

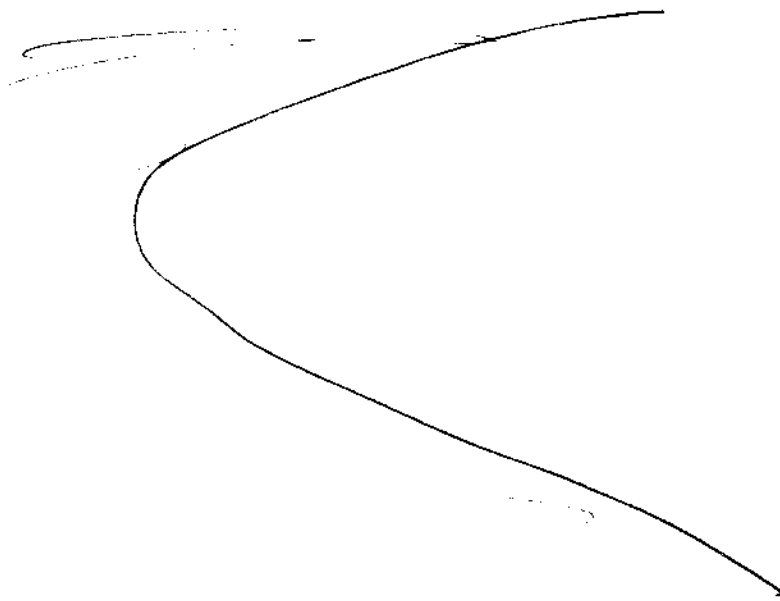
IDEOGRAM

PAGE 1:

DICK:

CBET-SN25

CBET-SN25



STOP

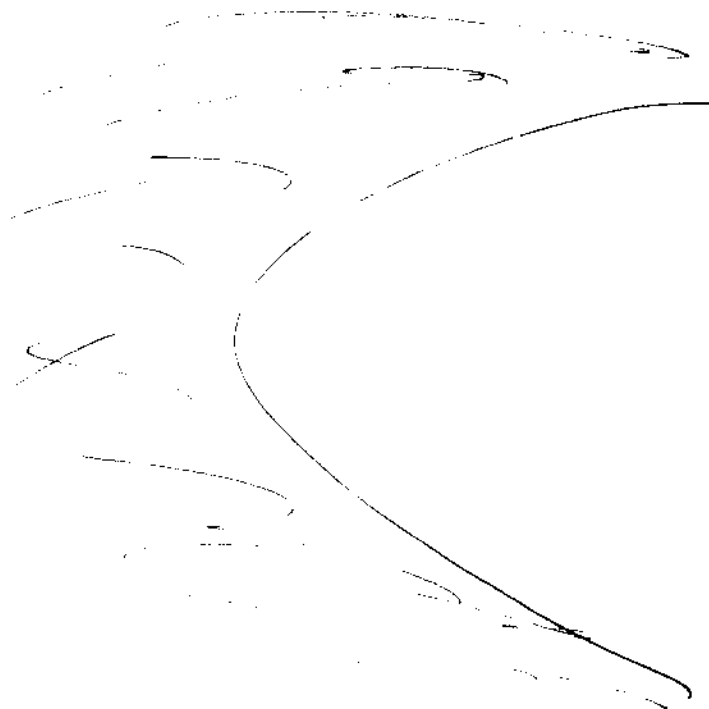
IDEEDGRAM

PAGE 2:

DICK:

