

# *That's Life!*

by Ben Sisto

To be paired with *Death*  
by Denise Kupferschmidt

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*Preface*

*Monument Square*

*Sunday #1*

*Collection for E.O. Wilson*

*Sunday #2*

*Turtle for Cheena*

*Truce*

*Heirloom Story*

*Apology to Kevin Shields*

*Soft Fall*

## **Acorns, Beehives, and Clocks**

*That's Life!* is based on John Conway's *Game of Life*, a cellular automaton which he cooked up back in 1970.

The playing ground for the *GOL* is an infinite 2D orthogonal grid of cells (ex: chess, checkers), each of which is in 1 of 2 states: live (black) or dead (white). Each cell interacts with its 8 neighbors, those cells directly horizontally, vertically, or at a diagonal.

The initial game pattern, be it random or by human design, constitutes the system *seed*. The game's first generation is created through a simultaneous application of game rules across every cell in the seed - births and deaths occur in the same instance.

You can read up on the rules later, but they generally flow like this: if a live cell is surrounded by too many other live cells it dies due to overpopulation, whereas an unoccupied cell with just the right number of occupied neighbors turns on, simulating a birth.

The long-short is that in each generation we find various patterns and shapes, many of which have been given names such as "boat" and "glider" by their respective discoverers based on their looks, behaviors, or some other combination of traits. The shapes used in this edition of *That's Life!* come from *The Game of Life Lexicon* at [Bitstream.org](http://Bitstream.org)

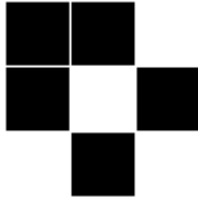
Ben Sisto  
NYC, 2010

Learn more about The Game of Life:  
[http://en.wikipedia.org/wiki/Conway's\\_Game\\_of\\_Life](http://en.wikipedia.org/wiki/Conway's_Game_of_Life)  
<http://www.bitstorm.org/gameoflife/lexicon>

Just past my

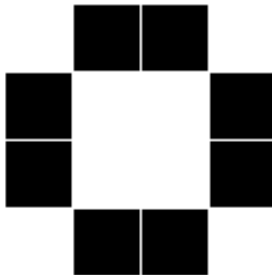


there is a

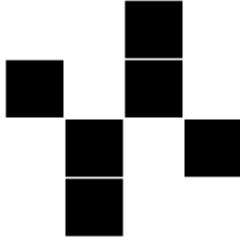


It's floating in

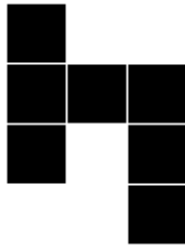
Jamaica



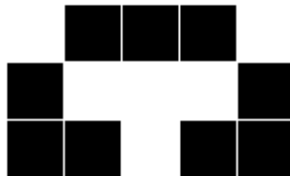
A serif-faced



*The Life and Times of*



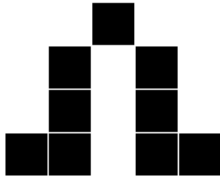
followed by *This Old*



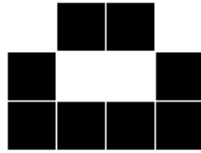
at 8:00.



One hook for a

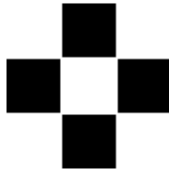


A red

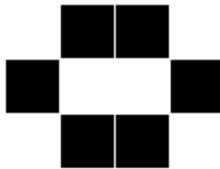


made of wool

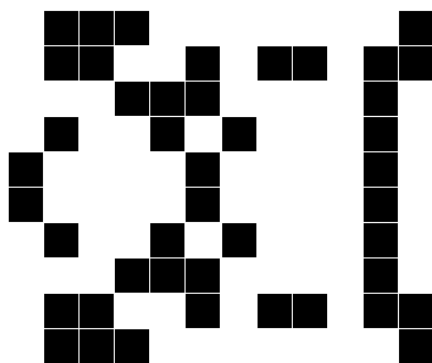
Warm water fills the



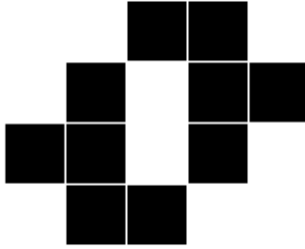
There's a



in the attic.



