

**TO DOWNLOAD THE GHOSTS IN THE MACHINE ZINE  
PRINT PAGES 2 - 3 OF THIS PDF DOUBLE SIDED**



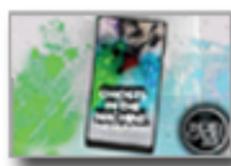
**FOLD IN HALF**



**FOLD IN HALF  
AGAIN**



**FOLD IN HALF  
ONE MORE TIME**



**NOW YOU HAVE YOUR GHOSTS IN  
THE MACHINE ZINE**



GET THE APP

Continue along the path to where the loop around the Old Zoo Picnic Area... Look for the gated building.

I came up with the idea of GHOSTS IN THE MACHINE during COVID.

I'd been making in person immersive dance and theater in LA for a couple years, it felt like my career was taking off. Then suddenly everything ground to a halt.

I'm impatient, so I started imagining how immersive performance could exist in a socially distanced world... I'd been integrating technology into my performances for years and started to look at VR, AR, and video games.

- Koryn

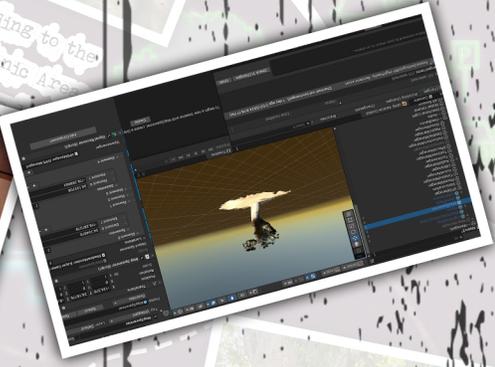
OLD ZOO PICNIC AREA

Waypoint 1: First contact with the other side. Stairs leading to the Old Zoo Picnic Area.

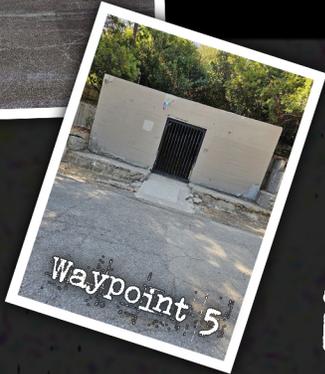
PARKING



COLLABORATORS



GHOSTS IN THE MACHINE emerged out of necessity and translates my artistic practice of combining physical immersive performance alongside interactive digital media into a digital space by engaging audiences physically, incorporating audience interaction, and using everyday experiences to frame participation.



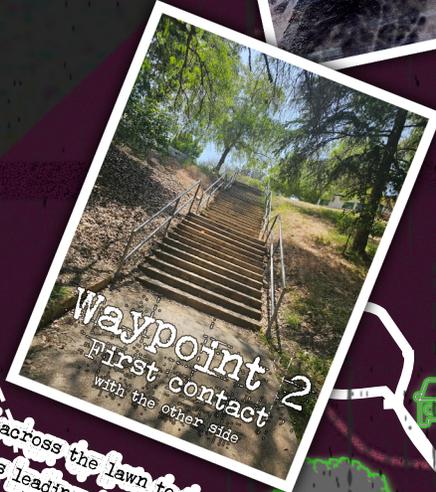
Waypoint 5

Continue along the path to where the loop connects.

Look for the gated building.

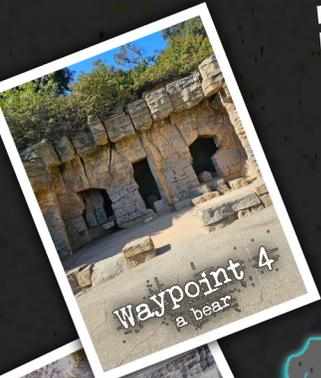


THE LA RIVER

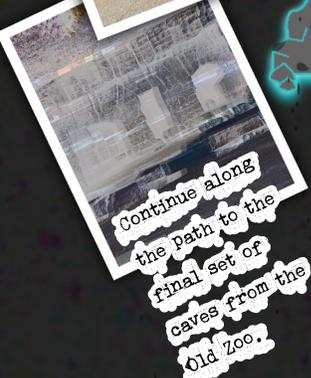


Waypoint 2  
First contact with the other side

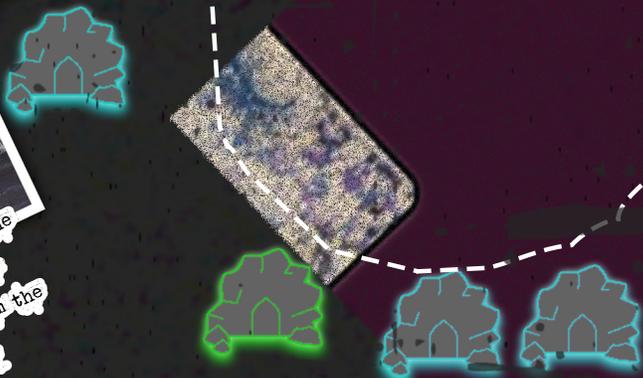
Cut across the lawn to the stairs leading to the Old Zoo Picknic Area.



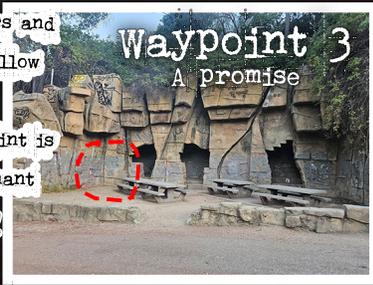
Waypoint 4  
A bear



Continue along the path to the final set of caves from the Old Zoo.



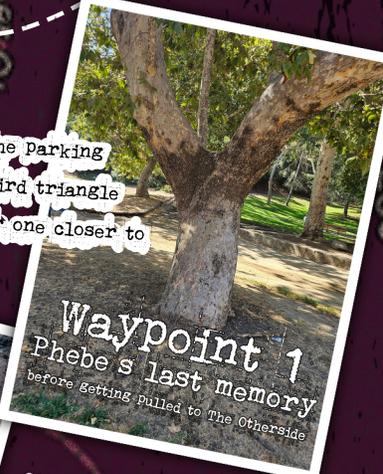
Go up the stairs and turn left to follow the path. The next waypoint is the first remenant of the old zoo.



Waypoint 3  
A promise

Trigger the APP looking into the far left corner.

Large Tree close to the parking Not the tree in the weird triangle shaped curb, the other one closer to the parking.



Waypoint 1  
Phebe's last memory before getting pulled to The Otherside

Trigger the waypoint facing away from the parking

OLD ZOO PICKNIC AREA

Upper Old