CBET-SN25

CBET-SN25



STOP

CBET-SN25

CBET-SN25



PL: Simplex

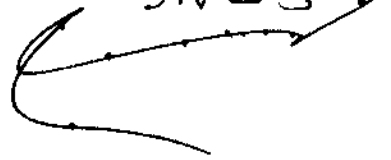
B: WET

I: NATURAL

A: DYNAMIC

STOP

CBET-SN25



PL: Complex

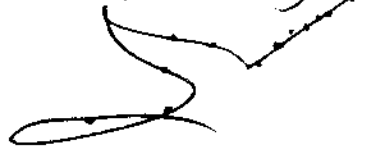
B: SEMI HARD

I: NATURAL

A: STATIC

STOP

CBET-SN25






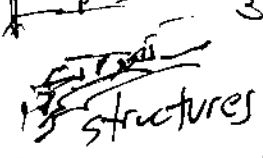

PL: Simplex

B: WET

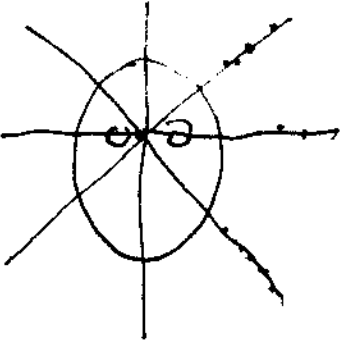
I: NATURAL

A: DYNAMIC

STOP

	SIGHTS	Sounds	Smells/Tastes	Temps	Textures
Colors TAN green BROWN	LAND 	rushing	SEA AIR wet SAND	warm	PACKED
gray Blue	(Coastline) 	splashing	wet SAND/ BRACKISH	HOT	FIRM
Brite MEDIUM		squishing	FRESH SEA AIR	WARM	LIQUID
	settlement people  structures	cries HUMANS	garbage sewer	warm	like CARD BOARD man made material shelter
	(structures near shore) 	generators motors	exhaust diesel	COOL	corrugated metallic WOODEN
Focus MEDIUM			stop		

CBET - SN25



Colors	SIGHTS	SOUNDS	Smells/Tastes	TEMPS	Textures	P
Black gray Brown	structures 	people Babies	garbage Fertilizer	COOL	Rock stone BRICK	structures perched Near water
gold Blue TAN	LAND FALLING 	rumble clicking rocks fall	earthy	COOL	earth giving way	small LAND slides earthy unstable under structure
white  Brite medium	KIDS RUN IN WATER 	laughing screaming high voices	wet sodden clothes	WARM	liquid cloth	KIDS RUN IN Knee high water
		WIND (ocean)	earthy	COOL	Wet WOOD	structures on High ground
Focus Medium			stop			

