

Virta-Flaneurazine

weblog

Grief and Ecstasy

April 27, 2008 by pomerpau2



While Dr Freemont and I were working on the VF pill casing at Morris Sandbox we were “attacked” by “griefers”. We attempted to finish our work but movement eventually became impossible. This event was very memorable and brings up many issues that we will perhaps return to in this blog. Despite the opinions of some that griefers are “terrorists,” which we feel dilutes an already [fuzzy term](#), the practice seems more like “[noise bombing](#)”.

For myself, the whole experience was quite spontaneously beautiful. One even might say that it was a [liminal](#) experience, removing one temporarily from the pragmatics of making things to an experience of being. The cacophony of visual, audio and textual information was in its own way, ecstatic. However, the important [Wired magazine article](#) on this practice introduces a cacophony of questions not only concerning it’s practitioners but also the nature of virtuality. Strangely, the injection of emotional categories into the dialectics of web vs real world epistemologies, strikes us as an odd development on [both sides of the issue](#). Griefers (aka goons) want virtual participants to lighten up about the silliness of taking the virtual world too

[seriously](#). Goons often employ virtual violent disruptive means to inspire humor. It is interesting to consider whether Griefer's see themselves part of the larger hacker community and hence connected to the alternative value system of [hacker ethics](#) or simply operate from internal drives such as the Pleasure Principle.

On the other hand, the emotional suggestion that virtuality is silly, unreal or impotent seems increasingly irrelevant in the context that it is now inseparable from many real world activities and institutions. A virtual bomb on stock market data exchange would have a very real set of catastrophic consequences that might not be so funny. Conversely, a Mercedes Benz is no more real value in terms of its material than a [Tata car](#), its all about surplus value. But try telling the police to lighten up after you have just rammed a [Mercedes-Benz CL](#) or to the nicely dressed hacker who has just taken a high paying job at Microsoft and is the proud owner of the car.

We are aware that the development of a drug like VF could similarly be viewed as antisocial, or "disruptive" (as Dr* Fremont likes to call it). After all the affects cause aimless wanderings across the use oriented grid of Second Life. It gets hard to see property formation, social order and profit through the lens of hallucination. But that's what makes our study so intriguing. And we are also a clinic- as interested in administering the drug as addressing its affects.

Tags: [aimless](#), [antisocial](#), [disruptive](#), [drug](#), [ecstatic](#), [fuzzy](#), [grid](#), [griefers](#), [hacker](#), [Mercedes Benz](#), [noise bombing](#), [silly](#), [Tata car](#), [terrorists](#), [unreal](#), [VF](#), [wandering](#), [wanderings](#)
Posted in [misconceptions](#), [social grid](#) | [No Comments](#) »

[New VF Capsule](#)

April 27, 2008 by pomerpau2



Dr. Fremont managed to design and manufacture an excellent pill capsule with many important specifications conducive to the touch infusion of VF. The Texture mapping must have many thousands of repeats per meter and be offset just enough to allow for the two-way flow of data and commands. These processes must be able to be repeated with subroutines for the duration of VF's affects. While the external

pill does not yet have its full capability of utilizing web parsing, the development of this versatile casing ensures that nothing in the internal pill delivery will prevent these functions from taking place.

We also have included the pill imprint, the VF graphic logo, such that future circulation of the drug, in combination with searching our website, will lead to a positive drug ID. To make a definitive drug identification, a user might need to follow a series of “specific steps or mouse clicks” at the professional Medical site drugID.info. Needless to say, VF is not yet in their database, nor does it have an NDC code. However searches can help with processes of elimination and mis-identification, such as with the drug, [VANEX FORTE](#), that is a synthetic alkylamine derivative used in allergic reactions.

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[Bufo Virtanus Infestation Spreads](#)

April 26, 2008 by [johncraigfreeman](#)

[Infestation of Bufo Virtanus](#)



