

S6C2 - D907

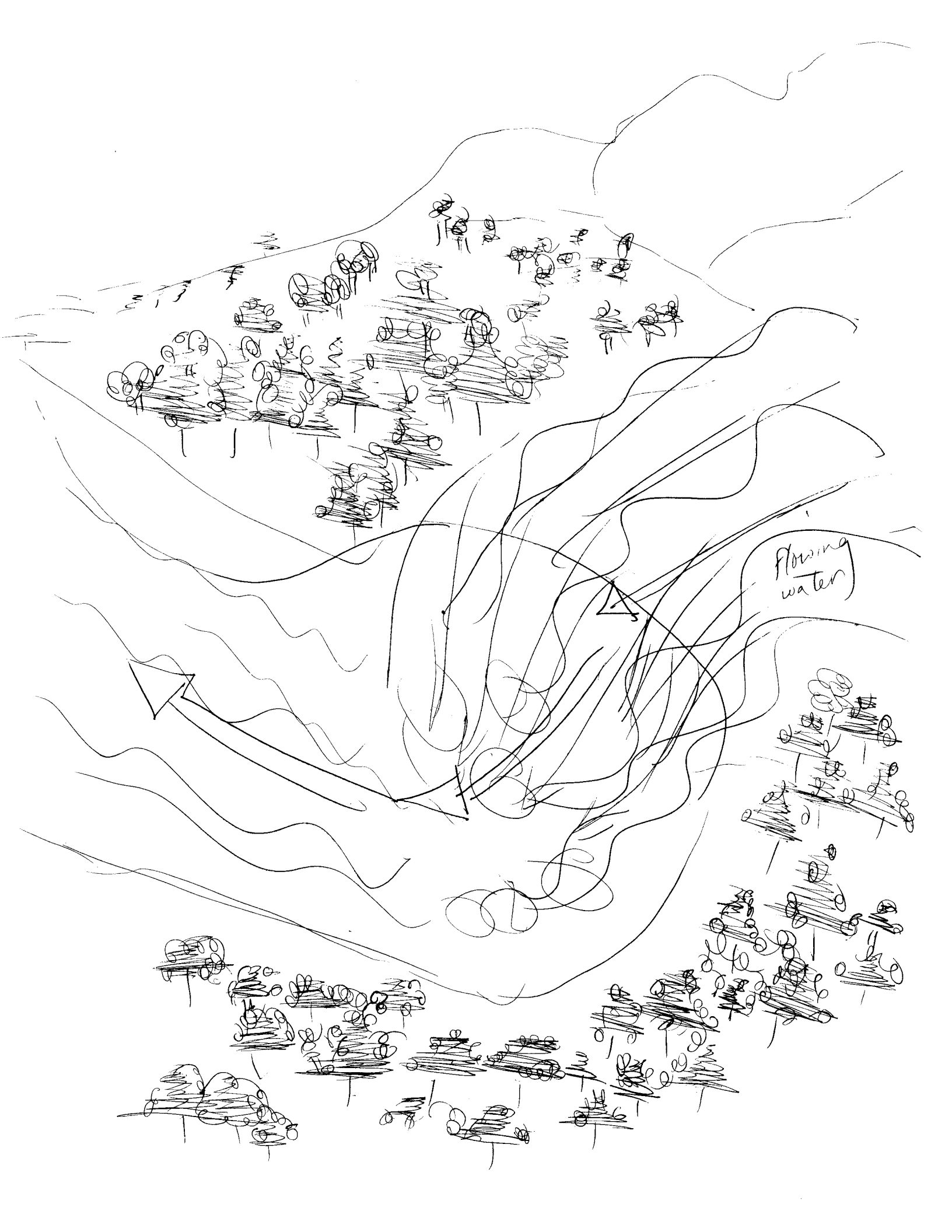
S6C2 - D907



Jaguar-like
 spotted gray,
 black white,
 feline
 w/ fangs

Forested
 hunt

STOP



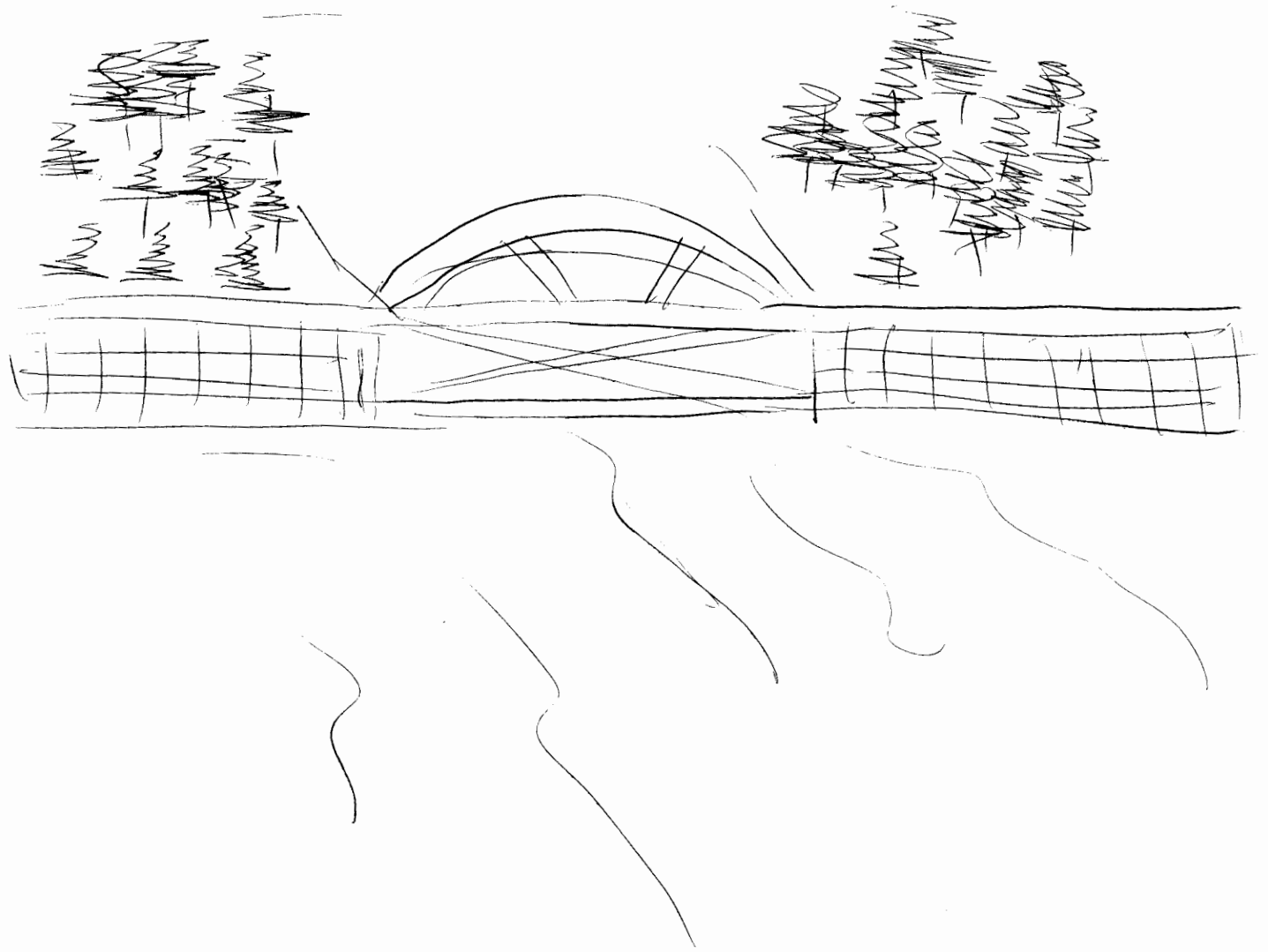
Flowing
water

IDEODRAM

PAGE 2
ANNEX

S6C2-D907

S6C2-D907

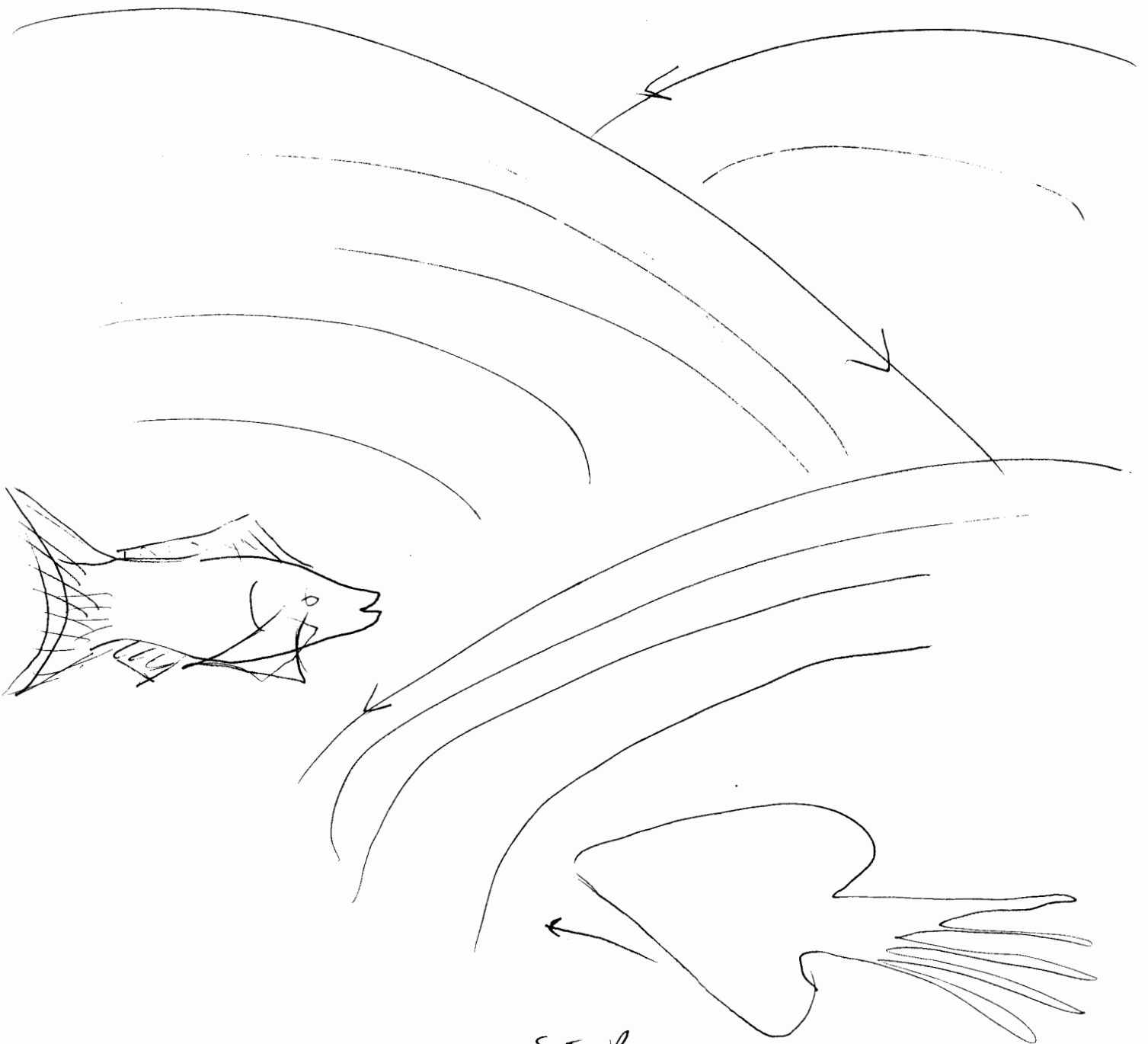


STOP

56C2-D907

56C2-D907

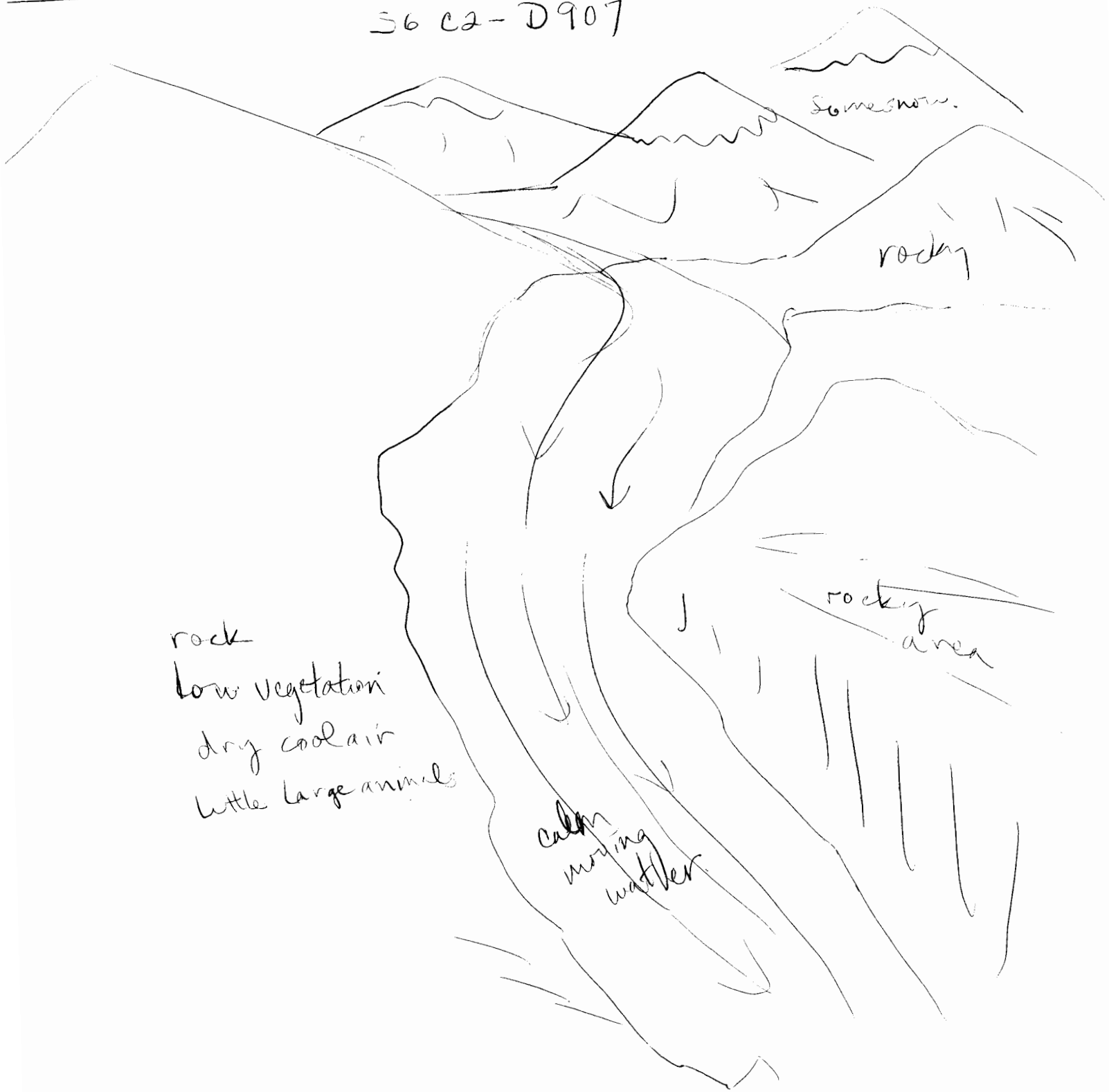
Ocean



