

COOL DOWN VISUAL IMAGE



A LINE OF
People IN
MOTION

COOL DOWN AUDIO

A CHICKEN CACKLES
SQUAWKS



RUNS -
chased

STOP

CB-4B

CB-4B

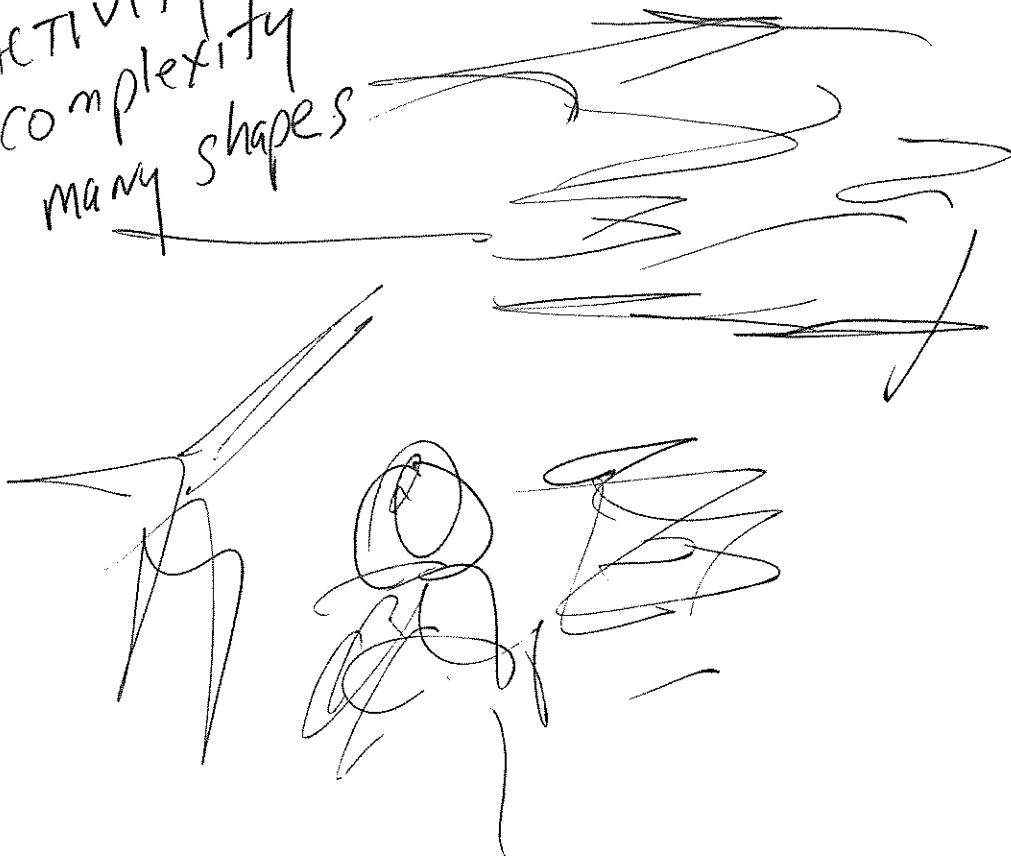


Stop

CB-4B

CB-4B

MOTION
ACTIVITY
COMPLEXITY
MANY SHAPES



STOP

CB-4B

DICK!

CB-4B



STP

CB-4B

CB-4B



PL: complex

B: Semi SOFT

I: NATURAL

A: DYNAMIC

STOP

CB-4B



PL: complex

B: HARD

I: manmade

A: DYNAMIC

STOP

CB4B



PL: complex


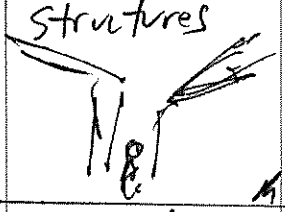

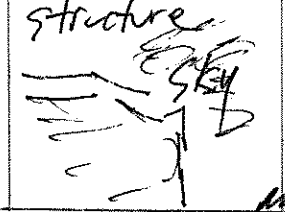
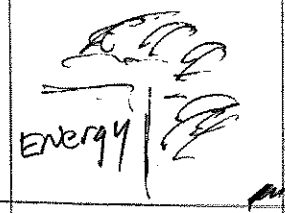
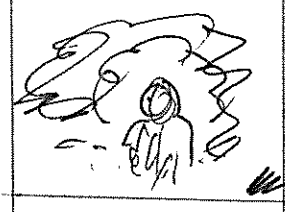
B: semi HARD