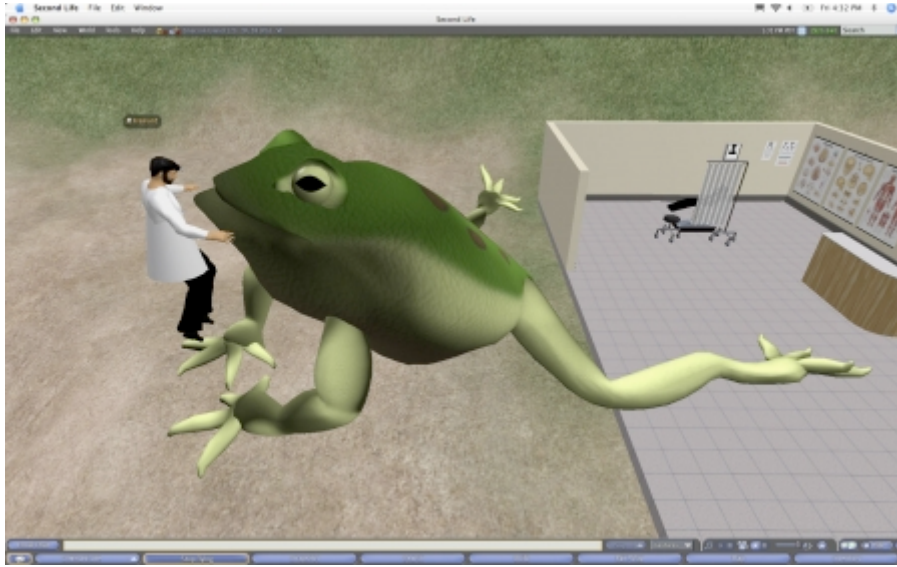
With no natural predators and an abundance of suitable habitat, the Bufo Virtanus has reproduced vigorously and has begun to spread to neighboring SIMs. Eradication efforts are under way.

Tags: [bufo](#), [bufotenine](#), [Bufo Toad](#), [Bufo Virtanus](#), [bufotenin](#), [psychoactive](#), [psychotropic](#)

Posted in [bufo toad](#) | [No Comments](#) »

[Bufo Virtanus Specimen Released at Test Parcel](#)

April 25, 2008 by [pomerpau2](#)

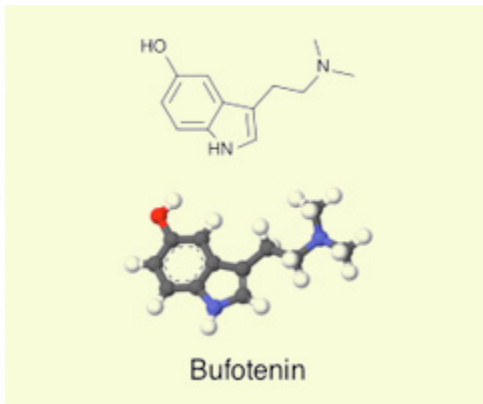


We have identified a hardy specimen of *bufo virtanus* for release on the test parcel. We would discourage touching them (or other forms of contact) until we know more about the effects of its toxin under SL conditions. We can now proceed with studying some of our comparative theories concerning VF molecular similarities and psychoactive effects.

Tags: [bufo](#), [bufotenine](#), [Bufo Toad](#), [Bufo Virtanus](#), [bufotenin](#), [psychoactive](#), [psychotropic](#)
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[Bufotenine](#)

April 12, 2008 by willpap



While watching [Cane Toads: An Unnatural History](#), we realized there could be a relationship between the Bufo Toad toxins and VF. Not only is there a similarity in the [bufotenine](#) molecule, 5-hydroxy-DMT, but experiential reports of distortions in the senses of time and space, [instantaneous transportational perception](#) and color hallucinations would seem to confirm the analogous relationship. The Bufo Toad toxin secreted by glands in the toad's shoulders and then boiled down, crystallized and safely smoked by [hippies in communes](#).

The other [ingestive alternative](#) known as "[licking toad](#)" runs the risk of severe neurological effects such as paralysis, seizures, blurred vision, and dizziness. We should also consider the possibility that distorted time and space affect of imbibing bufotenine might be related to the "transference" of the toad's seemingly aimless patterns of mobility as well as the "hopping" effect of teleporting in SL. This could be a fruitful approach for further study with respect to the digital form of VF.

Tags: [blurred](#), [bufo](#), [bufotenine](#), [cane toads](#), [dizziness](#), [dizzy](#), [Frenching the Prince](#), [hallucination](#), [hop](#), [hopping](#), [licking toad](#), [molecule](#), [neurological](#), [space](#), [teleport](#), [teleporting](#), [time](#), [transportational](#), [Unnatural](#)
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[Person of the Crowd: The Contemporary Art of Flânerie](#)

April 12, 2008 by willpap



Mariko Mori, Tea Ceremony III, 1995, Laminated crystal print, 48 x 60 x 2 1/2 inches. Collection of Peter Norton and Eileen Harris Norton, Santa Monica, CA, Photo: Anthony Cunha.

