

8523

4651



IL: land

A: soft
brown
natural

B: land

8523

4652



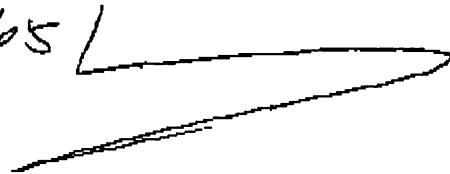
IL: people

A: soft, airy
hard, natural

B: people

8523

4651



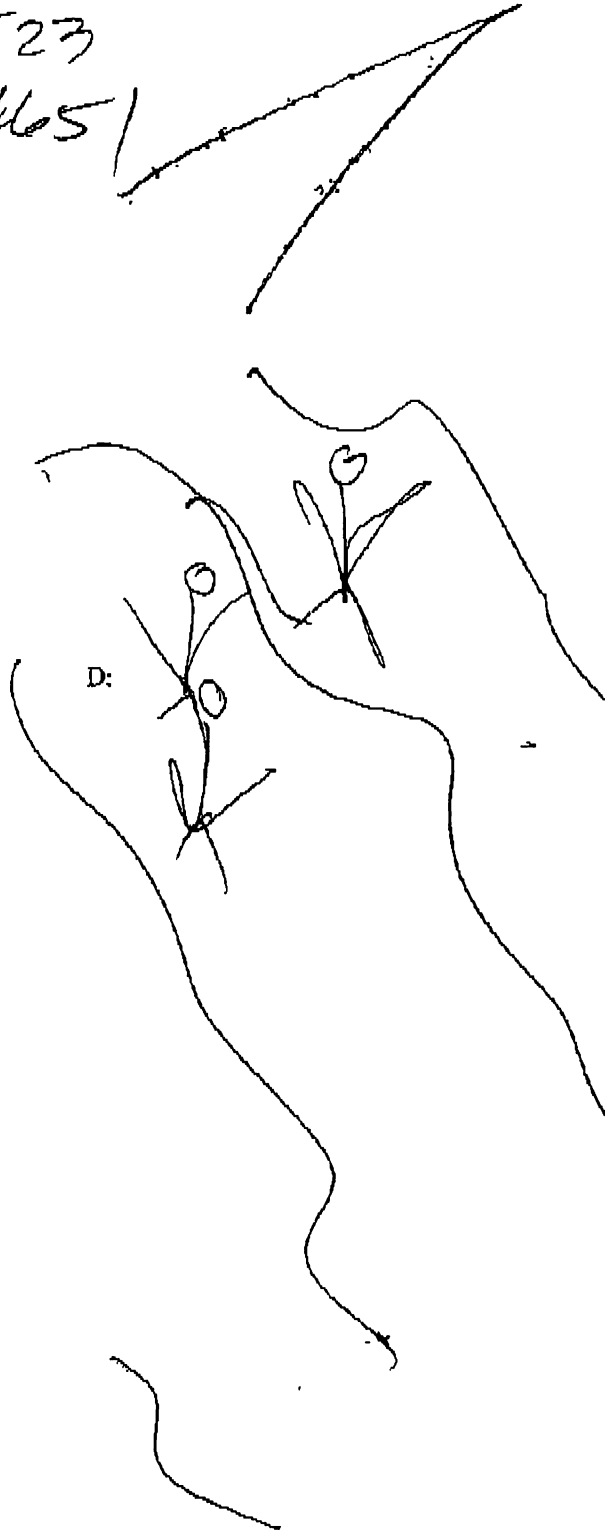
