

# 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....**