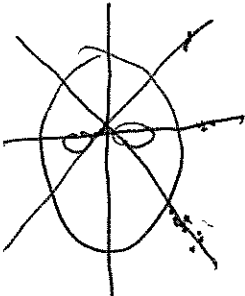
I: MANMADE

A: STATIC

STOP

CB-4B

Colors	SIGHTS	SOUNDS	Smells/Tastes	Temps	Textures
SILVER gray BLACK GOLD green yellow		whistling	electronics	COOL	hard (glass)
	Structures 	Voice	asphalt	COOL	hard
	motor 	roaring (like jet)	- / concrete	WARM	compressed AIR thrust
Brite MEDIUM	structure 	-	- /	COOL	SANDSTONE rough hard
	energy 	whoosh	fiberglass	Hot	compressed AIR
		VOICE	rubber (AIR IN MASK)	COOL	FABRIC (Flight suit)
FOCUS MEDIUM			stop		



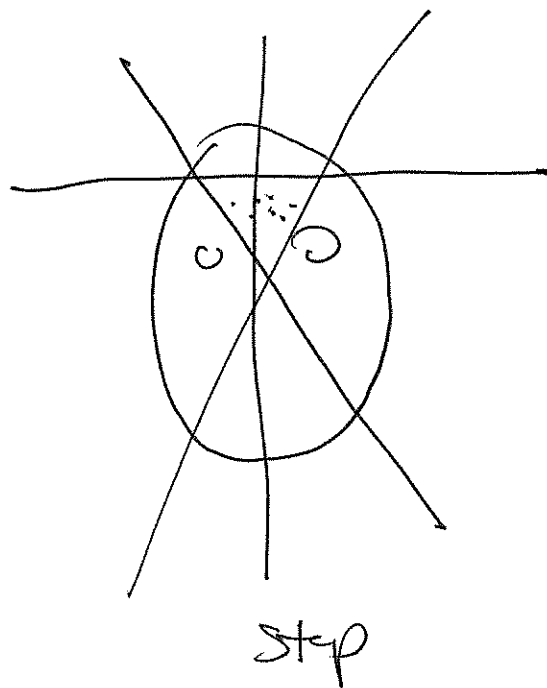
	SIGHTS	SOUNDS	Smells/Tastes	Temps	Textures	P
Colors Black gray Brown Silver white Blue		zzzt (like drill)	concrete	COOL	STEEL	Complex structure Activity
Brown Silver white Blue		Voices/ Noise Blasting Noise	Copper	WARM	HARD Steel	LOUD environment feels like work complex place
Blue		rushing clanging NOISE	like harbor smells grimy	COOL	THICK HEAVY Steel	people seem small next to BIG structure SHIP
Brite MEDIUM		Whomp!	electric	HOT	compressed AIR	small people BIG energy dazzling
		LOUD Noises	cement DUST OLD smells	WARM	gritty	people move different directions
FOCUS MEDIUM						