# 52 PHONICS

A: LABOR aftermath playing pathway

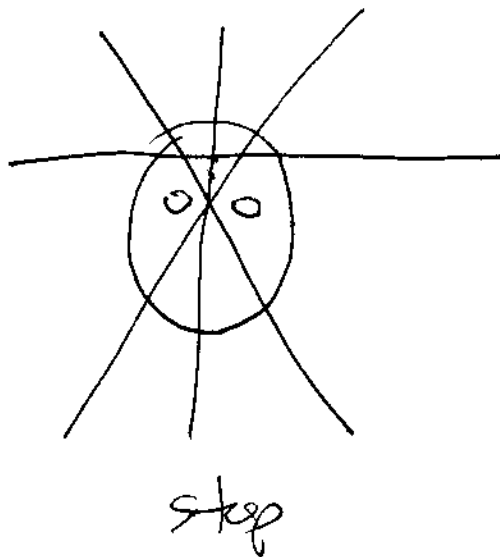
E: energy emerging leave levee

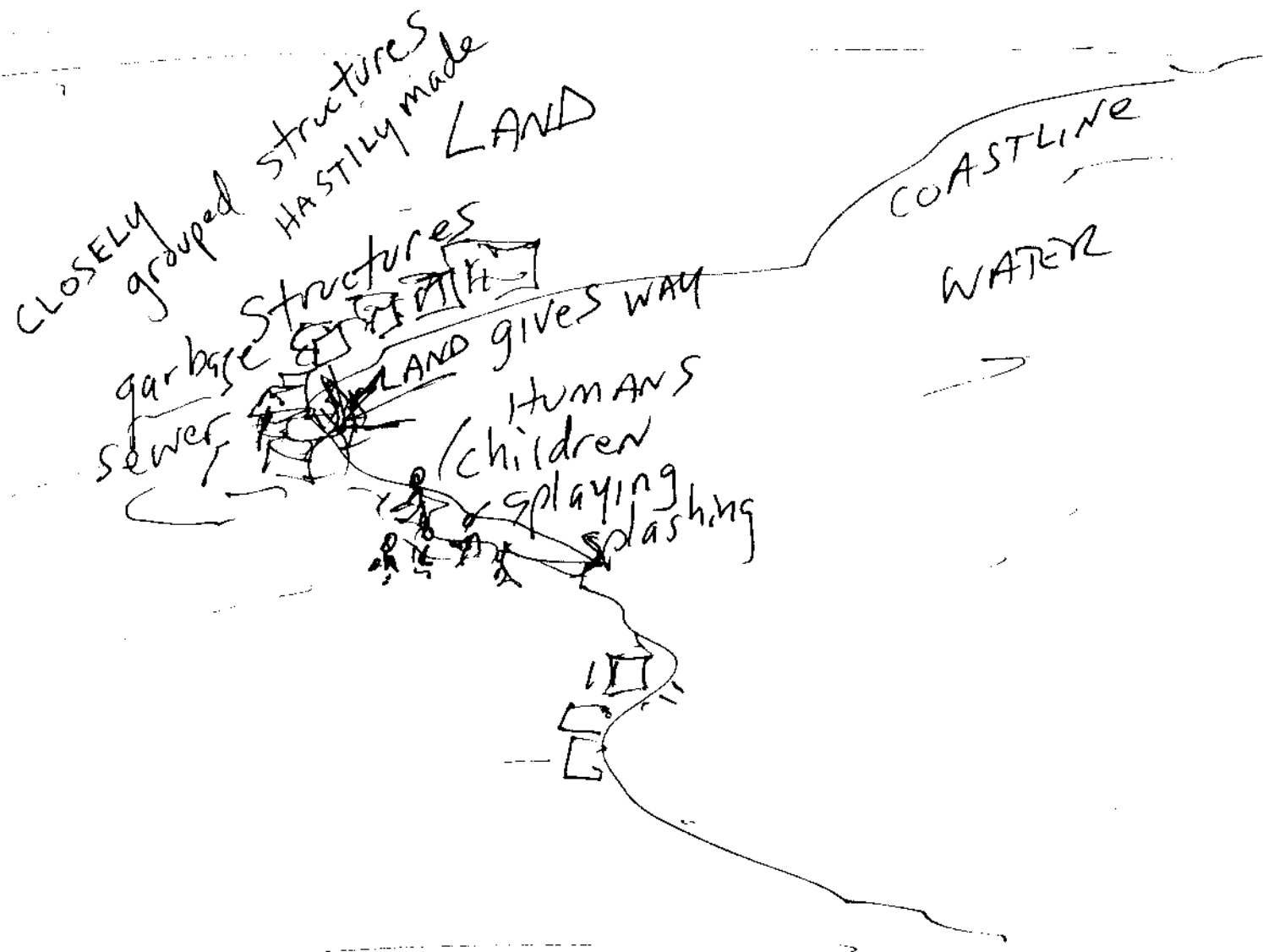
I: BRINE BRINK incoming tide  
tidal Bridge BUILD

O: Shoal only oily

U: ABUTMENT Buttress

FREE SPACE: shelters homes perched above  
splashing  
splish spring special envoy  
account





# CASCADE

LAND 2 WATER 1 AIR     STRUCTURE MULT

ENERGY     OBSTACLE    

LIFE: VEGETATION LOW

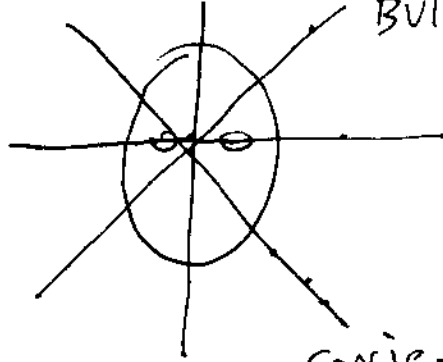
LIFE: HUMAN MULT

LIFE: OTHER    

MULT structures  
IN LAND behind  
slopes

settlement  
people packed  
close

BLACKBOARD



LAND 1  
BUILDINGS clump together

engines people  
NOISE

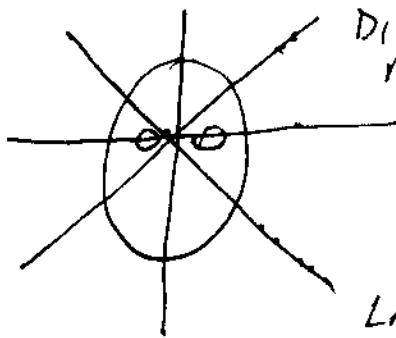
exhaust people  
garbage smells

congested

"Undermined"

