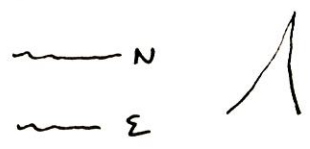
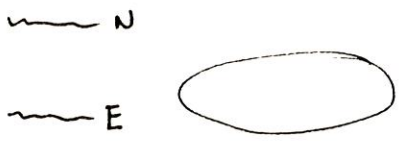


Tom
2 Sept 82
1014



A - up peak down
B - Peak



A - enclosing
B - —

A Solid
B land out

A fluid
B water in

S-2 Blue
Green
Cold
Rocky



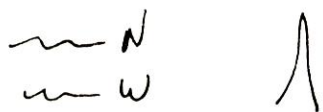
A - Manmade
B - city

Peak, enclosed water, City
Blue, Green, Cold, Rocky

Site
End

(Bad Session)

Tom
2 Sept 82
1053



A- UP Peak down

B- I think MTN

(I think means AOL)



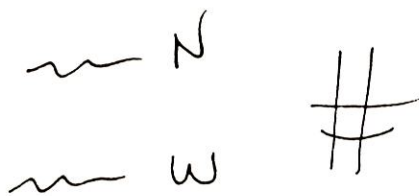
A Water

B lake

(water should be B)



(no Beck was taken)



A —

B- City

(should have A before
"guess" is made of B*)

(no S-2)

Site is big mountain with
a lake near it with a city
on the lake. (too much conjecture)

Stage two products provide an elaboration of the site.

beyond the stage one ideogram. Stage twos are sensations that impact on the subconscious and the body reacts to these. These sensations are below the analytical mode of the brain and the body reacts automatically. Because of this lack of analysis S-2 signals are considered to be accurate and free of AOL. ^{if they come in groups of 20 or more.} When enough S-2 are reported a change of aperture will occur and this indicates an AI is impending. When an AI occurs the aperture is too large to work and a break must be called. After the break the aperture will narrow to a point where the session can continue.

A list of S-2 is attached.

a typical session is as follows:

~ N M A up down
~ E B peak

~ N M A up down up down
~ E B peaks

S-2 cold
Hard
Rocky
gramy
High
Wow
AI
Break

1. gestalt
2. noise control
3. structure
4. session control

S-1 gestalt S-2 newance

Analytical - mental discernment of the nature of an object by its various parts

Analysis

— in a rational
reasonable
logical
experiential way

(algebraical - this reminds me of)

STAGE TWO

- Sensations - 1. ^{consciousness} ~~consciousness~~ by impingement of external object
2. body stimulation from without, instant response
 3. a state of excited interest or feeling
 4. the power to respond or to create response

non-awareness of the process

S-2 impact in subconscious and the body responds
analysis attenuates itself

enough S-2 compell you to respond - a change of aperture

vocalize it, write it - ~~to the~~ transfers it from autonomic system

S-5-qualitative responses

~N
~S Prompter for I I is prompter for A I + A prompter for B

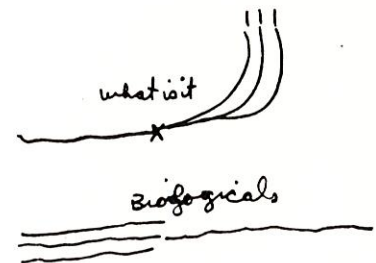
A prompter for S-2 S-2 prompter for directional descriptor

B prompter for S-4 physical responses yuh gee - prompter for S-5

1. Ideograms
noise
2. Sensations
noise
3. extended expanded AI, sketches* trackers* pre-op
noiseless
4. emergence ~~from~~ from noiseless
3-2 continues T. I.
5. ^{5 steps} integration of signal } susceptible to AOL! - Biologicals
elective, if necessary } Emotional
Socials
Artistics
6. 3D* - better at volumes, masses, and distances of
sensations } neither have mental images
feelings }

