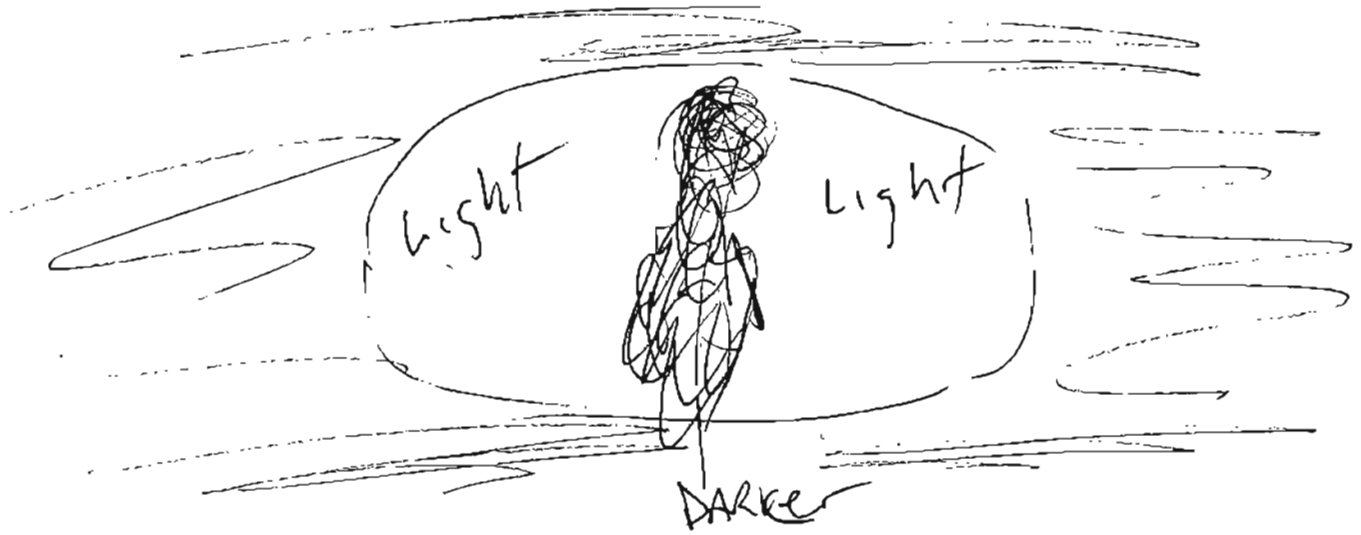


VNT9-W1NR

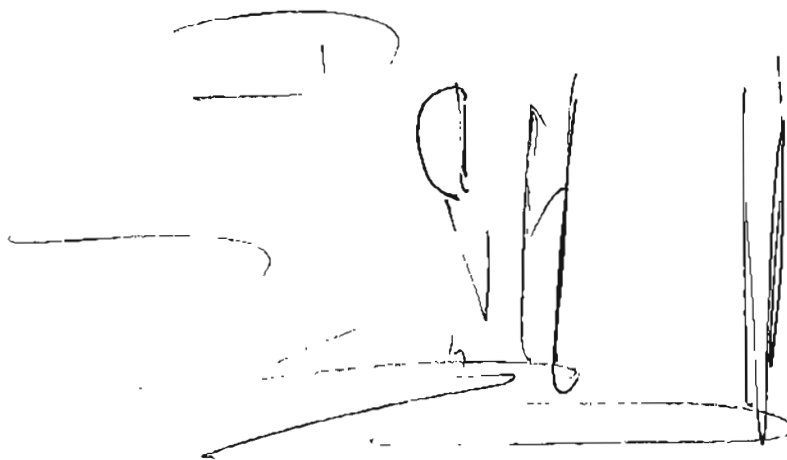
VNT9-W1NR



STOP

VNT9 - WINR

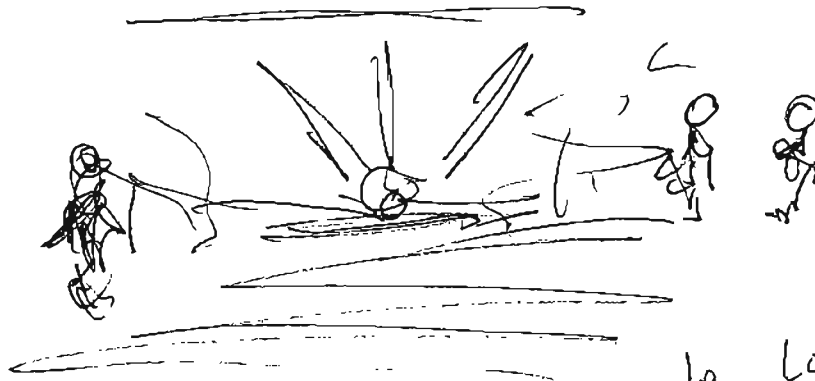
VNT9 - WINR



STOP

VNT9-W1NR

VNT9-W1NR



people LOCATION
STRUCTURE
(LIKE MACHINE)