Stop

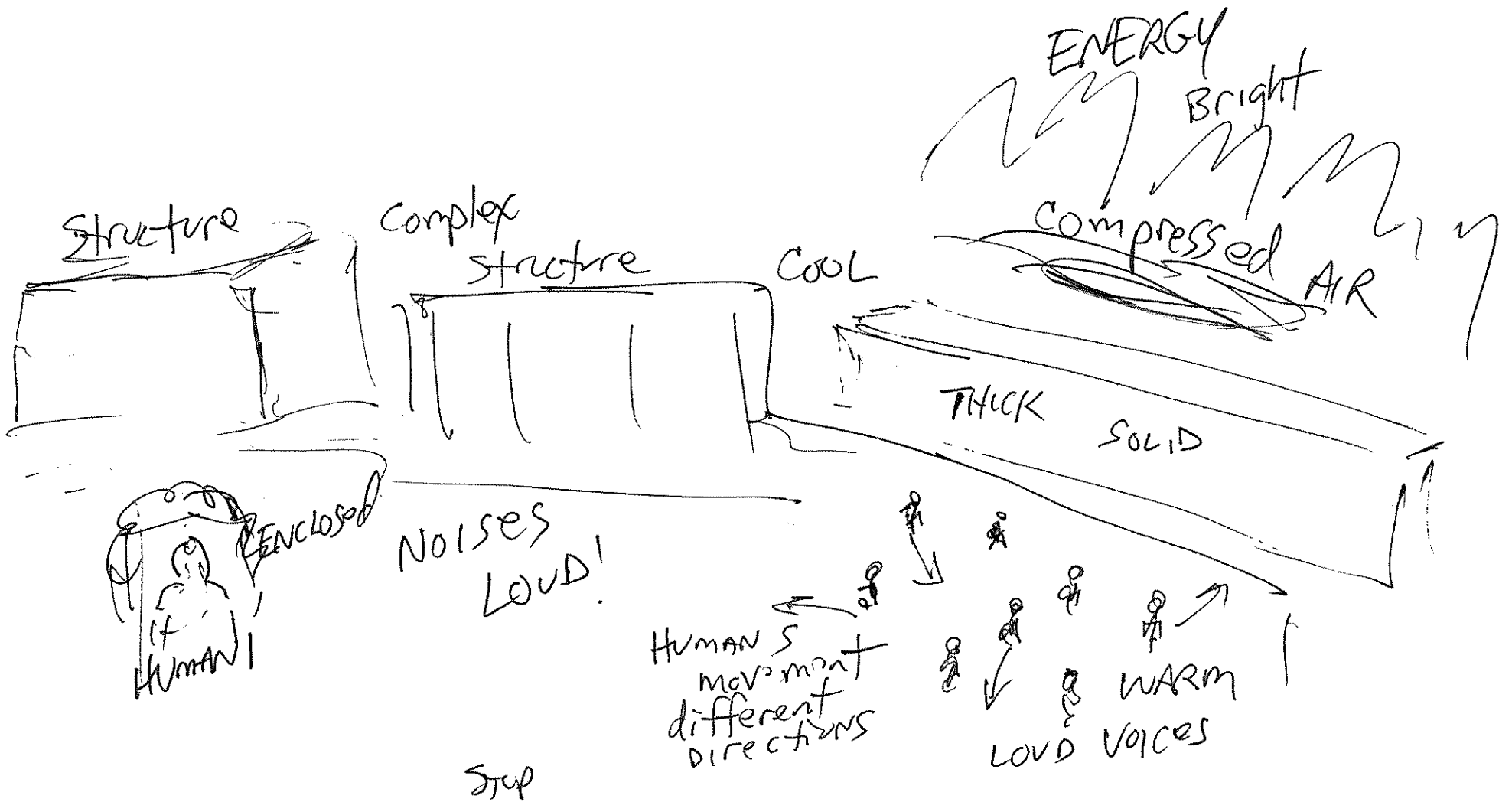
S2 PHONICS

A: PABLO Aftermath crashing aghast
E: Seamless engine escape theater
I: Bridging industrial light fixtures
O: open ocean orange octavia occipital
U: foundry fulcrum furnish burnish furnace

Free Space: taping taping template
tensil tension
gravity gyrations
Skeletal
upswell



JOHNSON



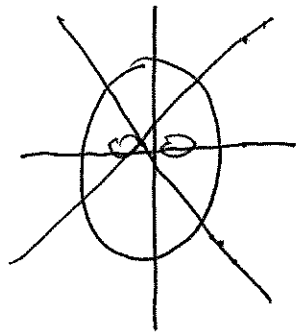
CASCADE

LAND 1 AIR 1 STRUCTURE 2 WATER _____

ENERGY 1 OBSTACLE _____

LIFE: VEGETATION LOW
LIFE: HUMAN 1 LIFE: HUMAN MULT
LIFE: OTHER _____

BLACKBOARD

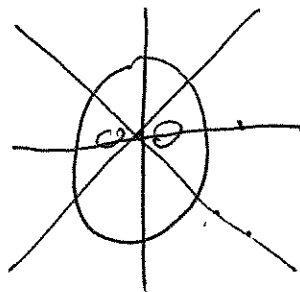


LAND 1
MASSIVE TALL STRUCTURES
BRIGHT LIGHT LIKE SUN ABOVE

BIG DEEP NOISE
GASOLINE / FUEL

INDUSTRIAL LAND PAVED

BLACKBOARD



whooshing noise
heated charged AIR

AIR becomes dense -
charged - heated

TONS OF FORCE LIKE BLAST WAVE

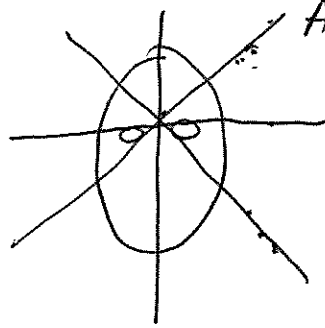
AIR 1
AIR compressed
Becomes Heavy
over pressure
pneumatic pressure

