

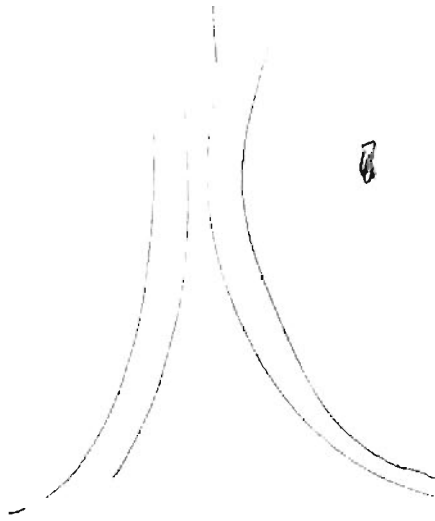
IDEOGRAM

H1N6-Q7W1

PAGE 1:

DICK:

H1N6-Q7W1



STOP

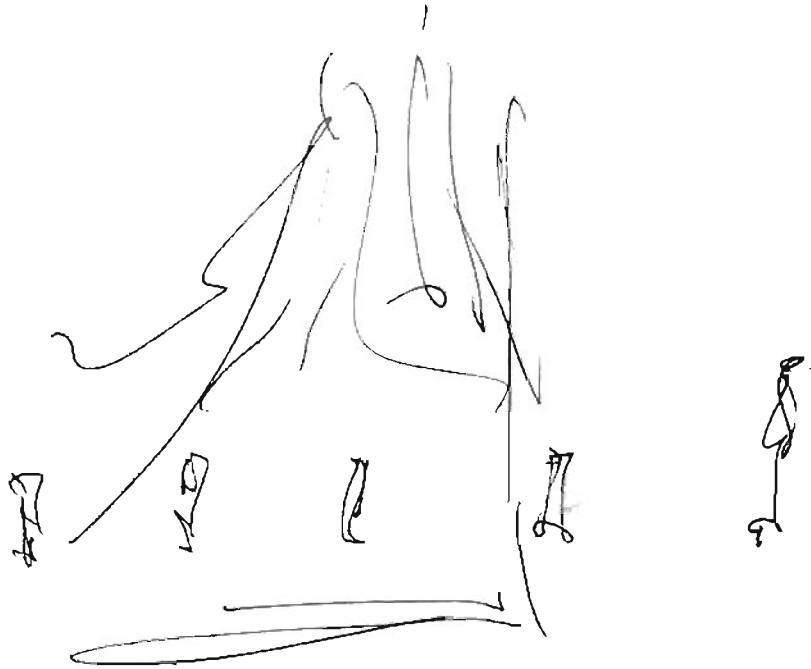
H1N6-Q7W9

H1N6-Q7N1



STOP

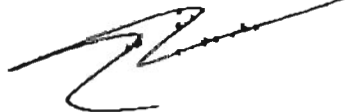
H1N6-Q7W1  
H7N6-Q7W1



Step

H1N6-Q7N1

H1N6-Q7N1



PL: Simplex

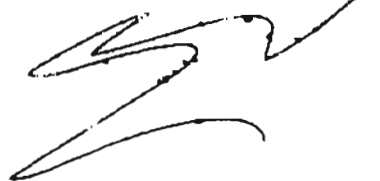
B: WET

I: NATURAL

A: DYNAMIC

STOP

H1N6-Q7N1



PL: complex

B: HARD

I: NATURAL

A: STATIC

STOP

H1N6-Q7N1



PL: Simplex

B: HARD

I: NATURAL




A: STATIC

STOP

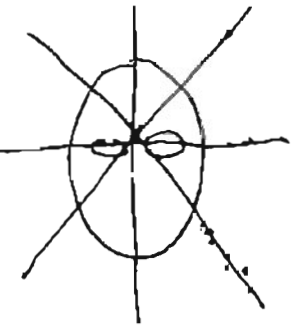
Colors  
 BROWN  
 BEIGE  
 WHITE  
 yellow  
 green  
 AQUA