no good mental images - AOL abandon

* MAGIC



S-3

Motion - an act, process, or instance of changing place

S-2 motion movement at site

S-3 movement of viewer at site

mobility - capable of moving or being moved

AI

changeable in appearance mood or ~~off~~

the signal moves - quickly -

- we try to slow it down and read it

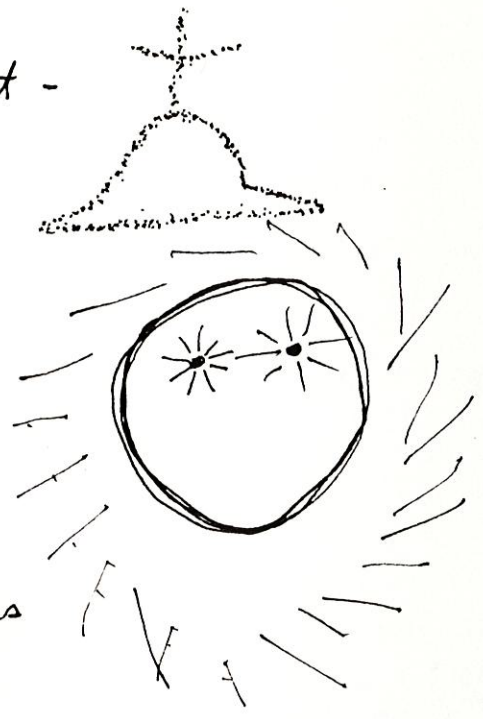


movement - the act or process of moving

trackers - single or composite

trackers - slowly - ride it don't force it -

S-1 - S-2 - AI - S-3 - ANAL. #



S-4 NO NOISE

ideograms may creep in on S-3 trackers
Speed

go for A + B

Motion, mobility, movement

Value of AI?

trackers?

Sketches?

	IDEO	TRACKERS	SKETCHES
MOUNTAIN	✓		✓
✓	✓	✓	✓
RIVER	✓		✓
BUILDINGS	✓	✓	✓
AIRPLANE		✓	✓
FLAT LAND	✓		✓
FOUNTAIN	✓	✓	✓
TREES	✓	✓	✓
AIRPORTS	✓	✓	✓
VALLEYS	✓		✓
SLANDS	✓	✓	✓
WATER FALL	✓	✓	✓
CITY	✓	◯	✓
LAINS	✓	✓	✓
WAMPS	✓		(OUTLINE) ✓
WATER (OCEAN)	✓	✓	
DWERS	✓	✓	✓
DADS	✓	✓	✓
W INTERFACE	✓	✓	✓
ANAL	✓	✓	✓
ANDY PLAIN (DESERT)	✓	(PART) ✓	✓
IER	✓		✓
NOW ON MTN.	✓		✓
NOW	✓		✓

	IDEO	TRACKERS	SKETCHES
TOWN	✓	✓	✓
POWER LINES	✓	✓	✓
VILLAGES	✓	✓	✓
OIL FIELDS	✓	✓	✓
OIL DERRICK	✓	✓	✓
VOLCANO	✓	✓	✓
BUTE	✓	✓	✓
SCHRUBS	✓		✓
PEOPLE		✓	✓
ANIMALS		✓	✓
GIESERS	✓	✓	✓
RADAR		✓	✓
PYRAMIDS	✓	✓	✓
CHURCHES	(BUILDING) ✓	✓	✓
INNER OFFICE		✓	✓
MAP		✓	✓
ROCKET	(?) ✓	✓	✓
ELEVATOR		✓	✓
CRATES		✓	✓
TANKS		✓	✓
CARS		✓	✓
BRIDGE	✓	✓	✓
INDUSTRIAL PLANT	✓	✓	✓
HIPS		✓	✓
ANTENNA	(?) ✓	✓	✓

The signal in stage one is expressed as an ideogram, the basic idea of the site.

During stage two sensations of the site begin ~~coming~~ through. These sensations are smells tactile feelings etc.

During stage three the viewer will experience an expanded AI. ~~From~~ From the AI the viewer will be able to express the site in terms of trackers and sketches. This is the first time that ^{on paper} the products of the session begin to resemble a visual recreation of the site. This is the beginning of true noiseless operation. At the completion of stage three the viewer is considered pre-operational.

In stage four the S-2 sensations continue and the T and I (when we find out what they are) begin to refine the products.

Stage five is an ~~optional~~ optional step where the viewer interrogates the signal in an attempt to further refine the data. This can introduce AOL into the session however.

