Social security no.

Specifications (SSN, AHV, etc.)

Professions

(In the future you would like to be referred to as i.e. dentist, actor, ...)

Passport/ID checked in order to verify identity *

AN ANGEL: [   ] submit

4.2. USER LOGIN

With your user login you may later update your information and maintain the capsule and the message.

Username *

Password *

AN ANGEL: [   ] submit

4.3. MORTAL REMAINS AGREEMENT

The mortal remains document the transient nature of human life. In order to ensure a transfer of (parts of) your mortal remains we will need to make arrangements today with the MORTAL REMAINS AGREEMENT.

TODO: Bilder von den 3 verschiedenen Actions.

MISSION ETERNITY is allowed to perform *: MORTAL REMAINS TRANSFER

Comments / Remarks

Signed Mortal Remains Agreement *

AN ANGEL: [   ] submit

4.4. PRIMARY CONTACT ADDRESS

Please indicate your primary contact data. This contact should be valid in case you as the user cannot respond. It should belong to a person or institution with whom you share close interest and who is likely to outlive you by at least 30 years. Your children or close relatives would be ideal.

Name *

First name *

Middlename

Company

Street *

No. *

Zip *

City *

P.O. Box

Country *: Any

State

Phone *

Mobile

E-mail *

secondary E-Mail

AN ANGEL: [   ] submit

4.5. SECONDARY CONTACT ADDRESS

Please indicate a substitute for the primary contact with similar chances to outlive you.

Name *

First name *

Middlename

Company

Street *

No. *

Zip *

City *

P.O. Box

Country *: Any

State

Phone *

Mobile

E-mail *

secondary E-Mail

AN ANGEL: [   ] submit

4.6. LEGAL CONTACT

Please indicate your legal contact; in the ideal case, a person or institution who acts as the executor of your will.

Name

First name

Middlename

Company

Street

No.

Zip

City

P.O. Box

Country: Any

State

Phone

Mobile

E-mail

secondary E-Mail

AN ANGEL: [   ] submit

5. Mapping Space and Time

The social environment and history of the user, both chronologically and in terms of people.

5.1. GEOGRAPHIC MAPS / USER TRAJECTORY

TODO: We are asking for informations about the most important locations in the users life so far. We would like to know the relevance of each location in regard to a particular lifespan (i.e. what were the implications related to personal decisions, plans, twists and turns etc.)

Location

Geoinformation (lat/long):

Timeline: [   ] to [   ]

Short story:

next Map ->

AN ANGEL: [   ] submit

5.2. KEY POINTS IN LIFE

What were the cornerstones or keypoints in the users life. How did he/she experienced things like entering professional life, the first love, or what occured with remarkable significance and impact to the further life.

Key Point:

Timeline: [   ] to [   ]

Description:

add a Key Point -->

AN ANGEL: [   ] submit

6. Milking

Work with the Data-Helmet..

6.1. SOCIAL NETWORK

Names of minimum 10 persons (i.e. schoolmates, flatmates, partner, ...).

Name:

add a person -->

AN ANGEL: [   ] submit

6.2. CONSUMER PROFILE

Simple questions, simple answer. Answer within 2 seconds.
TODO: has to be overhauled!

- Meat
- Vegetarian
- Flexible Driver
- Routine
- Spirited
- Volvo Driver
- Alcohol
- Troublemaker
- Lancia Driver
- Sports
- Ferrari Driver
- Culture
- Science
- Sex (hetero)
- Sex (homo)
- Religion
- Children

AN ANGEL: [   ] submit

6.3. BRANDS

Note the 3 most important brand in your life. TODO: It's not predominantly about a brand as a personal fetish or conscious decision but rather about what brands influenced you, or have you been surrounded by. – whether you decided it or not. (For instance somebody smoking a particular cigarette brand for about 30 years. The person was sustainably accompagnied by that brand.)

1.
2.
3.
4.
5.

AN ANGEL: [   ] submit

6.4. LYRICS

User has to read the prepared lyrics he was told to bring along.

AN ANGEL: [   ] submit

6.5. COUNTING

Speak the years from your year of birth up to the age of 120.

AN ANGEL: [   ] submit

5.6. WHISPERING

M= ANGEL: [_____] submit

5.7. SHOUTING

aches

M= ANGEL: [_____] submit

M= VISUALS

What follows are uploads for image data (e.g. scans, texts and other files for mediums that characterize the past and present (i.e. life) of the user. Essential uploads are marked with a *. Scans are required to be generated with a 300 dpi resolution on the WISSEN ETERNITY scan.

7.1. HAND SCANS

We like to scan the inside of your right hand for the purpose of creating visual sations and to use it for interactive installations.

TODO: Add picture!
Scanner Settings

scans: 1:1, 300dpi
tiff format, rgb with white background.
avoid deformation due to too much pressure etc.

☐ Hand scans

M= ANGEL: [_____] submit

🔒 7.2. OFFICIAL DOCUMENTS

scans: 1:1, 300dpi
tiff format, rgb with white background.
page 1: Front side
page 2: Back side

Scan of Passport or ID-Card *   ☐
Birth certificate   ☐
Received signed Copyright Transfer Agreement * ☐

M= ANGEL: [_____] submit

7.3. PHOTO SESSION

M= USER visuals to be taken in M= STUDIO
Explain what to do to the user. Please refer to the example pictures before taking images.

Camera Settings
lens: 35mm
Operation mode: (AV)
ISO: 400
lens aperture: 11
exposure time: 1/4
lens aperture adjustment: +1 1/3

Use remote capture software!

Styling

+ white short sleeved M= T-Shirt
+ white Pants
+ barefoot
+ NO persons: tools (glasses, watch, jewellery)

Portraits/ Recognition services

+ ☐ head frontal1 (normal)
+ ☐ head frontal2 (normal)
+ ☐ head frontal3 (teeth visible)
+ ☐ head left
+ ☐ head back

---

360 degree shots

Position

+ Hüftbreit stehen.
+ arme hängen
+ blick gerade aus
+ Drehachse abgedeckt.

+ ☐ 360 degree shot (shots 1-36)

Poses (static camera)

+ ☐ pilot shots (shots 1-3, Fixed eye-, head- and camera position)
+ ☐ sitting on the floor
+ ☐ full body (arms crossed, turning around, etc.)
+ ☐ walking away

Poses (dynamic camera)

+ ☐ full body (shots 1-20)
+ ☐ close up (shots 1-3)

M= ANGEL: [_____] submit

7.4. VIDEO / WEBCAM MOVIE

☐ motion still 1x3 min, entire body (user stands still, no talking)
☐ motion still 1x3 min, portrait (face)

M= ANGEL: [_____] submit

8. Post-Mortem Activity

What follows are uploads for image data (e.g. scans, texts and other files for mediums that characterize the future (i.e. death) of the user. Essential uploads are marked with a *. Scans are required to be generated with a 300 dpi resolution on the WISSEN ETERNITY scan.

8.1. SMS TO THE NEXT GENERATION

Leave your Message that travels time and space forever (max. 160 characters)

Text: [_____]

M= ANGEL: [_____] submit

8.2. POST-MORTEM ACTIONS

Enable the user to perform actions after his death.
TODO: Changes are subject of discussions!
Sample: Phone Calls, E-Mails

Description: [_____]

M= ANGEL: [_____] submit

9. Admission

9.1. USER ADMISSION

All required (minimum) protocol entries have been fulfilled. The user is admitted to WISSEN ETERNITY.

| Admission date | [__][__][__] | Location | [_____] |
| Interviewing M= ANGEL | [_____] | Witnessing M= ANGEL | [_____] |

M= ANGEL: [_____] submit

9.2. PHYSICAL DOCUMENT STORAGE

☐ A copy of the scanned documents has been sent to the legal department.
☐ The legal Documents are transformed to a secure vault below Paradeplatz, Zürich, Switzerland.

M= ANGEL: [_____] submit
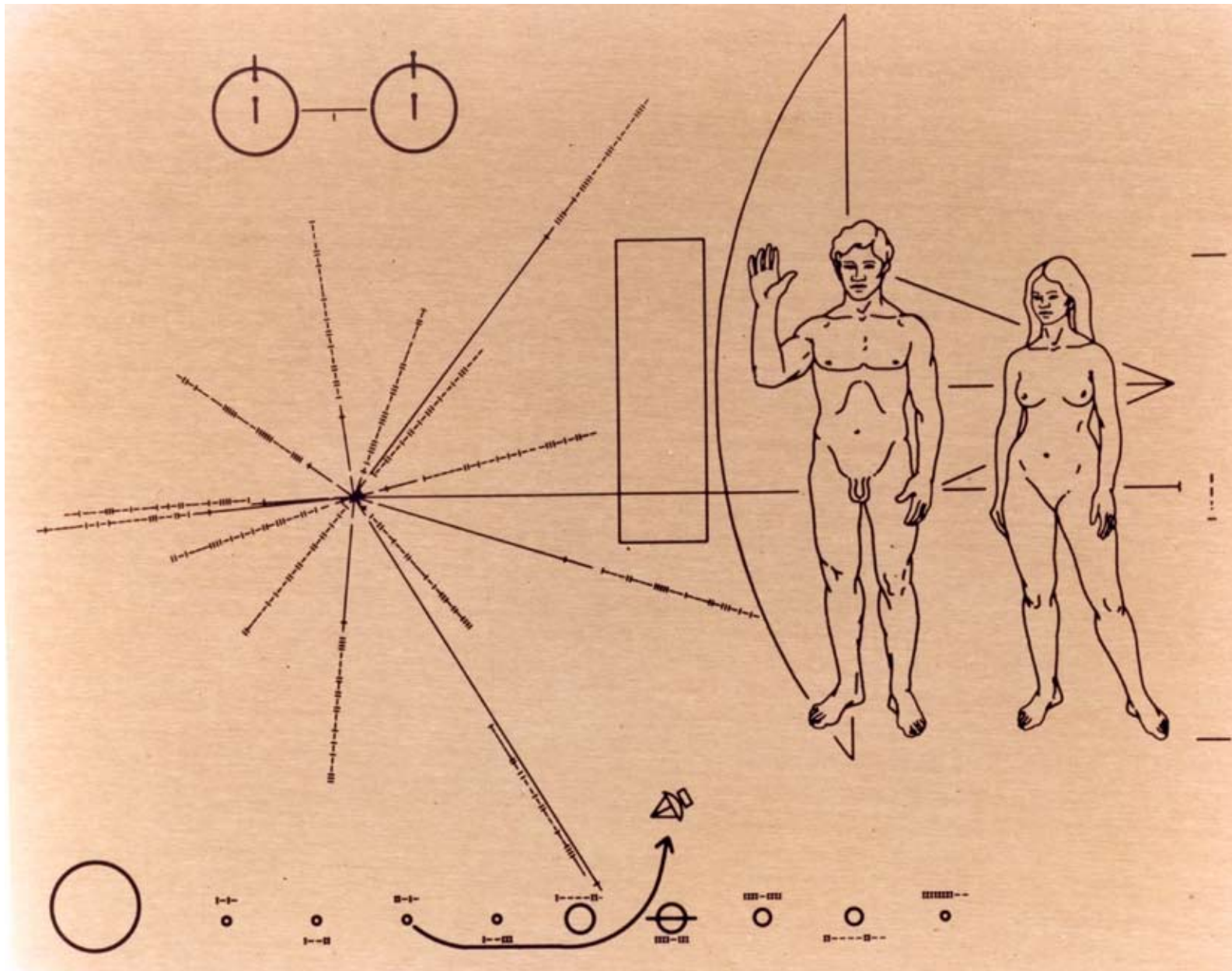
9.3. LIFE PING STATUS

M= ANGEL: [_____] submit

9.4. MORTAL REMAINS STORAGE

M= ANGEL: [_____] submit

M∞ DATA STORAGE

Plaque on satellite "Pioneer 10", launched by NASA in the year 1972 - the first human artifacts that venture beyond the solar system (today more than 8 billion km away from planet earth). Each symbol on the plaque is intended to tell alien intelligences about human race. Source: NASA.GOV

LONG TERM STORAGE

MISSION ETERNITY is a social memory system to maximize long term existence and visibility of ARCANUM CAPSULES. M∞ will be maintained by hundreds or thousands of independent individuals who are emotionally involved and attached to the content of the project. This MISSION ETERNITY ANGELS contribute a small part of their digital storage to the project (at least 50 MB), build new M∞ BRIDGES (output channels for M∞ DATA) and pass M∞ on to their children or friends - the next generation of angels.