Brite  
 MEDIUM

Focus  
 MEDIUM

SIGHTS	SOUNDS	Smells/TASTES	TEMPS	Textures
	drip drip crouch	Boggy NATURAL	COOL	WET
	RUSTLING (like water)	FRESH misty	COOL	Dewy
	voice	cloth flannel	WARM	waterproof windbreaker material (GORETEX)
	chip chip rustle	moss	WARM	rough
	crunching footfalls	pinney matted vegetation	COOL	uneven matted jumbled
LAND 	BIRDS like owls HOOT	woody	COOL	rough (BARK)
		STOP		

H 1 N 6 - Q 7 W 1



	SIGHTS	SOUNDS	Smells/TASTES	Temps	Textures	P
Colors BROWN BLACK RED green PINK yellow Amber		Dripping droplets	EARTHY DANK	COOL	rough rocky	NATURAL oppressive like overhang
Brite MEDIUM		voice	sweat	WARM	callused hands rough	PERSON active enclosed NATURAL place
		voice calling	Nylon	WARM	taut	LINE something straight
		scuffling	Burnt smoldering from FRICTION	WARM	UNEVEN	Natural BUT confining
Focus MEDIUM			stop			

# 22 PHONICS

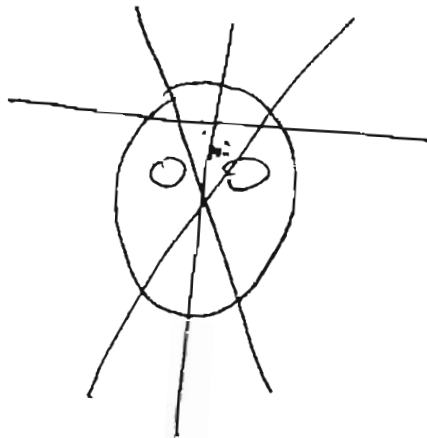
- A: cavern aperture man escale scale
- E: feeble energy escape
- I: line tight island indigo
- O: open port ocean ogo troposphere
- U: underground lugging underwear umbilical