IL: structure

A: hard
natural

B: ~~natural~~
structure

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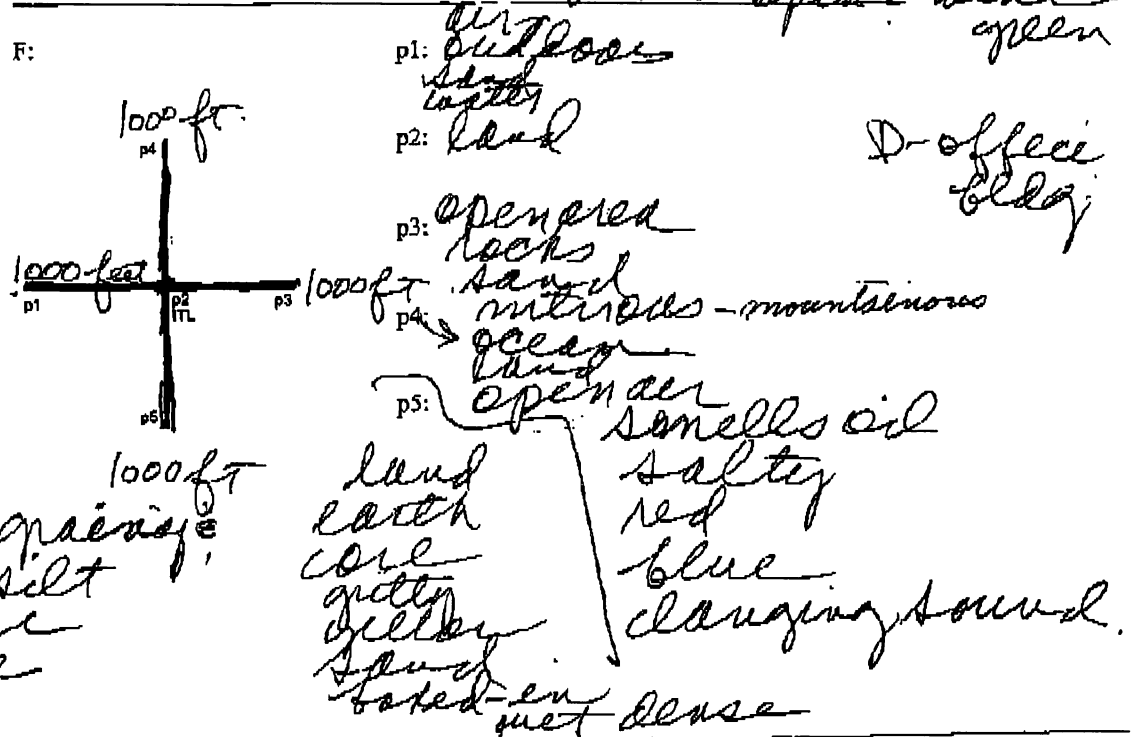
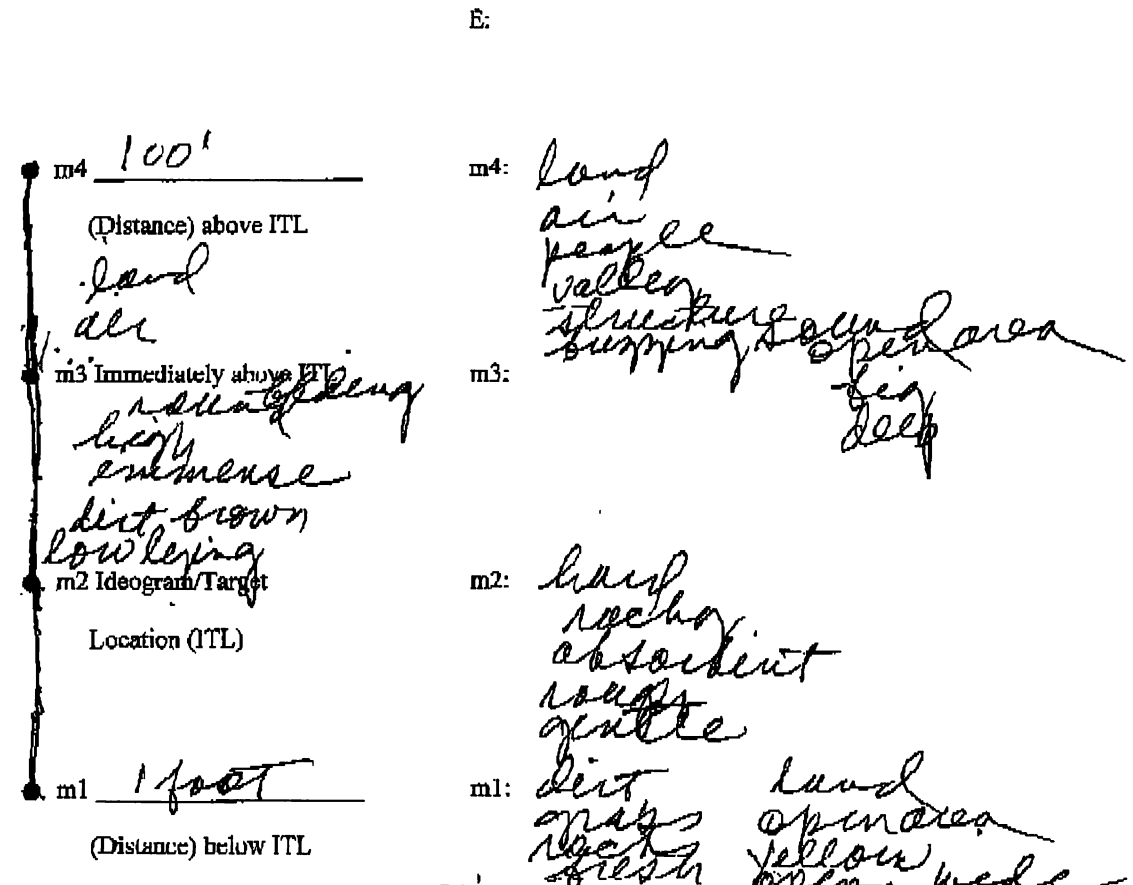