The resistant data architecture is not based on sophisticated and expensive storage hardware but on massive public distribution and redundancy.

Emotional involvement of M∞ ANGELS (the hosts and protectors of M∞), sustainable documentation, publicly available components and code (licensed as Free software, Creative Commons etc.), various legal strategies including a public trust holding financial securities to operate a minimal infrastructure on the long run and stable backup partners (art collections, libraries and governmental archives) maximize the life span and accessibility of MISSION ETERNITY DATA.

M∞ is built on Free software and public licenses to guarantee the flow of knowledge and data required to keep the encapsulated M∞ PILOTS and the project alive. All technical or legal impediments to this flow must be overcome or avoided.

A multilayer backup plan involving very different stakeholders (private users, institutions etc.) with different interests increase the chance for survival of the project.

M∞ will only be functional if it becomes a cult that is deeply embedded in a community of committed M∞ ANGELS on different continents and with different cultural backgrounds (art as we know it today will disappear sooner or later). To reach this goal M∞ depends on artistically strong and multifaceted manifestations: M∞ BRIDGES (installations such as the M∞ SARCOPHAGUS) displaying, broadcasting, linking and transforming MISSION ETERNITY CONTENT (ARCANUM CAPSULES). The artistic quality and culutural relevance of all MISSION ETERNITY components is a key to the success of the fullhardy operation.

The plan to survive is to hack deep into culture.

M∞ ANGEL-APPLICATION

Many installed ANGEL-APPLICATIONS world wide build the nervous system of the distributed memory. It is designed to provide MISSION ETERNITY with secure, affordable, easy-to-use, ultra-long-term storage. In February 2007, etoy released a functional prototype for alpha testing. The tool and the source code are available under the GPL: http://angelapp.missioneternity.org/).

The desktop tool enables common computer users (OS X and LINUX at this point) to collaboratively store and share redundant copies of M∞ ARCANUM CAPSULES (later other data of users as well) online. etoy started to spread the application among a community of MISSION ETERNITY ANGELS and to form a social file system which provides safe, reliable, globally accessible storage for anyone willing to participate. Ease of use is provided by hiding most of the complex, networked environment technology behind standard network-storage interfaces (WebDAV etc.).

Due to the widespread availability of broadband internet access, a new class of storage solutions has recently received significant attention by the academic community: redundant, self-replicating, distributed, community-driven (peer-to-peer) file systems [1-3]. Here, the central idea is that users can collaborate to form a shared storage space, consuming the storage they need and providing the storage they don't need to other users.

By ensuring that multiple (encrypted, checksummed) copies of each file are stored in different locations at any given time, and autonomously replacing corrupted copies. In an idealized model [cite report], where data loss depends only on storage medium failure, expected lifetimes of the data scale exponentially with the number of copies (reaching expected lifetimes on the order of millions of years for 3-4 copies). The lifetime of such information is therefore no longer limited by the underlying (physical) storage medium, but by the (social) network surrounding, maintaining and nurturing it. Additionally, a suitable algorithm should be able to autonomously balance requirements and capacity between individual users -- the system capacity (storage space and bandwith) and requirements should grow synchronously.

While several software projects are based on the same idea etoy.CORPORATION didn't find an existing solution that solves the problem of data backup in a social network.

Some of etoy's advantages are the strictly non-commercial and open approach and the cultural context in which the application is released.

MISSION ETERNITY and its ANGEL APPLICATION are designed to form a hybrid art work that is digitally distributed and will benefit from the emotional participation of its community members: some ANGELS are willing to contribute hard disk space and invite their friends simply to be part of another exciting etoy.MISSION (i.e. etoy.SHAREHOLDERS and TOYWAR activists or people who could not be part of earlier actions and like to experience art of a new breed). Others are interested in the content - the digital portraits of dead PILOTS (friends and family or in the case of a famous person public interest motivates ANGELS to install the programm on their computer). At the same time the ANGEL-APPLICATION is a playful but rather crazy software research project with the potential to generate strong impact. This attracts researchers and developers who are keen to testing code and theories within a commited community that can deal with failures, discussions and delays as a logical result of experiments on the edge. Commercial markets don't offer the same level of goodwill.

For etoy, and hopefully for a broad audience, MISSION ETERNITY and its sculpural output channels and digital PILOT portraits are exciting art that involves thousands of people worldwide and deals with essential topics: loss, decay and death, networked storage and conservation of digital data, archeology, identity in virtual worlds and our link to future civilizations. Thanks to the ANGEL APPLICATION, the work is not just a metaphor. It is a system that runs on one hundred alpha test computers now and on thousands of devices in 6 months. More than 500 ANGELS subscribed and committed themselves to share at least 50 mega byte of their storage capacity to the MISSION.

2 etoy.AGENTS and 3 external developers have been working on the implementation of the application since 2006. Currently several advisors and beta testers help to increase the reliability and usability of the code.

The strong link between people sharing storage capacity is at least as important as the working back end. The style as well as the «story behind» the system can help maintaining and improving the social glue among users.

References:

[1] Kubiatowicz et al., «OceanStore: An Architecture for Global-Scale Persistent Storage» http://oceanstore.cs.berkeley. edu/publications/papers/pdf/asplos00. pdf, U.C. Berkeley Technical Report, 2000, http://oceanstore.cs.berkeley.edu/

[2] L. P. Cox and B. D. Noble., «Pastiche: making backup cheap and easy.», Fifth USENIX Symposium on Operating Systems Design and Implementation, December, 2002, Boston, MA, http://mobility.eecs. umich.edu/pastiche/pastiche.html .

[3] Landon P. Cox and Brian D. Noble. «Samsara: Honor Among Thieves in Peer-to-Peer Storage» http://mobility.eecs. umich.edu/pastiche/papers/sosp03.pdf. In the 19th ACM Symposium on Operating Systems Principles. Bolton Landing, NY, October 2003

IMPLEMENTATION ANGEL-APP
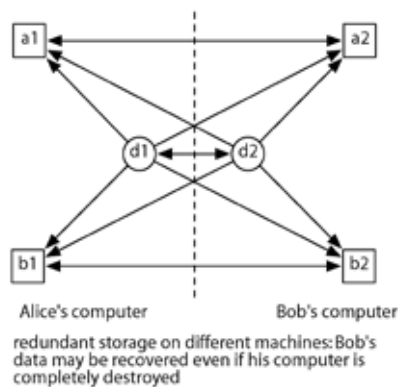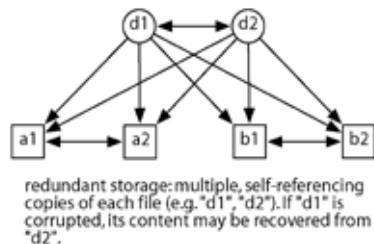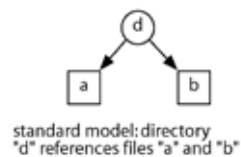
The ANGEL-APPLICATION prototype is implemented in Python 2.3, using the twisted matrix library for networking and the extended filesystem attributes (xattr) for metadata storage (cryptographic keys, signatures, file references). It currently runs on Mac OS X and Linux, and is available at http://angelapp.missioneternity.org .

standard model: directory "d" references files "a" and "b"

redundant storage: multiple, self-referencing copies of each file (e.g. "d1", "d2"). If "d1" is corrupted, its content may be recovered from "d2".

Alice's computer   Bob's computer

redundant storage on different machines: Bob's data may be recovered even if his computer is completely destroyed

No readily accessible, easy-to-use implementation of the required system currently exists. It seems plausible to assume that this is at least partially due to the following reasons: (i) the system does not provide a single point of control (e.g. a server of some sort), since that would correspond to a single point of failure, (ii) the source code of the system must be accessible in order for the system to be sufficiently trustworthy to be used for long term storage (it seems unreasonable to rely on e.g. a company which might go bankrupt anytime), (iii) the system must be extremely easy to use in order to be viral and attract a sufficient number of users. Together, these reasons effectively prohibit the development of such a system in a commercial environment, since it is virtually impossible to sell the system as a shrink-wrapped software package(must be open source), or to provide a commercial on-line service (no centralized server). Academia, on the other hand, seems to only show a moderate interest in producing a sufficiently

polished product after having described the key concepts in great detail. The primary goal for the ANGEL-APP has been to provide easy to use redundant storage. This goal is within reach. It should be noted that the current implementation may be seen as the first step towards a distributed, scalable, transparently accessible (i.e. full support for native file system semantics) data storage and distribution system. The decoupling from the physical storage medium introduced with the ANGEL-APP implies that in principle unlimited amounts of data can be stored and retrieved from the system without any a priori disk-space or bandwith limitation (it is similar to bittorrent in this regard, i.e. limited by the number of participants, rather than the hardware infrastructure of any individual participant). etoy actively solicits support (from developers and potential investors) to further investigate these opportunities.