falls  
in stable

BLACKBOARD



LAND 2  
DIRT ROCKS give way  
MUD LOOSE gravel  
unstable

chipping rocks falling  
earthy wet

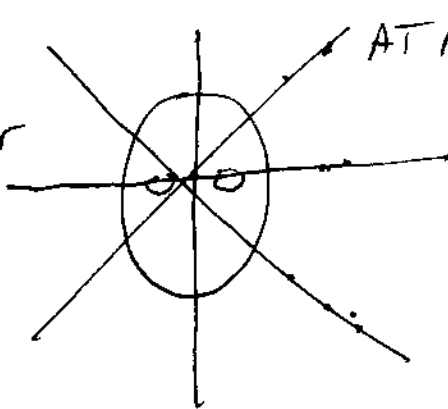
LAND reclaimed

yellow tapes WARNING  
do not enter  
"closed"

others made HASTILY  
QUICKLY cobbled together

dangerous

BLACKBOARD



STRUCTURE MULT

AT RISK Semi ABANDONED  
FALLING DOWN

- voices talking  
Smell mildew damp  
Rotty

collapsing  
abandoned

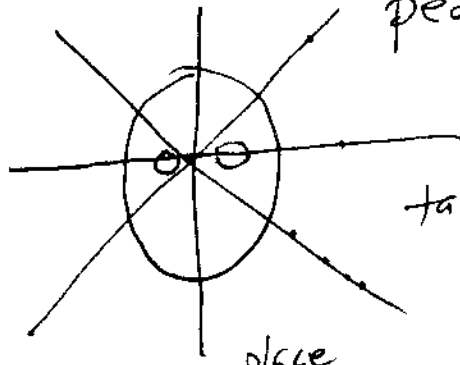
stop



BOUNDARIES  
SOME AREAS NOT  
ALLOWED  
CLOSED  
OUT LIMITS

smell sewage  
rancid  
garbage

# BLACKBOARD



people trying to go about  
DAILY LIFE  
HINDERED BY  
CLOSED AREAS

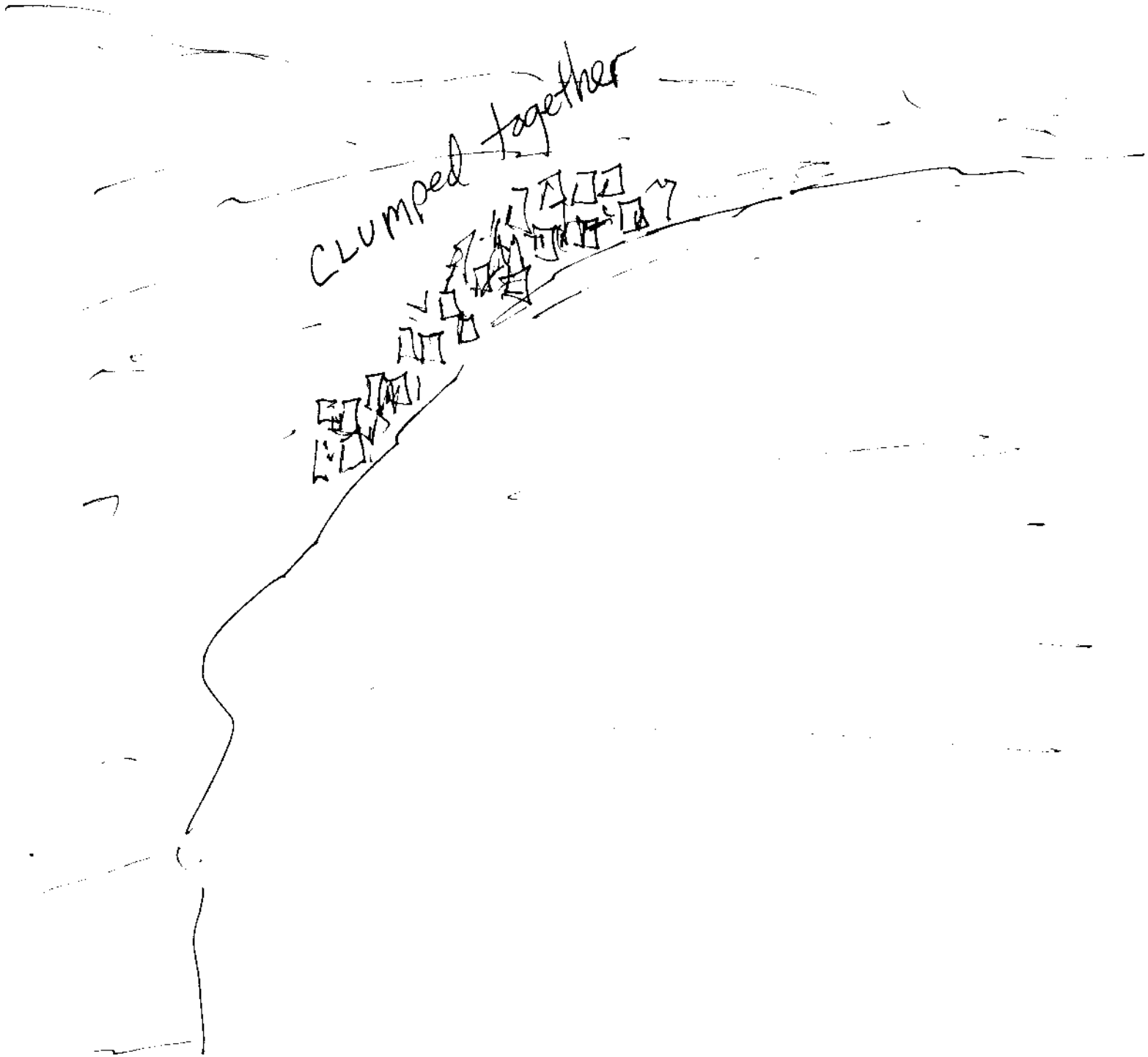
talking  
shuffling  
RESIGNED hardship

place  
LIVING/restricted "MAKE DO"