STOP

VNT9-W1NR

VNT9-W1NR



PL: complex

B: HARD

I: NATURAL

A: STATIC

Stop

VNT9-W1NR



PL: complex

B: SOFT

I: NATURAL

A: DYNAMIC

Stop

VNT9-W1NR



PL: simplex

B: SOFT

I: NATURAL

A: DYNAMIC






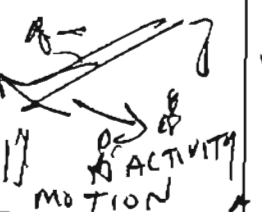
Stop

VNT9 - W1NR

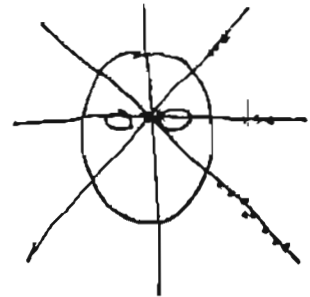
Colors
white
Black
BROWN
green
TAN
yellow

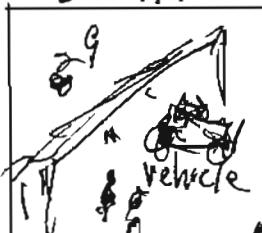




Brite
MEDIUM

Focus
MEDIUM

SIGHTS	SOUNDS	Smells/TASTES	Temps	Textures
	—	HUMANS	COOL	—
people/shapes 	MUZAK BACKGROUND MUSIC	CARPET	COOL	MANMADE PLASTIC SMOOTH MOLDED (FIBERGLASS)
	VOICES TALKING	COLOGNE PERFUME	COOL	UNSHAVEN WHISKERS
(structure) 	HUMMING ELECTRICAL	OZONE	WARM	WIRES
	NOISE TALKING MACHINE NOISE	FUEL EXHAUST	WARM	—
	MACHINES NOISE	INDUSTRIAL AIR	COOL	METALLIC (GIRDERS)
		STOP		

VNT9 - W1NR



	SIGHTS	SOUNDS	Smells/Tastes	TEMPS	TEXTURES	P
Colors Rust BROWN green yellow white Black		engine	diesel	COOL	metallic	activity vehicle motion people
Brite MEDIUM		TALKING muffled BY SOUND	COLD ON clothing	COOL	SOFT fabr.z	people STANDING to SIDE OBSERVING
		ROCK MUSIC	—	COOL	heavy LIKE I BEAMS GIRDERS	large structure ACTIVITY
		voices	petroleum asphalt COLD	COOL	HARD SURFACE/ BULKY CLOTHING	people outside IN LINES
Focus MEDIUM		ENGINE NOISE	gasoline	WARM	hard	LARGE structures people lines SNAKING
			stop			

S2 PHONICS

A: GAME asphalt ARMY appropriate

E: even everyMAN leave

I: Incident incite inside inclement incline

BRIMMING

O: Loyal outside onboard goal

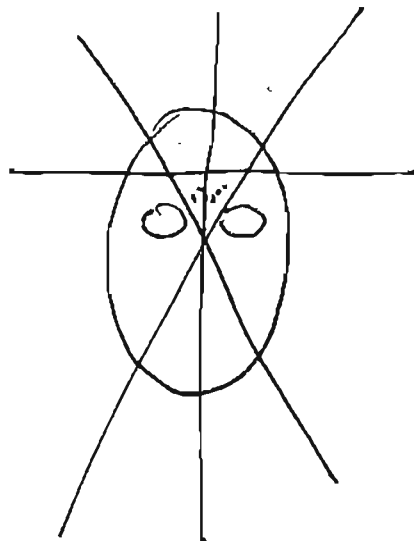
U: Fulcrum Ruined Europe pouring

FREE SPACE:

TIMED EVENT

MOTION OBSERVATION

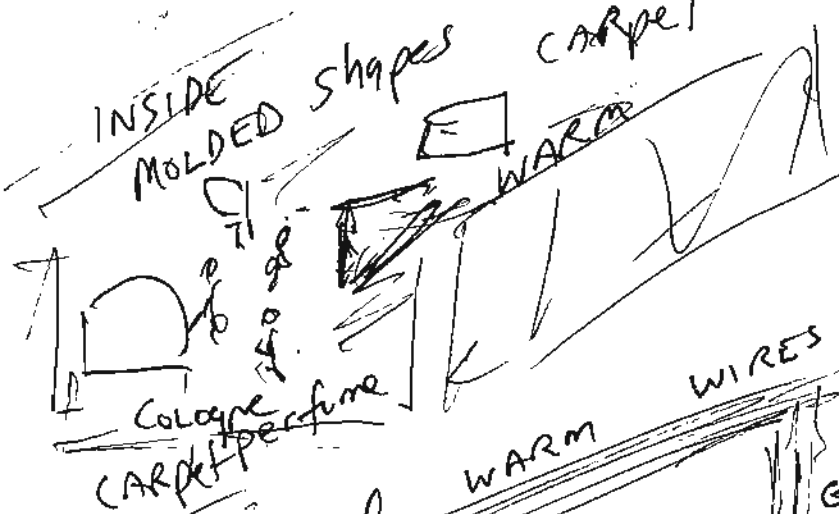
BERLONE - BERLONT - Bator



Stop

COOL

INSIDE MOLDED SHAPES CARPET



CARPET

WARM WIRES

ELECTRICAL

GIRDERS

vehicle

ACTIVITY MACHINE NOISE

MOTION ENGINE NOISE PETROL smells

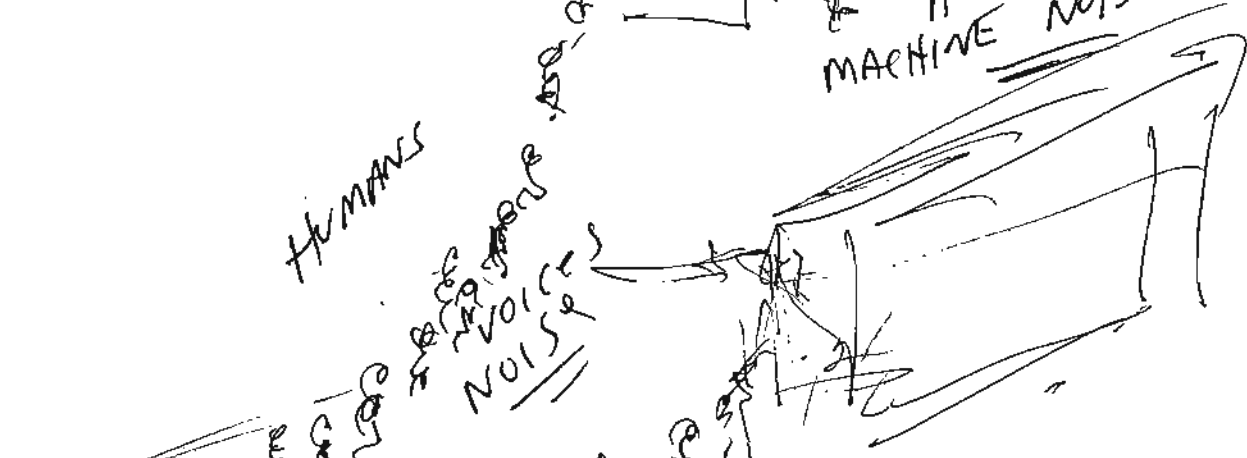
COOL

HUMANS

VOICES NOISE

HARD SURFACE

STOP



CASCADE

LAND 1 AIR — WATER — STRUCTURE 3

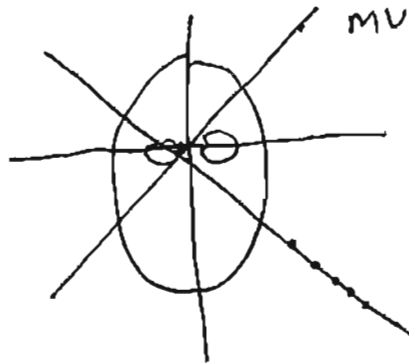
ENERGY 1 OBSTACLE —

LIFE: VEGETATION LOW

LIFE: HUMAN MULT 2

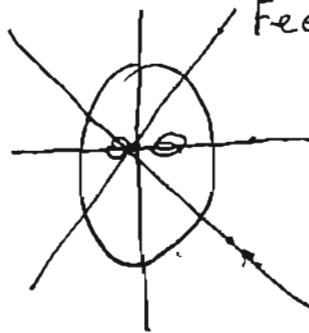
LIFE: OTHER —

BLACKBOARD



LAND 1
MULTI level structures
close proximity
power electronic lines
vehicle noise (TRAFFIC)
asphalt cool
ACTIVE place
close knit familiar
research invention

