

IDEOGRAM

NPGP - RBTE

PAGE 18

ANNE

NPGP - RBTE



- water way
- strong wave action

- breaking down
- falling pieces
- collapsing-like

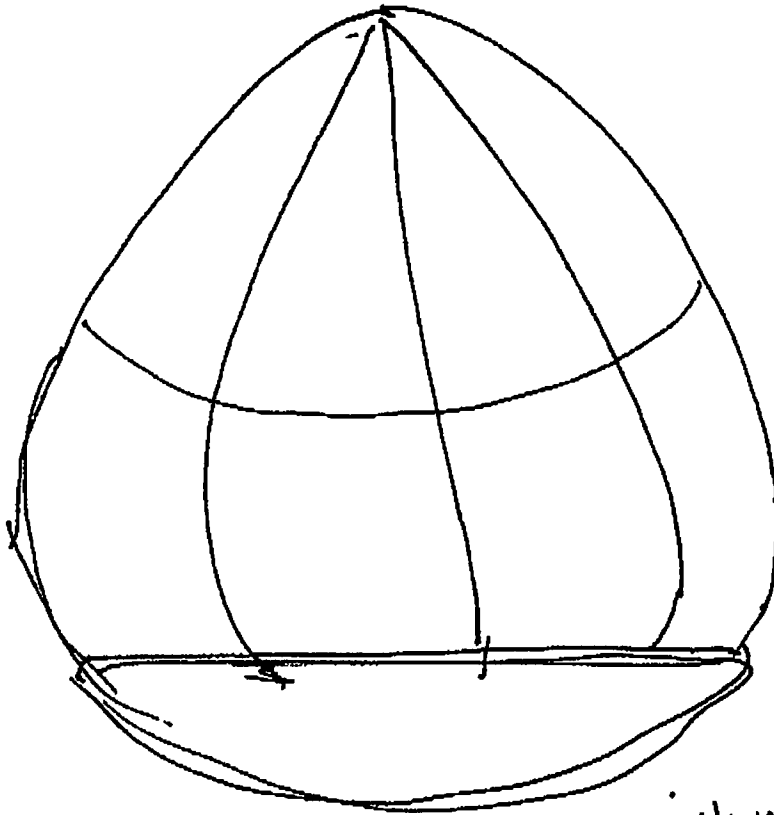
STOP

IDEOGRAM

PAGE 2:

ANW 2:

NP&P - RBTE



illuminated

STOP

IDEOGRAM

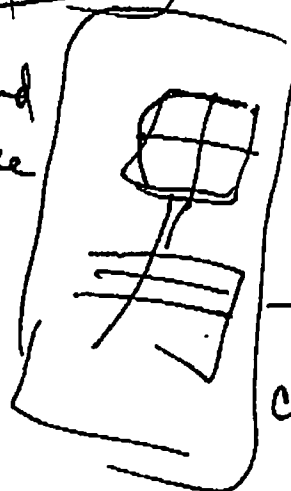
Page 38°

AWN 8

NPC0 - R.B.T.E.



- moved forward into a glass-like window
- 'smashed' into it w/ velocity






- object with a character > or symbol

STOP

PLAY FAIR

Page 1 B:
ANNE 8

NPEP - RBTE

	Sight	Sounds	Smell Tastes	temp booster	texture
Colors.		vehicle-lurching like moving forward engine-like sound	dirt	warm	smooth grainy
		snakes	damp	cool	smooth
	Female 	talking	candy	cool	smooth soft
			STOP		

IDEOGRAM/PROBES

PAGE 1A

ANNE:

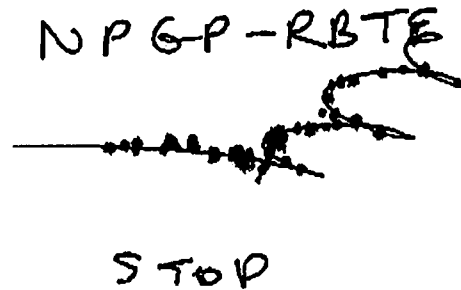
Time: H

NPGP-RBTE

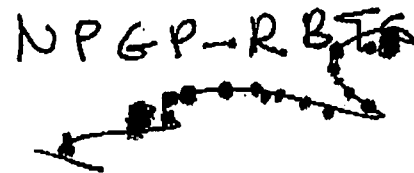
PL: complex
 B: semi-soft
 I: artificial
 A: static



