

Virta-Flaneurazine

weblog

[Remote Control](#)

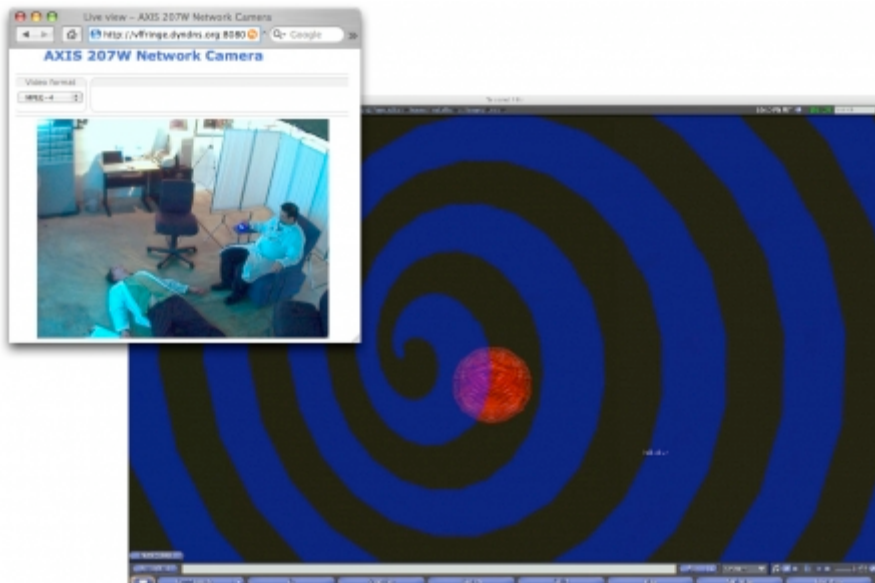
December 13, 2008 by johncraigfreeman



Posted in [Uncategorized](#) | [No Comments](#) »

[Immobility, Dissociation and Freefall](#)

October 20, 2008 by willpap



During the first few weeks of the clinic at Fringe Exhibitions we had some continuing problems with what we called the pejorative “bad trip.” However, it was not this avenue which bothered us, but rather its frequency. Negative, dead-end or paranoiac experiences have been reported with the use of all psychoactive drugs including those prescribed for depression such as Prozac or Zoloft. In the initial trials we experienced both in clinic visitors and our self-study experiments, problems in which the user would become a immobile and un-teleportable or exceedingly dissociated from the live Internet connection to the online virtual world. The above screen shots are of one of my such experiences. I also observed a similar instance where the user’s avatar plummeted downwards in an endless freefall, spiral hallucination in tow. The patient and I watched until the avatar disappeared below. I’ve never seen this before, nor since.

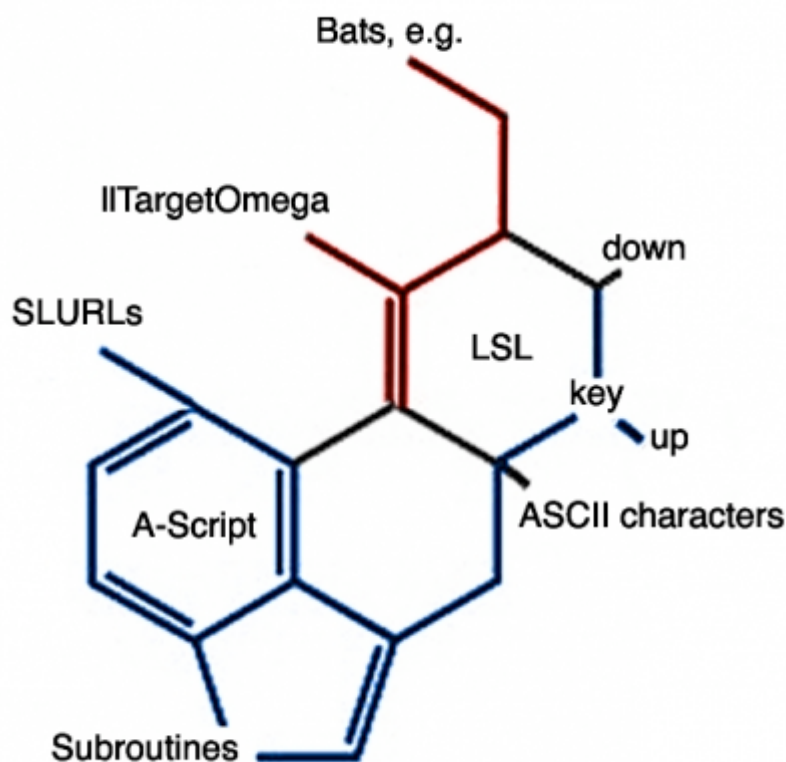
The other significant problem that developed was a condition of immobility whereby the avatar simply would not teleport, and hence wandered endlessly along the bottom of the ocean or the sides of the hills near the clinic. This was indeed frustrating for administrator and subject alike. Since this problem seemed to clear up with adjustments in the dosage, calls to ATT tech support and refreshed local network connections, we did not spend much time studying the source of this effect. It may well be a proclivity in user with respect to certain dosages or conditions of the local or public network. However, at one point we did notice a distinct correspondence to periods of high Internet traffic and local Los Angeles traffic.



