How We Eat: An America Divided
Chip designers are like graffiti artists: they can't leave a blank space alone. When Karl Bohringer and Bruce Donald of Cornell's computer science department were building an array of tiny robot arms on a silicon chip, they were left with some undeveloped silicon in the corner. So Bohringer teamed up with a friend, Ken Goldberg of the University of California at Berkeley, to design a version of Fallingwater, Frank Lloyd Wright's famous house.

The model was constructed on a 1-to-1,000,000 scale, employing the same type of acid washes and sputtering techniques used to create zillions of computer transistors. The building can't be seen with the naked eye, and these two pictures were taken with a scanning electron microscope.

Fallingwater was an ideal choice because Wright built it around the cantilever, and the cantilever is an important component in silicon devices. Collision detectors in cars, for instance, include a cantilevered piece of silicon that will bounce in a crash and set off adjacent circuitry.

Goldberg and Bohringer call the project an exploration of "artwork that can't be directly experienced by the body." Forget invisible models. Many people feel that way about Wright's low ceilings anyway.