PL: Simplex
 B: semi-soft
 I: man-made
 A: static

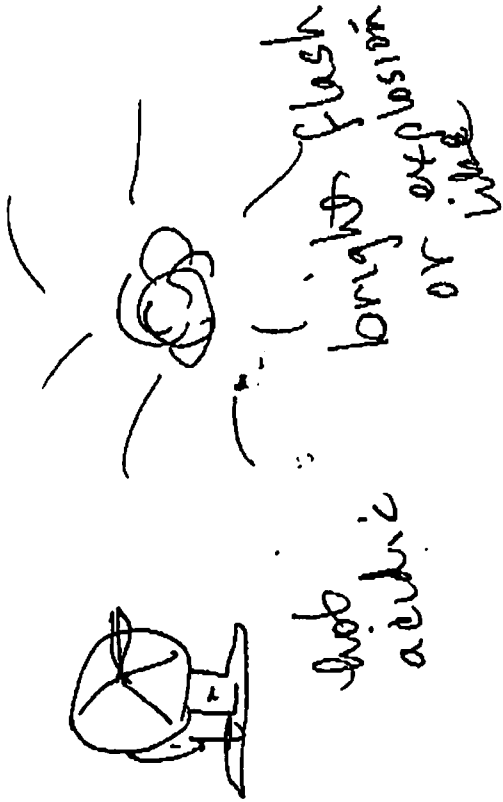
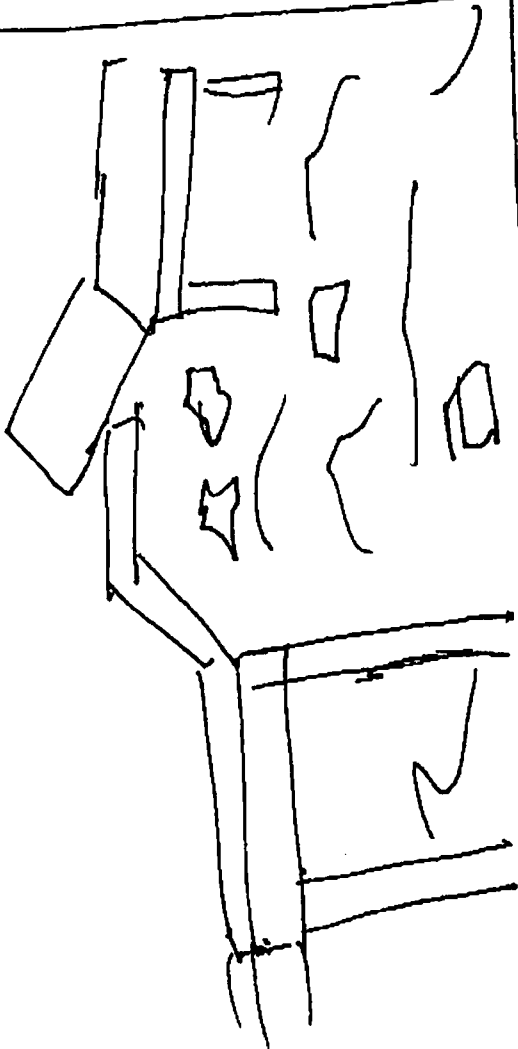


PL: ~~semi-soft~~ dynamic
 B: semi-soft
 I: ~~man-made~~ man-made
 A: static

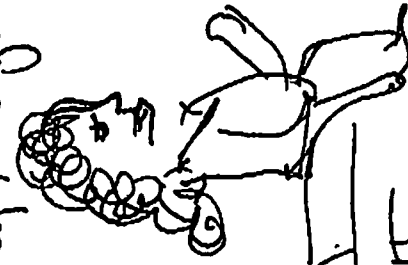


STOP

S2



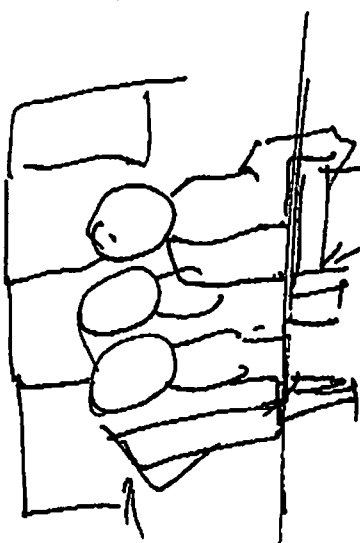
young female w/ long, full, curly, light brown hair - feeling the after math