Tags: [auto-teleporting](#), [bad trip](#), [dissociation](#), [immobility](#)
 Posted in [misconceptions](#), [pills](#), [prograchemistry](#) | [No Comments »](#)

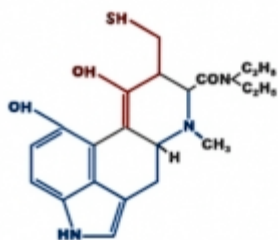
Script Molecule

October 19, 2008 by willpap

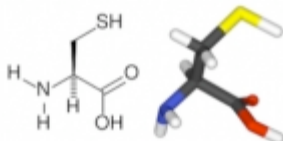
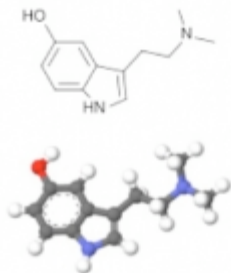


This post shows the most up-to-date research and synthesis we have done so far on the Virta-Flaneurazine molecular structure. The above diagram shows the script structure of the organic Virta-Flaneurazine molecule pictured in the upper left-hand corner below. Areas of the two interlocking scripts are indicated in the center of neighboring rings. Source input and controls are indicated by branching nodes. Accessing external nodes such as SLURLs of current web events contained on VF prescription pages can be clearly seen feeding into the script structure. “Bats” is an example of a possible hallucination triggered from the script molecule. It should be understood that this is only an example of the possible visual side effects triggered from a user’s psychic inventory.

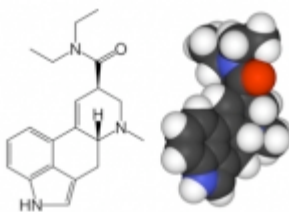
The four-part diagram below shows how we were able to design the organic version of the molecule which became the model for the script version. The effects of each of these components has been discussed in earlier sections on prograchemistry and its biological and pharmacological derivatives.



(VF) Virta-Flaneurazine

(3-MPA)
3-Mercaptopropionic Acid

Bufotenin



LSD

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

[Trials and Recruiting](#)

September 30, 2008 by willpap



The last few weeks of open clinical trials have been quite busy and yielded a considerable amount of experiences and reactions to VF. Much of our attention has been devoted to recruiting new subjects and then guiding them through the careful administration of the drug. The general reaction has been positive,

generating reports of renewal, outside of body sensations, cosmic tourism and interesting graphics. Most participants seem comfortable with resigning themselves to the flow of wandering, which is of course the main effect of VF. Interestingly few report to engage in this kind of activity on a weekly basis in their “real” lives. There have also been quite a few responses best described as discomfoting. Disorientation, frustration, phobia and limited graphics summarizes the reports of some trial participants. One or two patients have reported continued after effects in this range. However, this is to be expected from a study this early on in clinical development. Besides any psychoactive drug from those deemed to be illicit to widely prescribed antidepressants is known to produce such ” negative” results in some patients. Future reports of our pre-and post-trial questionnaires will detail some of these patient accounts as well as correlate some of the data.



Dr* Pappenheimer recruiting potential clinical trial for disciplines in the Fringe clinic opening night.

Posted in [clinics](#), [lab staff](#), [wanderment](#) | [No Comments »](#)

[Fringe Clinic Layout](#)

September 23, 2008 by willpap



The layout at Fringe Clinic seems to serve its function quite well. The real world clinic is similar to the SL clinic and allows for the dispensation, consultation, monitoring and evaluation of volunteer subjects experiences. The installation includes a comfortable multi-position patient chair, exam area, a waiting room and live SL projection screens for patient and public viewing. It is important to study the relationship of real world to virtual experience since the two are inextricably linked. We are not interested in mirrors or simulations.