## FREE SPACE:

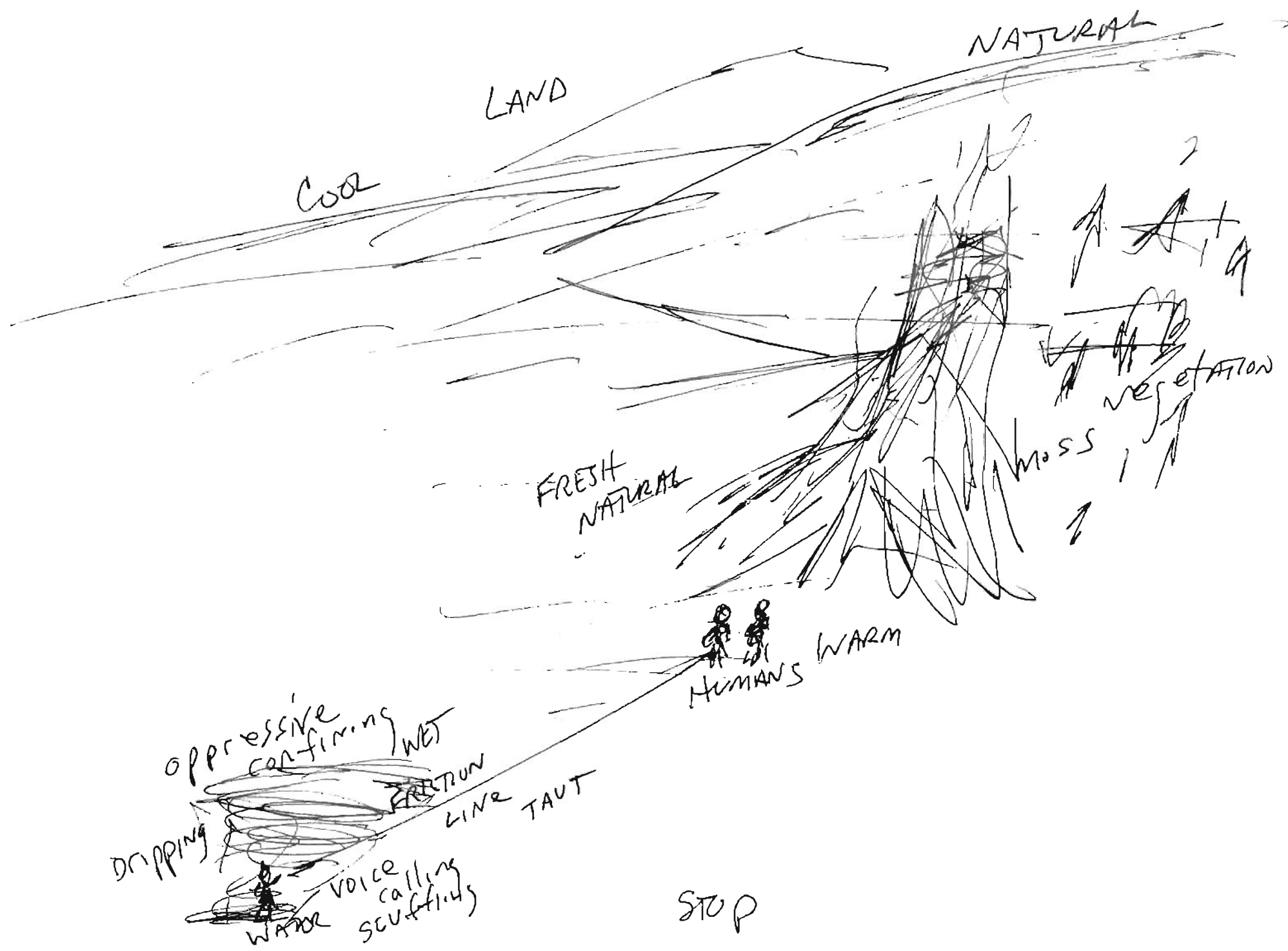
section secular splunker explain  
explode erosion

Bc - Bah Bath Bathosphere  
Bag man

Tropic  
geotropic



STOP





# CASCADE

LAND 2 AIR — WATER ! ENERGY —

STRUCTURE — OBSTACLE —

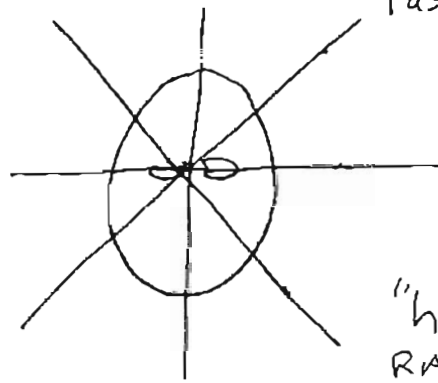
LIFE: VEGETATION MEDIUM

LIFE: HUMAN MULT

LIFE: OTHER —

Hilly in distance  
LOOKS LIKE ROAD thru  
clear cut logging area  
jumbled uneven  
shapes on either side

