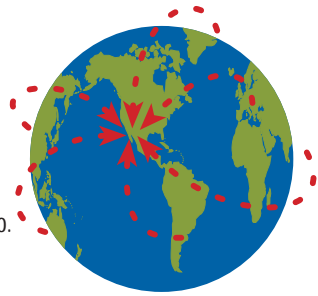


24 HOURS IN CYBERSPACE: HOW IT WORKS

CREATE

On February 8th, 100 professional photographers and thousands of others worldwide shoot photos and transmit them to San Francisco.



Kodak Digital Science Camera, Kodak Film and Processing

NEC Versa Notebook Computer, Adobe Photoshop, SWCC PIK, Polaroid Scanner

Kodak Digital Science Camera, Adobe Page Mill, Adobe Photoshop, Adobe Acrobat, Netscape Server

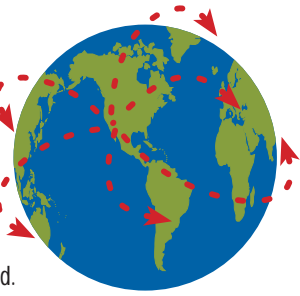
COLLECT & EDIT

At Mission Control in San Francisco, teams of judges, editors, designers and technicians sift through incoming pictures and audio clips, and build a World Wide Web site the same day.



PUBLISH

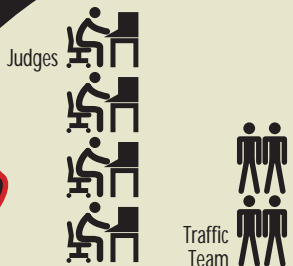
The work is published at the 24 Hours in Cyberspace web site (<http://www.Cyber24.com>), and "mirrored" around the world.



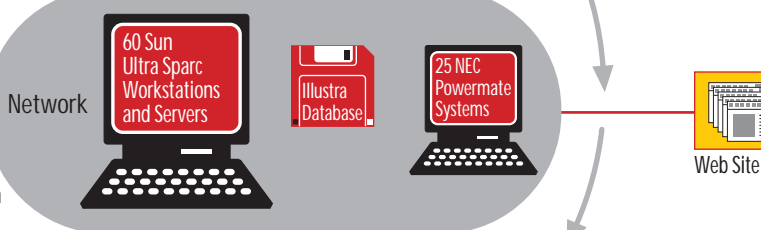
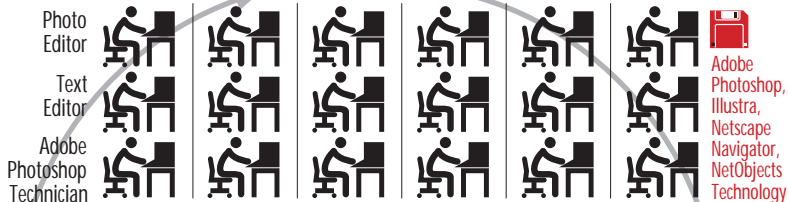
"Mirror" sites at the Internet 1996 World Expo, MCI, BBN Planet, and Sun Microsystems

MISSION CONTROL, SAN FRANCISCO

Collect Data



Make Story Pages (Six teams)



Update the Homepage



Make Table of Contents Pages



Web Site

Additional technology:
Power Computing's systems
Cyberports for Business' connectivity
The Software Construction Company's (SWCC) Photoshop Plug-in
Best Power's UPS
US Robotics' modems
Cisco Systems' routers
Bay Networks' hubs
Telos Systems' interfaces
Telex headsets
Spider Island Software's Telefinder BBS