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Computing Aesthetics

3D Model Description

This architectural model of a funhouse represents the Finite-State Machine Diagram of a Video Cassette Recorder (VCR). The states of the VCR are represented as rooms in the funhouse. Likewise, the transitions between the states of the VCR are represented as either hallways or functional transitions such as escalators, stairs, or slides. The various rooms are different by the label they have on top. This indicates the state that the room represents, (i.e. the room representing play has a play logo on it). The user can thus follow this formula and add new states such as record and new transitions by adding in new hallways. The idea is that the user can maneuver through the Funhouse and gain a better understanding of the FSM of the VCR.