STOP

S6C2-D907

S6C2-D907



STOP

S6C2-D907

PL: complex
B: moist, wet
I: manmade
A: dynamic





PL: simplex
B: hard
I: manmade
A: dynamic



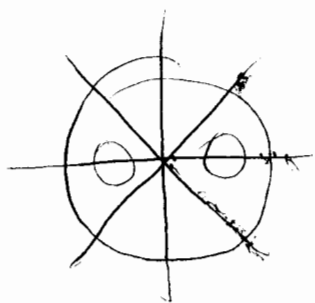
PL: complex
B: hard
I: man-made
A: static



S6C2-D907

	Sight	Sound	Smell/Taste	Temp	Texture
Color: blue white	 snowy	crashing falling	fresh	cool	rough icy like (over)
Brite: low	 many vehicles moving	busy	wet	cold freezing	hard wet snowy like
Focus: low	 cliff like	wind voices	wet	cold	concrete like hard stone-like
		flowing (fire and ice?)	ash like ice?	cool	rough
			STOP		

56 C2-D907



	Sight	Sound	Smell Taste	Temp	Texture	P
Color black white	<p>rocky like flowing - water-like movement</p>	hurricane	stuffy	hot	dry rough	land
Brill low	<p>cliff like</p>	Fans like sounds	bubbling fumes	molten-like hot	rough wet-like foaming	rock-like mass
Focus Low	<p>Flowing movement</p>		ranched	hot to cool	jagged	obstacles in its path
			STOP			

S2 Phonics

A: avenue, airplane, airforce, aerobatic

E: evening

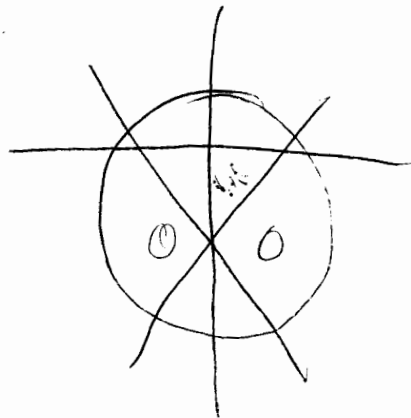
I: iodine, isotope, idle

O: oven, ostrich, ozone, opinion, open

U: universe, up

Free Space:

Everet



STOP

53



CASCADE

STRUCTURE — AIR — LAND —

WATER — OBSTACLE — ENERGY —

LIFE % Human

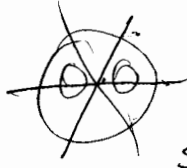
LIFE % Vegetation —

LIFE % other —

Blackboard

Land

Fall leaves
animals
cool



pleasant
dirt
STOP

Fresh
forested
Fall

Construction
pathway
man-made
result

BLACK BOARD

Obstacle

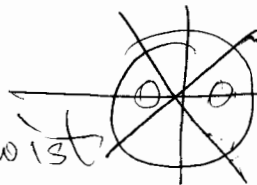


crack
rock
Fallen
huge

tunneling
warm
dirt moist

BLACK BOARD

Energy



shifting sands
a grind
favorite

STOP

BLACK BOARD

LAND

blue sky

yellow

red

orange

lightly forested

brown



grassland



wolf-like

STOP

BLACK BOARD

obstacle

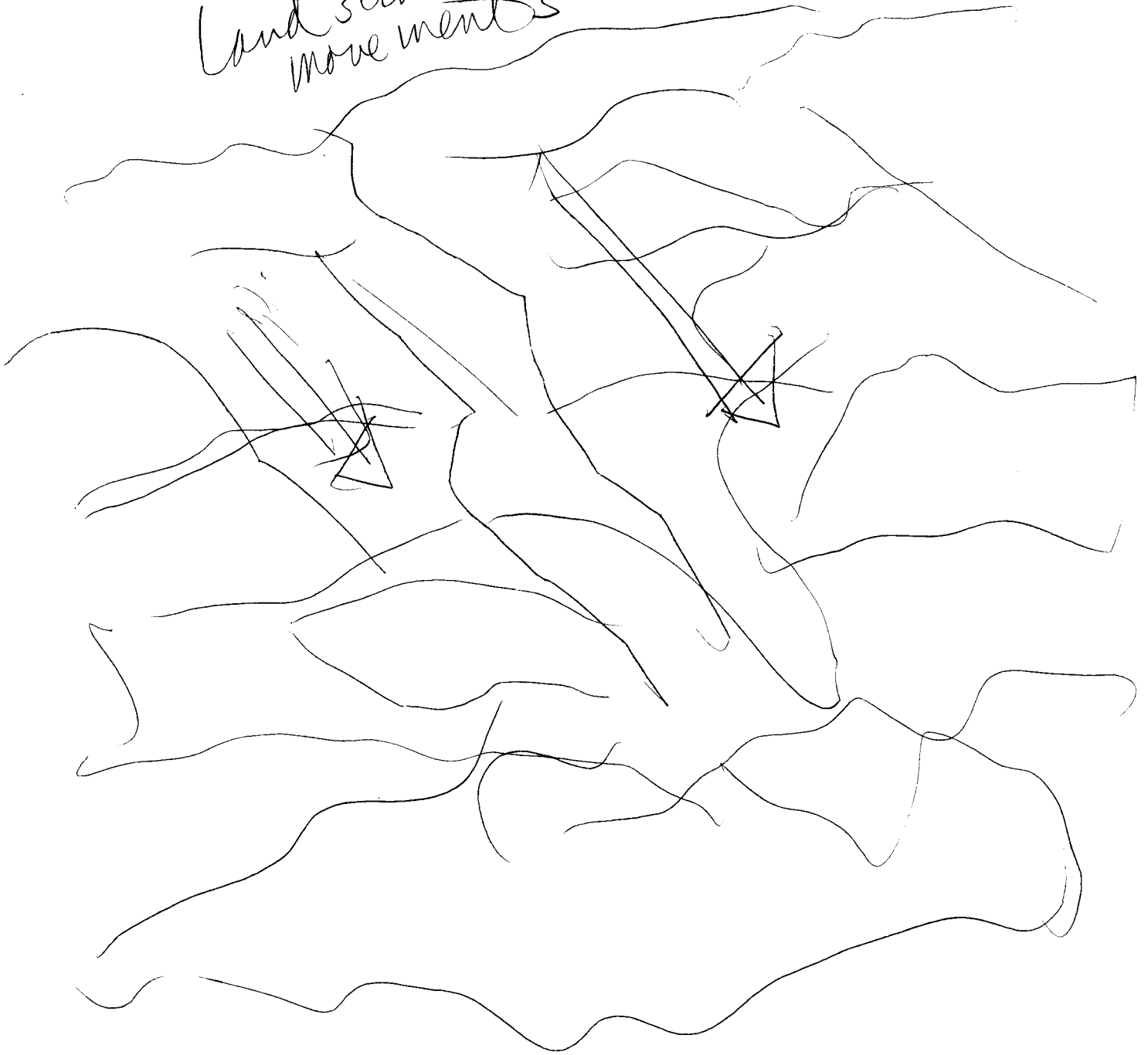
mountainous like
border



BLACK BOARD

Energy

Land slide - like
movements



STOP