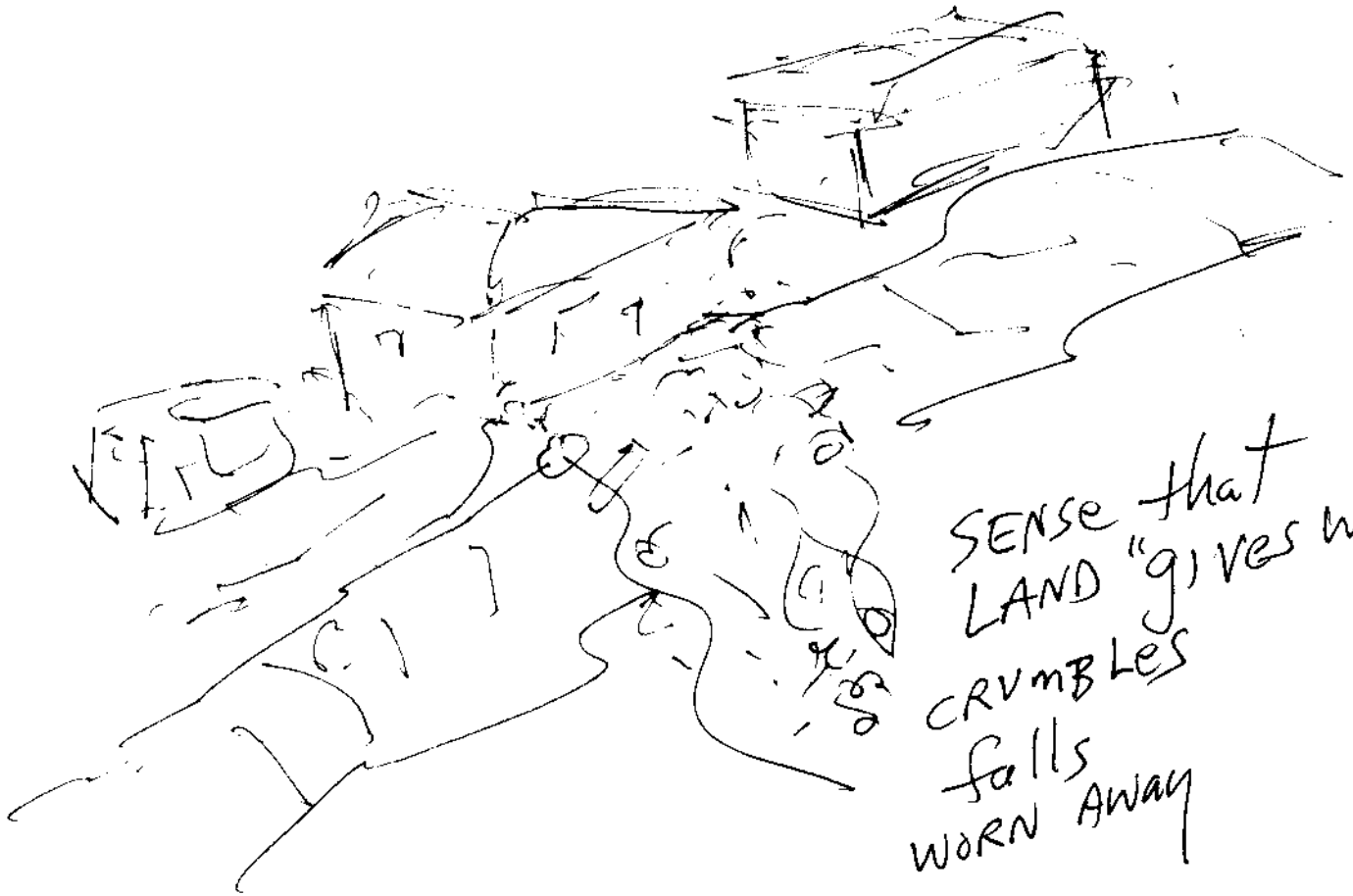
stop

BLACKBOARD

LAND 1



