

# ***Space Window- a proposal***

## ***Classic Sci-Fi interactive Diorama Display***

***The Space Window is a unique all original display concept designed by John Patrick Funk. Inspired by the famous artist Chesley Bonestell who visualized the space era of the 1950's, the Space Window is an imaginative concept that incorporates dimensions of Art, Science, Space Exploration etc. with interactive electronics, animation, lighting and miniatures.***



*The Space Window diorama is Shadow box estimated 48" x 30" x 6" that can be hung on a wall, mounted on a table/pedestal/shelf, powered w/optional internal battery source and/or a DC adapter*

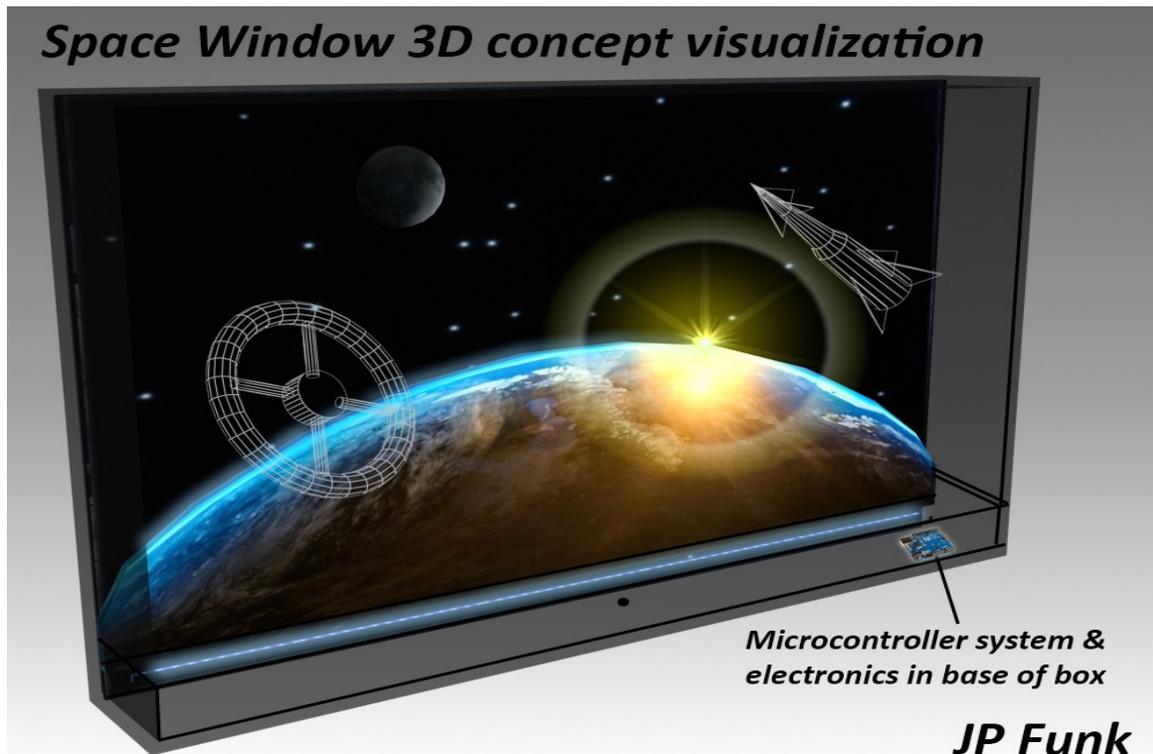
*The interactive features include:*

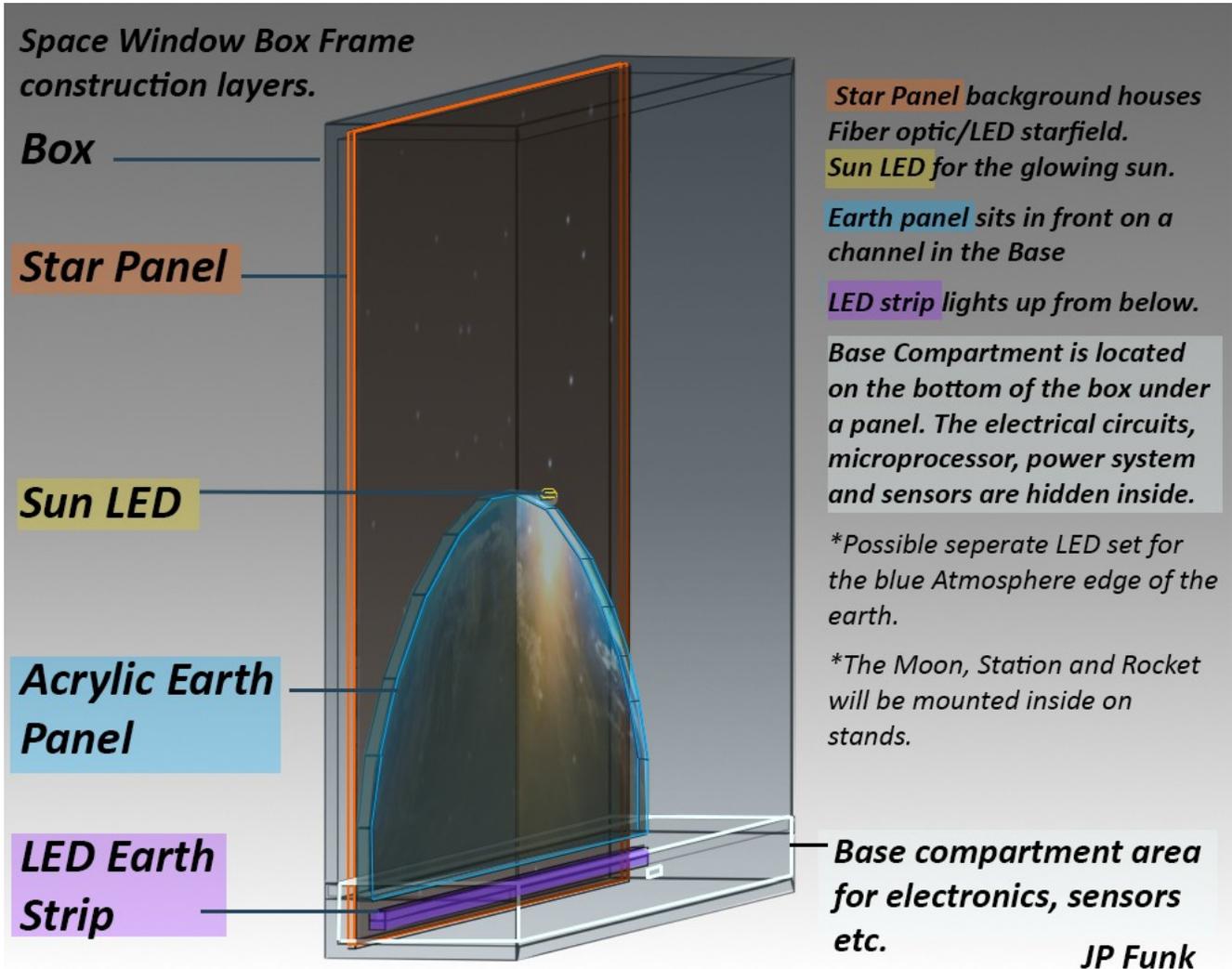
- 1. Stand-by/static (energy saving mode) which simulates nighttime (dark with Stars flickering in background)*
- 2 . Once triggered with motion sensor- the display goes through a loop:
  - a. The outer atmosphere of the Earth will glow blue getting brighter.*
  - b. The space station turns on and starts \*rotating.*
  - c. The rocket ship lights turn on as in earth orbit.*
  - d. The sun LED turns on & starts to get brighter.*
  - e. Revealing the Earth to slowly start illuminating as the sun rises.*
  - f. At sun rise the Earth is fully bright, then actions in reverse order as sun sets.*
  - g. Back into darkness, the Moon activates the \*phases (new to full to new).**