Steeped as we are in our field of clinical pharmacology, it was a literary colleague who, upon hearing our reports of the emerging drug's discovery, directed our attention towards the analogy of the 19th century [flâneur](#). So, upon further investigation the word became the hallmark of the drug's title. Our favorite descriptive passages come from the French poet [Charles Baudelaire](#)'s essays in "The Painter of Modern Life and Other Essays." Baudelaire summarizes the flâneur as a "[gentleman stroller of city streets](#)." However, successive authors, artists and critics such as [Edgar Allen Poe](#), [Walter Benjamin](#), Situationists and [Susan Sontag](#) have helped us understand that the idea is much more complex and pervasive in our modern life.

Little did we know that the idea itself might be considered "[dandy](#)" nowadays. We hope that we were not lead by a turtle, as some flâneur's were rumored to do!

An example of this currency is an exhibition that we thought we would bring to your attention before it closes soon on April 13. It is itself an opportunity to be a flâneur of the museum (another sociological spin-off!) and a list of well-known artists more or less related to the topic. Our favorite inspiration is Francis Alÿs. Person of the Crowd is curated by Thom Collins, Director and on view from January 20-April 13, 2008. [Neuberger Museum of Art](#), SUNY Purchase, Purchase NY

Tags: [flâneur](#), [flâneurie](#), [gentleman](#), [Baudelaire](#), [stroller](#), [Situationists](#), [Walter Benjamin](#), [Arcade Project](#), [Susan Sontag](#), [dandy](#), [Modern Life](#)

Posted in [wanderment](#) | [1 Comment](#) »

[Virta-Flaneurazine-SL, Midterm Report](#)

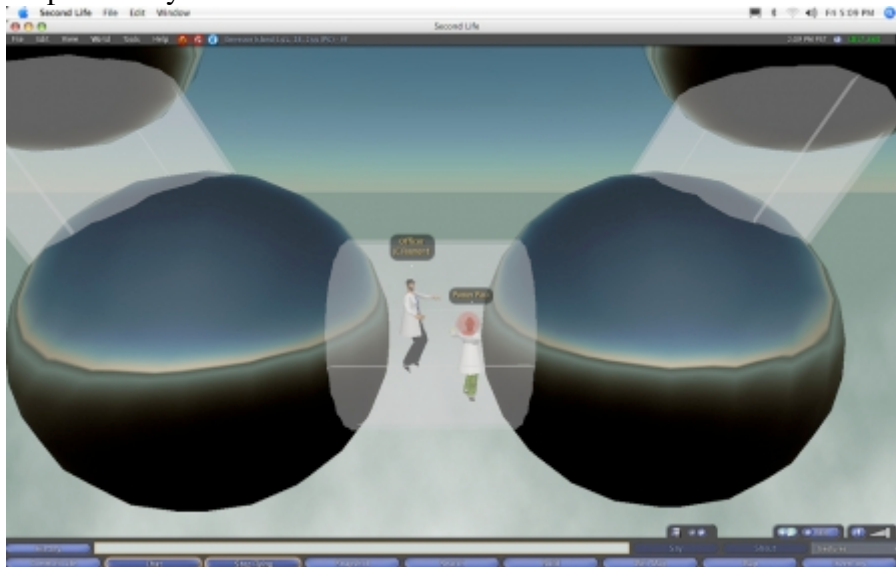
March 11, 2008 by [johncraigfreeman](#)