The waiting room area allows clinical trial patients to relax while waiting for an appointment to try VF under doctor's supervision. Participants also use this area to fill out documentation of their experiences prior to and after taking the drug. The Fringe Clinic is open 12-6pm PST Thursday through Saturday, September 25-27 and of October 2-7. Contact [Fringe Exhibitions](#), 504 Chung King Court, Los Angeles, CA 90012, (213) 613-0160



FringeCam

Posted in [clinics](#), [lab staff](#), [social grid](#) | [No Comments »](#)

[Documentation of Early VF Trial Results](#)

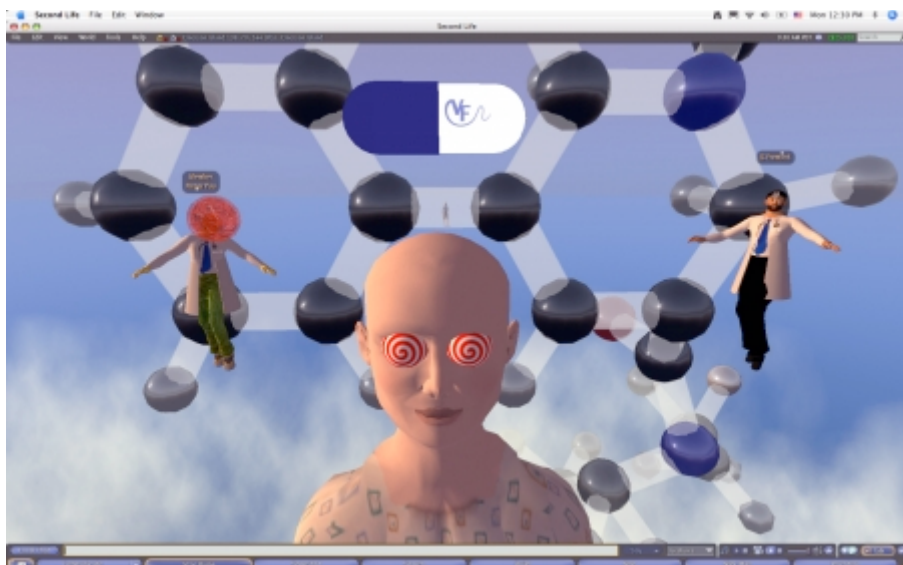
September 16, 2008 by johncraigfreeman

The Virta-Flaneurazine clinic opened on Saturday, September 6, 2008. We have begun to compile and document the early trial results.

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[VF Launch at Fringe Exhibitions, LA](#)

September 3, 2008 by willpap



Press Release:

Virta-Flaneurazine at [Fringe Exhibitions](#)

Exhibition Dates: September 6 - October 4, 2008

Opening Reception: Saturday, September 6, from 6-9 PM PST

Virta-Flaneurazine(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 it automatically causes the user to aimlessly roam the distant lands of online 3D worlds. 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, as somehow reconfigured outside the everyday limitations of a fast growing grid of virtual investment properties. VF derives from a formula which the authors of this study, Dr* JC Freeman and Dr* WD Pappenheimer, synthesized some time ago. The clinical study will include an exhibition that dispenses and evaluates the drug for volunteer subjects. The installation includes a comfortable multi-position mechanical chair, exam area, a waiting room and live SLprojection screens for patient and public viewing.

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[First Prescriptions](#)

September 3, 2008 by willpap



Some of the first prescriptions are being prepared for the the launch of clinical trials at Fringe Exhibitions in LA. Though participation can also be [initiated online](#), a real world clinic will be set up where patients can meet with the Dr.s* and receive a more guided experience.

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[VF Magazine](#)

August 29, 2008 by [johncraigfreeman](#)

The latest issue of VF Magazine is available. The clinic will provide issues for reading material in the waiting area.



VF Cover, September 6, 2008

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[Remote Time Experiment](#)

July 27, 2008 by johncraigfreeman

Extremely slow performance in distant clinic operations has led the research team to experiment with remote temporal operation. The use of ARD's sliding temporal shifts has allowed substantial performance increases at satellite clinic stations. Undoubtedly, temporal memory plays a significant role in every aspect of this study.



Remote Time Experiment 1bitmap

Our fastest results were achieved in the 1988 timeframe, but the lack of detail distinction, for all intent and purposes, made the data unusable.

[Read the rest of this entry](#) »

Tags: [clinic](#), [memory](#), [remote](#), [shift](#), [temporal](#), [temporal shift](#)

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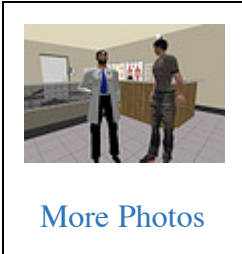
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Virta-Flaneurazine

weblog

[Test Subject](#)

