

**MAIN CONCEPT DEFINITION**

LOGO

**OMNIPRESENCE/G3**

 FLORIAN MARKUS

 JAN KSIAZEK

 PAWEL KRYNSKI

 YAFIM SIMANOVSKY

**HYPERBODY MSC1**

name:  
**OMNIPRESENCE**

Omnipresence or ubiquity is the property of being present everywhere. This property is most commonly used in a religious context as an attribute of a deity or supreme being.  
[source:Wikipedia.org]

**Internet of things [IoT]**

IoT is the network of physical objects or "things" embedded with electronics, software, sensors, and network connectivity, which enables these objects to collect and exchange data.

The pavilions will be instalations performing varied interactive scenarios.

action taken:  
**INTERACTIVE PROBLEM PERFORMANCES**



pavilion theme:

**WATER**

performance:  
**WAVE**



pavilion theme:

**SUSTAINABILITY**

performance:  
**DECOMPOSITION**



pavilion theme:

**MIGRATION**

performance:  
**CHASE**



pavilion theme:

**COLLECTIVE EFFORT**

performance:  
**COOPERATION**

**PROBLEM**

**PROBLEM**

**PROBLEM**

**SOLUTION**