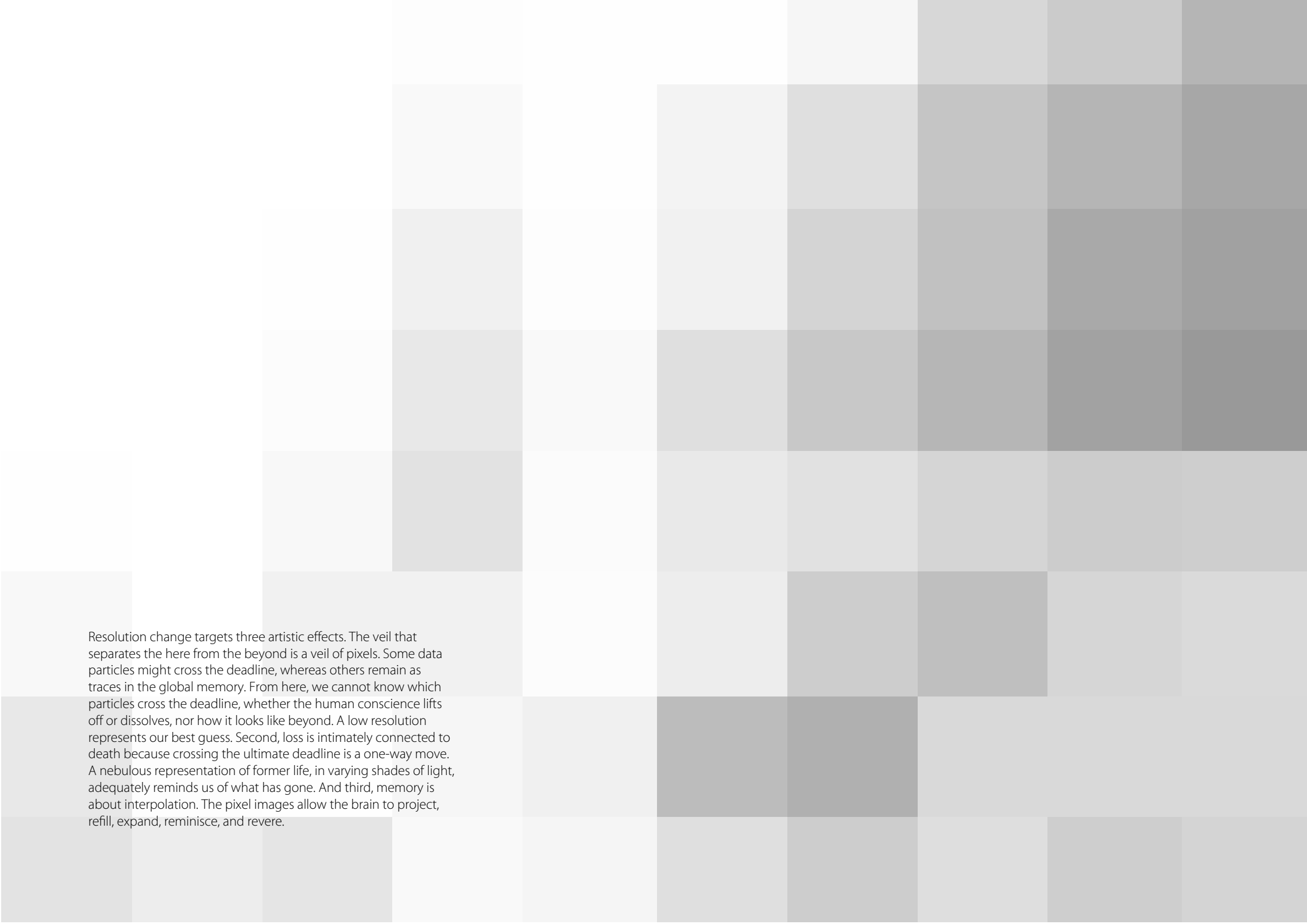Find a detailed research paper describing the long term data storage technology in the appendix.
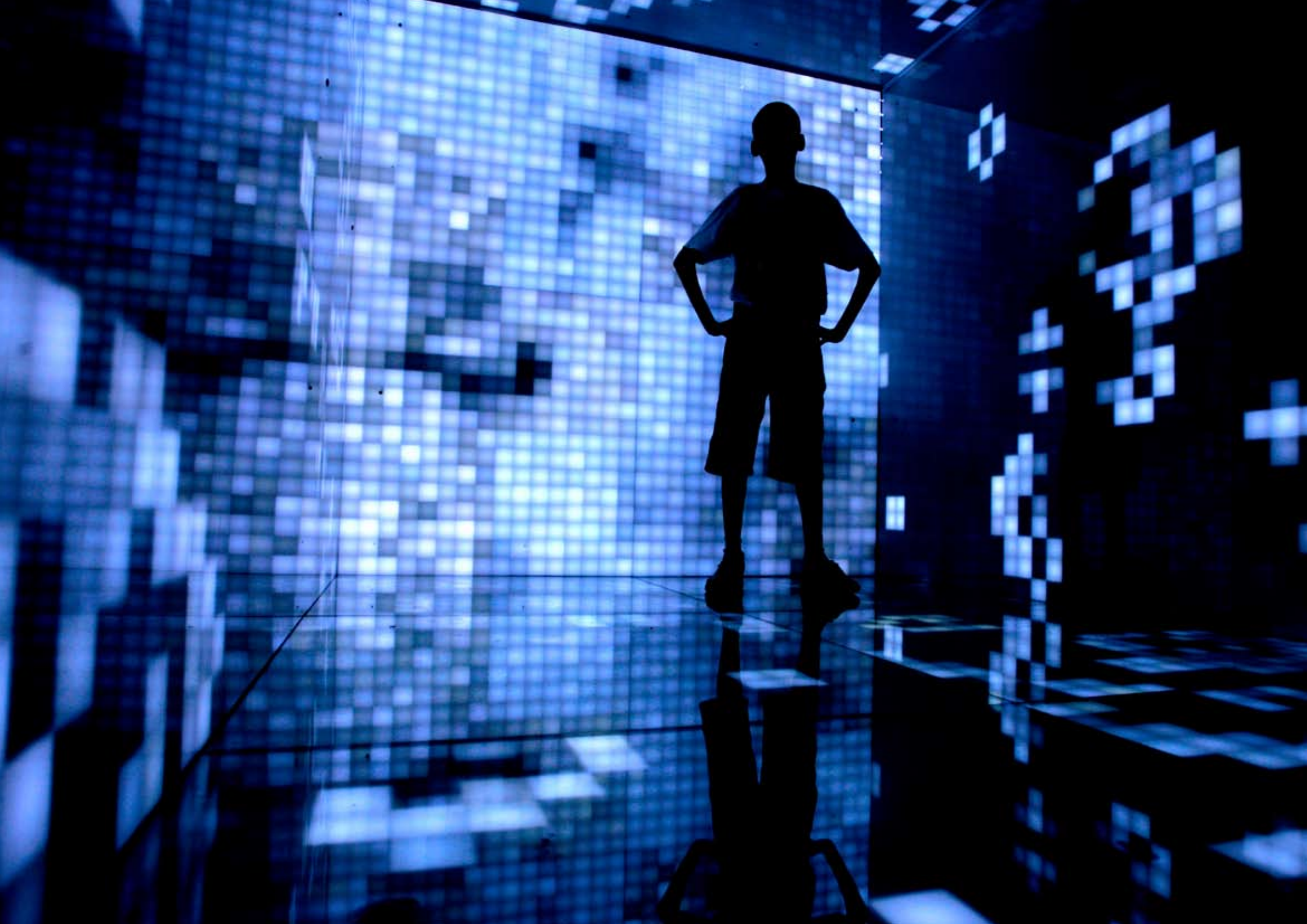
M∞ DISPLAY
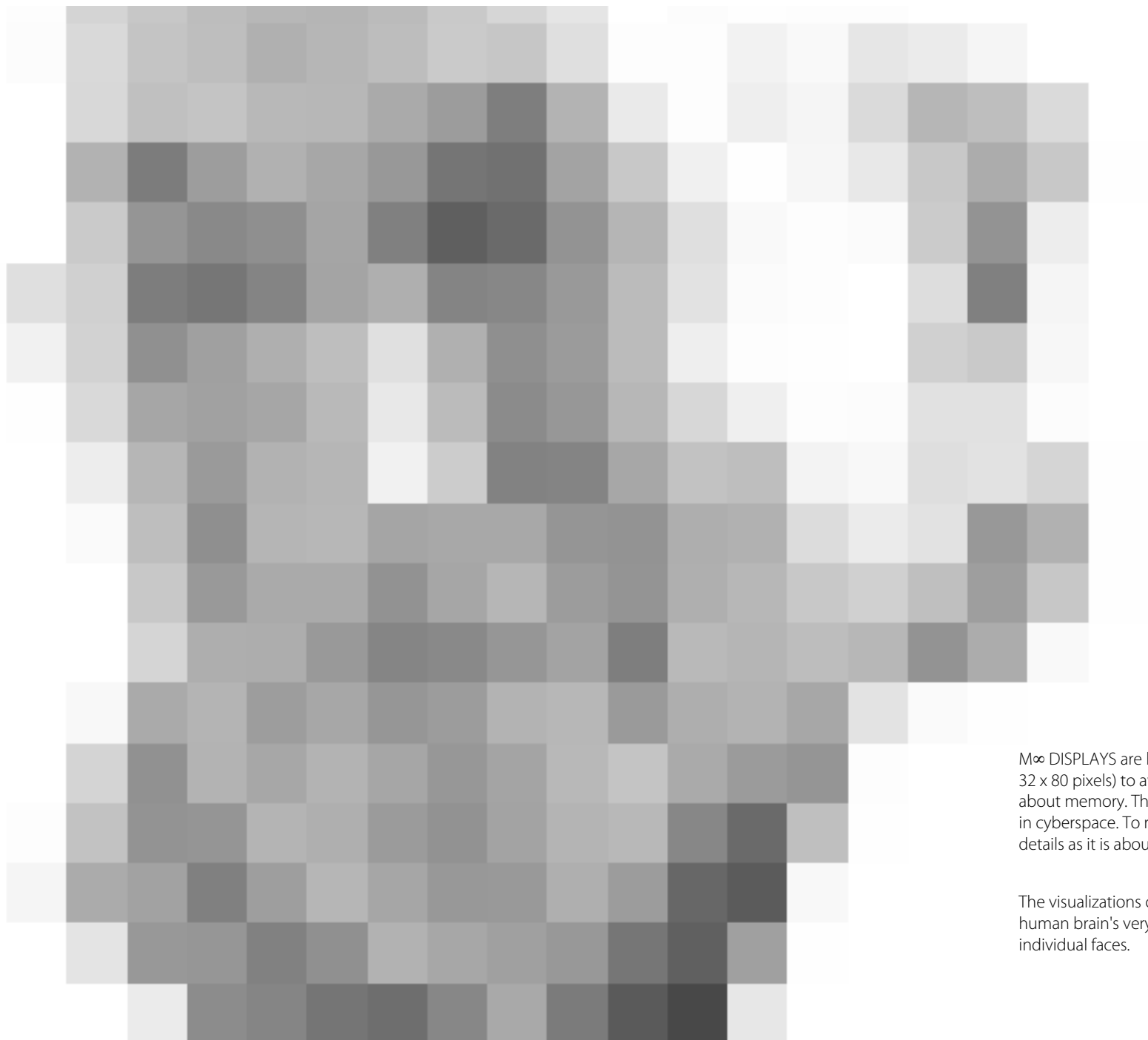
M∞ DISPLAYS are based on low resolution images (32 x 32 and 32 x 80 pixels) to avoid misunderstandings: MISSION ETERNITY is about memory. The Project is not about copying or cloning life in cyberspace. To remember is at least as much about forgetting details as it is about storing data. Resolutions change.

The visualizations of PILOTS play with distance, loss, focus and the human brain's very special capacity to compensate missing parts of individual faces.

Resolution change targets three artistic effects. The veil that separates the here from the beyond is a veil of pixels. Some data particles might cross the deadline, whereas others remain as traces in the global memory. From here, we cannot know which particles cross the deadline, whether the human conscience lifts off or dissolves, nor how it looks like beyond. A low resolution represents our best guess. Second, loss is intimately connected to death because crossing the ultimate deadline is a one-way move. A nebulous representation of former life, in varying shades of light, adequately reminds us of what has gone. And third, memory is about interpolation. The pixel images allow the brain to project, refill, expand, reminisce, and revere.