Stage six is the first point where the signal begins to take on a three dimensional shape. This is more accurate for masses, volumes, and distances. At this stage the viewer still isn't aware of ^{what the} ~~the~~ site is. Stage six has two additional areas of sensations and feelings.

We know now that the signal, at least through stage six, has no visual, mental images.

The value of an AI is the fact that the viewer is interacting with ~~the~~ the site. Trackers and sketches allow others to see what the site is, but the AI is a personal interaction of the viewer with the ~~target~~ ^{site}. He is saying to himself, "This is the site, this is what this site is all about, to me." This interaction allows a tremendous flow of data.

After the AI has occurred the next stages are trackers and sketches. ~~Movement~~ ^{Motion} of the viewer at the site allows for S-3 trackers. The viewer is not moving, he is taking many "still photos" of the site and when these "photos" are collated they form a tracker. Trackers occur very slowly and cannot be rushed. Sketches are much more rapid than trackers.

Ideogram can occur during the tracker or sketch phase, more often the sketch phase. If the viewer becomes aware of an ideogram during these phases he should immediately go for an A and a B for the ideogram. He can then go back to the sketch or tracker.

The viewer does not move at the site however he has motion or mobility at the site. Movement of an object at the site is expressed in S-2.

HOT
COLD
WARM
COOL
FRIGID
FREEZING
FROZEN
TEMPERATE

HARD
SOFT
PLIABLE
VALUABLE
FIRM
YIELDING

OILY
GREASY
SLICK
SMOOTH
GRAY
GREEN
BLUE
BLACK

WET

DUSTY
MAGNETIC
WOODEN

SMELLS

SALTY
NOISEY

DRY

ACIDIC

ALKALINE

GRASSY SMELL

STINKS

BURNS

FLASHING

SANDY

ROCKY

WOODED

ELECTRIC

ROUGH

BUMPY

VAST

TALL

IRREGULAR - A

SWEET

SOUR

WOODED

LOUD

QUIET

BOYANT

LIGHT

HEAVY

HOLLOW

SOLID

EMPTY

FLEETING

A-

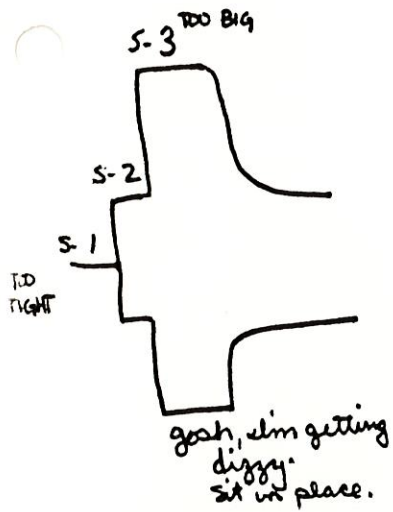
B-

S-2

DIMENSIONAL

AI

SEE
FEEL
HEAR
TASTE
SMELL



Completed phenomenon of S-3 is the narrowing of the aperture

indicators you have worked through AI

Sickness

Excessive yawning

Product of S-2 is the widening of the aperture

elaboration of site detail is product of S-2

8 MAR 83

③

AI

1. after bracket of S-Z - sensations
2. change of aperture - Emotional feelings
3. Force/Emotions = Impact
Value judgement of site appeal to you

mm

mm

≡

mm

ADA

mm

oooo

mm

===== S-2

33

Q5

mmmmmm

.....

.....

.....

.....

