

1/14

'Houston'

3/31/2010

8.54 CST (PM)

Kitchen table

Houston, TX

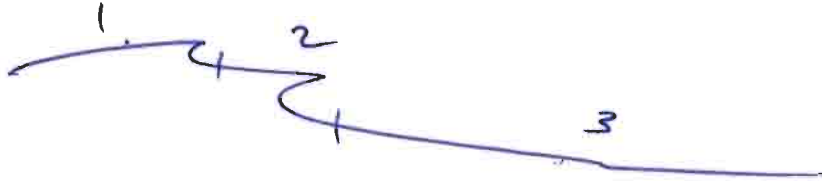
POCA - fun

POCD - tired

SA - fun

SA - tired

#1c



1A rising across, back
down across

greasy

B man-made

2A across, back down
across

slick

B man-made

3A across tip down
across

wet

man-made land

sc - could be water

1. fluffy
frothy
white
blowing
windy
smells dusty
chalky
dirty
dusty
grinding
digging
breaking
sanding

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mining

sc strip mining
operation

- 2. slimy
- wet
- cave-like
- green
- hidden
- old
- abandoned
- empty
- archeologically valuable
- in danger
- vibrations
- glowing
- sci-fi-ish

vibrations

3.

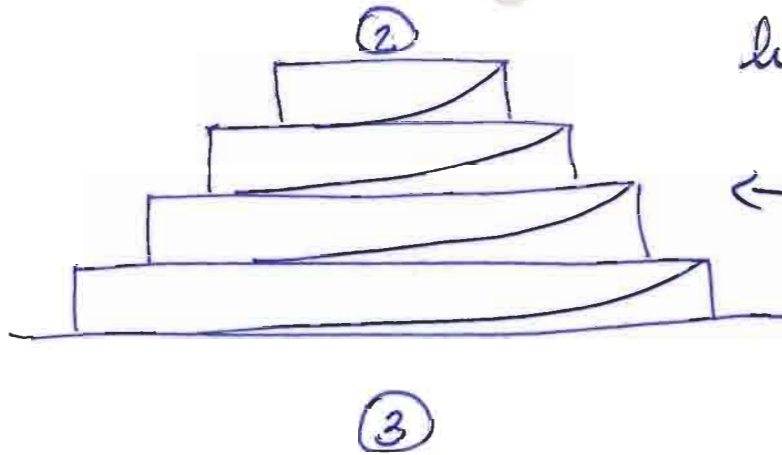
sc watercourse
channel

- dry
- dusty
- hot
- wants water
- made for water
- really needs water

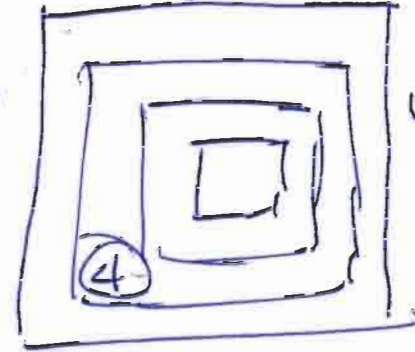
sc would make a lot of
things different if it
had water in it

cold

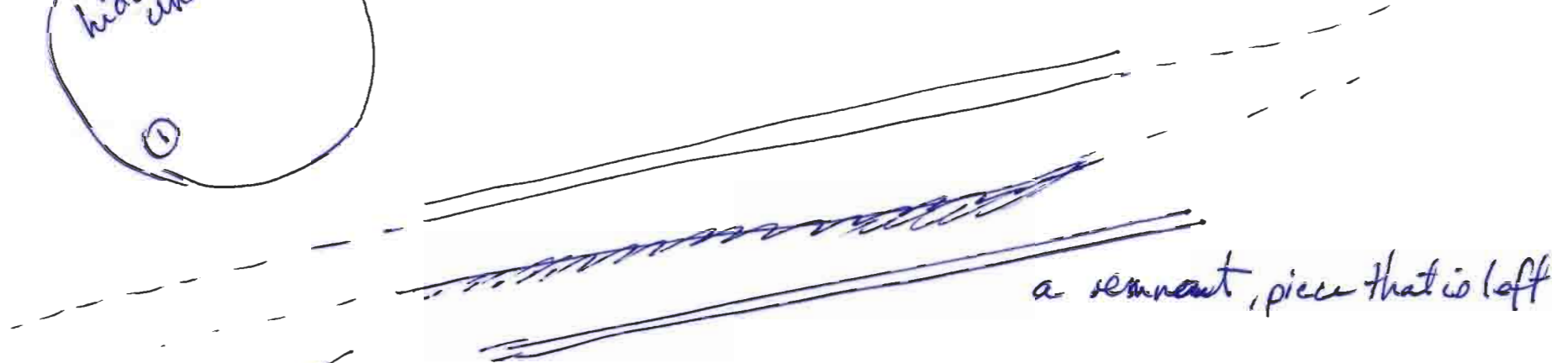
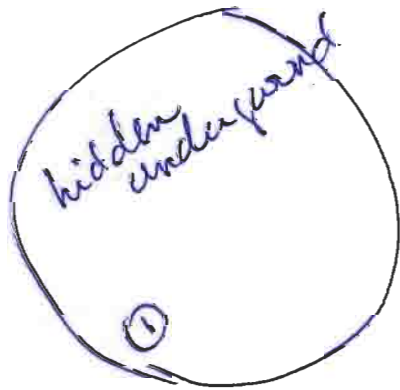
sc alternates hot : cold
alternates too hot / too cold
not a healthy situation