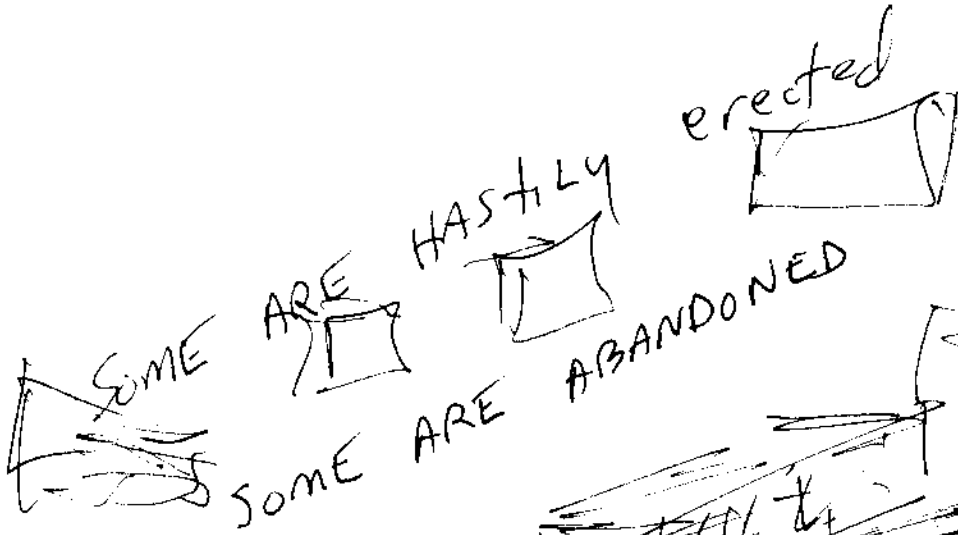
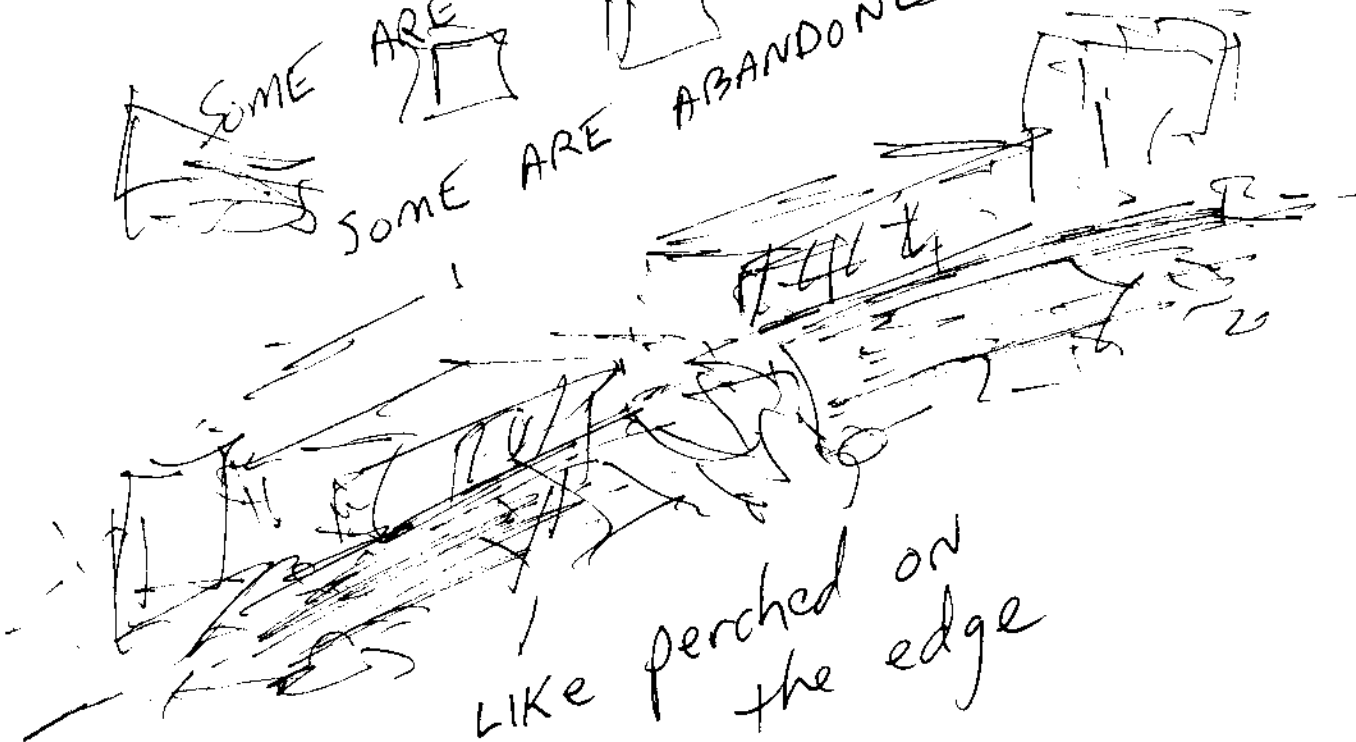
Stop