M∞ DISPLAY TECHNOLOGY

The MISSION ETERNITY DISPLAYS are based on LED technology engineered by etoy making use of Troia, an enhanced version of the blinkenlights software written by Stephan Kambor and Stefan Schuermans. The system allows to display digital movies, images, text and output from code on M∞ LED BOARDS that can be combined to build modular immersive spaces or flat panels.

In order to individually address pixels in all three dimensions, the system uses a conversion scheme based on the logic of unfolding the cube into a two dimensional frame. Content on display is handled in terms of frames where every pixel is mapped to its corresponding hardware address. All communication goes through a Linux server that processes frame by frame. This distribution server receives a stream of frames from the Troia Pixel Mixer, then converts the stream and sends it to distribution modules, which in turn process the data further to the pixel modules (196 units of 50 cm by 50 cm large circuit boards each holding 64 SMD LEDS).

The distribution server is the central part that bridges software and hardware. The distribution modules and the pixel modules are hardware components that handle large amounts of data coming from the distribution server to directly operate the LEDs and to let them flash with the corresponding gray scale value (fast changing frequency of white light crea-

tes the illusion of 128 gray tones). The Troia Pixel Mixer provides its own protocol to interfere with play lists and content in realtime.

The technology behind the M∞ LED BOARD is the result of an intense cooperation with defekt! gmbh in Zurich and various High-Tech companies in Switzerland and Germany.

The architecture provided by Troia included hardware components addressing the LEDs and software that deals with formats, conversions and protocols. Both, the hard- and software architecture follows a modular approach in which all components are communicating via the TCP/IP protocol. The Code is available under the GNU Public License. Troia has been created as a theater/architecture installation and featured an interactive and mobile space containing a three-dimensional display: a room lined with LED pixels. MISSION ETERNITY learned and centrally built on the troia technology to run all its LED based display systems.
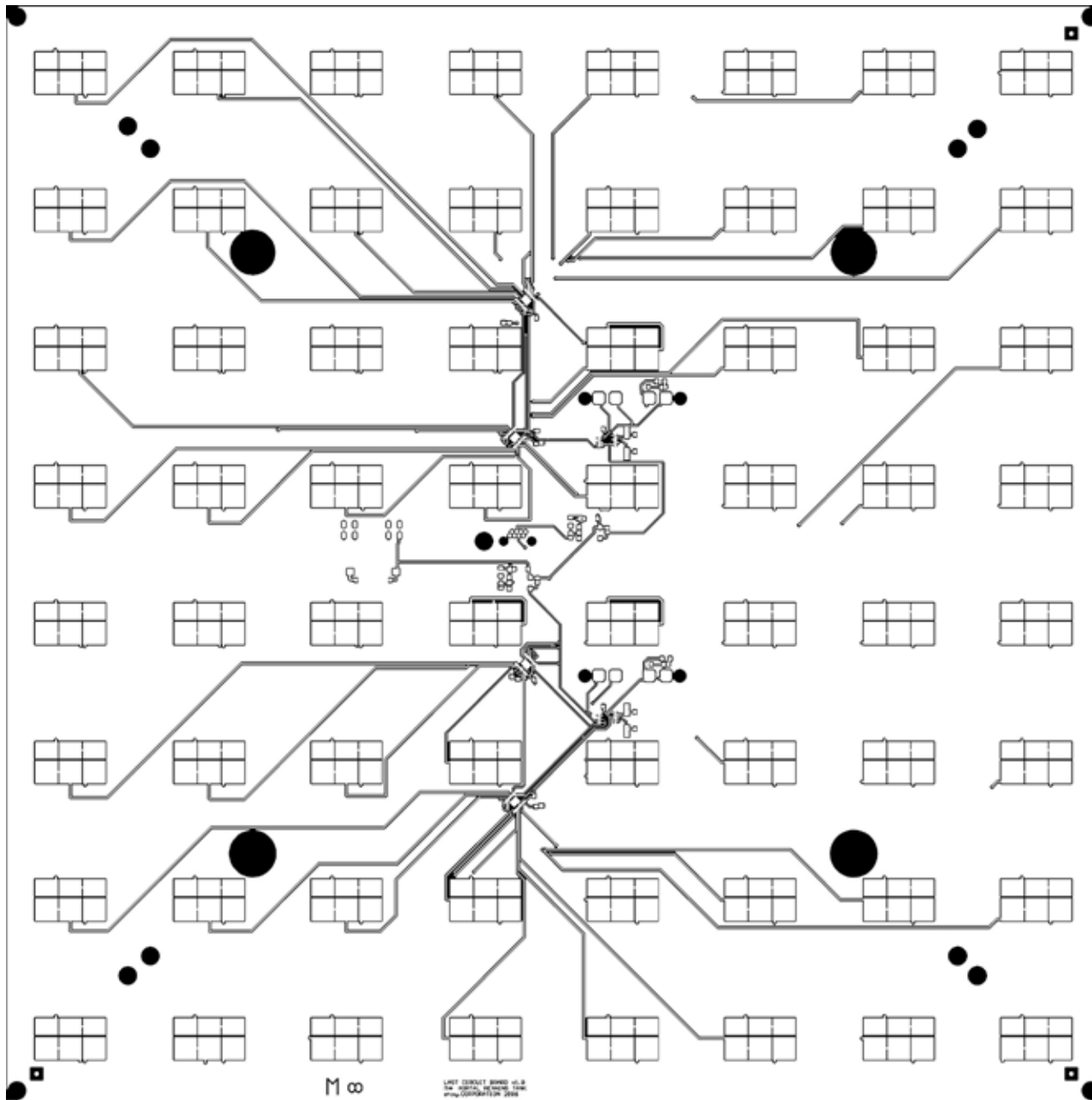
In collaboration with defekt! gmbh, etoy adapted the hardware design of the Troia pixel module and integrated all electronic components and 64 LEDs on one board (50 cm by 50 cm) to avoid individual harnessing of each pixel.

LAST CIRCUIT BOARD

The LED DISPLAY's basic hardware layer is the LAST CIRCUIT BOARD, a white, etoy engineered, square plate (50x 50cm) that holds 64 SMD LEDs (30 mA each) and two chips, the pixel modules.

The architecture provided by Troia/Blinkenarea.org included hardware components addressing the LEDs and software that deals with formats, conversions and protocols. Both, the hard- and software architecture follows a modular approach in which all components are communicating via the TCP/IP protocol. The Code is available under the GNU Public License.

Troia has been created as a theater architecture installation (http://www.blinkenarea.org/)

The LAST CIRCUIT BOARD displays the infosphere generated by people during their lifes and at the same time functions as the last resting place for the same users: once a PILOT dies his or her mortal remains connect to the hardware to close the circuit. By replacing a pixel for each PILOT who dies, the M∞ TERMINUS is mounted directly on the LAST CIRCUIT BOARD and wired into the pixel system which then addresses the LED on with status information.

The LAST CIRCUIT BOARD translates the serial input from the distribution server and modules into pulse width modulation (PWM) that determines the gray scale value of each pixel.
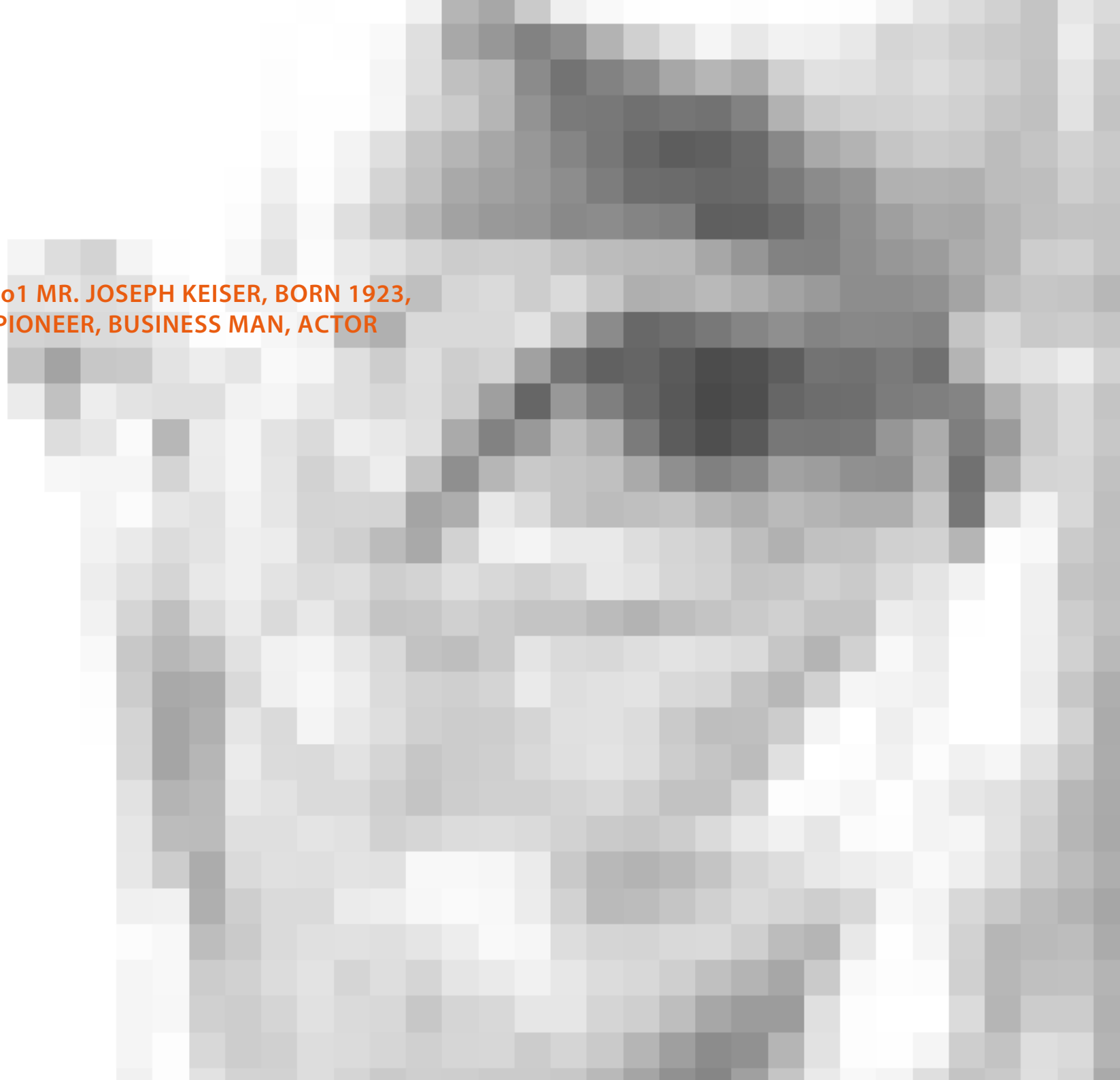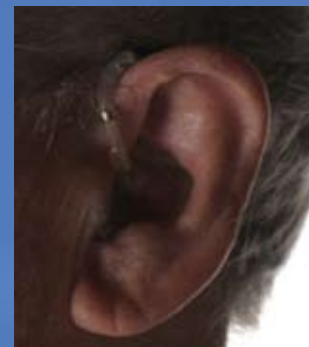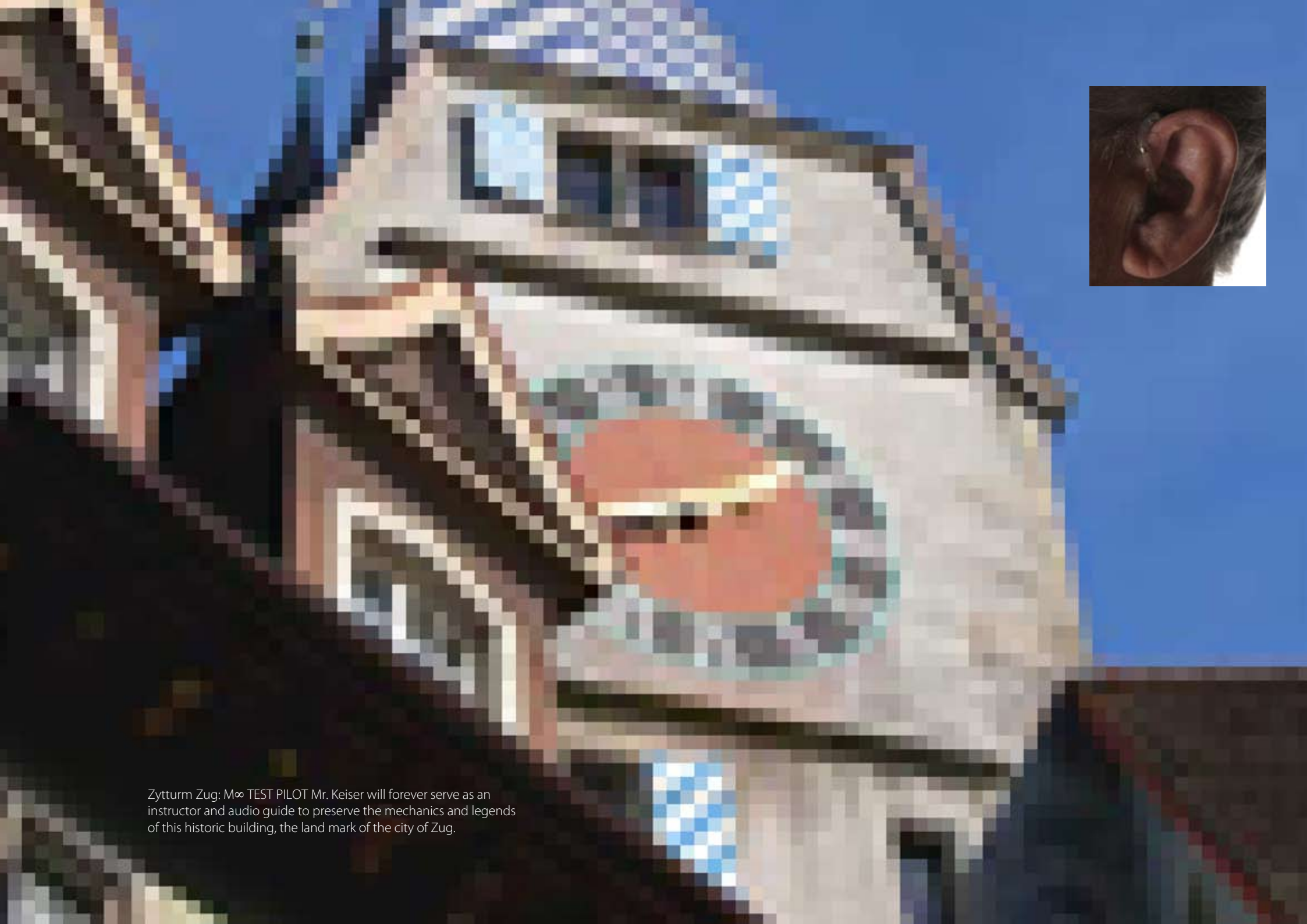
M∞ TEST PILOTS