II: structure

- A: diagonal upward pointing vertical downward
 1. hard
 2. natural
 3. static
 4. simple

B: structure

- C: hard
- manmade elements
- its different
- light
- air
- off-white
- movement
- bravery
- open area
- landscape
- like a focal pt.
- open area.



5

t1	t2	t3
ITL <u>1 day</u> before Target Time	ITL at Target Time	ITL <u>1 day</u> after Target Time

G:

1: fire
blast
open area
green
big: huge
people laughing, interesting
distance

2: calm
open
settled

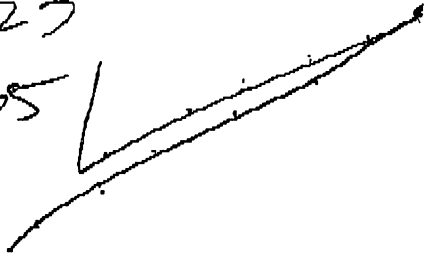
D-Hiroshima

3: suspense
quiet
calm
very quiet
subjects
loud, something's
talking
breathing
stifling
no structure

people -
rooms
dislodged
ocean
roaring sound
penetrating
rock
brown ground
D-pompe
POMPEII

8523

465



II: structure / energy

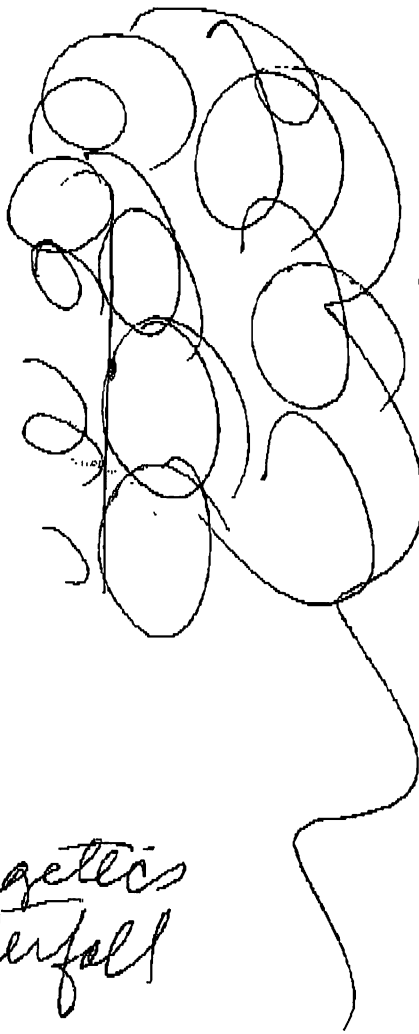
A: diagonal upward
pointing diagonal
downward

- 1. hard
- 2. natural
- 3. static
- 4. simple

B: intrn.

C: D-organic

D:

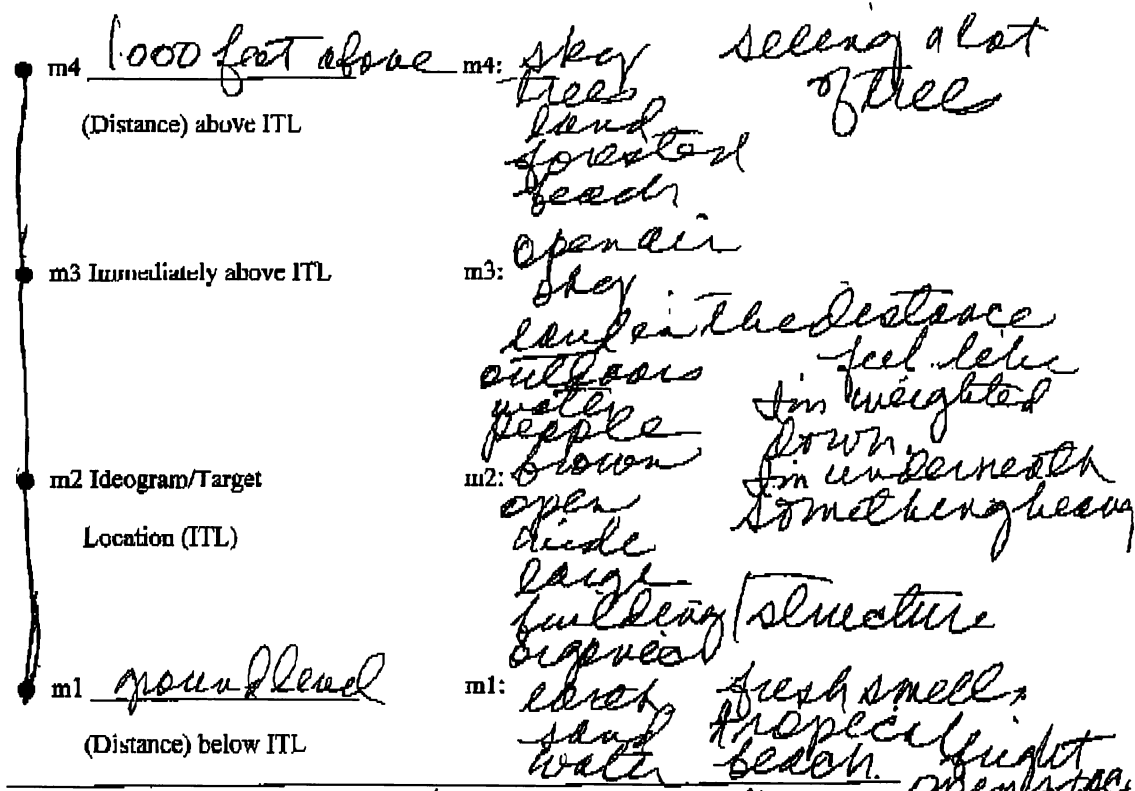


a collective
 gr of people
 orange
 open
 wide
 high
 built-up
 a mound.
 large
 brown
 green

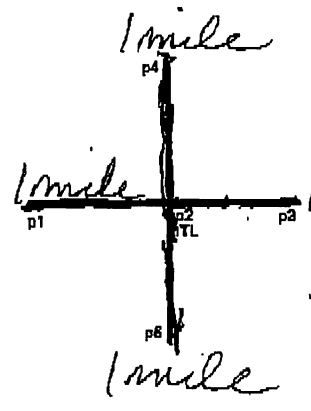
tapping nails
 excitement
 blue
 dust
 big building

D-energetic
 D-waterfall

E:



F:



p1: ocean coast open space
general rocky landscape
land

p2: a mtn area near lake
water/beach: forest

p3: city
open valley
forest lots of land - Seattle

p4: horizon
open land in distance

p5: rain
climate changes
orange
mobility
rocky
open
wet
cellular

many people
clustered populated
red
blue
D-fattal
ocean
ill

t1	t2	t3
ITL <u>1 hr.</u> before Target Time	ITL at Target Time	ITL <u>1 hr.</u> after Target Time

G:

t1: no significant change
not quite as calm,
not many
people on land.
groups of people
(people)
everyday people.
penetration

t2: peaceful
calm.

people associated
w/ a force.
blast.

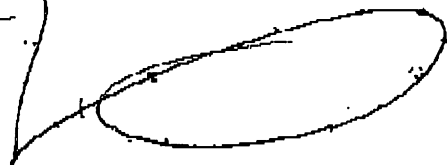
t3: has to do w/ the population
organized effort
more people
brown-skin people
risky

D - Pompeii

CENTRAL TARGET (CT)