BLACKBOARD



LAND 1  
Passageway OR ROAD DIPS  
TO DISTANCE

NATURAL

Still

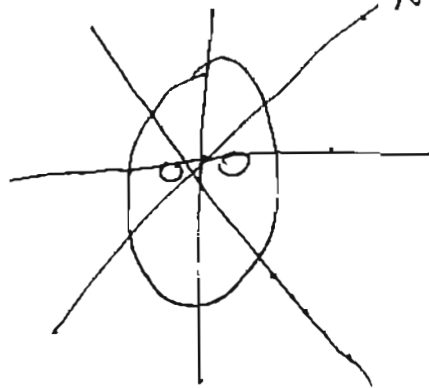
BURNT smells  
charcoal

"heaved"  
RAVISHED  
ALTERED LANDSCAPE

Natural destruction

Like cavern/  
tunnel feels  
enclosed  
underground

BLACKBOARD



LAND 2  
NATURAL UNEVEN  
CONFINING CLAUSTROPHIC  
oppressive

dripping sounds  
plunk  
smells damp cool

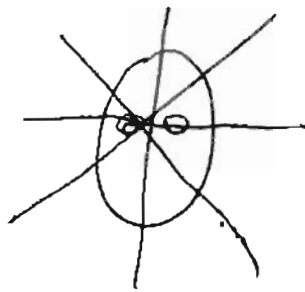
rough rock uneven  
jagged

LIKE A MINE

STOP

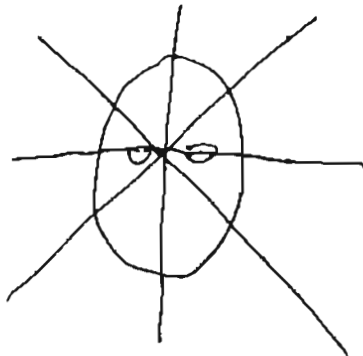
Smells  
minerals  
earthy

BLACKBOARD



WATER!  
TRICKLES - drops - pools  
seeps collects  
AT LOWEST POINT  
rushing/plinking  
COLD DARK BUT FRESH  
springwater  
(UNDERGROUND AQUIFER)

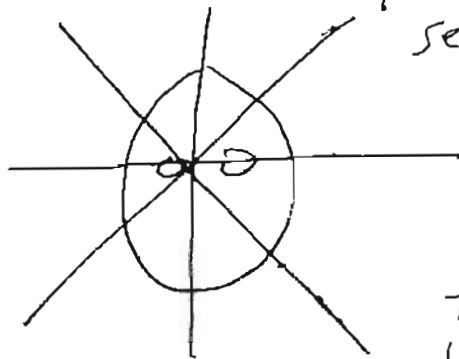
BLACKBOARD



VEGETATION  
circular - spinning  
centrifugal  
charred smell  
gravitational pulled to center  
randomly aligned