TEST PILOT No1 MR. JOSEPH KEISER, BORN 1923,
MICRO FILM PIONEER, BUSINESS MAN, ACTOR

Zytturm Zug: M∞ TEST PILOT Mr. Keiser will forever serve as an instructor and audio guide to preserve the mechanics and legends of this historic building, the land mark of the city of Zug.

THREE FEMALE PILOTS ENTERED THE SELECTION PROCEDURE. ONE WILL JOIN THE MISSION.

M∞ TEST PILOT No 2 will be a retired woman who worked for a major intelligence service. An etoy.AGENT currently establishes contacts to three former spies who played a role during cold war. The female agents who are on the radar all have their very personal and special understanding of information, secrets, betrayal, truth, history and telecommunication technology. During their career they all had to deal with critical aspects of information society such as wiretapping, hidden camera systems, encrypted telephone and radio messages etc. The contacts are hyper sensitive and require a lot of time to be established. etoy has to establish a lot of trust and must proove that the art work MISSION ETERNITY is not trying to morally judge their professional actions or political/personal motivations. The concept is to create an artistic portrait about a very special pioneer of the information age.

The integration of TEST PILOT No 2 could take many years according to the special circumstances. etoy takes all the time it needs to complete this task.

TEST PILOT No3 MISS COCO LORETAN, BORN 1969, PERFORMANCE ARTIST & etoy.AGENT 08 (MISSING IN ACTION)

M∞ TEST PILOT No 3: Coco Eve-Claudine Loretan (aka etoy.AGENT 08) - another pioneer of the information age in her very own way - left physical reality behind on September 25, 1998 at the age of 29. Her mortal remains are burried in Thun / Switzerland. A M∞ TAG (including RFID- and SEMA-CODE to directly link visitors to her ARCANUM CAPSULE) will be installed during a M∞ CEREMONY in winter 2007. Data for Coco's ARCANUM CAPSULE was partly digitized during her intense life with etoy.AGENTS and partly collected by other friends of Coco who contributed material. Between 1993 and1998 etoy.ZAI and Coco worked on different strategies of digital reproduction and solutions to transfer the transsexual performance artist into a data base creature.

Coco Loretan and Timothy Leary were exclusively selected as MORTAL-REMAINS-TEST-PILOTS to demonstrate the two different ways of integration of physical remains into MISSION ETERNITY:
a) the integration of a burial place or cemetery and b) the encapsulation of ashes in the MISSION ETERNITY SARCOPHAGUS. After the testing phase, etoy will not accept any other TEST PILOT. All regular M∞ PILOTS must be alive during the encapsulation session which takes place in the presence of M∞ ANGELS.
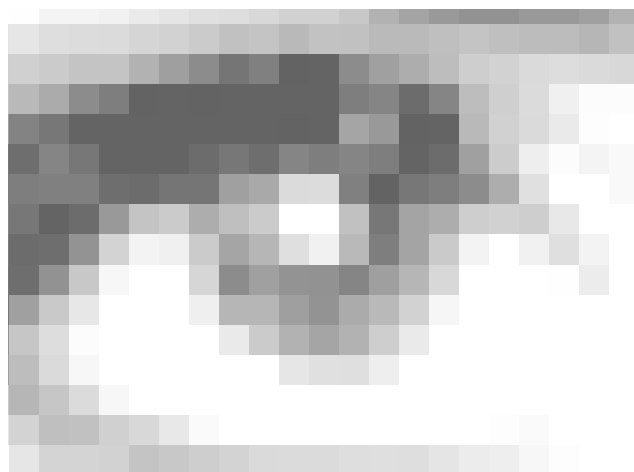
POTENTIAL TEST PILOT No 4 MR. TIMOTHY LEARY, BORN 1923, CONTROVERSIAL WRITER

Timothy Leary died on May 31,1996 at the age of 75. A Pegasus rocket containing 7 grams of his ashes was launched on February 9, 1997, and remained in orbit for six years until it burnt up in the atmosphere. The remains of 24 other people including Gene Roddenberry (creator of Star Trek), Gerard O'Neill (space physicist) and Krafft Ehricke (rocket scientist) were on board with the author of NEUROLOGIC - a remarkable pioneer of the information age.

The man who Richard Nixon once called the "most dangerous man in America" was much more than the LSD Guru people knew. For MISSION ETERNITY he is theoretically qualified because he advocated a new perspective of death, elucidated in his last book "Design for Dying" (with R.U. Sirius, Harper Collins Publishers 1997, ISBN 0-06-018250-4) and because his data legacy is massive. Close friends of etoy.MANAGERS collected comprehensive digital remains for Timothy Leary's ARCANUM CAPSULE during the last months of his life and suggested him as M∞ PILOT to test the hardware / mortal remains aspect of the project. After the Leary family and the trustee of the Leary estate agreed to transfer 32g of mortal remains and to donate data etoy.AGENTS started to consult several advisors. The issue is very controversial: while Leary's friends within the community want to encapsulate Leary during a ceremony in New York City in Spring 2007 other etoy.ADVISORS suggest to avoid any connection between Leary and the art group. etoy.CORPORATION, well known for experiments on the edge of reality, decided to call its shareholders for an online voting and open discussion.