large scale compression
of lots of AIR
not a small thing

Step

METAL steel
TRUSS ROBS
TORSION
SUSPENSION

BLACKBOARD

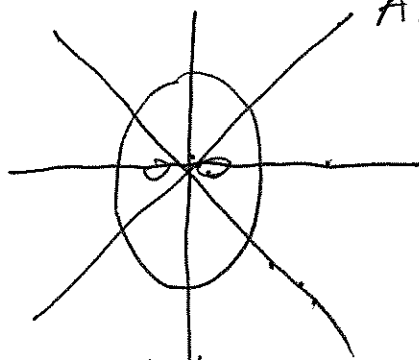


SPARS

STRUCTURE 1
Angular Heavy Beams
girders reinforced
Big
HEAVY construction
steel NOISE
IRONWORKS
WELDING RIVETS
JOINTS

(TUGBOAT)

BLACKBOARD

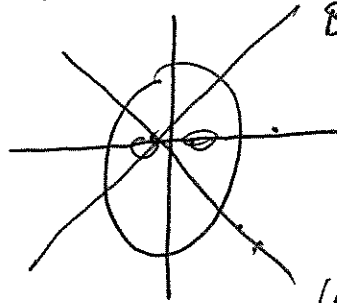


Big plates

STRUCTURE 2
A sense of something
moored or docked
MULT people descend
TOWARD this
LIKE grating or chains
metallic NOISE
OIL HEAT
HEAVY structure

See energy
"set off" by
Human
smaller
scale

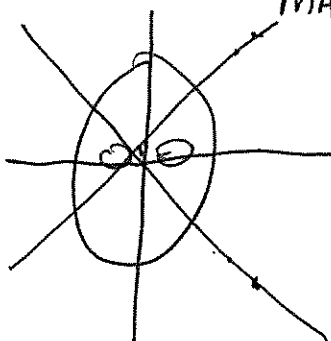
BLACKBOARD



ENERGY 1
Bright HOT explosive
But I cannot grasp the
dimension
like welding smell
Hisses zzt sound
Intense like WELDING

(Like you would
move thru
AIRPORT)