-sitting on the roadside

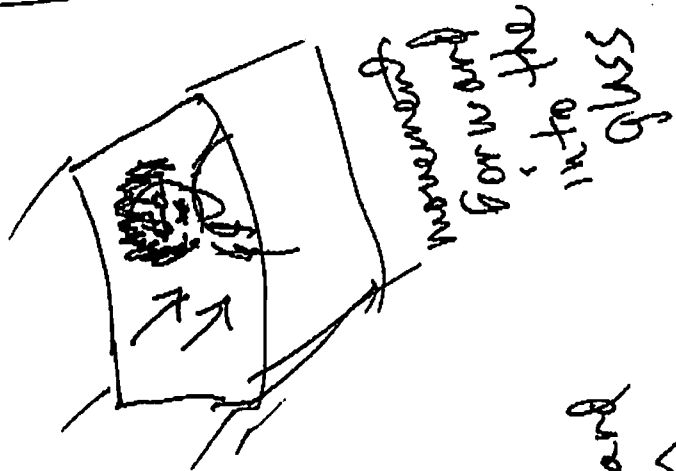


debris on the ground fair



In a vehicle

-movement forward in to a lurch

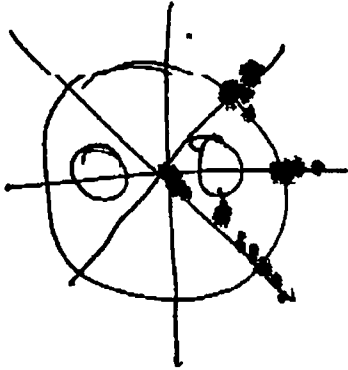


S2

PAGE 1:

ANNE:

NPGP - RBTE



	Sight	Sound	Smell	Taste	Temp	Texture
Colors red blue	 Flowing rapidly	squeak	dry cool	moist	cool	wooden like structure
Brite Low	 metallic	 bright	"rotten eggs" like	acidic	warm hot	metallic burn like
Focus low	 road side	- misfortune "trauma-like" - noisy - wind blowing	dry	hot warm	metallic concrete	
	 road side	 flame like sparks	on ground & in the air	STOP		

S2 Phonics

A: airline avenue avoidance

E: evening

I: river

O: ocean fortune over out

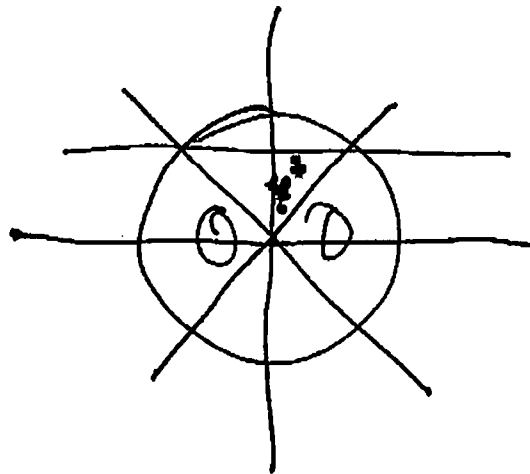
U: up

Free Space:

Air Force

river of tears

dust bowl



STOP

Edging

- explosion-like
- rain of particles
some metallic
- systematic clearing of the area
- man on a bicycle wearing bifocals
moving away from the area in
a hurry.
- large equipment standing by
to render assistance
- styrofoam-ball packed w/ stuff
- Firecrackers-like
- Camaroon
- finder's fee