More than 2000 people are called to express their position and vote for or against Leary's encapsulation in February 2007.
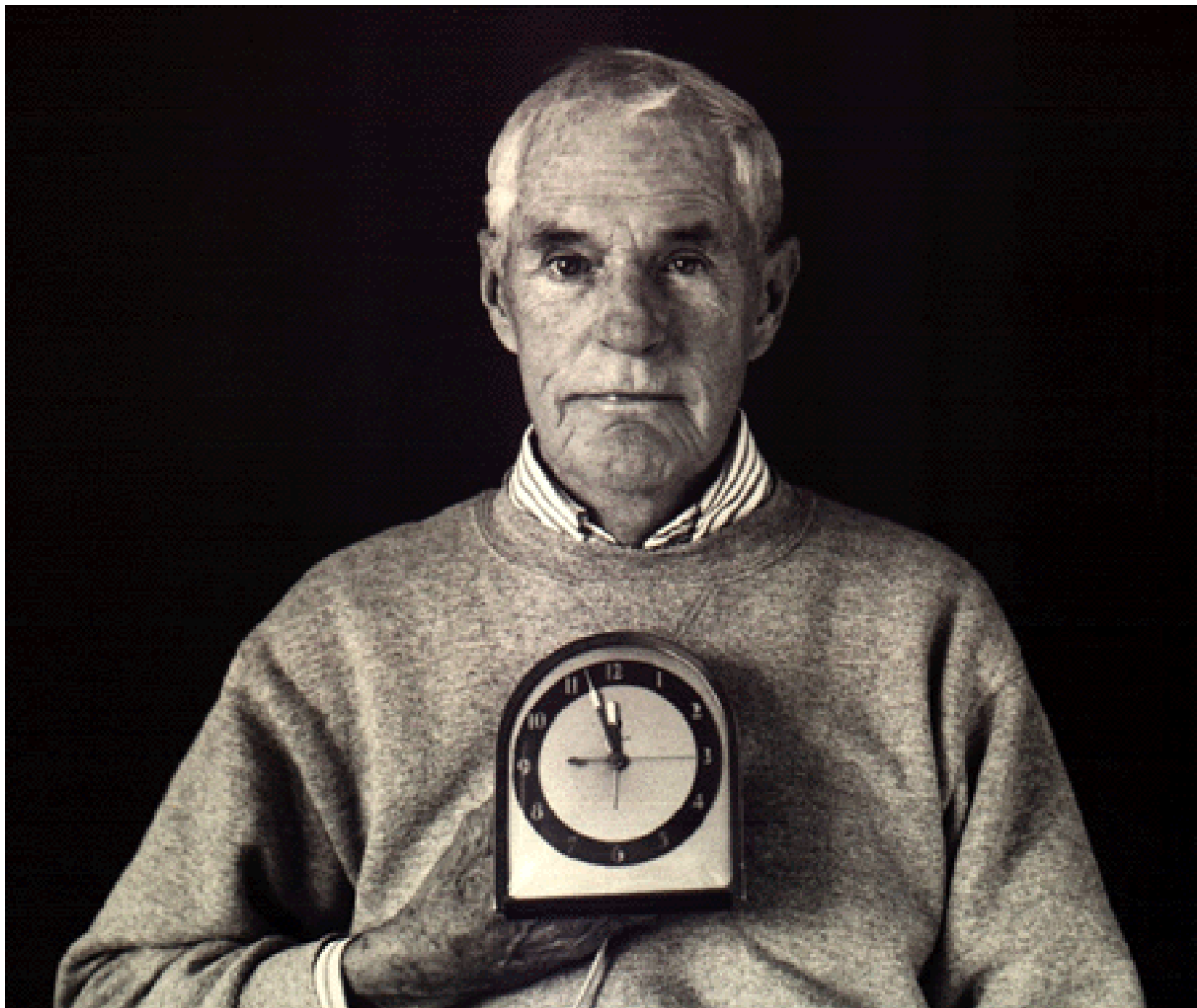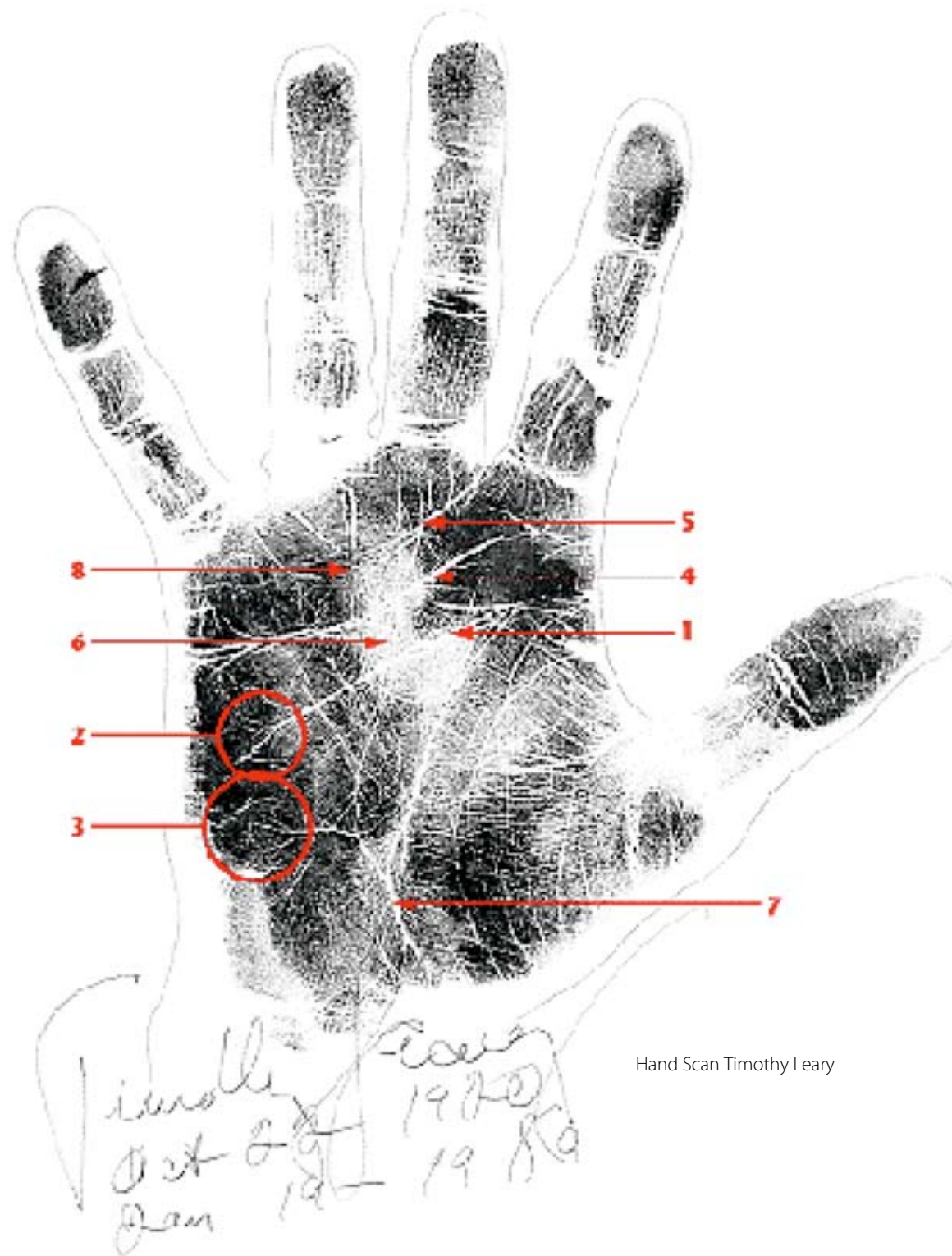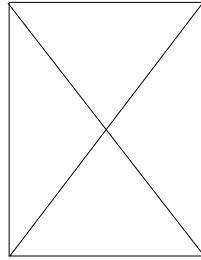
Hand Scan Timothy Leary

M∞ GROUND CREW

etoy.AGENTS / M∞ ANGELS

etoy.ZAI (artist/professor, Swiss) is one of the co-founders of etoy and serves as Chief Executive Officer (CEO) since 1996. He was principally involved in the planning and production of the «digital hijack» in 1996, «TOYWAR» in 1999/2000, etoy.DAYCARE and MISSION ETERNITY. etoy.ZAI holds a master's degree in visual communication from the University of Applied Arts, Vienna. He worked as an anchorman for the Swiss National Television (SF-DRS), and in 1992 he co-founded HIRN-lein, a telephone entertainment company. Beyond his commitment for etoy.CORPORATION, etoy.ZAI is professor at the media & interaction design unit of ECAL (University for Art and Design in Lausanne) since 2003.
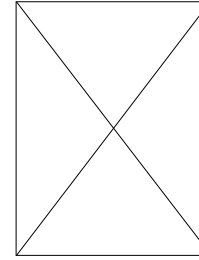
etoy.MONOROM (artist/web developer/ instructor, Swiss) is Chief Technical Officer (CTO) of etoy.CORPORATION and responsible for style. She is a member of the board of etoy.CORPORATION since 2003. Miss Monorom was principally involved in the production of TOYWAR in 1999/2000, etoy.DAYCARE and MISSION ETERNITY. She lead the implementation of the etoy.SHARE-VALUE-SYSTEM in 2001 and introduced etoy.INTERNAL-AFFAIRS. etoy.MONOROM runs intensivstation.ch (valid code design studio) and monorom. com, teaches web publishing and collaborates as a partner of BITFLUX. Before becoming a geek, she worked as an advisor and project manager in the fashion industry (clients included Vivienne Westwood, Lybertis London, Fabric Frontline).
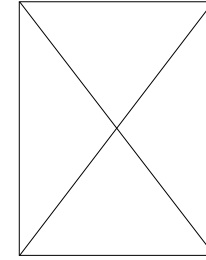
etoy.HAEFLIGER (economist, Swiss) is responsible for investor relations (etoy.SHARES, public relations) and chairman of etoy.CORPORATION SA. He conducts research at the Department of Management, Technology and Economics at ETH Zurich, Switzerland, focusing on technology-driven innovation in software. Prior to joining etoy.CORPORATION, he built up hedge fund research for a small Swiss private bank. etoy.HAEFLIGER holds a doctorate degree (Dr. oec.) from the University of St. Gallen, Switzerland. He studied and worked in Switzerland, the U.S., Belgium, the Czech Republic, Italy and Russia.
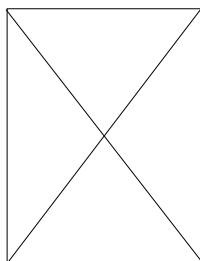
etoy.VINCENT (chemist, Austrian, German and American) is a system administrator and software toolsmith for etoy.CORPORATION. He implemented the interactive etoy.HISTORY / etoy.CHART in 2005 and is responsible for the development of the MISSION ETERNITY ANGEL APPLICATION. He holds a master's degree in chemistry and a doctorate degree in computational chemistry from ETH Zurich, for which he designed and applied advanced methodology in biomolecular simulation.
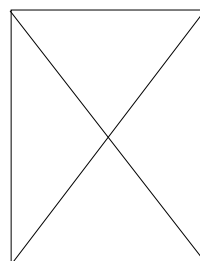
etoy.SILVAN (software engineer, Swiss) provides code on demand, contributes to the advancement of etoy's high-level knowledge management tools, and enables the smooth transitions of digital art within the etoy.UNIVERSE. He is responsible for the development and implementation of the MISSION ETERNITY ADMISSION FORM and the MISSION ETERNITY LED DISPLAY SYSTEM CODE. A cabinetmaker by training, etoy.SILVAN graduated from the University of Art and Design in Zurich specializing in new media. His professional experience as a software developer in Switzerland and India includes content management, groupware, and web application, most of which are licensed as free software.
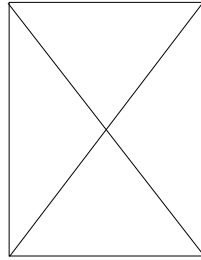
etoy.MARCOS (biologist, Swiss and Spaniard) is a member of the board of etoy.CORPORATION. and director of the etoy.ART-COLLECTION. Prior to joining etoy, he held positions in finance at CREDIT SUISSE and Kunsthalle St.Gallen. He holds a master's degree in biochemistry from ETH Zurich and is finishing a Ph.D. in Strategic Management at the University of St.Gallen, Switzerland. For his entrepreneurial activities as co-founder of startglobal org, he received the Ernst&Young Award "Entrepreneur of the Year 2002", and for co-founding a high-tech venture the NETS award 2003.
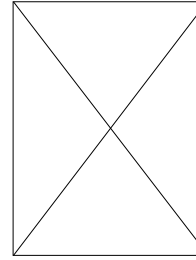
etoy.GRAMAZIO (architect/professor, Italian and Swiss) is one of the founding agents of etoy and serves as president of the etoy.VENTURE asscociation. He was principally involved in the production of the «digital hijack» in 1996, and «TOYWAR» in 1999/2000. Beyond his commitment for etoy he runs the architectural firm GRAMAZIO & KOHLER and has built sWISH, the IBM pavilion at the Swiss national exhibition as well as the Christmas illumination for Bahnhofstrasse in Zurich. GRAMAZIO holds a master's degree in architecture from ETH Zurich. In 2005 he was appointed professor for computer controlled production processes in architectural design at ETH Zurich.
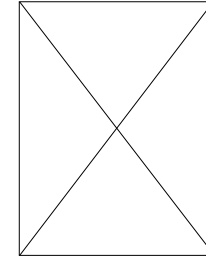
etoy.KUBLI (lawyer, Swiss) operates as a legal in-house council and board member for etoy.CORPORATION SA. He is a founding of etoy and served as vice president of etoy.VENTURE association from 1998 to 2004. etoy.KUBLI was involved in the production of the «digital hijack» in 1996 and «TOYWAR» in 1999/2000. He holds a master's degree in law from the Universities of Zurich and Geneva, and beside his involvement in etoy.CORPORATION, he worked at the criminal chamber of the Zurich Supreme Court and opened up his own law firm in 2004.