✓✓✓

mmmm

|||

~~~~~

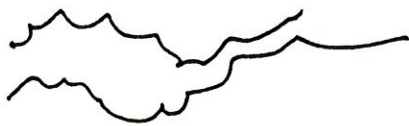
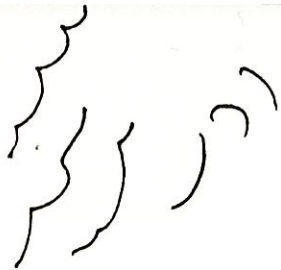
===== S-2

mmmm S-2

A

=====

S-2  
OILY  
SLIMY  
SMELL

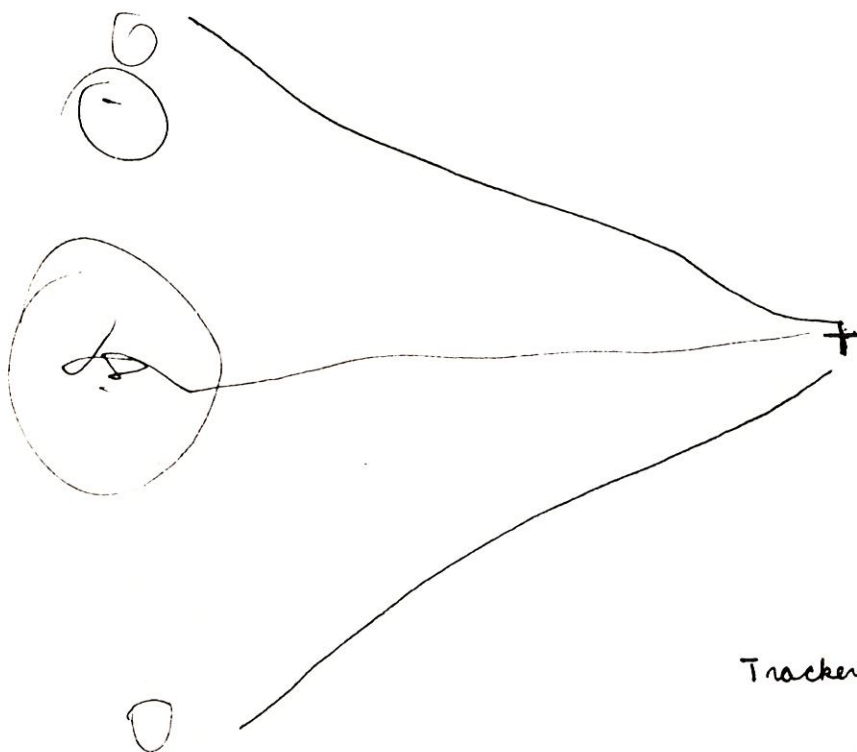


HARD  
COLD

10 MAR 83

normally no ideograms after AI

- 1- Trackers - slowly, takes minutes
- 2- sketches - slowly
- 3- ideograms may come as part of 1+2  
need A+B



Trackers come out of the calm.

## Dimensional S-2

Stage two signals are sensations of the site. These sensations come in the form of colors, textures, smells, sounds, etc. It is when these S-2 signals take on a dimensional attitude that they produce the <sup>more</sup> most data about the site.

Dimensional ~~sensations~~ <sup>descriptors</sup> indicate an <sup>acquaintance</sup> ~~awareness~~ of the site beyond the normal S-2 sensation. These descriptors reveal much information ~~is~~ just a single word. Words such as: vast, open, airy, enclosed, etc show contact with more than one point of the site.

More of most importance ~~to~~ us is the change of aperture these words indicate, for it is this change of aperture which leads to the AI so important to refined data ~~from~~ from the site. AI is part of the process of obtaining sketches and trackers as well as additional S-2. This process called S-3 provides pre-operational data about the site and is necessary before moving on to S-4 through S-6.