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465



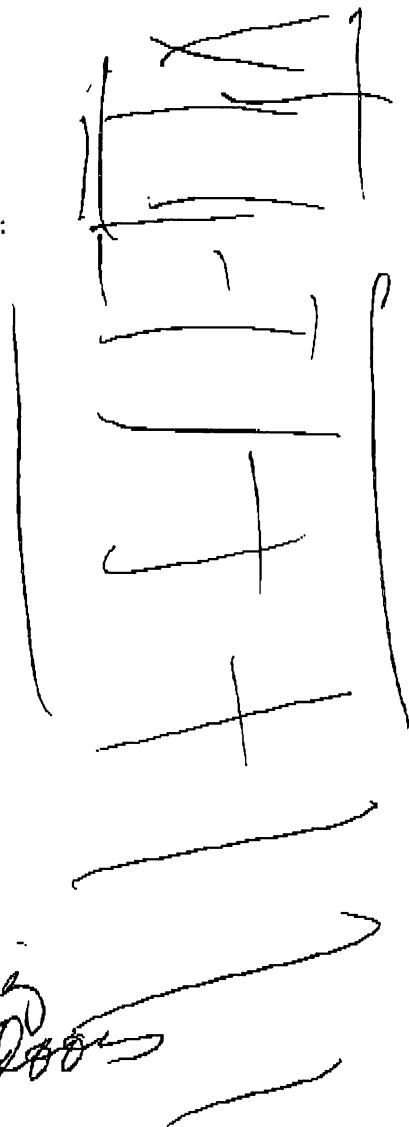
- II: structure of people
- A: vertical downward, diagonal upward, curving around.
- 1. hard
- 2. natural
- 3. static
- 4. simplex

B: hard w/ people

C: a construction hard

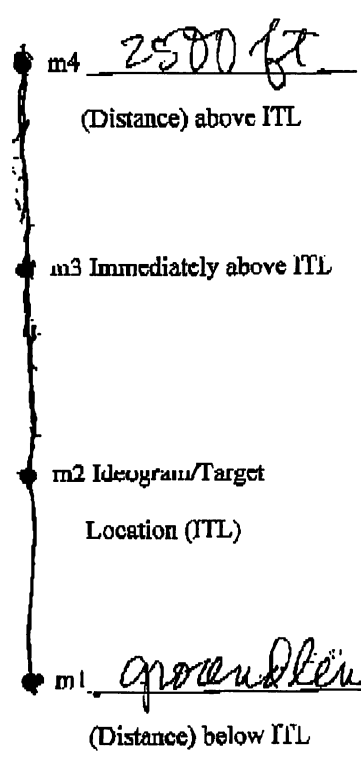
- natural
- man-made, built component
- living people
- excitement
- frown
- open area
- expensive
- large object
- its complete
- motorized
- distant
- forceful
- open large
- big structure
- glass walls
- see thru building

D:



or being outdoors

E: CENTRAL TARGET (C1)



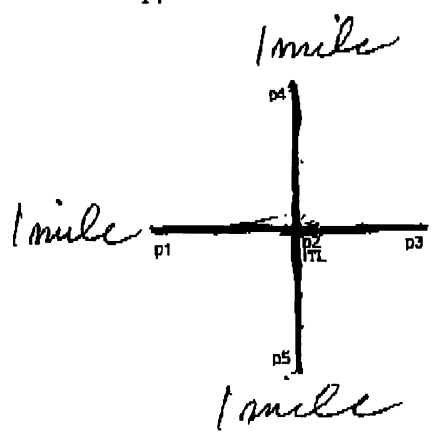
m4: its isolated, low in the distance
 open valley, a peak not very tall
 warm, breeze, rough terrain

m3: collapsed building
 people demonstrating
 chaotic, man of men
 high up well, double well

m2: a big tall structure
 in a ruin, sitting
 w/ snow: ice
 cool
 warm hot

m1: very dense, pebble gray
 small rocks, rough surface, small
 sloping

F:



many people, local humid
 p1: near the dwelling, hard to
 energy, people, strong men, friendly
 p2: people are kind, dusty
 fanatic

p3: more serene, ruins, open
 brown ground, hungry people

p4: rough, energetic, sandy
 open, sense in topography,
 breaking, peeling, back oil

p5: people on land
 a distant group - collaborating
 energy
 rough features
 rocky soil
 open air
 seems like a long way

t1	2	t3
ITL <u>12 hrs</u> before Target Time	ITL at Target Time	ITL <u>12 hrs</u> after Target Time

G:

t1: hospital
calm qrs.
open land
many people
select
working/employed
office workers.

t2: calm, gentle
(subjects) (CDMP)
office workers in skeparapero / workers
looking, men; white shirts - suits
they're just going about their business
excited

t3: many people ident
deadly
ocean
open land
harbor
many people / expectation - anticipation
orderly
(subjects) (CDMP)