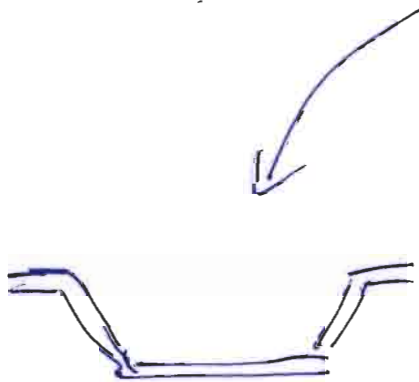
like a mining operation



view from the top



a segment, piece that is left



edge-on

P2	D	AI	SI	T	C	SC	CS
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might not be safe to enter

metal

aspects
parts
furnishing

original purpose?
simple living area

②

open

high

like a hilltop

chewing noise
droning noise
vibration feel

panoramic views -
of sand dunes and rocks

purpose? -
searching
economic
scientific
control

folks and machinery working here are self contained, self important
and self-absorbed

someone here would say:

"I don't care, I am doing it for the money so I can go home"

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③

dry empty
 'move to nearest manmade and describe'

black ————— covered in dust

big
 really big

in poor repair

'I don't know if I can fix this, I don't have the parts'

I don't like this machine
 It is too big to be careful

metallic
 many parts
 not as heavy as it should be

extraction
 processing

④

gravelly
 sandy

road way

————— over cut stone
 sand stone
 'cut precisely

well engineered
 no-one here knows that this
 is someone else's property

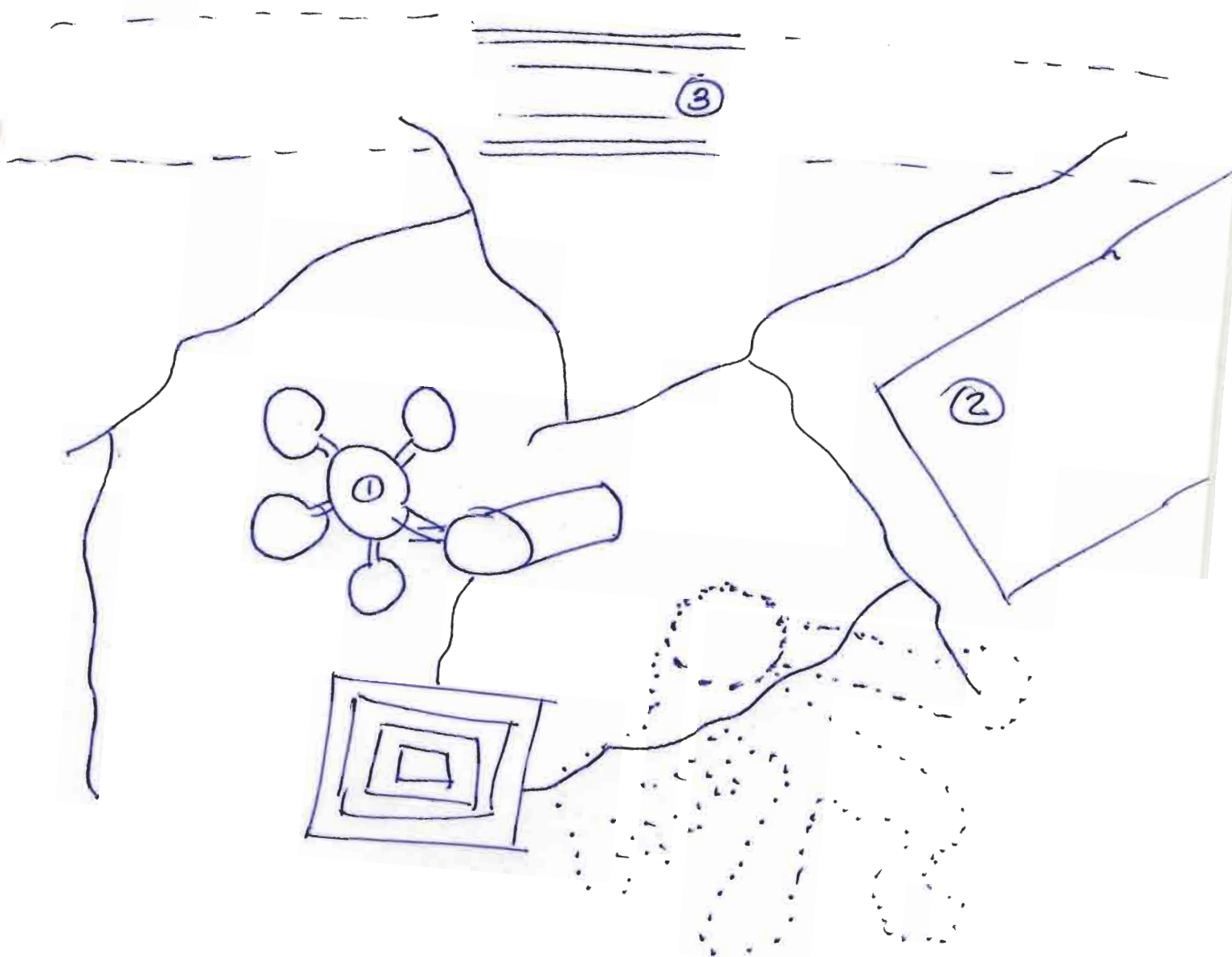
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move up 100' and describe:

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can't breathe here
cold
foreign
unfriendly
makes me dizzy

Sketch #2



P2	D	AI	SI	T	C	SC	CS
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Sk #2 - (1)

plastic
rubbery
shiny
white

nic
cool
fresh air

Sk #2 - (2)

smooth
flat
engineered
carefully
whitish
yellow-orange markers

teta mylar

house trailer
greenhouse

unhappy people live here

rest

transportation

loading dock
harbor

ships with containers dock here

P1/B

P2	D	AI	SI	T	C	SC	CS
lights that are markers							
Sk2 (3)							
Very costly							only important people go here
Very hard to see matches surrounding area much decay							drained ditch last ditch effort to preserve life
Very old							didn't really help didn't really work
not much left of the whole is only a small part of the whole							'Google Earth could see it (if they were looking)'
							archeologically important
							'we wasted our precious resources trying this' 'we are doomed'

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The target contains a manmade that is

white
dusty
chalky
dirty

that is like an extraction or mining operation
that looks like a step pyramid

when I find
grinding
breaking
sanding
blowing
chewing noise
chomping noise
vibrations feet

seems very industrial
not very pleasant

purpose is searching
economic advancement
scientific advancement
economic control

biologicals here do not like this place
are home sick.

are far from home

are purposeful

are tightly focused on what they are
doing
would say 'I don't care, I am doing it for
the money so I can go home'

Another manmade

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black

gray

tan

duty

metallic

really big

in poor repair -

damaged

made of many parts

is not as heavy as it should be

is covered in dust

a biological looking at it would say 'I don't know if I can fix this, I don't have the parts'

this manmade does much damage as it works.

The target has a location that is

~~slimy~~

slick

metallic

smooth

polished

underground

hidden

very old

abandoned

empty

except for furnishings

archeologically valuable

in danger of being destroyed

glowing

sci-fi-ish

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glows

with an ambient light
sometimes blue, sometimes green
has been undisturbed for a long time
about the size of a small room
about 10'x10'

a part of a larger whole

the only thing left

it is sacred to someone

↳ who would say 'memories live
here'

↳ who is waiting

lots of people would like to know about this place

it is in danger of being destroyed by carelessness

this might not be a safe place for people

its original purpose was living quarters

The target contains another manmade that is

plastic

rubbery

shiny

white

with a feel like a big balloon

or a trailer house

or a greenhouse

that has interconnected spaces

it is pleasant

cool

contains fresh air

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unhappy people live here
purpose is a place to rest

The target contains another location that is

smooth

flat

white

carefully engineered

with yellow-orange markings

and marker lights

purpose is transportation

has a loading dock or harbor feel

ships (transporters) with containers dock here

only important people can go here

The target contains another man-made that is

tan-white

cut into rocky ground

very costly

very hard to see

matches the surrounding landscape

is much decayed

has a drainage ditch feel

purpose was a last ditch effort to preserve life

someone who built it would say 'it didn't

really help. It didn't really work'

14/14

it is a small part of a larger whole

↳ that is harder to see
- that is essentially gone

archeologically important

someone who built it would say 'we wasted our precious resources trying this, we are doomed'

Other things I found were

few biologicals

far from home

with a trapped feeling

but trapped by agreement

trapped because it is hard to get home

passively unfriendly ambience

like someone was watching

and the biologicals were not aware

like this target location belonged to someone else, and the biologicals were not aware

10.32 pm