BLACKBOARD



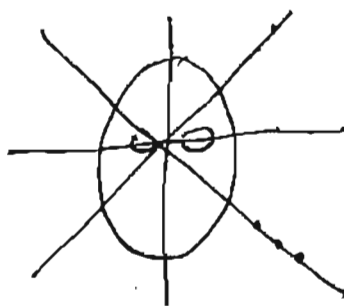
RESEARCH

STRUCTURE 1
(INSIDE)
Feels like working place
INDUSTRIAL
experimental
BUZZING
wh. whirring
Solvent petrol chemicals
FILTERED AIR
open to public

stop

BLACKBOARD

STRUCTURE 2



Elevated

Complex mechanical
Electrical
energetic

Buzzing clacking
clattering

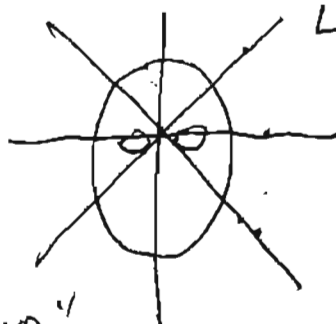
ozone
electric smells

powered

WARNING STAY CLEAR

BLACKBOARD

STRUCTURE 3



Lines of people enter
Dim interior
Rustic

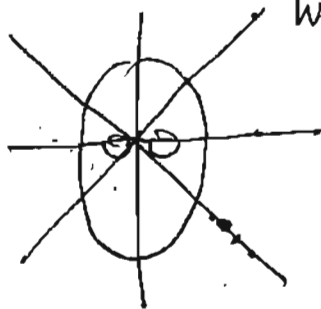
CLACKING TALKING
muffled
creosote smell

ARTIFICIAL - "MADE UP"
TO LOOK LIKE THIS

not real LIKE MOVIES SET OR DISNEY
MUSTY

BLACKBOARD

LIFE HUMAN 1



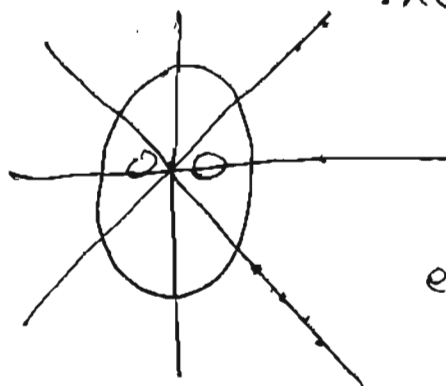
workers - in charge
running THINGS

VOICES - COMMANDS orders.

uniforms Badges
TRAINED technical
OBSERVANT

BLACKBOARD

LIFE HUMAN 2



They LINE UP
TAKE TURN go IN

MURMER talk

eager

PARK A DISTANCE AWAY
shuttle

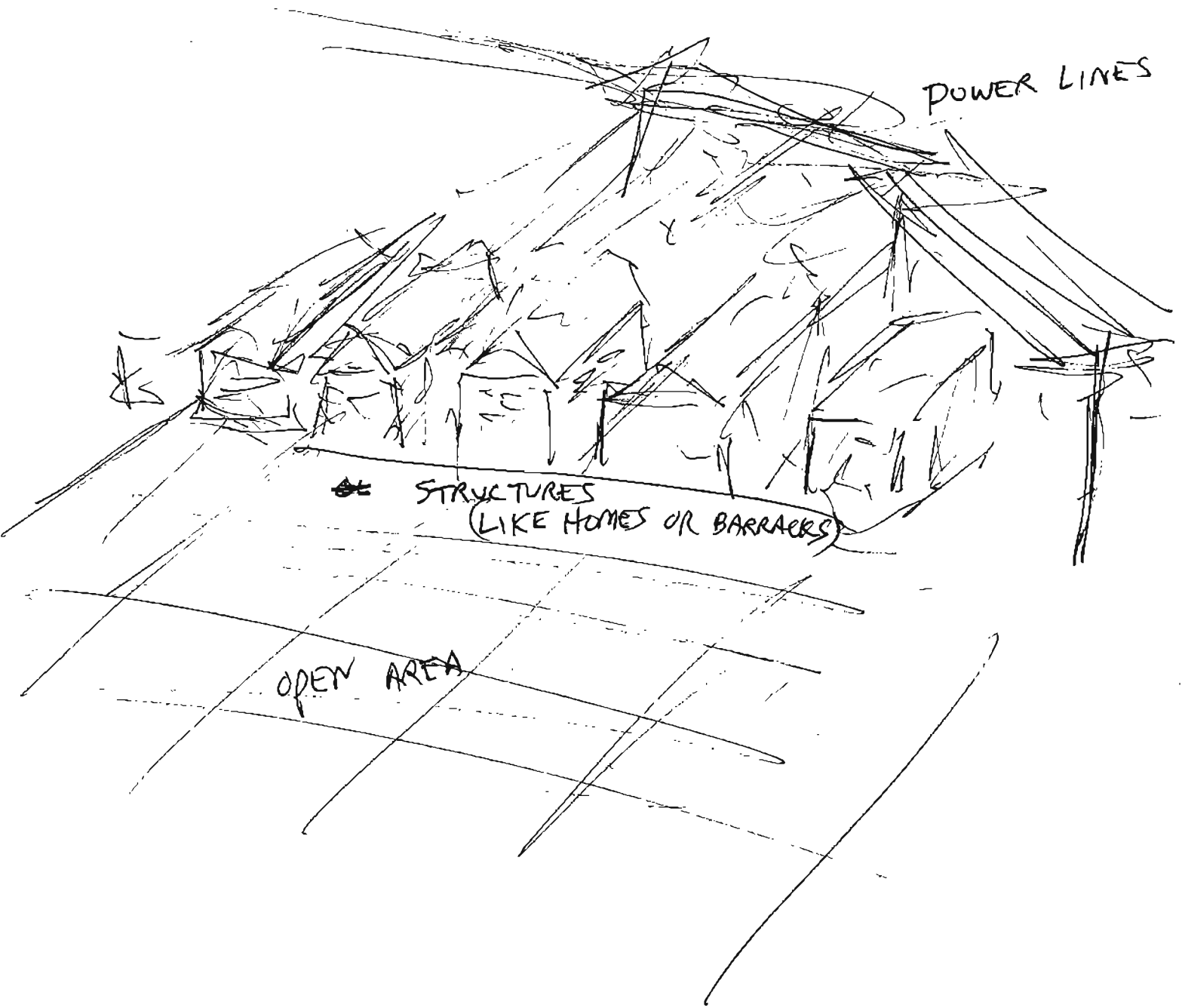
Like: Mommy where's
The BATH ROOM?

