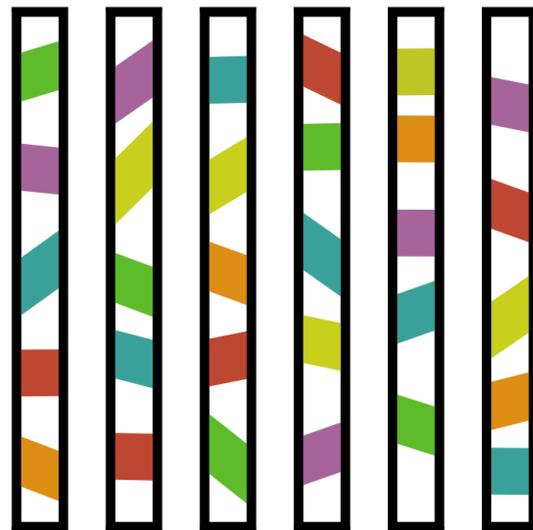


**Visual Phenomena** is a work in progress that discusses philosophical issues in a new way. Each spread presents the reader with both an illustration and a corresponding op-ed-style argument which work together as a thought experiment. Discussing issues such as the internet and information overload, *Visual Phenomena* invites readers to think critically while exploring ideas that are essential to the modern world.

**Update (3/17/2017):** *I have finished the first draft of Visual Phenomena. Before releasing a second draft or manuscript of the book, however, there are many sections which I intend to either replace or extensively rewrite. There are several other projects which I intend to pursue first; however, I plan to finish this book within the next year or so.*



## 20. Entropy

Entropy is chaos—a lack of order. It is an uncertainty regarding what will emerge from a given situation. It is also the rare opportunity to redefine the ways in which things stand without significantly changing the circumstances. An entropic state poses the ethical challenge of interpretation.

Each new technology that we develop presents many different possibilities for application and use. When cars were invented, we were asked whether they should replace horses, whether we should widen the roads, and how we should behave at intersections. When highways were developed, we were asked whether we wanted to commute to work from the suburbs, what speeds we were comfortable going, and whether we should design new spaces at the scale of the person or the car.

Today's world presents a stream of new challenges that correspond with the rise of the internet. We are asked whether video conferencing satisfies our need for social interaction. We are asked what role instantly-sharable photography might play in our lives. We are asked whether computers are acceptable substitutes for the human being in giving various forms of advice. And we are asked whether the ease of communication provides a productivity boost or presents a distraction. Each of these questions offers an opportunity for someone with a new **perspective** to offer a new solution—for someone to discover how to use the same tools more effectively. In today's society, one need not invent the wheel to change the way the world works—one need only convince someone to see the wheel in a different way.

The illustration at left is meant to simulate the experience of an entropic state. It can be viewed in at least three different ways. Focusing the eye on the illustration itself produces six fence posts with colored markings. Focusing on a point halfway between the eye and the illustration produces a picture of two double-helices (DNA strands) in the bottom four rows. Focusing on a point one-and-a-half times the distance from the eye to the illustration produces a net of colored tiles without lines.