Remote

Imagine that hidden underneath the chair in Boston is a chair in Second Life (SL). But under the big chair in SL is a smaller chair (which looks a lot like the Boston chair). So under the SL small chair is the Boston chair, etc. etc. etc... ad infinitum!

Boston’s effect on Second Life:

• as humidity around the chair in Boston rises, the amount of mist around the SL chair increases
• as the light level falling on the Boston chair decreases (for example when you sit on it), the fog in SL gets darker
• as the temperature rises in Boston, the lamp in SL changes from blue to red
• as the light level on each side of the Boston chair changes (e.g. if you sit on it and wiggle from side to side), the SL chair starts to wiggle from side to side too
• the more times you sit on the Boston chair, the taller the SL chair becomes
• as time progresses in Boston, the SL big chair slowly rotates

Second Life’s effect on Boston:

• as the number of avatars near the chair in SL increase, the Boston lamp will get brighter and brighter
• when someone sits on the SL small chair, the mist machine in Boston switches on
• if someone starts chatting near the SL chair, the lower blue fan in Boston starts blowing and pushes out the mist (if it’s switched on... which means only if someone is sitting on the SL small chair!)
• every time an avatar collides with underside of the SL big chair, the Boston chair starts knocking underneath
• every time an avatar touches the SL big chair, it changes the colour of the Boston lamp
• as the wind in Second Life increases speed, the upper blue fan in Boston blows more strongly....