FELT LIKE A  
primitive bridge  
like woven & wooden  
bridge - unstable

BLACKBOARD

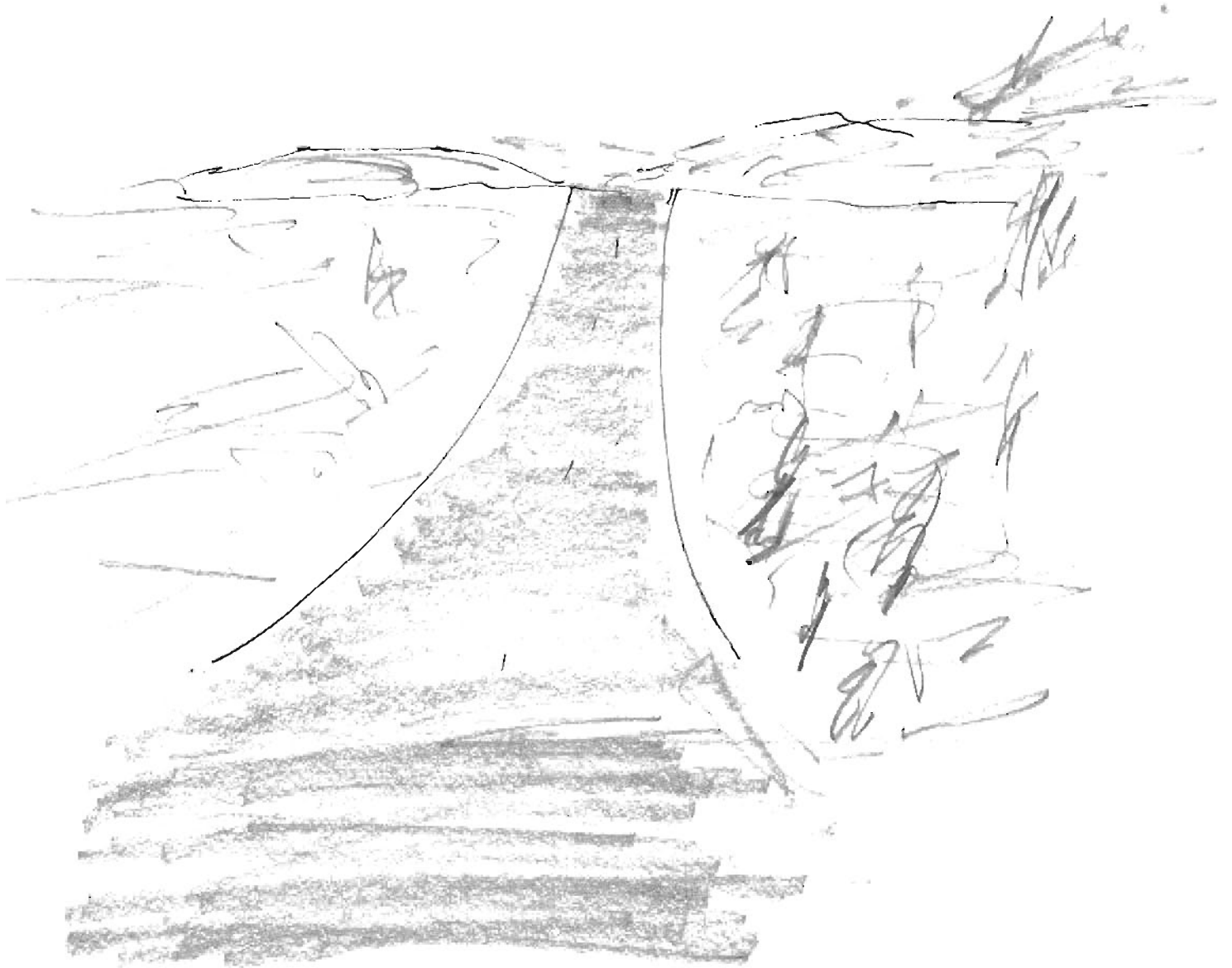


LIFE: HUMAN  
PERSON ON PATHWAY  
sense of exploration  
creaks sways  
gortex  
trepidation nervousness  
unfamiliar FUN  
LIKE SCARY but FUN  
POSING