{ x c



## 5 simultaneous functions

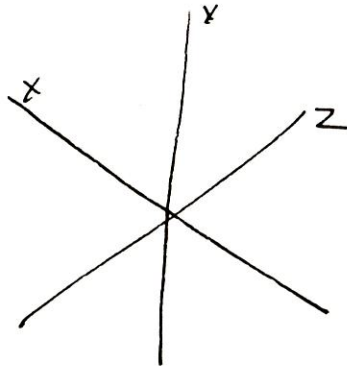
1. signal line
2. AOL
3. Perceptual awareness of threshold interface
4. " " of objectification processes
5. overall session control

Tom  
12 Apr 83

T-

SK-

IDEOGRAM - MISSED MEANS BILO PROBLEM



if ideogram occurs during sketch shift to right for A+B then go back to analytical

slow - Signal line should be slowed,

speed up - the analysis needs to be speeded to keep up with signal line

## Anomalies -

Aol line } Balance objective realities + present time an  
Signal line } Subjective + incoming signal

Bi location - two places at once

Bilocation Break - upto viewer

drowsy

yawning

ideogram in mind air

sign - viewer interacts too much with monitor

Lack of AOZ assistance

environmental AOZ

failure to declare AI

going past confusion

miss - thinking you got it

Sites - exceedingly complex

redundant

strange (vms)

Signal

Noise

discrete - constituting a separate reality  
entity: individually distinct  
consisting of distinct or unconnected  
elements.

---

indiscrete - not separated into  
distinct parts

entropy - the degradation of the matter and energy in the  
universe to an ultimate state of inert uniformity  
high entropy - high disorder, random  
negentropy - (negentropic) a process working towards a higher  
state of order, going from disorder into order