*\* Features to add if time allows*

*The duration of the Display animation is planned for a few minutes.*

*The Technology of the diorama utilizes a micro processor, RGB LED's, Laser cut acrylic, Fiber optics, Miniatures (3d printed and or model kits), Sensors (touch, motion etc.), \*geared motor system, sequenced lighting features all housed in a custom design- fitted wooden box.*





***The Space Window celebrates the innovation and imagination of our Universe, the Earth, Moon and human ability to explore space.***

***Benefits of the Space Window...***

***The Space Window is an exploration of Creativity, Imagination and multi media art. Produced with extremely high standards, the Space Window will stand out as a complete presentation with story and interactivity unlike any other piece of local work.***

***As an art tool the Space Window demonstrates to the community the values of creativity, imagination, technology incorporating a truly unique variety of processes both classical and modern that include design, fabrication/construction, precision engineering (structure and electronics), painting, assembly, lighting, programming, 3D design/print etc.***

***Education in STEM processes listed above w/ interactive elements to encourage youth in Science/Space. Adults benefit from the meditation aspect of the Zen-like lighting system sequences.***

***Our Humanity and Evolution is intertwined with nature (the Universe), our ancestors used the Stars (changing Seasons) for agriculture, travel/ocean navigation, mythology/storytelling of the origins of life etc. Space is not just about technology but about understanding our beautiful planet earth.***

***JP has been involved in many activities and events since his move to ABQ in 2020: STEM at the Nuclear Museum, Wavetrails and MXP (John Mark Collins), many artist groups, Fusion Theater, Bubonicon Conventions, Albuquerque Artist Summit 2025, guest presenter at One Million Cups, IONS ABQ, Music performance at the Trinity Remembrance 2023-25.***

### ***Space Window Workshop***

***The workshop proposal will be a multi media presentation covering a brief history of my personal work covering a 35 year arc in multi media art, the inspirations and developing skills bringing me to the current point of the Space Window creation.***

***The presentation would have a slide show, video clips, demonstration props all clearly scripted for a 20 minute duration with a Q & A.***

***Points of presentation:***

- 1. Spark of an Idea, Pre-production: sketching, writing notes, researching idea and processes, 3D rendering and design for the construction stages.***
- 2. Making a Dream. Production: Taking the designs to the materials that include R & D/experiments (electronics- features), committing to the design construction: Wood, Plastics, Electronics, Lighting, Animation etc.***
- 3. The Finish Line: The working prototype ready to display to the world demonstrating the interactive features, problems/hurdles we solved to achieve success.***

### ***John Patrick Funk short Bio:***

***JP Funk has a 35 year arc as a working artist. In 1991 he started producing displays at Sci-Fi conventions in Austin Tx. He moved into 3D animation in 1995 (Broadcast TV, Aerospace, Video Games, CD Rom multi Media) culminating in 2003 with the award winning game "Freelancer" (Microsoft/Digital Anvil studio). JP participated in the Austin Indie film community (Visual Effects, Set/prop Design, Soundtracks, writing, directing and producing). Moving to NM 2012 he has been producing soundscapes and art with his Enchanted Lands Music producing events in Taos, Rio Grand Gorge Valley, Santa Fe, Placitas, and in ABQ at venues including The Source, UU, Fusion (Wavetrails Festival w/John Mark Collins), Bubonicon Con, Q-Lab (STEM events). In 2024 he attended the Deep Dive Bootcamp in IoT at CNM/FUSE inspiring him to develop interactive art projects.***