STEP

BLACKBOARD

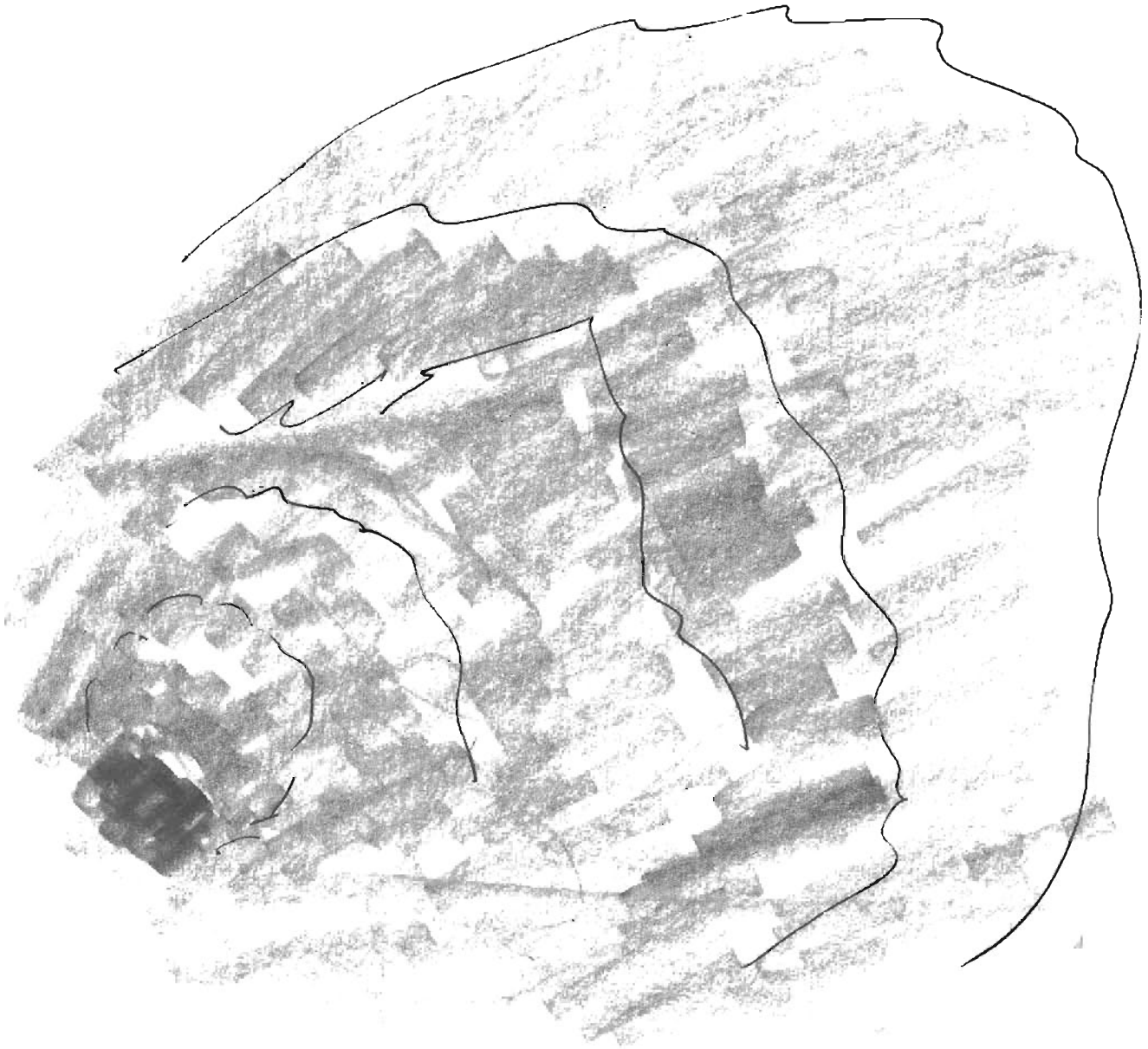
LAND 1



STUP

BLACKBOARD

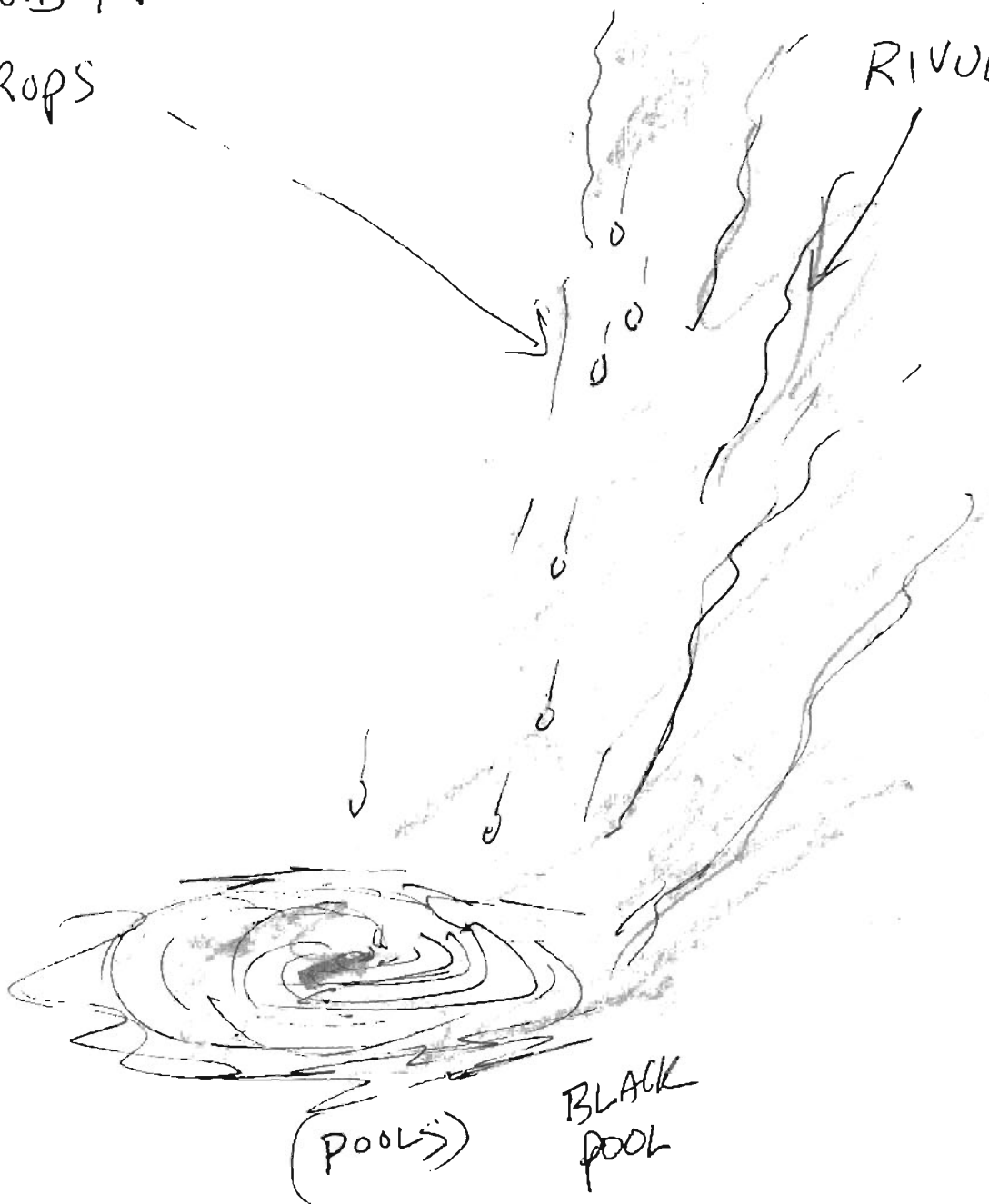
LAND 2



STOP

LIQUID IN  
DROPS

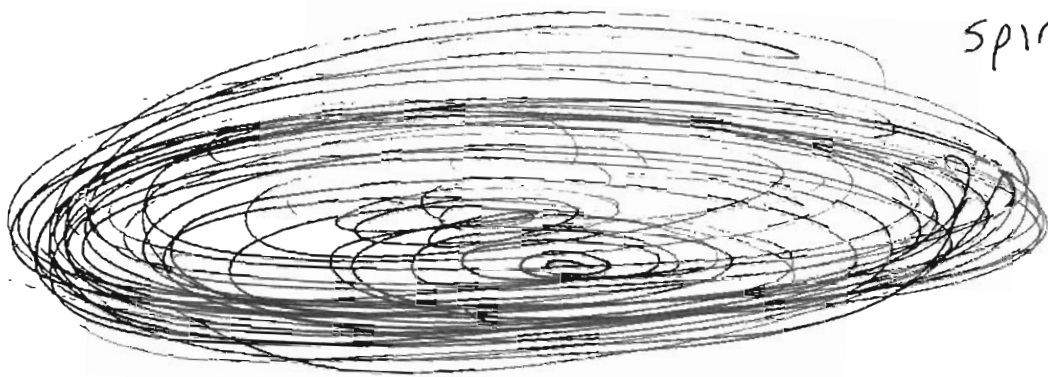
RIVULETS



STOP

BLACKBOARD

VEGETATION



spiraling

my FIRST sense of vegetation gestalt was of jumbled deadwood - like a pile of branches & brush - not LIVING with leaves, BUT like a huge conglomeration of like driftwood or deadfall

BUT LOOKING ON BLACKBOARD I SAW spiralling like a whirlpool or galaxy - then something jumbled AND matted