M∞ MORTAL REMAINS

etoy.TANK

①

②

HIGH SECURITY
BACKUP / GOTTHARD

②

DATA ACCESS

③

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2.5.1912 - 3.7.2007

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www.etoy.com/ETERNITY

2D BARCODE

M∞ TAG

MISSION ETERNITY is not limited to information and data. The human body is the hardware of life and its earthly remains the physical counterpart to the traces in the global memory. The mortal remains (ash or the geographical location of a burial place) of M∞ PILOTS forms an integral part of MISSION ETERNITY. The last resting place is an emotionally strong starting point for a confrontation or encounter, for mourning and for commemoration. etoy builds and extends the rich history of cemeteries.

The integration of mortal remains is crucial to MISSION ETERNITY: each culture searches for the most adequate solutions to place the physical remains of its members. The information age calls for an update that advances a combination of the physical and the intangible remains.

According to the legal agreement with the PILOT, a M∞ TAG is mounted directly on the tombstone. The M∞ TAG stores all necessary information to find and technically access the virtual ARCANUM CAPSULE.

Due to the simplicity and logic of the engraved code it will be possible to locate, activate and understand ARCANUM CAPSULES - even hundreds of years after their creation.

The plaque includes a simple 16 digit alpha numerical code and a 2D barcode (Semacode) that can be scanned with an optical device (i.e. camera phone) and automatically links the mobile device or computer to the EVOCATION-PORTAL, a Wap/Web site, on which the visitor can interact with the M∞ PILOT and her/his data.

F71834AA
6A9A6586

74.00

F71834AA
6A9A6586

74.00

74.00

30.00
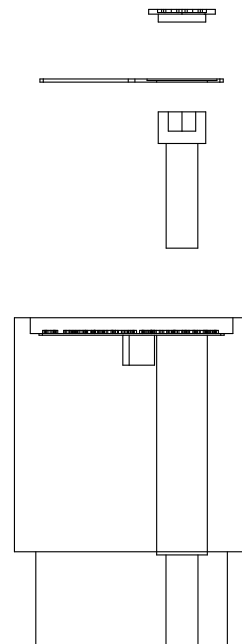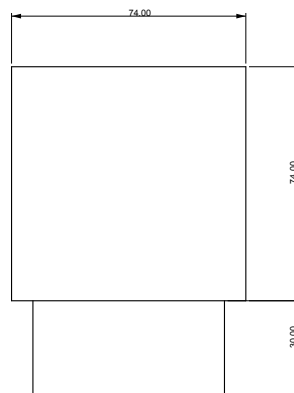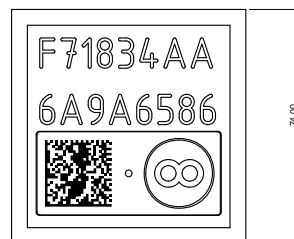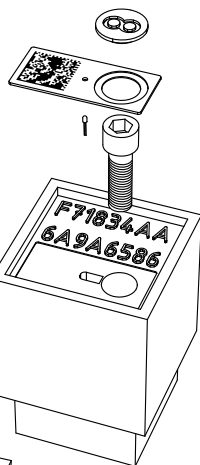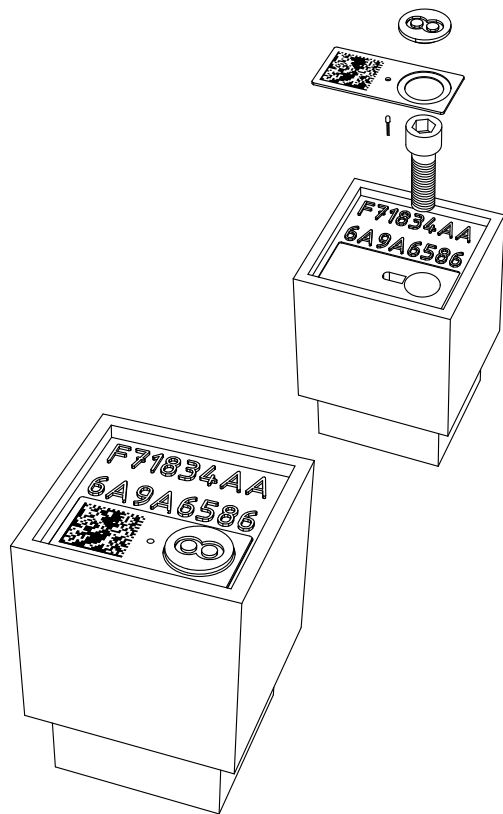
M∞ TERMINUS

Integrating the mortal remains (the hardware) of a M∞ PILOT into the system is the most con-se-quent way to participate in the mission. An object, the M∞ TERMINUS, becomes the last resting place of a PILOT and at the same serves as access point to connect to he or his ARCANUM CAP-SULE (the digital remains). It links tangible and non-tangible aspects of existence – biomass and data.

A plug-shaped repository stores the ashes of a M∞ PILOT after cremation: mixed with concrete the ashes (at least 0.08 Kg) from the size of one M∞ DISPLAY-PIXEL (ca 60 x 60 x 100 mm).

One M∞ TERMINUS UNIT assumes the role of a dead pixel (replacing the light and displayed in-formation on the screen with mortal remains) and physically links to the info space behind the most mysterious curtain.

The M∞ TAG (including alpha numerical code and semacode) identifies and assigns each M∞ TERMI-NUS UNIT to its ARCANUM CAPSULE online.

A status LED on each unit indicates visitor traffic and the back-up status (distribution factor) of the digital ARCANUM CAPSULE. In case of danger (data loss) the LED and a very minimal sound system generate attention and call for help.

A team led by the young industrial designers Adrien Rovero and Augustin Scott de Martinville prepared the first beta mold which will be tested as soon as the first mortal remains are delivered.

M∞ SARCOPHAGUS

The MISSION ETERNITY SARCOPHAGUS is a mobile sepulcher for users who prefer to be buried at an indetermined geographical location. The mobile cemetery tank is a 20 foot ISO standard cargo container (6m long, 2.4m wide, 2.6m high, 4 tons wight) and potentially travels planet earth forever. The system allows for simple re-location of the mortal remains of up to 1000 M∞ PILOTS.

The SARCOPHAGUS is equipped with an immersive LED screen of 17'000 pixels that cover the walls, ceiling and floor on which the visitors can walk. It displays the ARCANUM CAPSULE content and functions as a public installation wherever the TANK travels. Visitors of the SARCOPHAGUS access and interact with ARCANUM CAPSULES via their mobile phones (WAP/XHTML) or a web browser (HTML).

In addition to the visual material of the PILOTS M∞ STATUS INFORMATION is displayed: i.e. the amount of ARCANUM CAPSULES floating the info sphere, number of USERS on M∞DEATHWATCH (M∞LIFEPING) and their status (connected/disconnected), the distribution factor of each CAPSULE, geographic information about M∞ANGELS and CAPSULES etc.

The SARCOPHAGUS was constructed between January and June 2006 in Zurich. The official release took place at the ISEA 2006 Festival in San Jose / California. It then traveled the USA (San Francisco, Nevada, New York) and later the rest of the world.

The M∞ SARCOPHAGUS is the first art installation of a large series of work (M∞ BRIDGES) that will be released between 2006 and 2016.

etoy.AGENT MONOROM (CTO) inspecting the
M∞ SARCOPHAGUS TANK in June 2006

etoy.AGENTS VINCENT & SILVAN preparing the last layer
of the M∞ DISPLAY before mounting 60 m2 plexi glas

el

Ansicht — ~ geöffnete Türe

60.0
100.0
259.0
269.0 77.5 300.0 35.0

33119 4
22G1

Ansicht — ~ geöffnete Türe

60.0
100.0
259.0
244.0 77.5 300.0 60.0

33119 4
22G1
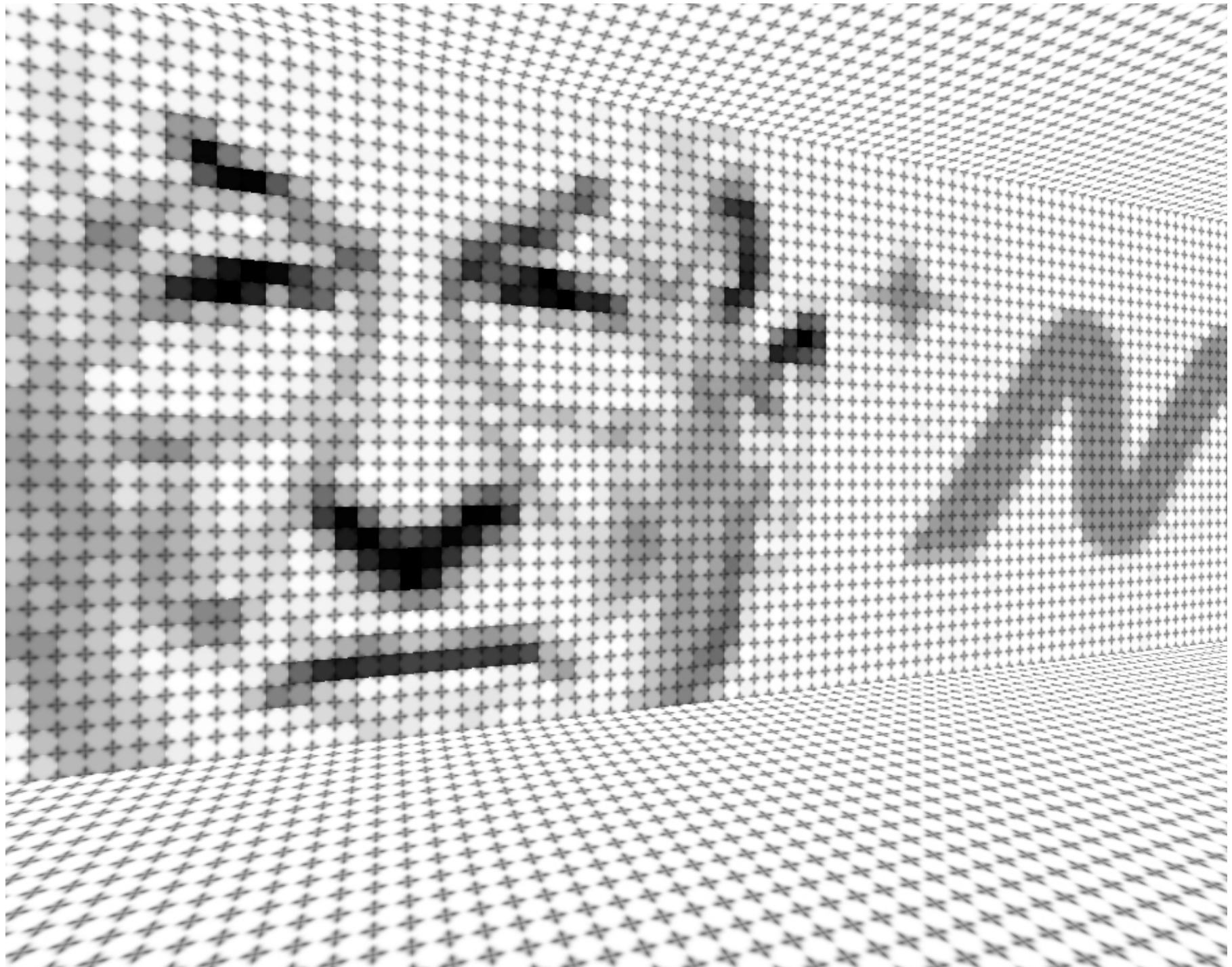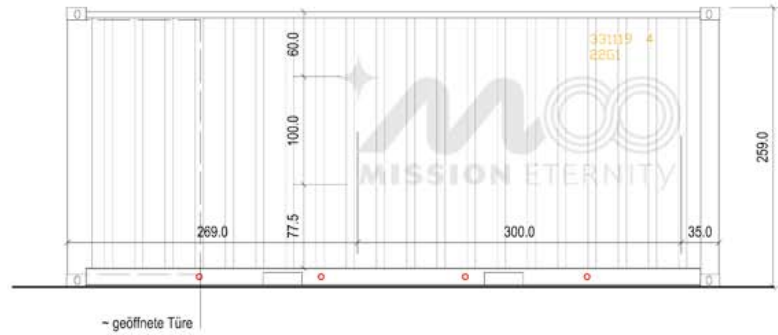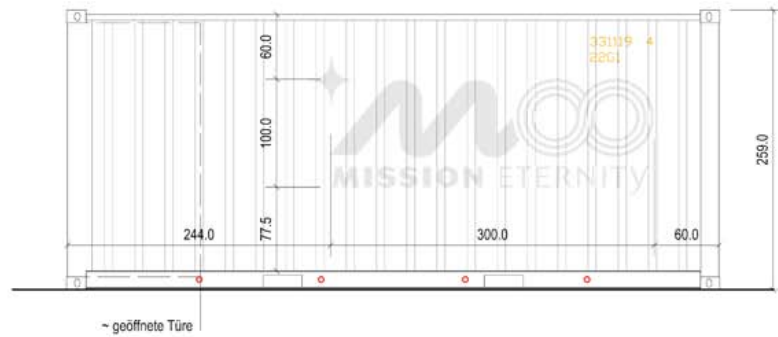
Variante analog zu orangem 20ft-Container