D-WTC
D-NYC

they many standing around looking for
a being many men involved - pulling
from 54 etc

PHASE 2

SOUNDS: talking, clapping, street sounds, air, wind, busy

TEMPERATURES: hot, cold

VISUALS: COLORS - blue, orange, red, green

LUMINOSITY - bright

CONTRASTS - high

TASTES: bitter, salty, wet, fume, olive oil

SMELLS: dusty, dirty, hot, acid

DIMENSIONAL MAGNITUDES:

VERTICALS - high, tall, booming

HORIZONTALS - flat, motionless

DIAGONALS - sloping, open

TOPOLOGY - rough, cresty, smooth

MASS, DENSITY, SPACE, VOLUME - something big, massive, round, bloated

ENERGETICS - thick, open area

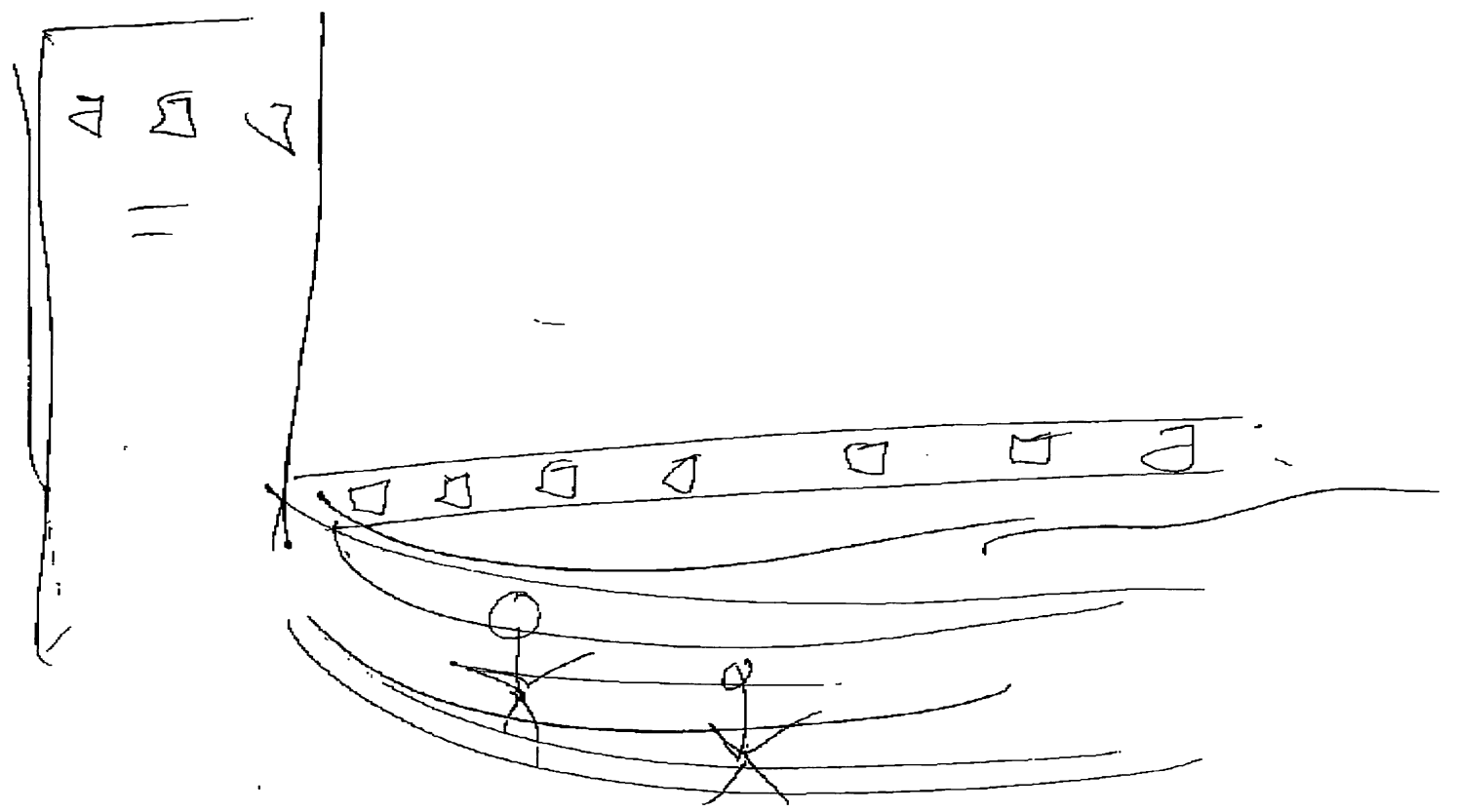
VF -

foaming, soft, hollow

DMC!