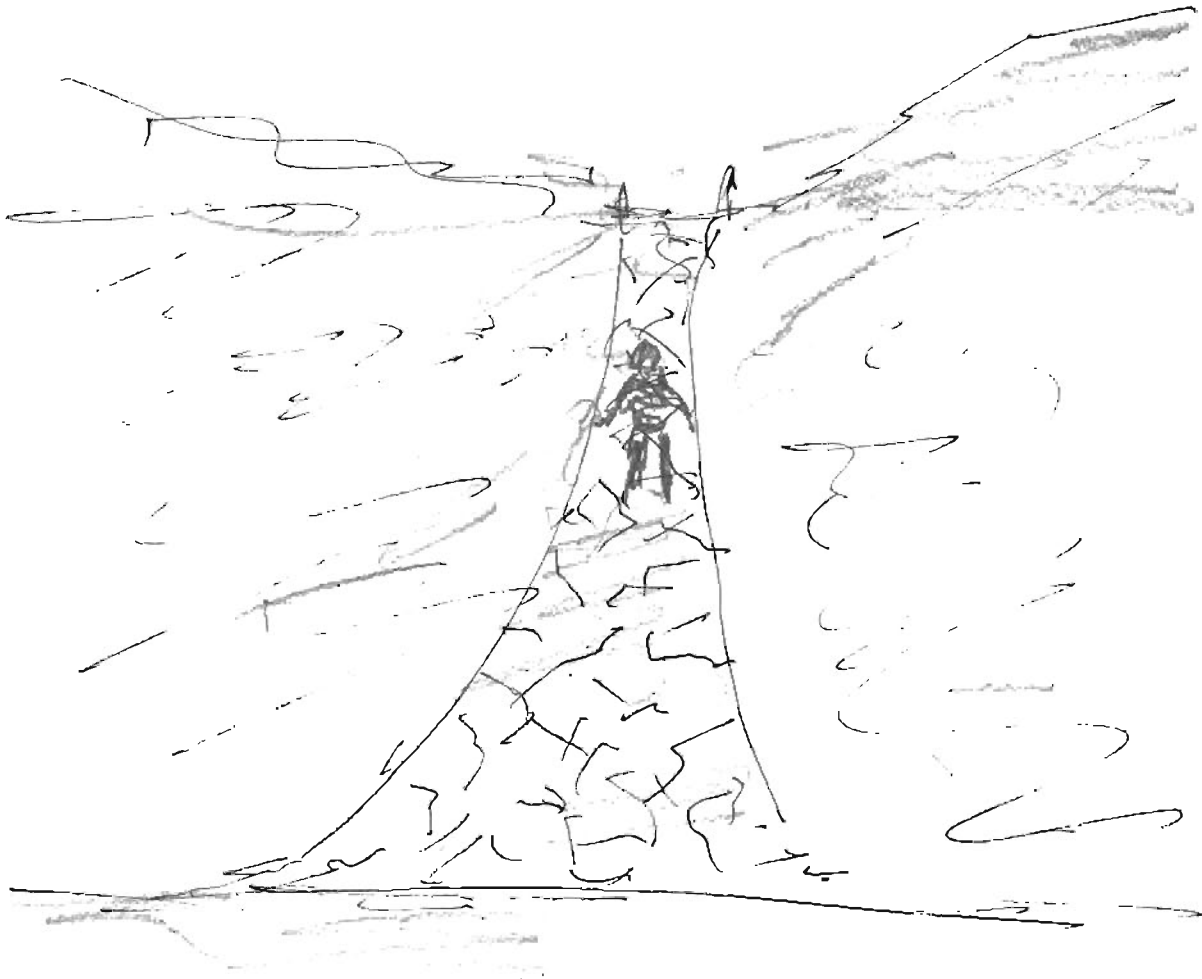


matted

STOP

BLACKBOARD

LIFE: HUMAN



EDGING VISUAL RESEMBLED A HIGH  
ALTITUDE VIEW OF NATURAL GEOLOGICAL FORMATION  
STRATA - EROSION - RUGGED STEEP LAND  
LIKE SATELLITE IMAGE OF MARS TERRAIN