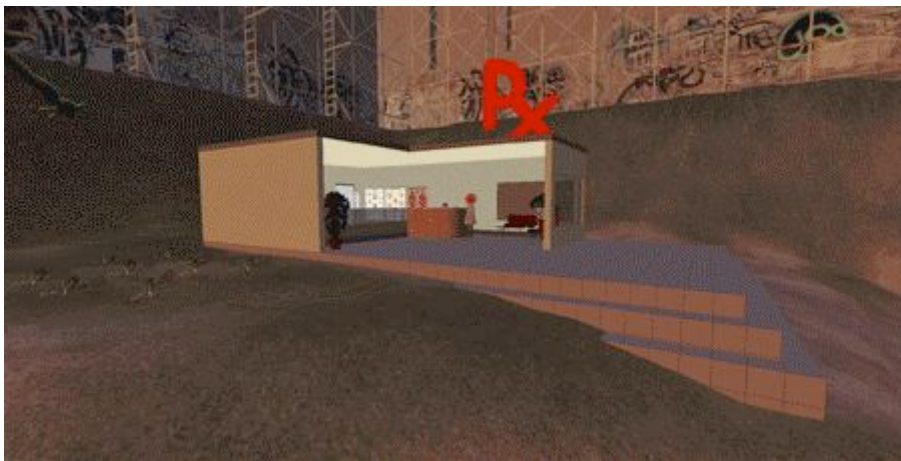
July 27, 2008 by johncraigfreeman

Our initial test subject, JC Priestman, arrived at the clinic today for pre-trial screening.

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[VF Clinic “Plein Air” Design](#)

July 7, 2008 by pomerpau2



The VF Clinic is mostly complete featuring a wonderful "plein air" design by Dr. Freemont. The building contains our clinic headquarters, reception counter, waiting room, exam and interview area in a space that flows from one function to another. The floor extends to be outside patio with steps leading down to the ocean. We tip our hats to Frank Lloyd Wright, hoping that the building integrates itself into its surroundings like "[Falling Water](#)." This design also allows clinical study participants to wander easily outside as they begin their wayward journey. With most of the preparatory elements of the clinical study coming into place, it will not be long before we are able begin the trials. All members of the project are looking forward to this day.

[Clinic SLURL:](#)

Tags: [clinic](#), [plein air](#), [reception](#), [wayward](#)

Posted in [clinics](#) | [No Comments](#) »

[New Pill Design: Confusion and Facade Affinity](#)

July 5, 2008 by pomerpau2



The new pill designs have arrived at the clinic also. We are now working on experiments with the proper

dosage. It appears that our initial dosages are problematic. They produce two side effects that impede long-term wanderment variability. One is best described as confusion or disorientation. This causes the user to move in more limited areas and engage in crisscrossing or backtracking (See figure 1 below). The second effect can only be described as an affinity or fixation for the walls of buildings. In these cases the user seems to walk towards building facades and then, looking into windows, moves back and forth along them repeatedly (See figure 2 below). While this shows a consistency with aspects [flâneurism](#) such as window shopping or voyeurism, it will also lead to less adventurous walks which are also desirable. We will be conducting more precise experiments with respected dosage shortly since this will be such an important part of the user's experience. The issue is most likely related to code repeats and higher user rates of [serotonin turnover](#). The figures below track these walks from the SL minimap aerial view.

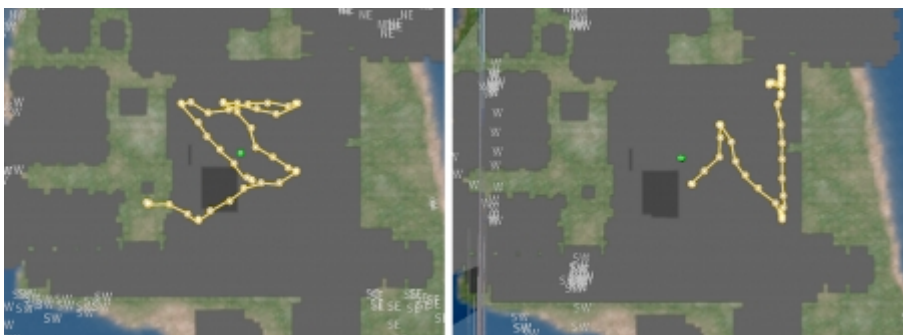


figure 2: facade affinity

figure 1: confusion

Tags: [aerial view](#), [affinity](#), [confusion](#), [dosage](#), [facade](#), [fixation](#), [flâneur](#), [flâneurism](#), [map](#), [minimap](#), [pill](#), [pill design](#), [shopping](#), [wanderment](#)

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[External Pill Use](#)

July 3, 2008 by willpap

Simple steps for external pill use:



assimilation

USB drug delivery

Posted in [pills](#) | [No Comments](#) »

[New Pill Drives](#)

July 2, 2008 by willpap



The new external pill drives arrived recently. The new [design](#) combines a more carefully controlled delivery system together with a more “upbeat” color scheme. We are hoping this will address the “recreational” use issue as well as the recent identification of the widespread pathology of [WDD](#) or Wanderlust Deficit Disorder. We think this look expresses the essence of “[wanderment](#)”.