STOP

CASCADE

LAND | AIR | WATER |

STRUCTURE | ENERGY | OBSTACLE

Life: Human |

Life: Vegetation |

Life: Other |

- rhythm of the rain

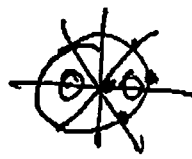
BLACKBOARD

LAND



breeze cool

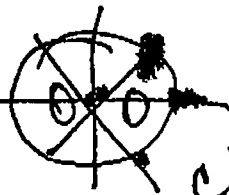
mechanical workshops



quiet dusty

structure

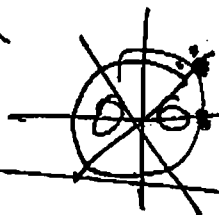
swishing



static chimes

Energy

widespread mess



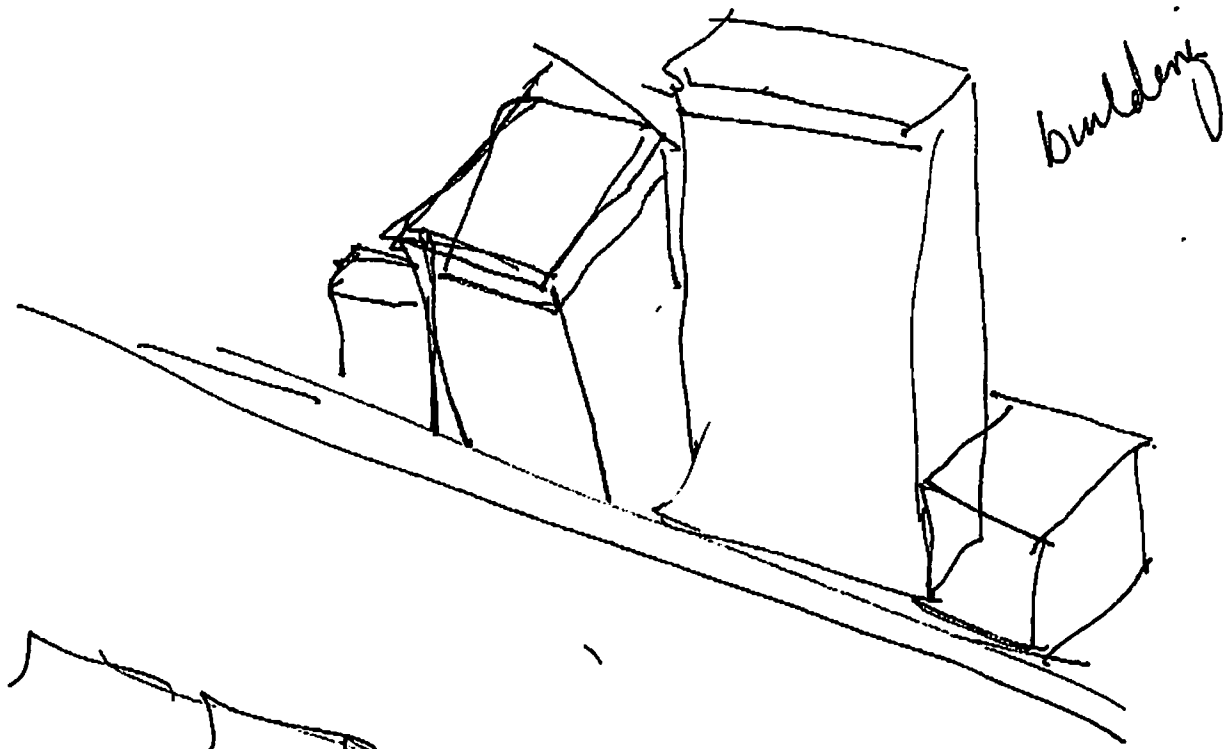
faulty wind

Human

STOP

BLACK BOARD

LAND



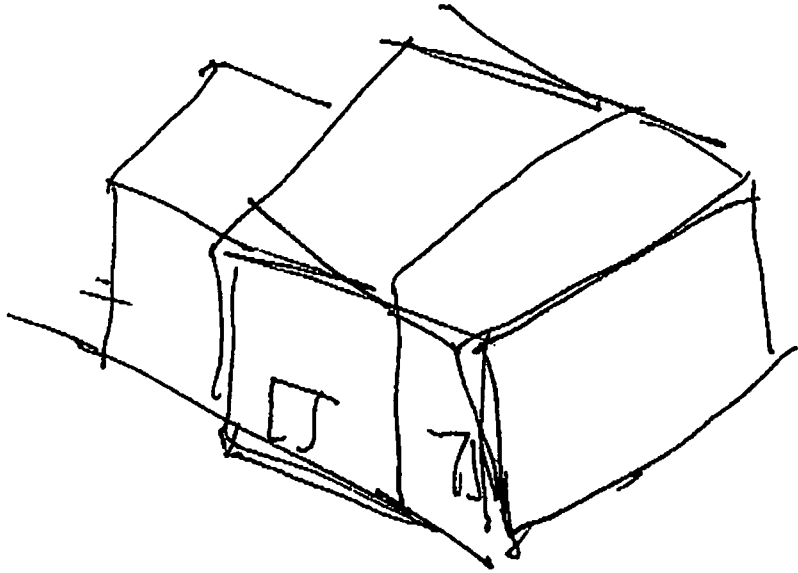