See something
scientific/mechanical

Step

BLACKBOARD

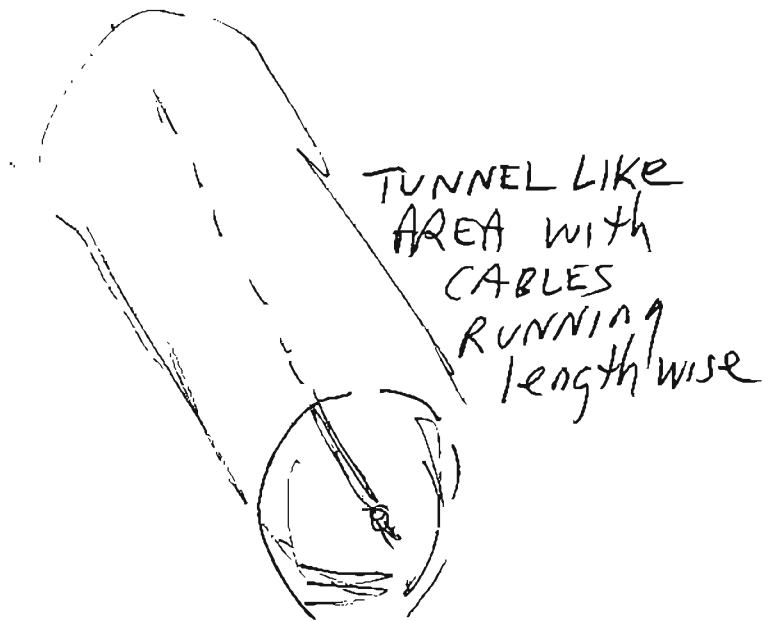
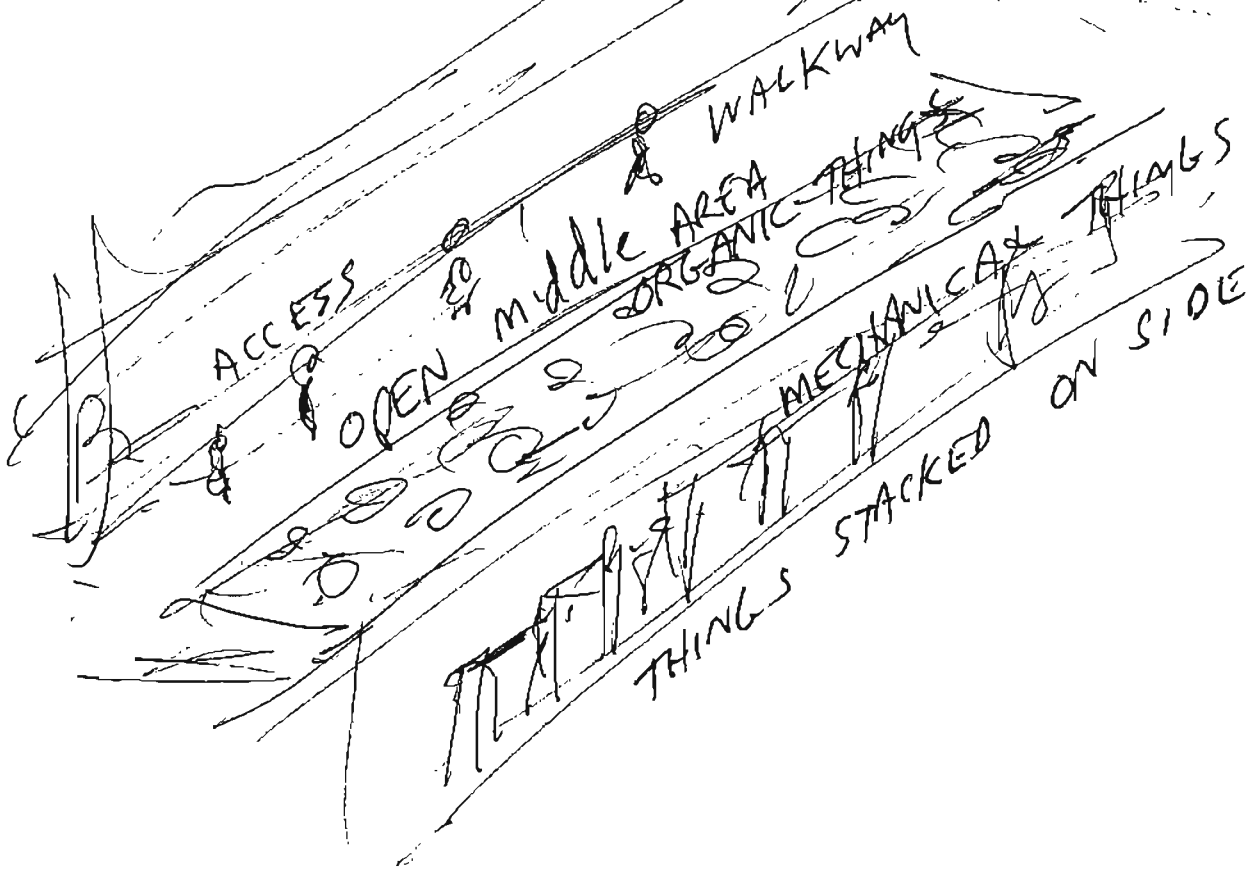
LAND 1