Tags: [color scheme](#), [Deficit](#), [Disorder](#), [external](#), [pill drive](#), [recreational](#), [Wanderlust](#), [wanderment](#), [WDD](#)
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[Wanderlust Deficit Disorder](#)

June 20, 2008 by johncraigfreeman

MEMO #2008-06-20_032

To: Dr. willpap

From: Dr. johncraigfreeman

Re: Wanderlust Deficit Disorder

This is an internal memo intended for your eyes only. Please keep its contents confidential.

Given the disastrous results of the latest mice trials, the parent company and our investors have recommended a change of course in our research. They have asked us to consider redeveloping VF to target the lucrative recreational pharmaceutical market. In order to do this successfully, a malady must be identified, or created as the case may be, which VF can be reasonably seen to remedy.

After careful consideration. I propose that we focus on Wanderlust Deficit Disorder (WDD). We know that

VF has shown promise in getting even the most flaccid internet addicts up and active, even if that activity is aimless or misdirected.



The parent company's marketing department and our lobby consulting team agree that WDD could constitute a sizable market in coming years.

We have been asked to indicate this change of direction by changing the appearance of VF to include a more "happy-go-lucky" color scheme and sexier graphics.

Tags: [Add new tag](#), [Deficit](#), [Disorder](#), [recreational](#), [Wanderlust](#), [wanderment](#), [WDD](#)
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[Intro to New Lab Assistant](#)

June 1, 2008 by pomerpau2



We are pleased to be joined by Bufot Xue as a lab assistant. He comes to us via his First Life avatar featured in a link from the Bufotenine entry on the blog ([excerpt](#) from Fox News, KCTV-TV, Lawrence, KS.)



He has extensive experience with the Bufo toad species, since he sells them as pets. He will be of vital assistance to us from time to time when he is not at Persephones Journey herbal store in Lawrence, KS

Tags: [avatar](#), [bufo](#), [Bufot](#), [First Life](#)

Posted in [bufo toad](#), [hallucination](#), [lab staff](#) | [No Comments »](#)

[Hippies Congregate at VF Clinic](#)

May 28, 2008 by johncraigfreeman

Dr. Pomer, Dr. Fremont ask that I forward this very important memorandum to you as soon as possible. Please keep its contents confidential. JCF.

MEMO #2008-05-28_001

To: Dr. Pomer

From: Dr. Fremont

Re: Hippies congregate at VF Clinic

It seems that the recent congregation of hippies near the VF clinic is due, to some extent, to the proliferation of Bufotoads on the SIM. It seems that they have become somewhat accustomed to spending their days licking the secretions from the escaped specimens. My first inclination was to run them off, as I found their drum circles to be distracting from the research duties at the clinic. Upon further reflection however, I believe these individuals might make unsuspecting test subjects when we are ready to begin our human trials.

Posted in [hallucination](#) | [No Comments »](#)

[Tunneling Hallucinations Experiment](#)

May 22, 2008 by jcfremont

June 1, 2008 updated by willpap

We have discovered a recurring area of VF [hallucinations](#) that appears as a sort of winding tunnel. The

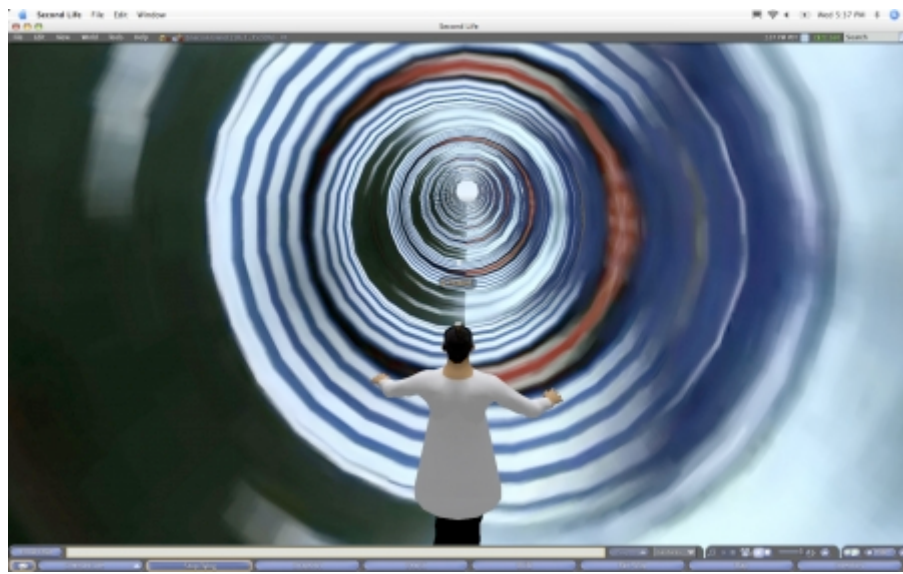
“tunneling” effect is well documented in [hallucinatory medical reports](#). The VF affects in the area of tunneling, seem to fall into two categories: geometric configurations and what we are discovering to be “travel” memory sequences. The [geometric shapes](#) appear both linearly down the length of tunnel vision as well as in glances side to side. The neural formula thought to generate [geometric patterns](#) such as [spirals](#), and lattices, either square, rhomboidal or hexagonal, orthogonal gratings, bull’s-eyes and fan shapes is:

$$dE/dt = -E + S_E\{aW_{EE}*E - bW_{IE}*I + \text{Sensory Input}\} \quad [2]$$

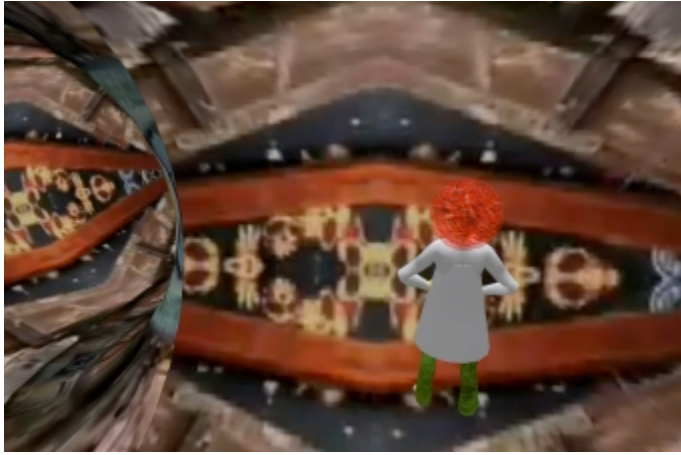
$$dI/dt = -I + S_I\{cW_{EI}*E - dW_{II}*I\}$$

just as in code for a spiral might be:

```
default
{
    state_entry()
    {
        llTargetOmega(<1,0,0>,PI,1.0);
        llSetTimerEvent(gap);
    }
    timer()
    {
        counter = counter + gap;
        integer x;
        float xf;
        for (x=9; x>0; x-)
        {
        }
    }
}
```

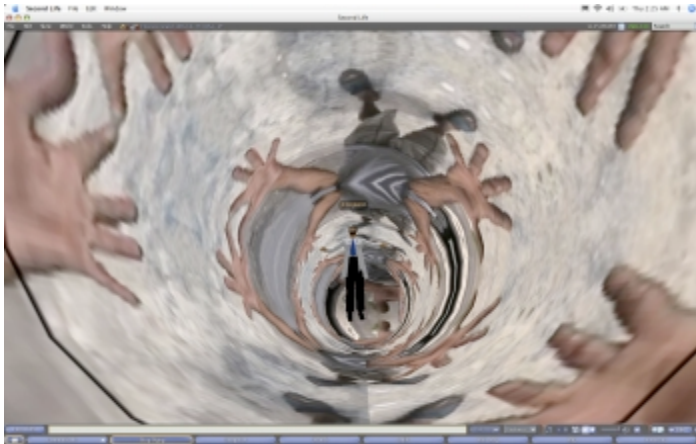


tunneling geometries



geometric lateral side to side tunnel hallucination

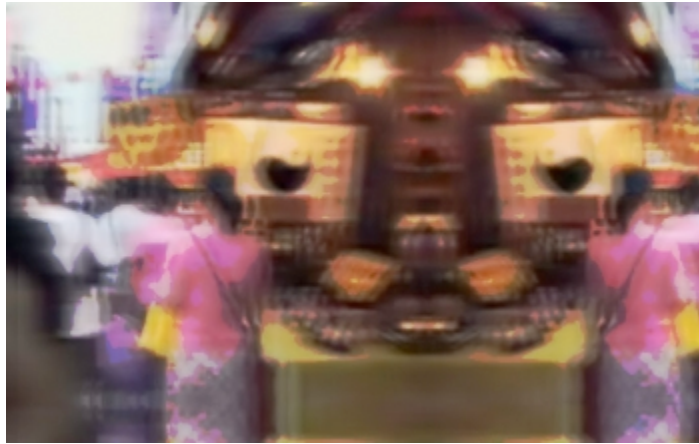
More striking has been our noting of signs, buildings, trees and human bodies at certain moments of the tunnel [hallucinations](#). Closer examination has confirmed these observations. We speculate at this point that these are travel [memories](#), perhaps from our own unconscious catalog or perhaps from others. Sounds are also audible as street sounds and human orations. We have heard Portuguese, Mandarin language and Australian accents spoken. There is no telling what [worlds](#) these may connect to. However, it should come as no surprise that the hallucinatory imagery includes [travelogues](#) since VF is primarily a wanderment drug.