SENSE that  
LAND "gives way"  
CRUMBLES  
falls  
WORN AWAY

Step

SOME ARE HASTILY erected  
 SOME ARE ABANDONED

like perched on the edge

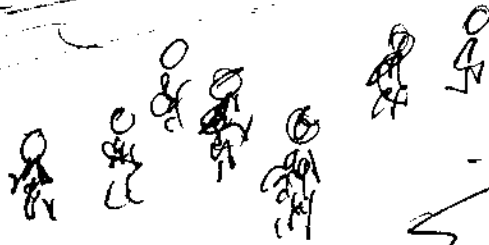
A sense of police tape taped off  
 Do not enter

danger Do not cross Do not cross WARNING

stop

HERE IS CLOSED OFF LIMITS  
CORDONED OFF

BARRIER



PEOPLE CAN WALK  
HERE

BUT BE  
CAREFUL

HAVE TO BE  
CAREFUL WHERE THEY WALK

SECTION OF  
LAND IS "CUT  
OFF"

Stop

# EDGING

UNIFORM  
MAN

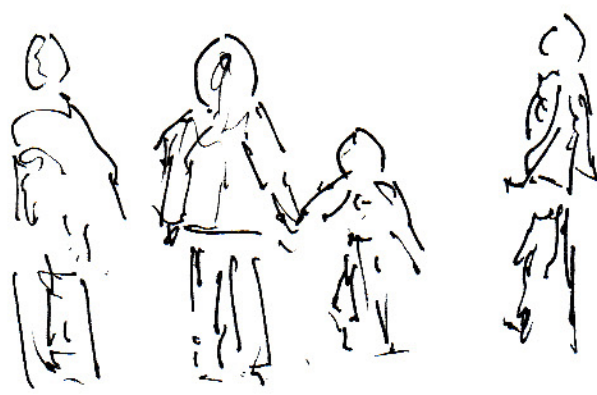
UNROLLS  
POLICE BARRIER  
tape DO NOT cross  
enter  
Seals off



CAUTION! DO NOT ENTER CAUTION DO NOT ENTER



UNROLLING  
DO NOT enter yellow  
tape



people  
watch  
~~this~~  
interest  
sadness

stop