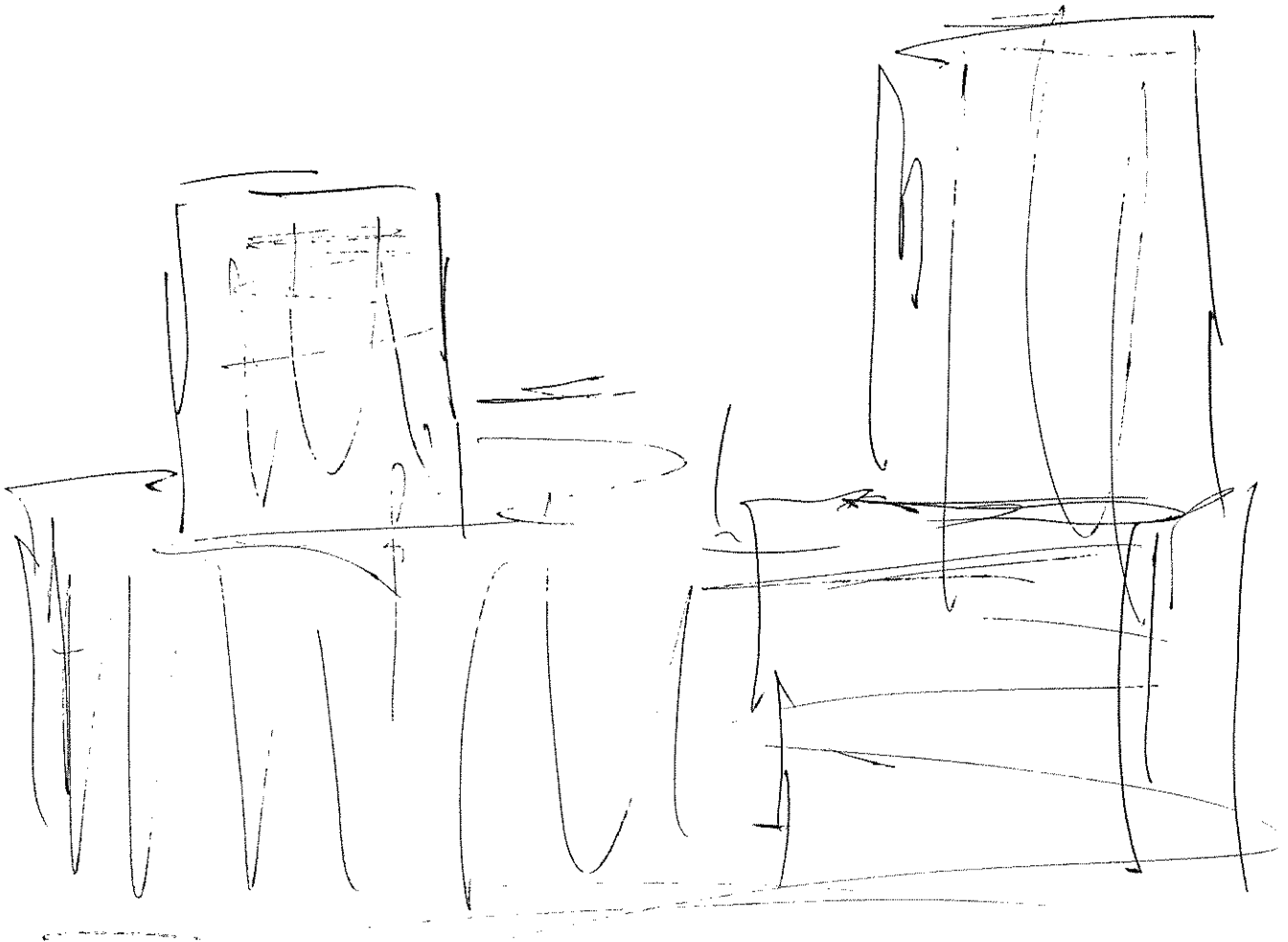
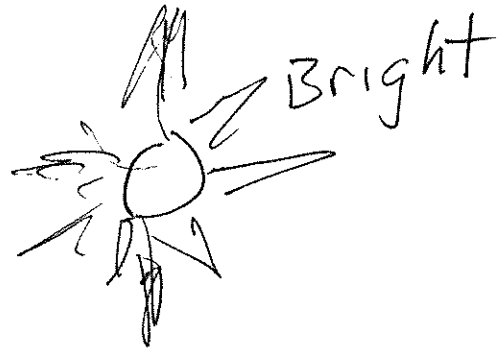
BLACKBOARD



LIFE HUMAN MULT
many people - city environment
shuffling (ANNOUNCEMENTS
smell LINOLEUM
or public cleaner
movement relocate
rushed trudging
following following instructions

