

Stennis workers inspire Schlossberg

INFINITY designer envisions an evolving exhibit

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LONG BEACH — By design of its creators, INFINITY at NASA Stennis Space Center will not be finished when it opens in 2011, or for years to come.



Schlossberg

Edwin Schlossberg of New York on Thursday night.

“By 2014, the amount of data is going to be so different from what we have now,” he said. “We built it on a computer platform so it is easy to adapt and change it.”

Schlossberg spoke at an Issues and

Answers public lecture series on “Interactive Design Connecting People, Inspiring Exploration,” sponsored by the University of Southern Mississippi Gulf Coast and the Sun Herald at USM in Long Beach.

He is one of the world’s leading designers of museums and cultural experiences, as well as founder and principle designer of ESI Design, which specializes in creating interactive experiences and communication tools for community-based organizations around the world.

Thursday night, he talked primarily about the development of INFINITY at NASA, starting with the expertise and friendliness of “the NASA people.”

“They are passionate about what they do,” Schlossberg said, “and it makes me excited about translating their passion, not only for people in Mississippi, but people passing through Mississippi and learning about the people on the project.”

He said he felt it was important to “create a project where people are looking over the shoulders of the people doing the job. We all need at some time to have somebody to model ourself after,” he said. “I hope IN-

FINITY will be a place where people can not only witness the work, but also appreciate the science and technology.

“The goal is to inspire the next generation of explorers, both literally and in the curiosity to understand the world around you.”

INFINITY will be south of Stennis and just south of Interstate 10 in the vicinity of the Mississippi Welcome Center.

Inside will be a series of interactive exhibits, one of which will let people locate and see their own house, but under different kinds of circumstances by using remote sensing. Another will be a theater designed to feel like the inside of a weather pattern.

It’ll have an Earth gallery that’s about exploring the Earth and ocean using remote sensing devices, he said, and a space gallery that can simulate a rocket launch.

Schools will use it, tourists will make it a destination, travelers will pull off Interstate 10 and drop in, Schlossberg projected. Once the building is complete, Schlossberg said, his part can be built in nine months to one year and “I hope to start building the exhibits part real soon.”