

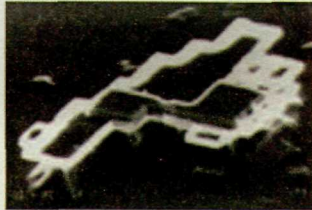
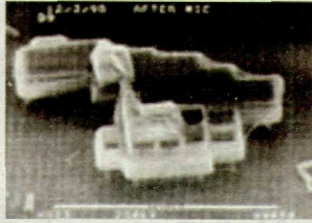


## How We Eat: An America Divided



Black-and-White Milkshake  
Miracle Whip  
Hostess Cupcake  
Frozen Spicy Popcorn Shrimp  
Fried Chicken Fingers  
Rice Pudding  
Corn Chips  
Hamburger  
Socan Pie  
Olive Loaf  
Burrito  
Cheese  
Casserole  
White Bread  
Luncheon Meat  
Cookie Dough Ice Cream  
Fried Pork Rinds  
Corned Beef Hash  
Waldorf Salad  
Peanut Butter and Jelly

Hamachi with Jalapeño Chilies  
Tomato Water  
Organic Olive Oil  
Seaweed  
Rice Cake  
Mango  
Brussels Sprouts  
Artichoke  
Salsa  
Truffle  
Champagne  
Chicken  
Bottled  
Eggplant  
Arugula  
Feta Cheese  
Turkey Burgers  
Shrimp Stuffed  
With Spicy Dal  
Hand-Built Bread  
Couscous



8 RMS, 4 BATHS, NO VU

## House Hunters

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 Boh-

ringer 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.