BLACKBOARD

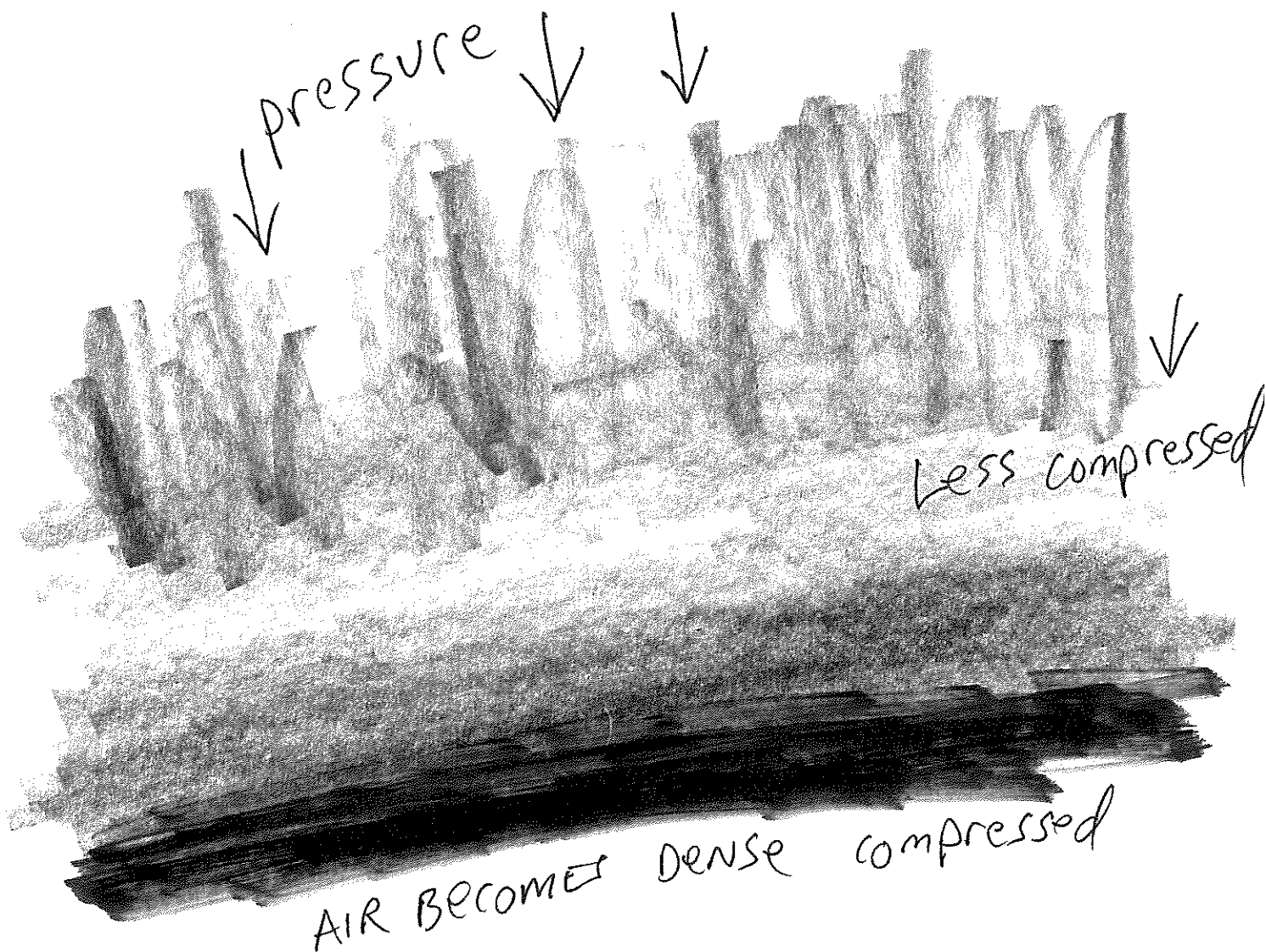
LAND 1



step

BLACKBOARD

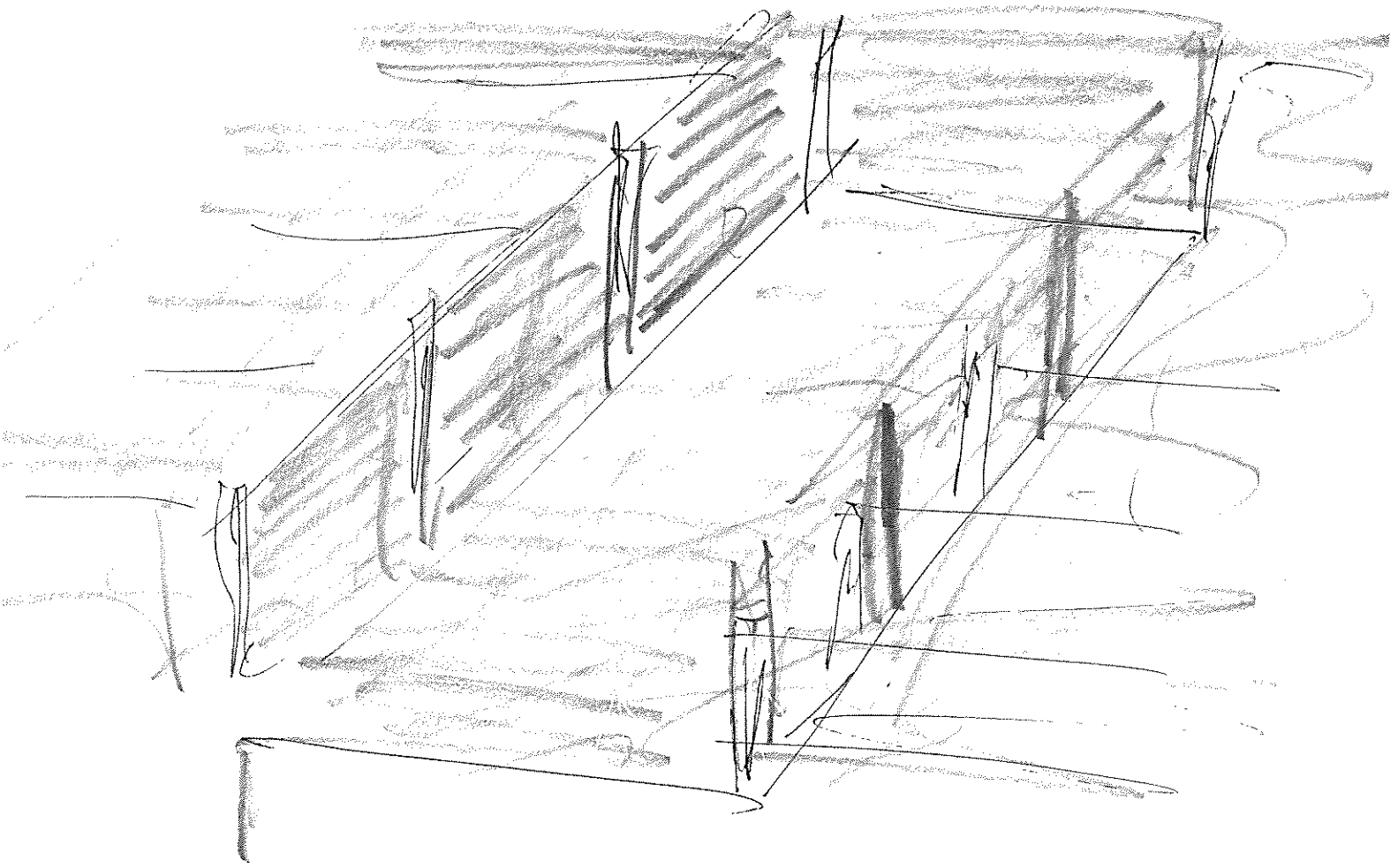
AIR 1