A

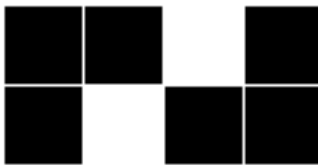


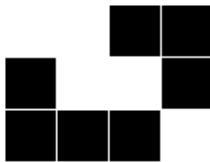
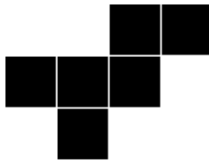
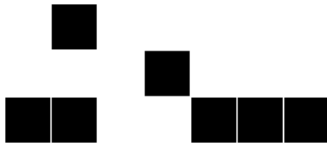
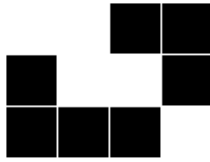
in the backyard.

There is peace among

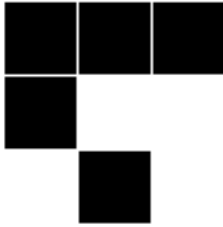


and the

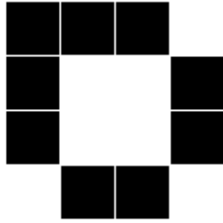




I downloaded

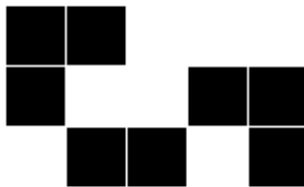


A

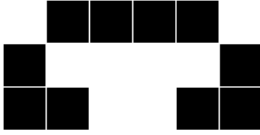


for the industry.

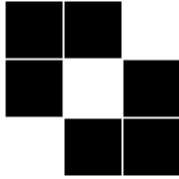
I owe you one



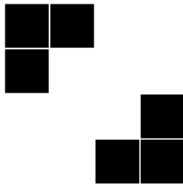
Let's



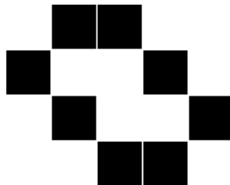
this day-trip



out by

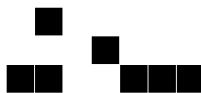


- walk with Irwin,  
and share a

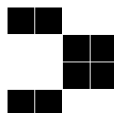


***Lexicon!***

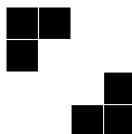
acorn



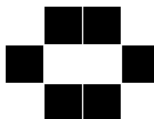
ants



Beacon (beacon)



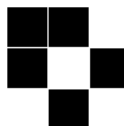
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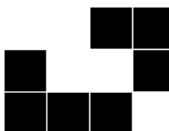
block



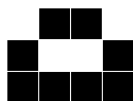
boat



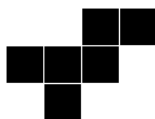
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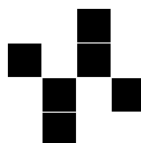
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century



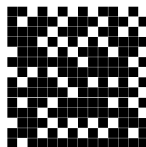
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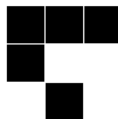
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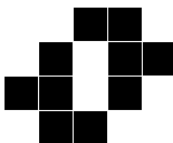
Garden of Eden



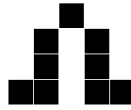
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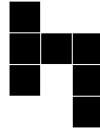
handshake



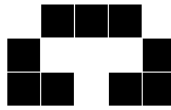
hat



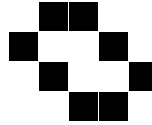
Herschel



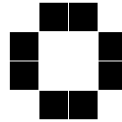
house



mango



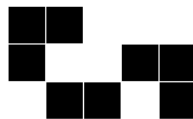
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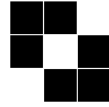
rabbits



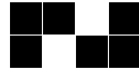
shillelagh



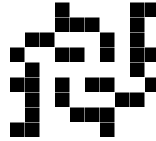
ship



snake



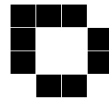
surprise



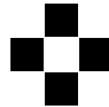
table



teardrop



tub



turtle