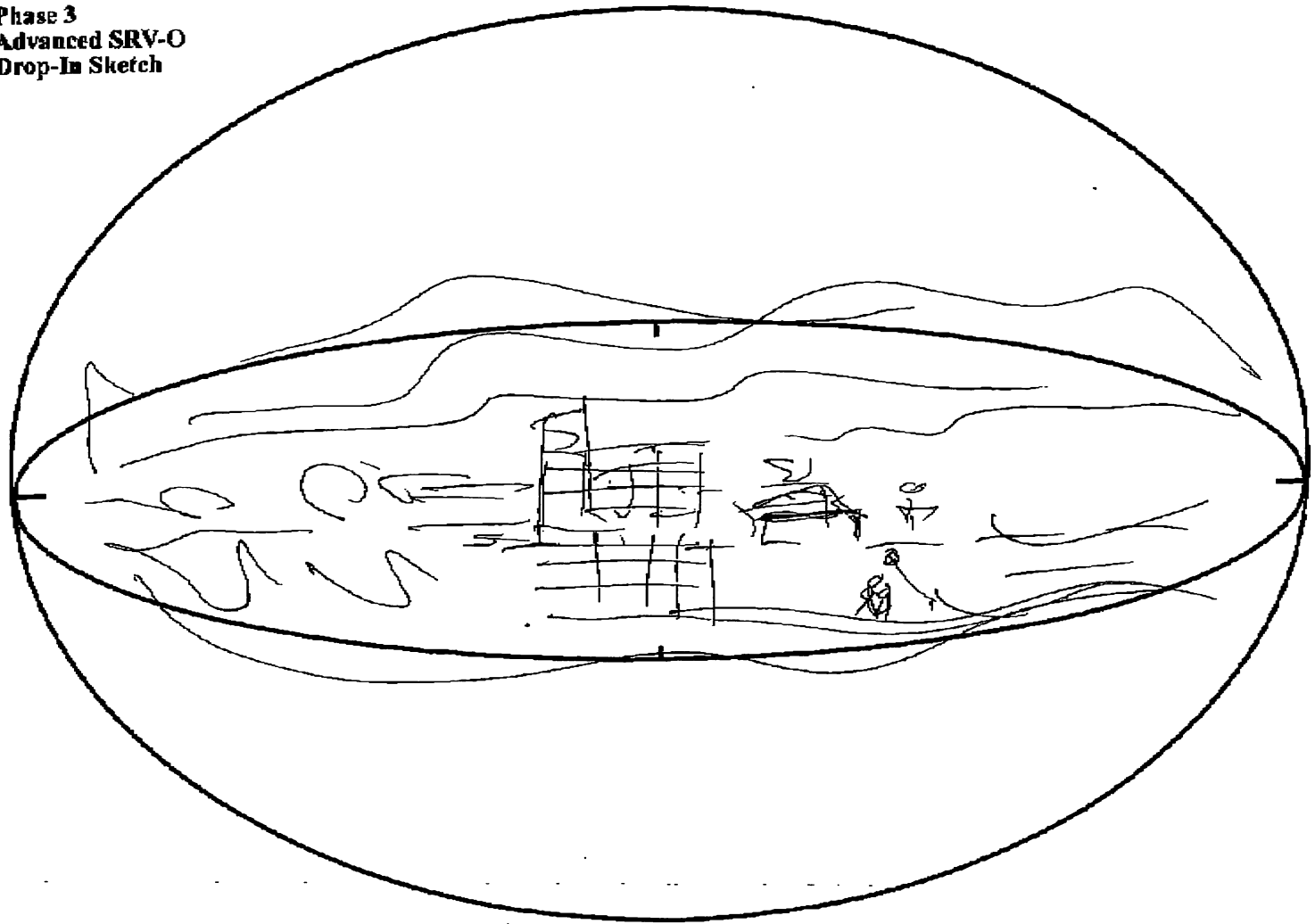
12

PHASE 3 FLASH SKETCH



W

**Phase 3
Advanced SRV-O
Drop-In Sketch**



end session 4:06 pm.