step

BLACKBOARD

STRUCTURE 1

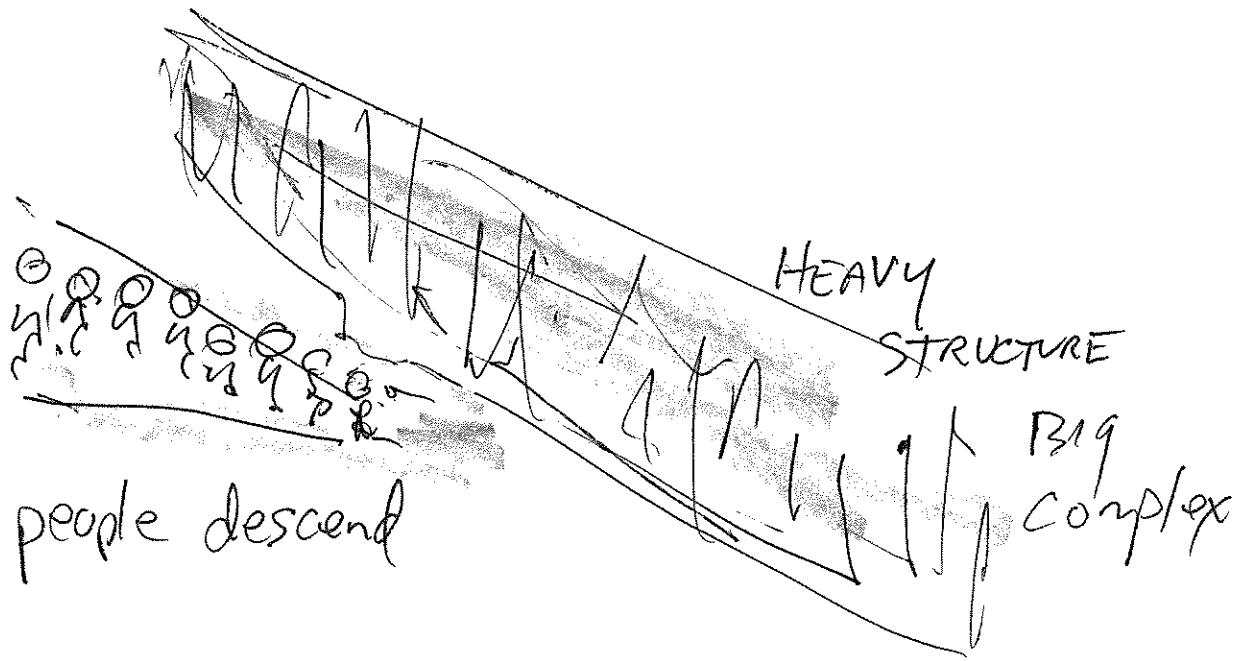


EVOKED A SENSE
LIKE "BUILDING
THE EMPIRE
STATE BUILDING!"