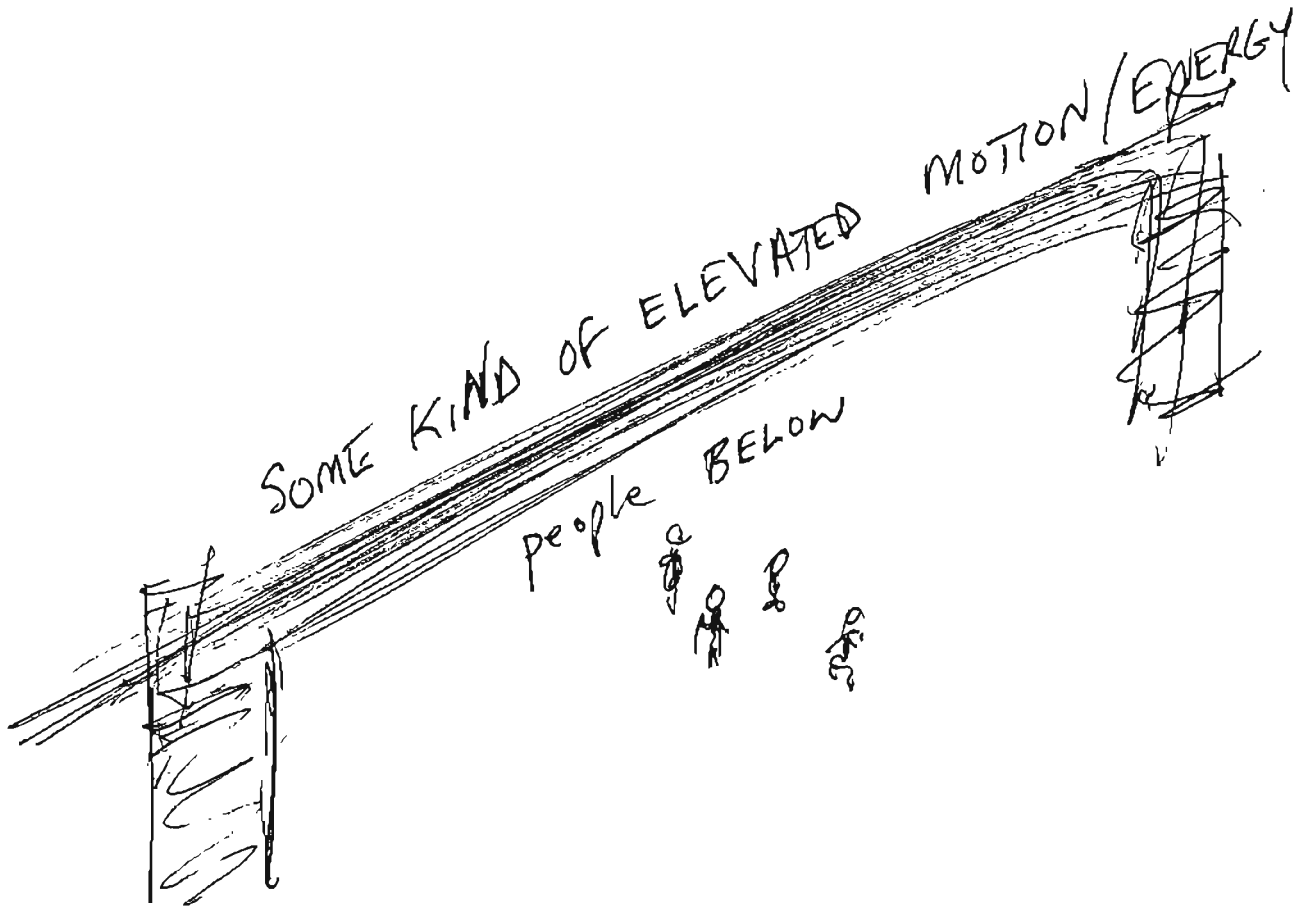
STOP

BLACKBOARD

STRUCTURE /
(INSIDE)