building

town
city like

STOP

BLACKBOARD

Structure

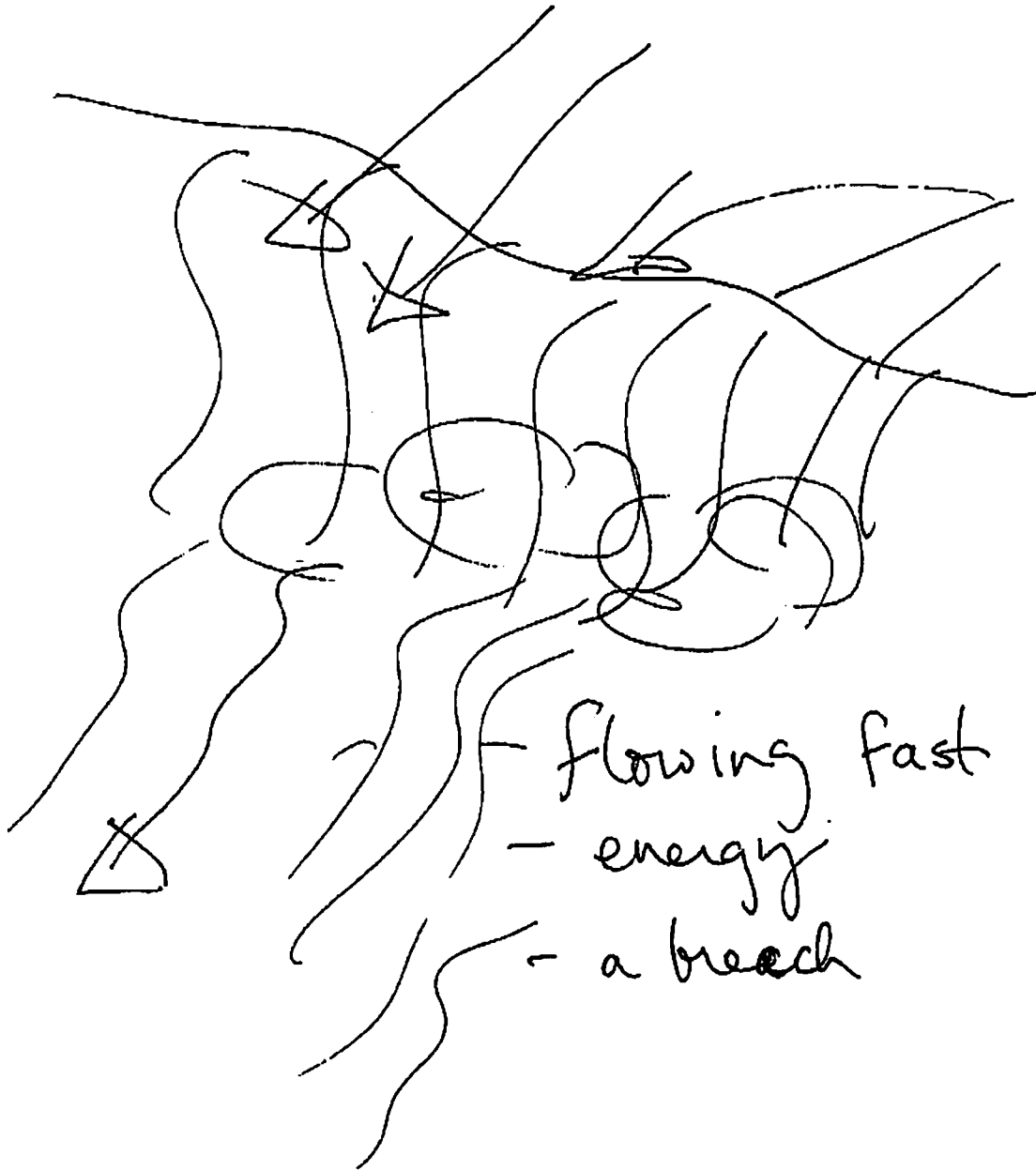


- low lying structures
- multiple floors

Stop

BLACKBOARD

Energy

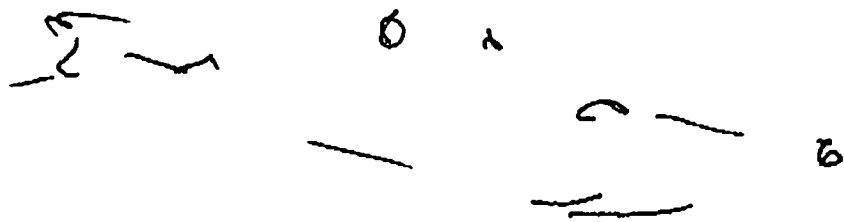
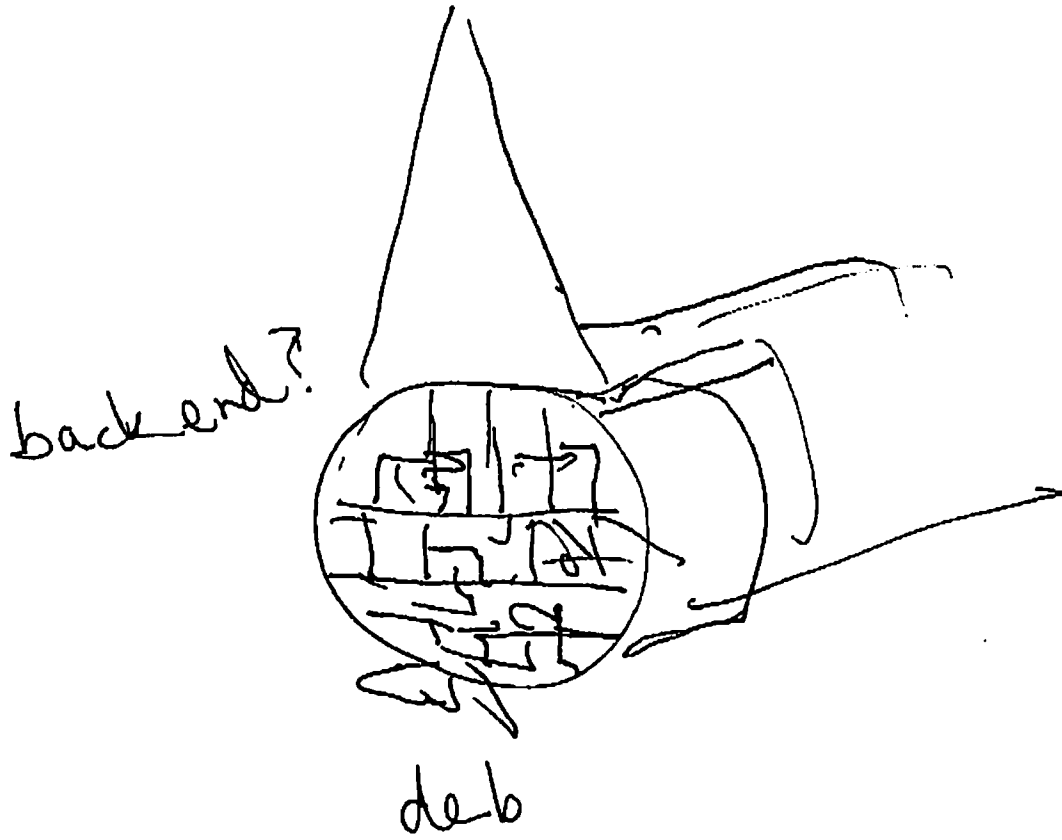