appearance of human figures in tunnel hallucination

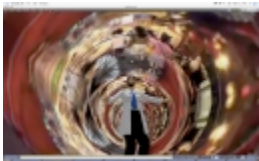


tunnel visible building signs in hallucinatory travel imagery



street view detail hallucination capture/ possibly from Taipei

More images:





Tags: [geometric](#), [hallucination](#), [hallucinatory](#), [memory](#), [pattern](#), [spiral](#), [travel](#), [tunnel](#), [tunneling](#)
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May 22, 2008 by [johncraigfreeman](#)



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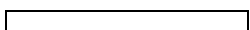
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Virta-Flaneurazine

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](#)
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[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](#)



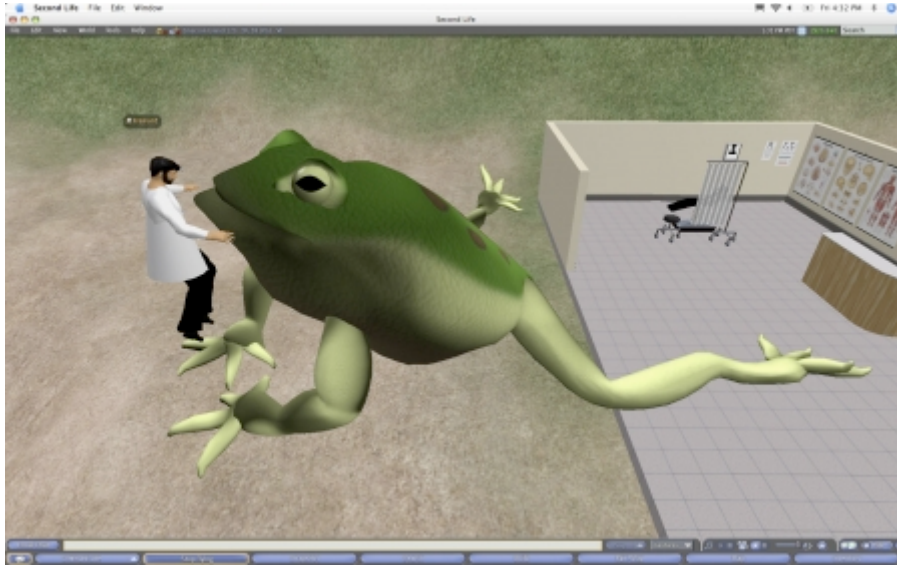
With no natural predators and an abundance of suitable habitat, the Bufo Virtanus has reproduced vigorously and has begun to spread to neighboring SIMs. Eradication efforts are under way.

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

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

April 25, 2008 by [pomerpau2](#)

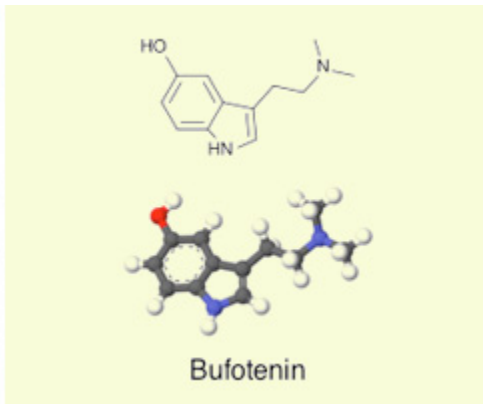


We have identified a hardy specimen of *bufo virtanus* for release on the test parcel. We would discourage touching them (or other forms of contact) until we know more about the effects of its toxin under SL conditions. We can now proceed with studying some of our comparative theories concerning VF molecular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

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

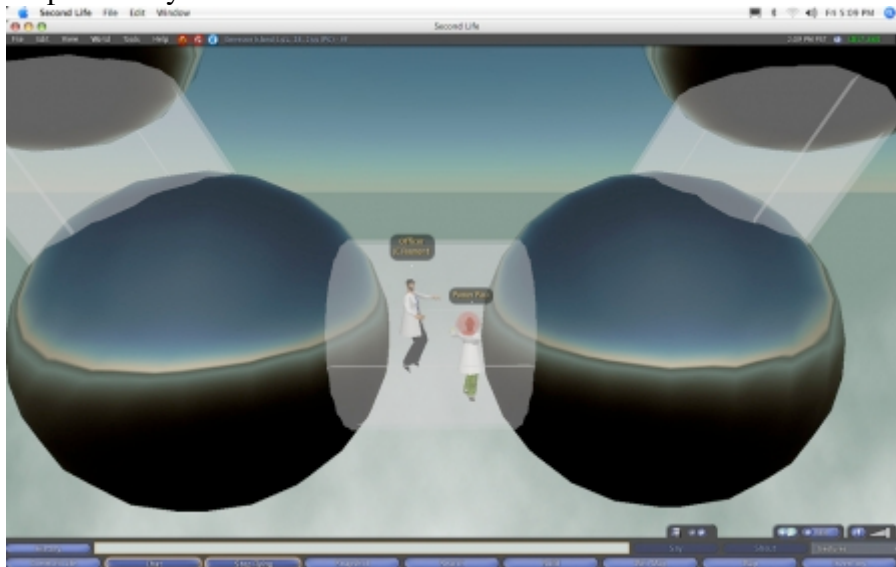
March 11, 2008 by [johncraigfreeman](#)