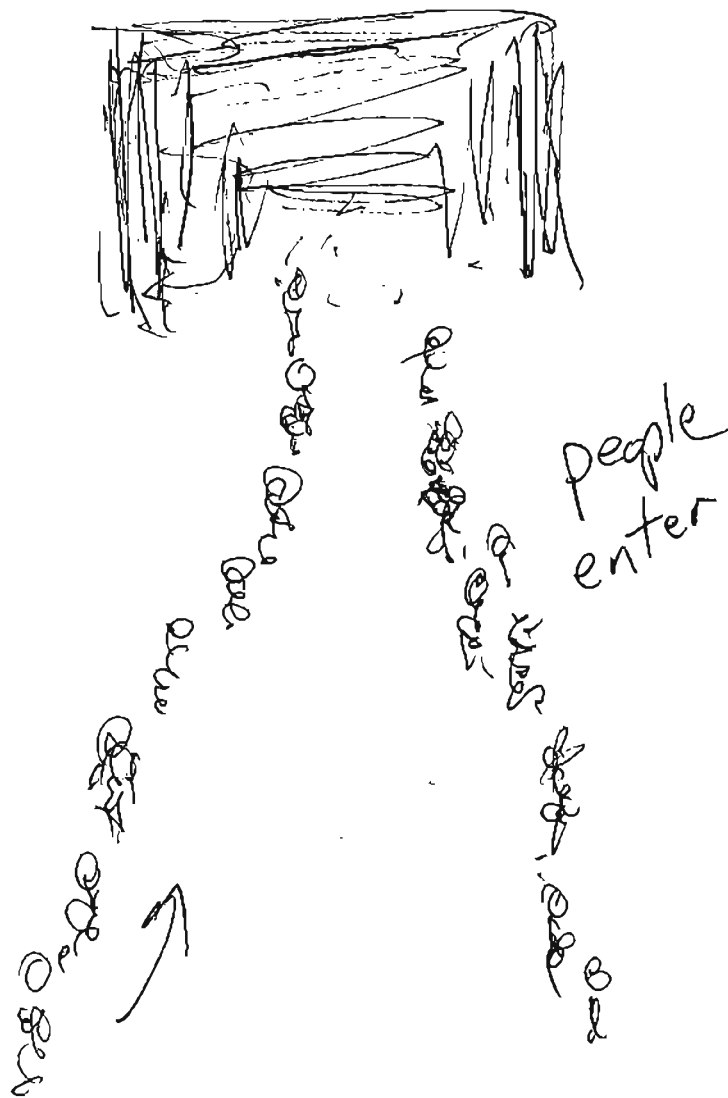
STAP



stop

BLACKBOARD

STRUCTURE 3



stop

BLACKBOARD

LIFE! HUMAN!