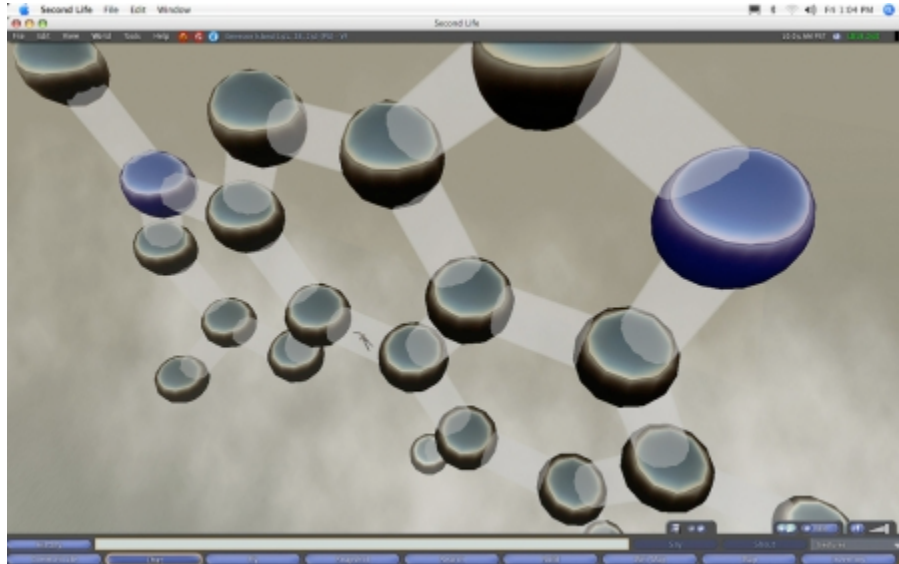
The four-member team working on Virta-Flaneurazine-SL began its work in the fall of 2007 by isolating and analyzing the Virta-Flaneurazine-SL molecule and building the clinic in Second Life. Both of these endeavors have been successful. Reports on both areas follow.



Virta-Flaneurazine-SL Molecule:

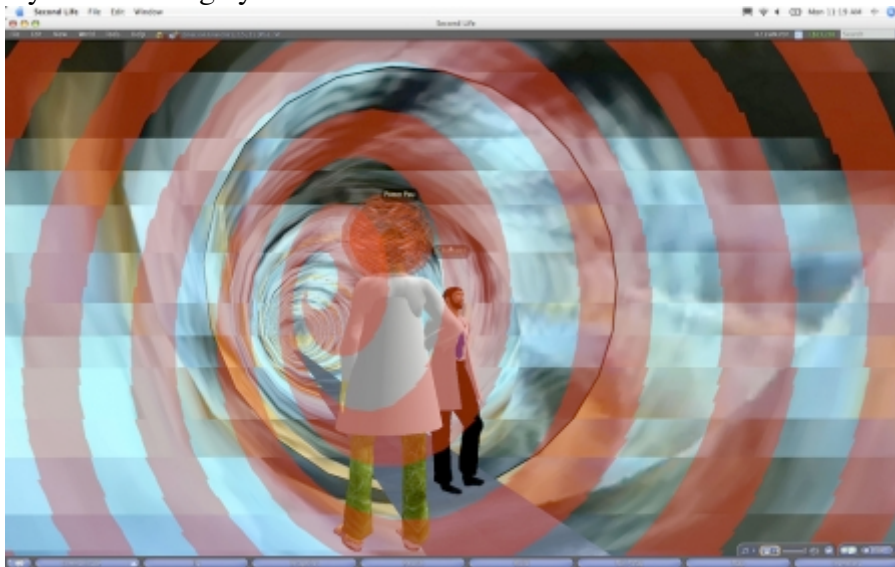
Mass spectrometry suggests that the Virta-Flaneurazine-SL (VF) molecule resembles Lysergic acid diethylamide in many respects but with an extra molecular structure attached similar to 3-Mercaptopropionic Acid (3-MPA). 3-MPA is known to produce symptoms of disorientation. Presumably this accounts for the combined symptoms of wanderment and hallucination reported by patients. The results of our analysis of the VF molecule makes us confident that we might now be able to dispel some of the misconceptions of composition that have previously circulated.





Prograchemistry:

A number of the hallucinatory effects of VF have been programmatically discovered and can be rather easily triggered using both internal and external scripting. In the process of this research, the experience of “tunneling” was discovered to be a recurrent symptom. This means that at times patients perceive themselves moving down a tunnel or into a spiral. Searching into his own past, Dr* JC Freeman, realized a recurring attraction to the notion of mazes or labyrinths, while Dr* WD Pappenheimer remembered painting numerous spirals early in his teenage years.



The wanderment prograchemistry has also been well charted. The auto-body programming compulsion to wander randomly and aimlessly has been isolated and written. The problem of understanding means for auto-teleportation has been overcome through a series of assays and is now a usable. This prograchemistry represents mostly the external portion of the two-part drug. The further understanding and mastery of creating a long-term multi-variant wander excursion, responsive to individual patients experience, represents the challenge of future work in this area. The capability to translate programming to cross-platform technologies will also be addressed at the final stages of the research.