STUD

BLACKBOARD

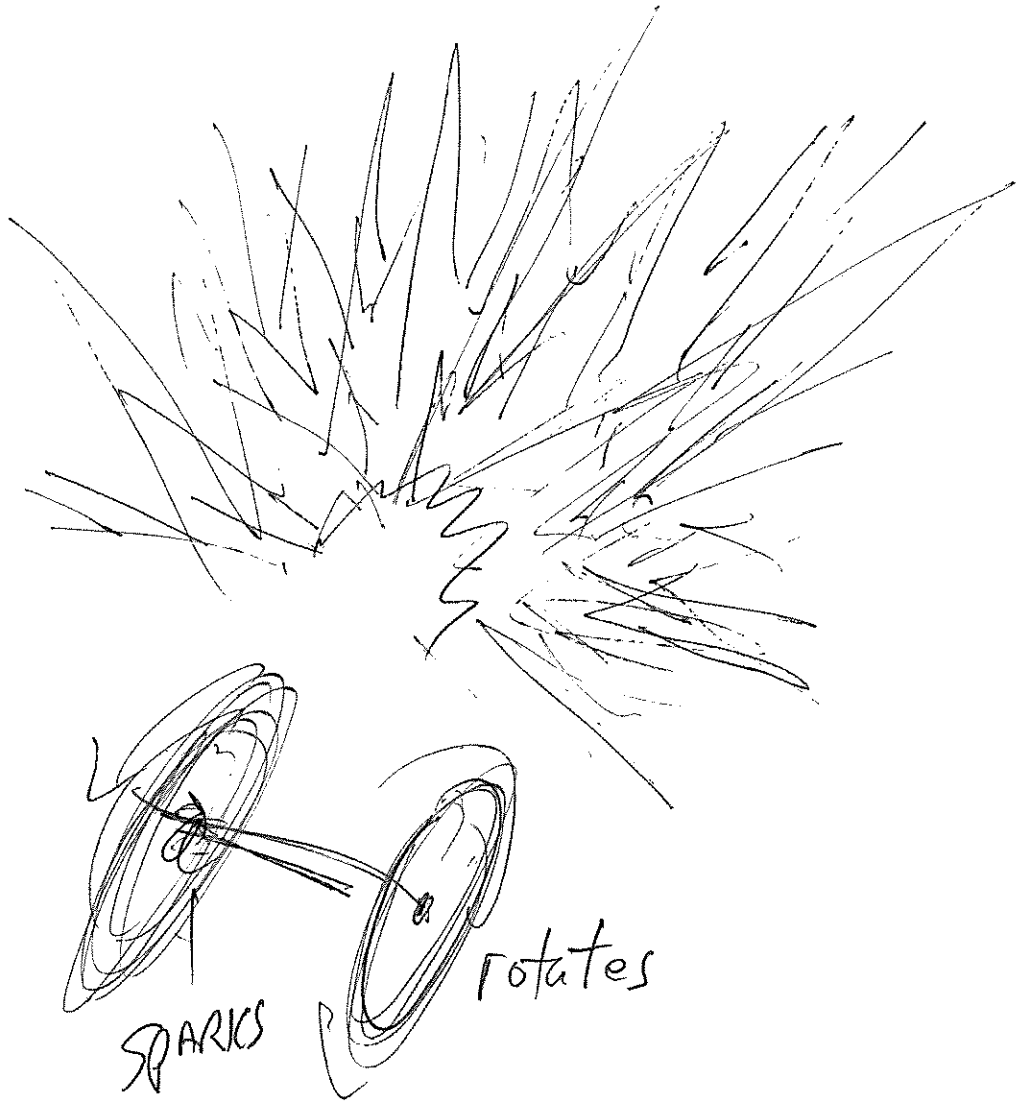
STRUCTURE 2



stop

BLACKBOARD

ENERGY 1



HUMAN sets off energy



STEP

Complex Scene

MANY people HEAD-MOVING TOWARD
structure / structures

They move BRISKLY - NOT RUNNING OR FRANTIC
But with purpose

intent
on getting
there



STEP

Sense of a ^{EDGING} large, complex public structure - lots of passages - corridors. Older style architecture reminded me of Penn station Grand Central station - Union station
lots of people moving
ornate construction



STAIRWAYS
escalators



LARGE OPEN AREAS
VAULTED CEILINGS

STOP