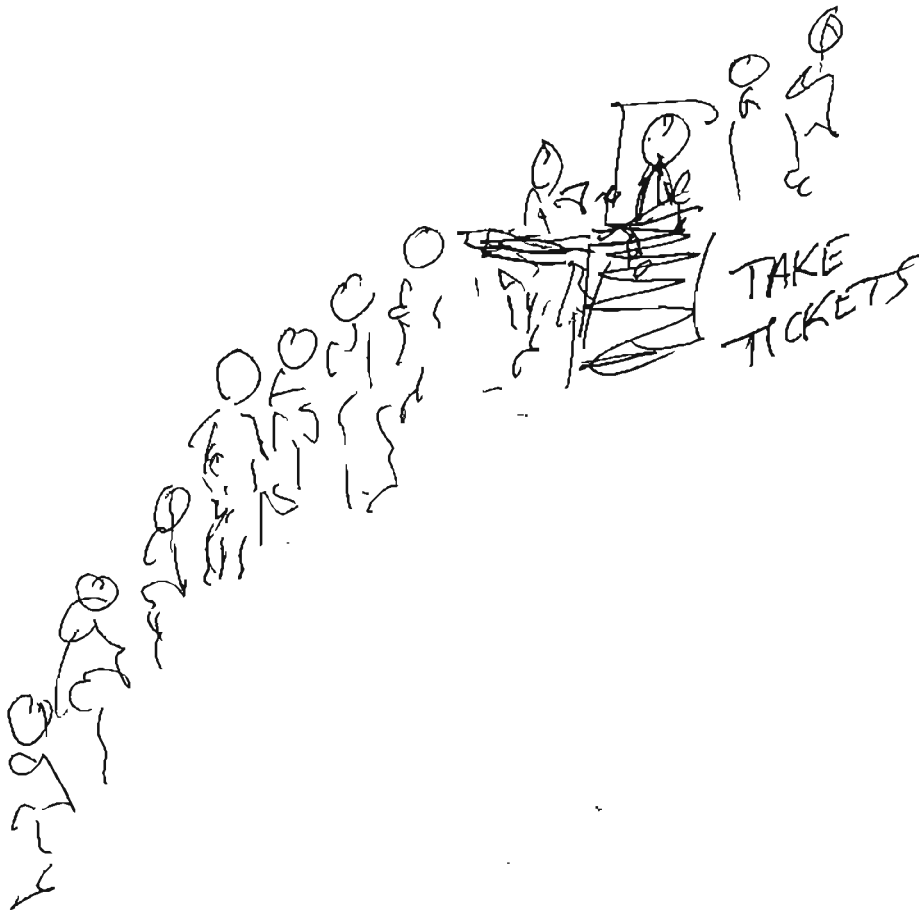
THE FOLKS MAKING THINGS HAPPEN
MAKES THINGS RUN



THESE ARE THE PEOPLE
MAKING STUFF HAPPEN
WORKING MACHINES
controlling - running equipment
monitoring
causing mechanical things to happen

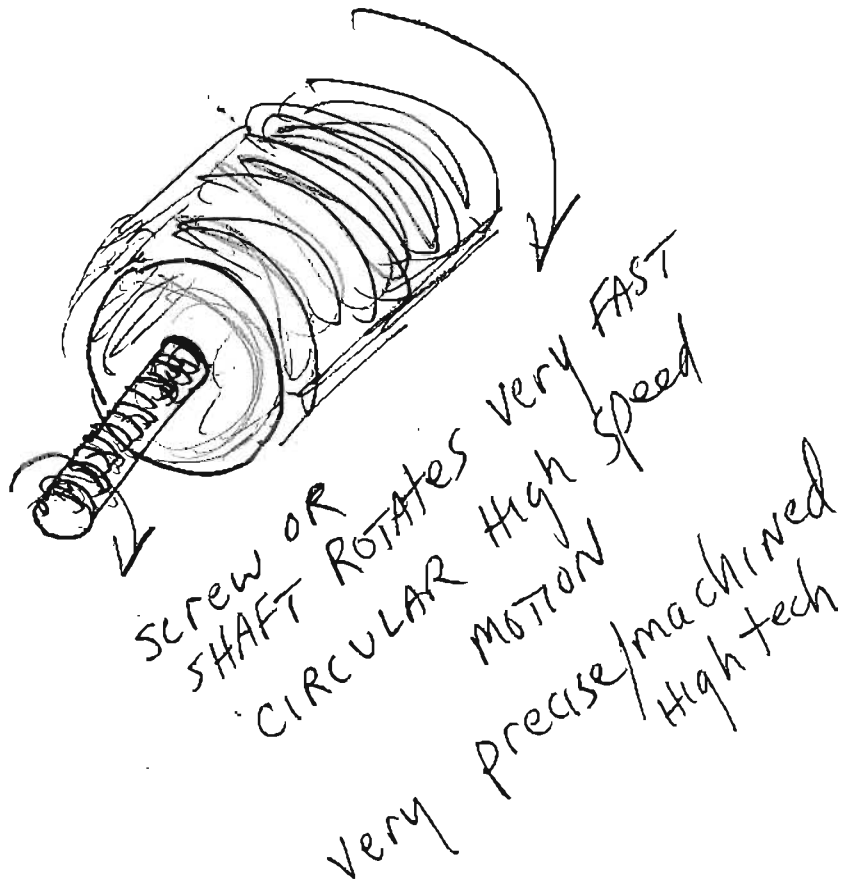
stop

THE FOLKS WATCHING/
OBSERVING



STOP

EDGING



step