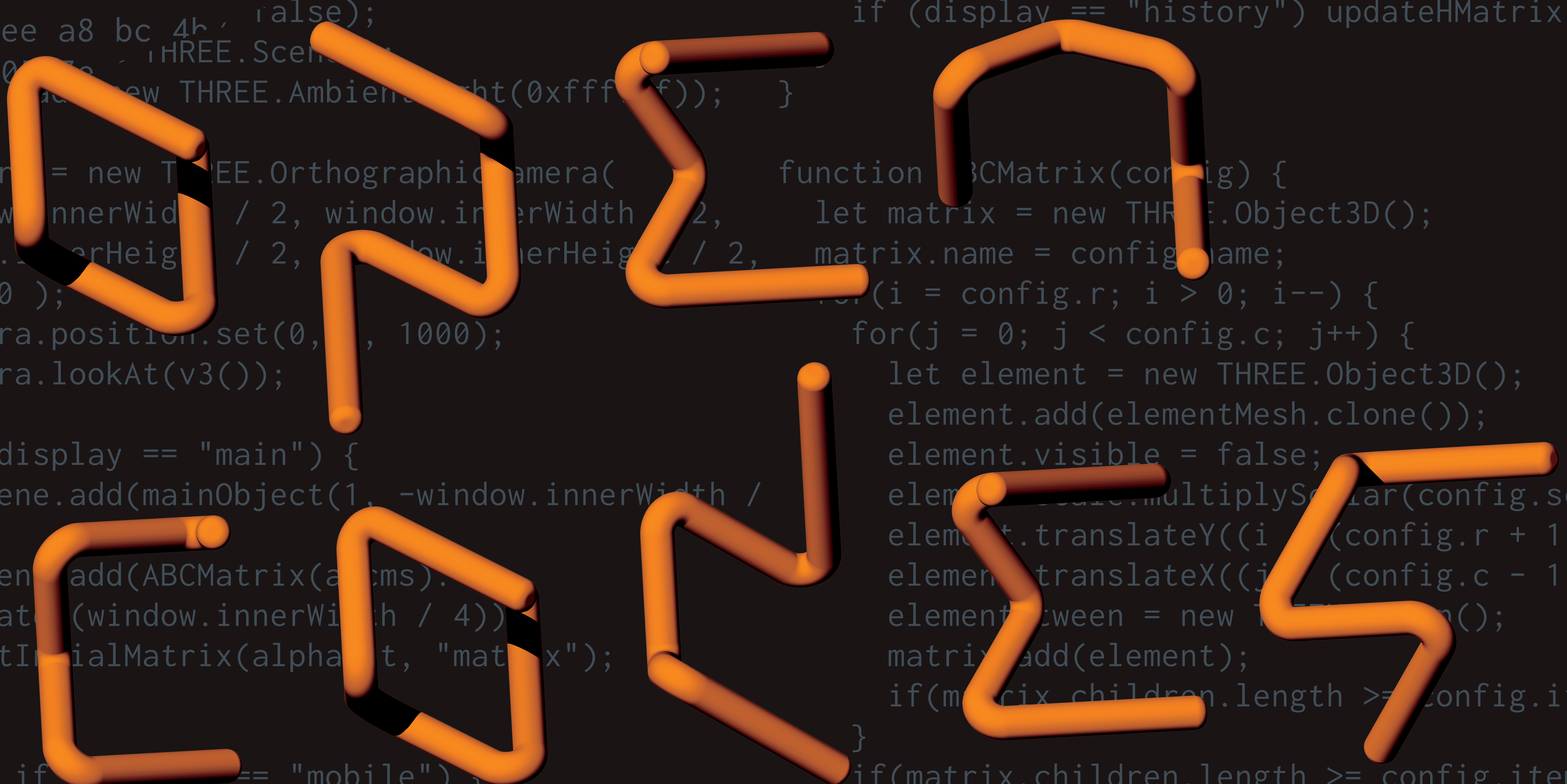


```

33 56 85 c5 f7 ef ab 19 fa fa c3 39 f0 d9 5a b5 5c fa 73 cc 53 63 32 eb d3 3a 31 f4 d6
4b 62 86 58 a0 84 cc 39 a5 99 d7 c6 c2 60 fc 02 c3 75 50 ae ff 1a 33 35 c6 aa b5 7f 7~
c6 9f 70 c1 f1 b2 35 cf 5e b6 de 3c 48 c1 db bc ff 41 07 86 33 62 1c c9 e8 f8 97);
3b 67 ab 0a 1d c6 b3 07 d5 91 f4 d3 ac a7 b8 83 05 50 26 54 cf 3b e9 8f 49 innerWidth, window.in
d0 d0 fa ef f9 f8 b9 23 5a dd 04 ec d2 8b 96 f0 f0 7a b6 14 df 5c a9
9f b6 4e 70 9d e4 a5 cc c1 e6 ee c4 d2 54 b7 e9 14 43 48 2b aa '
a6 05 77 cb 0a cc 79 82 1e d8 e0 b7 5f 62 46 c5 e7 9f 7b out() function
0f 06 99 12 ef 58 e9 05 8d 15 34 15 40 3e 03 55 43 4
be f8 1e e3 56 71 e4 5c b8 83 2b 66 86 d4 23 27
30 2c e9 79 88 04 a8 49 66 ea 74 4f e6 21 function onDocumentKeyPress(event) {
9d cd d3 50 d9 65 80 eb d5 b3 bc c7 let ch = String.fromCharCode(event.which);
f3 58 5f 24 96 38 fd 5f 7a 6e if (alphabet.indexOf(ch) + 1) {
3a 62 fd c7 6b 76 a1 5c er("keypress", if (display == "main") rotateTo(ch, next_lett
25 60 ee a8 bc 4b, false); if (display == "history") updateHMatrix(ch, 0
b 9a 0 2 THREE.Scene THREE.Object3D() new THREE.AmbientLight(0xffff); }
35 2d camera = new THREE.OrthographicCamera( function ABCMatrix(config) {
-window.innerWidth / 2, window.innerWidth / 2, let matrix = new THREE.Object3D();
window.innerHeight / 2, window.innerHeight / 2, matrix.name = config.name;
1, 2000 ); for(i = config.r; i > 0; i--) {
camera.position.set(0, 0, 1000); for(j = 0; j < config.c; j++) {
camera.lookAt(v3()); let element = new THREE.Object3D();
element.add(elementMesh.clone());
element.visible = false;