Virta-Flaneurazine-SL Clinic:

Finally, the in-world construction of the clinic is proceeding as planned and most of lab equipment has been delivered. The clinic has a furnished waiting area, situationist reading materials, a front counter, a good supply of medication, an exam room and necessary medical charts and equipment.



This will be the location for in-world patient reception, recruiting, interviews, exams and distribution of the in-world dosage of the trial VF and placebo. Clinical study forms are being prepared and submitted for review and approval.



When completed the administration of the trial will ensure that patients clearly understand the nature of their participation as well as provide the data, which might influence the patient's response to the trial. Finally, plans are being drafted for the deployment of the out-world mobile clinic, consisting of a standing hospital curtain, two interview chairs, transit files and a data projection of patients' experiences. The out-world mobile clinics will be important points for initiating and continuing patient relationships.



Tags: [3-MPA](#), [aimlessly](#), [auto-teleportation](#), [clinic](#), [clinics](#), [external](#), [hallucination](#), [internal](#), [labyrinths](#), [LSD](#), [mazes](#), [misconceptions](#), [molecular structure](#), [molecule](#), [prograchemistry](#), [spiral](#), [tunneling](#), [wanderment](#)
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[Virta-Flaneurazine-SL, Clinical Study](#) ©

March 8, 2008 by johncraigfreeman

Dr* WD Pappenheimer, Pace University, NY

Dr* JC Freeman, Emerson College, MA

Abstract:

Virta-Flaneurazine-SL or VF is a potent programmable “mood changing” drug for Second Life (SL). It is identified as part of the “Wanderment” family of psychotropic drugs because, when ingested, it

automatically causes the bearer to aimlessly roam the distant lands of SL for up to a full day. As the prograchemistry takes effect, users find themselves erratically teleporting to random locations, behaving strangely, seeing digephemera and walking or flying in circuitous paths. Many users report the experience allows them to see SL in a renewed light, that SL is somehow reconfigured off the everyday limitations of a fast growing grid of investment properties.

History:

The prograchemistry of Virta-Flaneurazine derives from a formula which the authors of this study, Dr* WD Pappenheimer and Dr* JC Freeman, conceived and began to synthesize some time ago. It was leaked to the public via an assistant programmer. It will soon be available on the SL “black market.” For obvious and important reasons Dr* W Pappenheimer and Dr* JC Freeman would like to conduct a complete laboratory synthesis and begin clinical trials so that the nature, effects and side effects of the drug can be reliably outlined. Tests will be both objective and subjective.

Prograchemistry:

The prograchemistry is and will be mostly completed in LSL, though some events will require external interactivity via System Events from AppleScript and Perl. Some hacking into SL source code may be possible and useful for certain behavioral properties not native to LSL. User input (see Clinical Study Prospectus below), the prior experience of the user, will affect the prograchemistry of each trial in terms of directions, destinations and behaviors. This will be accomplished through initial form entry and userstats. However, the randomizing features of this “Wanderment” family of psychotropic drugs is the dominant operating control of many of its “events.”

Clinical Study Prospectus:

Each clinical study of Virta-Flaneurazine will begin with participants logging onto a form site. Simple questions will be asked about user experience, attractions and repulsions, since these principles are known to affect the behaviors of “Wanderment” drugs. Users will be encouraged to enter an alias or avatar identity, since this drug is not yet FDA approved or classified. Once registration is complete, a custom desktop active ingredient will be downloaded and participants will be directed to a site in Second Life where the second part of the drug will be available for ingestion or “wearing”. (It should be noted that at the time of this proposal Virta-Flaneurazine has a two part prograchemistry that operates both internally and externally to SL.) Users are under the “influence” of Virta-Flaneurazine for the next 4-12 hours. After the experience participants are encouraged to log back onto the original clinical studies site and report any experiences encountered during affectation. An online catalogue of these reports will be made available for further study. Plans would also be made to open a physical gallery clinic for walk-in participants, case evaluation, and problems that might arise in some user experiences.

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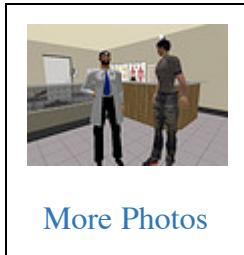
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