- flowing fast
- energy
- a breach

STOP

BLACKBOARD

Humans

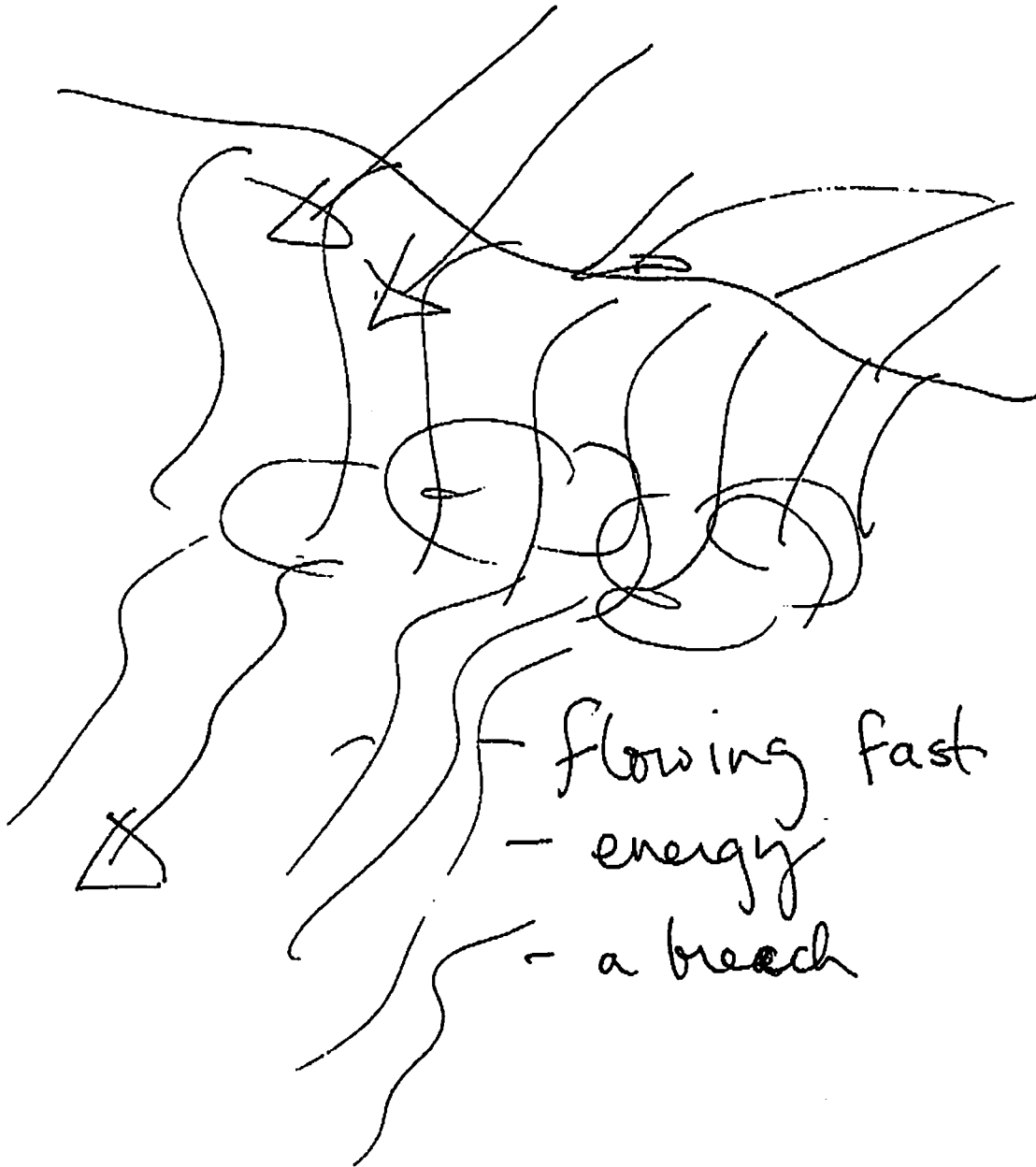


}

STOP

BLACKBOARD

Energy



STOP