element.scale.multiplyScalar(config.scale);
element.translateY((i - config.r + 1) / 2);
element.translateX((j - (config.c - 1) / 2);
element.tween = new TWEEN.Tween();
matrix.add(element);
if(matrix.children.length >= config.items)
}
else if (display == "mobile") { if(matrix.children.length >= config.items) br
scene.add(mainObject()); return matrix;
let camerabox = new THREE.Object3D();
camerabox.add(camera);
camerabox.name = "camerabox";
scene.add(camerabox);
control = new THREE
DeviceOrientationControls(scene. let container = new THREE.Object3D();
getObjectByName("camerabox")); container.name = name;
container.add(elementMesh.clone());
container.scale.copy(v3(scale, scale, scale));
else if (display == "history") { container.translateX(Xpos).translateY(Ypos);
scene.add(ABCMatrix(hms)); container.length = container.children[0].length;
setInitialMatrix(14, "history"); container.tween = new TWEEN.Tween();
return container;
}
window.addEventListener("resize", function() { C_S = B log_2
let oCamera = scene.
getObjectByName("camerabox").children[0];
oCamera.right = window.innerWidth / 2;
oCamera.left = -window.innerWidth / 2;
oCamera.top = window.innerHeight / 2;
oCamera.bottom = -window.innerHeight / 2;
}

```



# OPEN CODES . WE ARE DATA

2019 **23** URRIA OCTUBRE OCTOBER > 2020 **26** URTARRILA ENERO JANUARY

Erakusketa / Exposición / Exhibition

$$PR_i = \frac{1-d}{n} + d \sum_{j \in \{1, \dots, n\}} \frac{PR_j}{c_j}$$

$$R_{xy}(\tau) = (x * y)(\tau) = \int_{-\infty}^{\infty} x * y(t + \tau) dt$$

$$W_{network} = \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix}$$

**AZKUNA  
ZENTROA  
ALHÓNDIGA  
BILBAO**

