

1 Prologue

This is me. My avatar. I am operating a computer now. This is all happening in this computer. Going back in history, a mouse appears in a story about the first computer.

Developed in 1946, ENIAC is known as one of the earliest computers. It consisted of 17,000 vacuum tubes and was a huge computer with a total weight of 27 tons.

2 Mouse and computer

During the development of ENIAC, an experiment was conducted to achieve stable operation.

The experiment was to put several different manufacturer's cables and mice that had not been food for several days in one box.

At that time, hungry mice were engulfed by cables, and developers needed to know which cables were not good for them.

The ENIAC, which was completed as a tasty calculator for mice, is said to have been used later for ballistic calculations and atomic bomb development.

3 the Mouse

Again, mice appear in the history of computers. This time, it's not a mouse that bites the cable, but a mouse that connects the computer and our world with a cable tail.

In the 1960s, Douglas Engelbart developed the NLS system for collaborative work in real time on a computer. At this time, one of the input devices developed to operate the NLS was called a "mouse" because it resembles a mouse.

The mouse was an epoch-making device that could be manipulated as if it were a direct grip of the computer world. Therefore, it has been widely used as a typical input device for computers until today.

However, the mouse has disappeared from new computers such as smartphones and tablets that have become popular in recent years. This is because our fingers touch the computer directly through a capacitive touch screen.

A mouse with a cable and a mouse with a tail.

These mice have disappeared from the thin, glass-like computers we touch on a daily basis. Where have these mice gone?

4 pied piper of hamelin

In 1284, a man appeared in the city of Hameln. This man wore strange clothes with various colors. He called himself a "mouse-caught man" and promised citizens to get rid of the rats that nest in the city.

As the man blows the whistle, mice jumped out of all the buildings and swarmed around the man. The man took the mouse and headed for the River Wesel.

All mice taken by the man drowned in the river and died. Citizens released from mice have refused to pay the man for some reason.

The man who was enraged by this appeared again in the morning of June 26. Blowing the whistle, boys and girls from around the city gathered around the man. The man went to the mountain and disappeared.

In this way, mice and 130 children disappeared from the city.

5 Bunta

July 2018 Bunta was born.

This is a 3D scanned Bunta, so you can copy as many as you like, but only one Bunta was born. Bunta is one of many possible possibilities, and there are many possibilities for small Bunta.

I don't want to say that a child is irreplaceable because it can't be replicated like data, and because a child grows at an incredible rate, it changes like a different person in a few weeks. There is a child in the absence of identity, so parents try to keep a record with many photos and videos.

While looking at these photos and videos, find out which part of the child resembles the parent and what part of the parent resembles the child. A child resembles a parent, and a parent resembles a child. My wife and I do not resemble, but Bunta partially resembles my wife and me, and partially resembles me and my wife.

In the meantime, Bunta grew up quickly, becoming 3D data, and some copies of it went somewhere. Some of me copied as 3D data have also gone on a journey to find the Bunta.

6 Softplay

While searching for children, I arrived at the indoor children's playground, often found in shopping malls.

A lion costume at the entrance explained this place.

"This is a safe children's playground. Everything is made of soft materials so you don't get hurt."

"This kind of safe environment allows children to play freely. No one will be injured if they fly down from a high place or throw an object."

"Children will understand how the real world works through this free play. They know that various things work according to the laws of physics and prevent them from being injured in the real world. In other words, this is also an experimental site for real simulation. "

I was always watching the events happening at this playground, thinking it was a great explanation. I felt like I was able to understand a little bit that this was a place where various events were simulated.

7 Ragdoll

In this world, various simulations were implemented as standard functions. A function called Ragdoll is one of those standard functions.

Ragdoll is a word meaning stuffed animal. It's a physics simulation technique that allows you to express how a character in a video game is weakened and crumbles like a stuffed toy.

In other words, this is a representation of death in a game-simulated world. It is widely used as an expression of game over because it directly connects the character's weakness and the inoperability of the player.

Death in the real world is an irreversible tragedy, but here it is implemented as a standard physics simulation, which is a reproducible "function". Physics simulations imitate reality, but is the world we live in similar to physics simulations?

In other words, the time when it resembles a tragedy. Looking at this place for a long time, this simulated world seems to be carrying out the tragedy that takes place in reality and doing it over and over again. There is sadness as if something is overrun.

8 Gun

(No dialogue)

9 It was starting to rain

It was starting to rain

10 Dice

The dice continued to be shaken over and over again.

Dice is a tool that generates random numbers. In the case of a regular hexahedron dice, each side starts from 1. Numbers up to 6 are engraved. The number of faces facing upward when rolling the dice and standing still is adopted as a random number.

If the dice are regular hexahedrons. The resulting number range is always between 1 and 6. However, the variation of how the dice rolls until it stops is infinite, and never rolls the same way.

When you think so, the dice appear as a device that converges the almost infinite complexity of the world into just six finite possibilities. It also masks the complexity of the real world.

Surely, we can't stand the infinite complexity of events that happen in reality and the sparseness of its meaning.

11 Daily necessities

(No dialogue)

12 Avatars

Various avatars gathered here. But none of the avatars moved, just standing straight.

It reminds me of an event that happened in 2018 with "VRChat", a social VR service that uses a head-mounted display.

In VRChat, the movement of the player's body is reflected in the movement of the virtual avatar by the head-mounted display and the sensor device. And through avatar, You can enjoy communication in the "world" in the virtual space.

At one point, an avatar suddenly fell to the floor and began to struggle. While playing VRChat, he had an epileptic seizure and fell down.

Other players tried desperately to help the fallen player, but couldn't do anything, nobody could know where he was now in reality, and trying to touch the avatar Their bodies only slipped through each other.

Fortunately, the fallen player subsequently recovered and did not matter.

this accident revealed that an avatar that was synchronized with his body, who was in the same place and thought to have shared the same time, was so disjointed that it could not even be touched.

Various avatars gathered here. But none of the avatars moved, just standing straight.

13 Epilogue

Eventually, Bunta returns home from his home with his wife on Sunday. That is the real fact, and Bunta I was looking for is just data. I'm just data.

This is a place that has nothing to do with reality. Partly similar to reality, partly not like reality.

Everyone is disjointed and irrelevant. It happens to be gathered together at the same moment, and sometimes has meaning.

Everyone is disjointed and irrelevant. This is just a play.

If you don't think so, this world is too sad and painful.