

time buildings

The Urth list — 1 messages, 1 voices, 11 Jul 1998

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m.driussi — 11 Jul 1998, 14:47

corncrake,

Re: the Atrium not =traveling= in time. Well, in certain applications the Botanic Gardens don't "travel" in time, either--they are just static windows, each in a different epoch of real time (in both senses: the time is real rather than faked; time passes within the window at the usual time). And the Last House doesn't dart hither and yon, either, it just blips forward (another case where subjective time/life is expanded; the House is only there one day out of three or so)--and once again, the windows of the upper floors look out onto different epochs of real time.

The time machines that flit about are vehicles rather than buildings: the flying saucer of O, B, and F; the starship Tzadkiel; etc.

I agree with you that the Atrium is or represents something like the Axis of Time, the unmoving spot of the Urth, a place outside of time, a terrestrial imitation/intimation of Yesod (if that is what you are saying). It seems to me that all this requires some time architecture, like that used in the Botanic Gardens, the Last House, and the Corridors of Time (granted this last one is the break-away architectural technique whereby one constructs and deconstructs around oneself, like Gumby's magic train that has train tracks appear ahead of itself and disappear after its passage).

=mantis=