Var1 ausgerichtet auf www.etoy.com
Var2 leicht verschoben

33119 4
22G1

etoy.CORPORATION

10.0
10.0
30.7 180.0 30.7
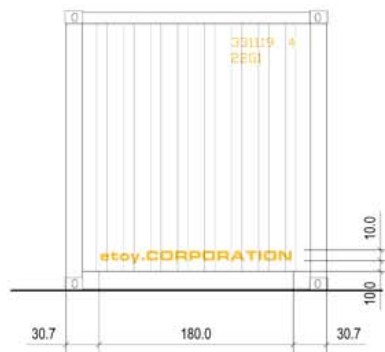
Cargo containers - the icon of global trade and logistics - travel the physical world in the same way data packages travel the internet.

M∞ MORTAL REMAINS CONTRACT

MISSION ETERNITY

Personal Letter Of Instruction To Be Read Upon My Death

INFORMATION FOR THE MISSION ETERNITY PILOT

This Letter of Instruction is to be included with your Last Will and Testament. It is meant to document the transfer of your mortal remains to MISSION ETERNITY but is not a legal document. Once it is completed, it should be signed, dated, and notarized. The original should be sent to the attorney who has drawn your Will. A copy should go to the person in charge of your funeral arrangements. Let your relatives and other pertinent people know where this document is stored.

To whom it may concern including but not limited to the administrator of my last will (hereinafter "Executor"). By signing of this Letter on the date set forth below in full consciousness and free will, not being forced by anyone through physical or psychological powers, especially not etoy or MISSION ETERNITY, I request the execution of the following instructions.

I hereby declare that I do not feel represented by the traditional burial ceremonies and therefore I want to participate MISSION ETERNITY. For me this the only appropriate way to ensure my "TOTENFRIEDEN".

1. INCINERATION AND TRANS-FER OF ASH TO ETOY

It is my desire and therefore my order to the afterworld, my descendants or in case there are none, to the state where my body died and the competent Executor that as soon as practical after my physical and administrative death

(a) my mortal remains are to be cremated, that my body is burned with fire or any other means so that the mortal remains are physically transformed into ash,

(b) the nearest etoy subsidiary shall be notified according to the notices provided below and

(c) after (a) that the ashes (or at least 1/3 of it's total weight) excluding any non-biological implants that may have been added by that time shall be transferred to etoy on the account of etoy.

2. DESIGNATION OF ASH TO MISSION ETERNITY

etoy is hereby instructed, empowered and has already agreed to accept this instruction to integrate my ashes and the already transferred documents/items (or together with the documents/items according to the following list) into the project MISSION ETERNITY according to the corresponding mission parameters. I herewith acknowledge that the appointment and the granting of a power of attorney pursuant to the subsequent sentence to etoy is in my and the common interest of all parties. Accordingly, neither I nor anyone coming after myself shall have the right to revoke or limit the appointment or the power of attorney until consummation of the Agreement in full and agreement or settlement (by settlement agreement, judgement, arbitral award or otherwise) of all claims arising hereunder.

I have already transferred all related intellectual property rights to etoy in written form.

This letter of instruction shall be valid unless revoked by me through an opposite instruction in a later testament.

3. NOTICES

All notices and communications addressed to any party included but not limited to etoy shall be made in writing in the English language and will be either transmitted (a) personally, (b) through registered mail, (c) by courier or (d) via electronic mail (Email), to addresses specified hereunder or to another address indicated beforehand.

If to etoy or MISSION ETERNITY:
legal.department@etoy.com / legal.department@mission-eternity.org
Attention: legal department

4. This Letter is executed in three originals. One is kept by me, one will be transferred to etoy and one to the legal department of the MISSION ETERNITY project.

5. No amendment modification, alteration or variation of the Agreement shall be valid unless it is in writing and signed by myself or on my behalf.

Location / Date:

Signature:

For etoy:

Signature:

M∞ LONG TERM GOALS

Since 2002 more than 1000 etoy.BABY-AGENTS (5 to 11 years old) have been recruited and trained to take over etoy.OPERATIONS in 2019. etoy.DAY-CARE: breeding the next generation of etoy.AGENTS and etoy.MANAGERS. More information about this social project: daycare.etoy.com

Between summer 2007 and summer 2008 etoy operates a special M∞ ENCAPSULATION LAB to register and breed 7'000 M∞ SEED-CAPSULES of etoy.BABY-AGENTS.

M∞ CREDITS

M∞ GROUND CREW

etoy.AGENTS
etoy.ZAI (CEO / since 1994)
etoy.MONOROM (CTO / since 1998)
etoy.SILVAN (R & D SOFTWARE / since 2003)
etoy.VINCENT (CHEMISTRY & CODE / since 2003)
etoy.HAEFLIGER (INVESTOR RELATIONS / since 2003)
etoy.MARLAND (USA press speaker / since 2006)
etoy.GRAMAZIO (PRESIDENT / since 1994)
etoy.KUBLI (LEGAL AFFIARS / since 1994)
etoy.BALMER (CFO / since 2006)
etoy.MIR (etoy.TANK-PLANT architect / since 1999)
etoy.MARCOS (etoy.ART-COLLECTION / since 2002)
etoy.STAMBERGER (logistics, food & beverage / since 2000)
etoy.ISA (M∞ SOUNDS / since 2006)
etoy.REID (M∞ VOICE / since 2006)
etoy.ROVERO (industrial design / since 2005)
etoy.SCOTT-DE-MARTINVILLE (industrial design / since 2005)
etoy.NEWTRON (system operator etoy.com / since 1999)
etoy.ROCKET (ground control, food & beverage / since 2002)
etoy.MAX (press archive / since 2005)
etoy.TINU (SWISS handy man / since 2006)
etoy.MATHIS (grip / since 2003)
etoy.POL (etoy.POSTMASTER / since 2005)
etoy.ROCK (special effects & social engineering / since 2003)

LOCAL PARTNERS & PRODUCTION TEAM
Bruno Turnherr and Marcel Ackerknecht aka Styro 2000
defekt gmbh (M∞ DISPLAY ENGINEERING)
Stephan Kambor, Stefan Schürmans (Blinkenarea.org)
Viola Zimmermann (M∞ IDENTITY)
Brigitte Lampert (Graphic Design Supervision)
Andrea Reiter and Crew (Hugo Film / Documentary Team)
Everett Taasevigen (San Jose Photography)
Roger Handermann (Fashion & Uniform)
Platoon (Cultural Development / etoy.BERLIN-TANK)
Jim Mason (The Shipyard / Container and Energy Advise)
Burning Man Crew
Zack Coffin (SARCOPHAGUS welding)
Supertanker, Fischer Immobilien, Intercomestibles
Urs Zimmerli, Moritz Winiger, Dominique Batschelet
Wilfredo Sanchez, Vera & Nick Zai
Dock18 / Sofatrips (Social Engineering)
Aroma, Bernet Zingg Schreinerei
Patrick Huber (Kunstraum Walcheturm)
Claudia Güdel (Fashion & Uniform Support)
Patrick Bolle / Matthias Bach (Metallwerkstatt Dynamo)
Luft & Laune (Luftobjekte)

etoy.ADVISORS
Dr. Reinhold Grether (Science Advisor)
Joi Ito (Technology, Politics & Financial Advisor)
Ruedi Zai (Architecture Advisor)
Dr. Simon Grand (Philosophy & Metaphysical Issues)

INSPIRATION
Robert Anton Wilson (writer)
Richard Buckminster Fuller (engineer, architect, artist, teacher and
sailer / prototype of an etoy.AGENT - ahead of his time)
Coco Loretan / AXA / etoy.AGENT08 (pioneer & friend)
Dr. Reinhold Grether (human search engine)
Dr. Timothy Leary (visionary mind, F.O.A.F.)

etoy.SPONSORS
sitemapping.ch (Bundesamt für Kultur Switzerland)
Pro Helvetia / Arts Council of Switzerland
City of Zug (Switzerland)
Kanton und Stadt Zurich (Switzerland)
Swiss Life (etoy.TANK-PLANT ZURICH)
MIGROS Kulturprozent (Science & Future)
LISTA Corporation (making etoy.WORKSPACE work)
3D AG (etoy.HOLOGRAM / high security certification)
Röhm Schweiz (Plexiglas)
Canon (Switzerland)
TEC-IT (BARCODES)
Chris Hardt GMBH & Airflow (CNC, Print)
Eunet, Netzwirt / Reto Gassmann, Majimoto.net (ISP)
Flux (CMS)
La Corbière Village Nomade (GENERAL MEETING 2006)

etoy.AGENT MONOROM (CTO) inspecting M∞ SARCOPHAGUS
construction / Zurich 2006