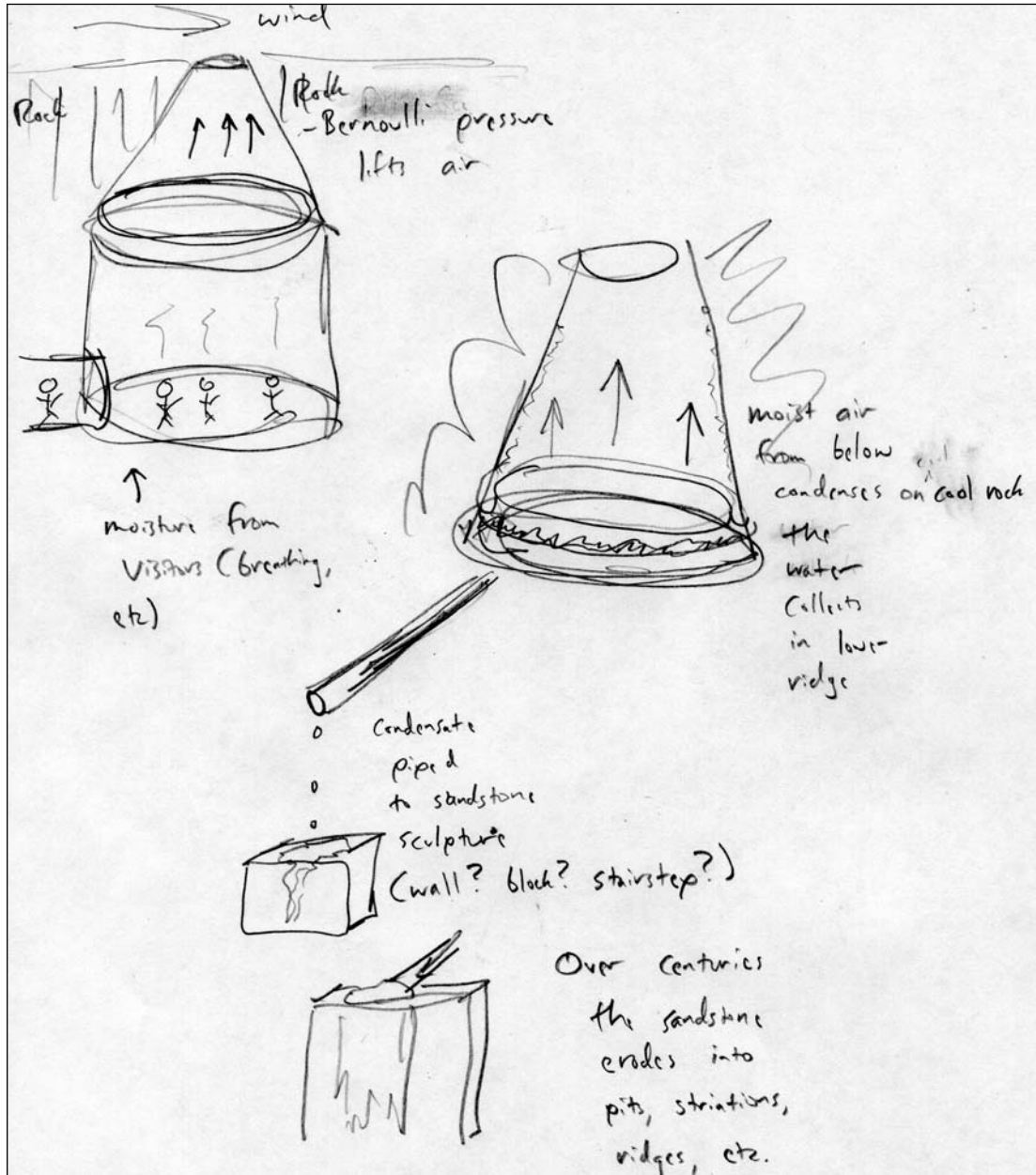


Human Water Sculpture

The drawings below are a crude beginning to a concept that attempts to tie the presence of visitors at the Clock Site to definite changes at the site. One of the intriguing consequences of deep time is the magnification of very small effects into very large end results. The small act of respiration, releasing a miniscule amount of water vapor in the atmosphere of a vault (the main Clock Vault, or a subchamber devoted exclusively to this purpose), will lead to visible modification over the centuries of a sandstone (or similar "soft" material) sculpture.



I use Bernoulli pressure of the passing wind as the pumping mechanism in order to remove the need for any mechanical devices or power requirements. The chamber could be illuminated solely by the opening in the vault. The collector cone could be unfinished raw rock, polished rock, or even metal-plated, painted or Teflon-coated rock, which would also give an interesting collateral experiment in the durability of such coatings over time. I don't know if these hydraulics as drawn would even distill enough water to flow over the sculpture, but they are a beginning, at least.