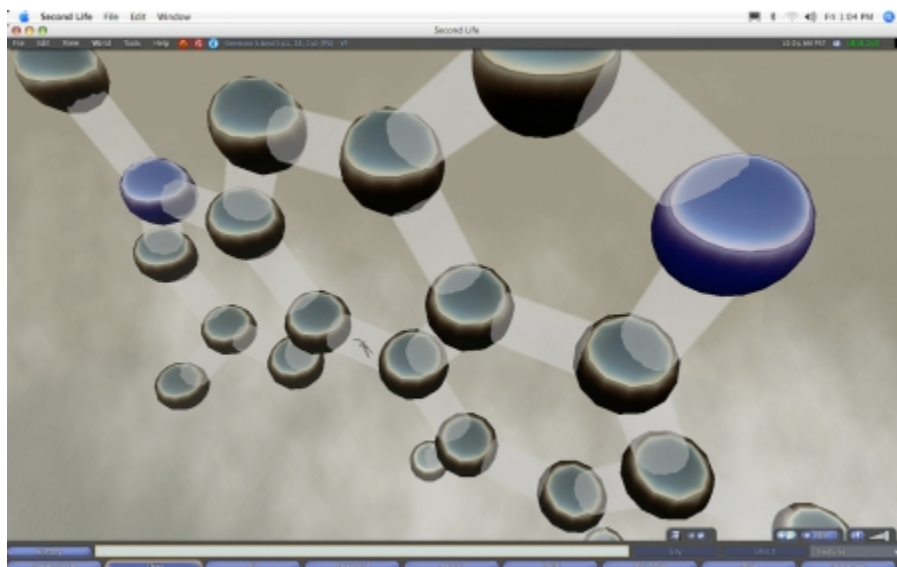
The four-member team working on Virta-Flaneurazine-SL began its work in the fall of 2007 by isolating and analyzing the Virta-Flaneurazine-SL molecule and building the clinic in Second Life. Both of these endeavors have been successful. Reports on both areas follow.



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:

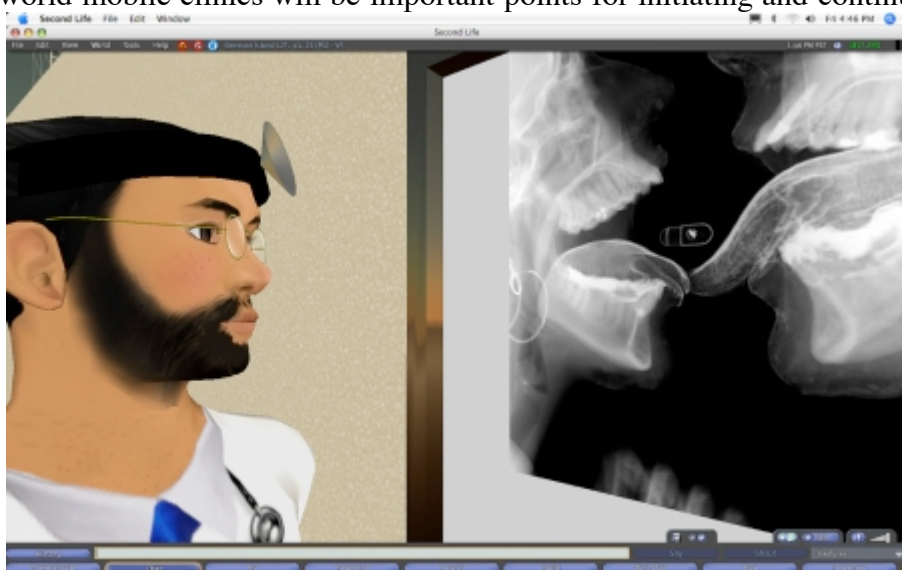
Finally, the in-world construction of the clinic is proceeding as planned and most of lab equipment has been delivered. The clinic has a furnished waiting area, situationist reading materials, a front counter, a good supply of medication, an exam room and necessary medical charts and equipment.



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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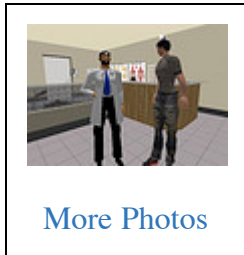
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