Tom  
20 Jun 83

Aesthetic impact - the point at which the aesthetics of the site impinge on the remote viewers conscious mind.

Aesthetic response - the viewers response to the aesthetic impact and the aesthetics of the site.

An aesthetic impact usually occurs after the viewer has had a bracket of S-2's, particularly dimensional descriptors. The aesthetic impact can be small or quite large but the viewer must be watchful and acknowledge the AI. When the AI occurs the viewer must call an AI Break because the AI can be an inclemency if it is sufficiently large <sup>and/or an emotional</sup> enough to cause a physical response.

After the impact has occurred the viewer will have a response which he will objectify on paper. This response will allow a slower wave of information to be processed and this slower wave contains a large volume of data. The viewer may have any number of AIs to the same site.

The AI allows a dimensional contact with the site which that builds well beyond the S-2 signals

pretty good

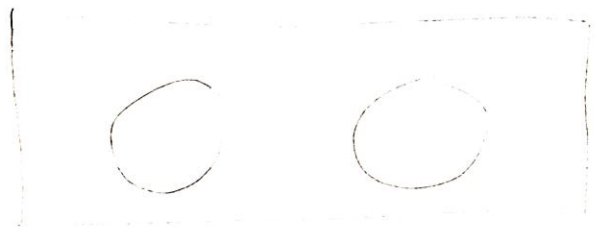


Sketch - a rough ~~draft~~ drawing representing the chief features of an object

draw - to produce a likeness of by making lines on a surface

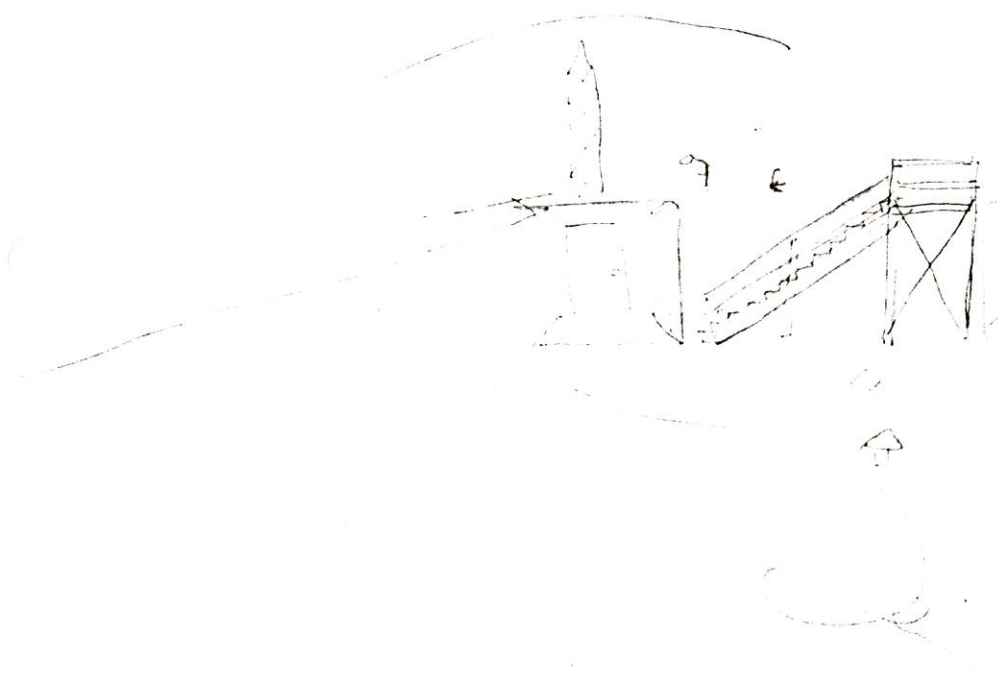
render - to reproduce or represent by artistic means depict

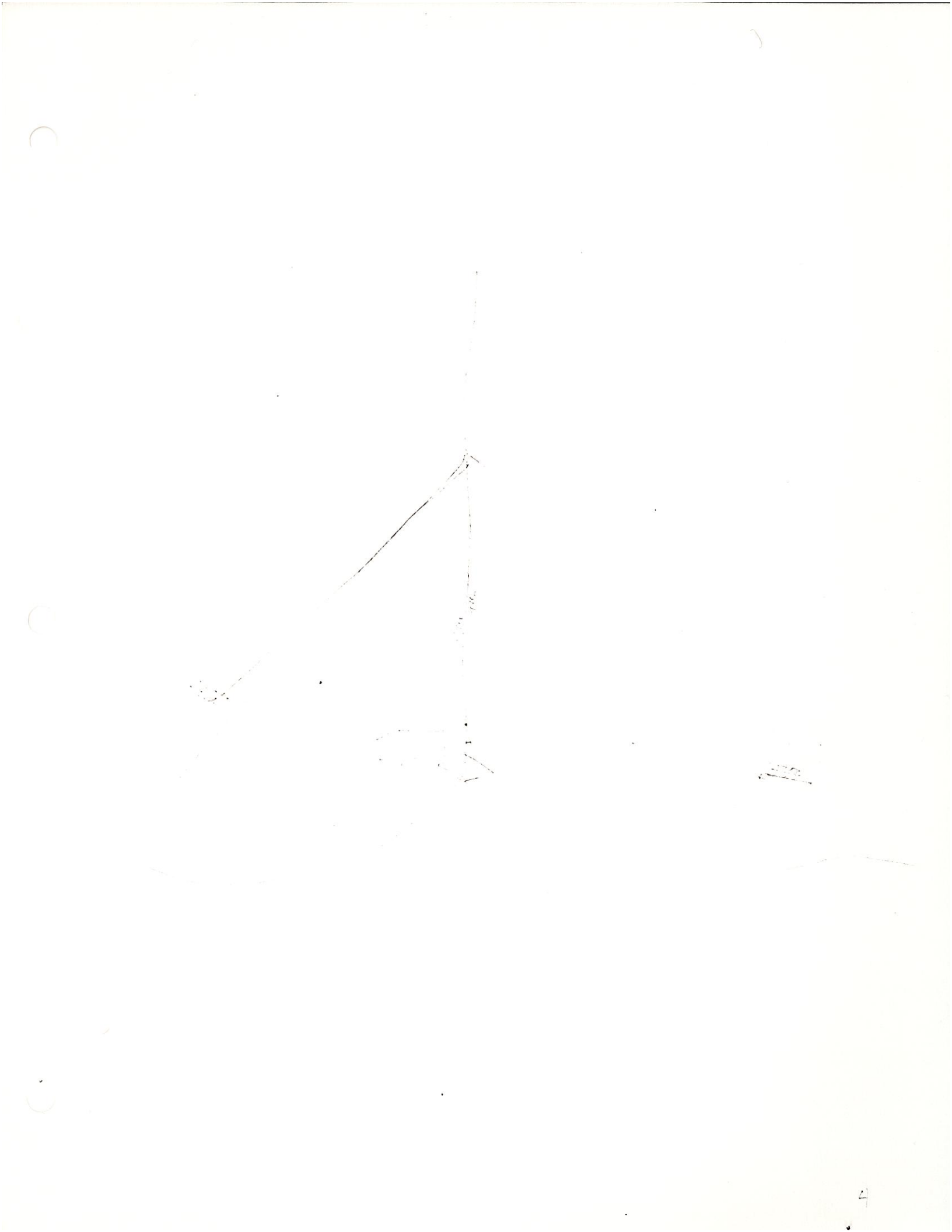




\_\_\_\_\_





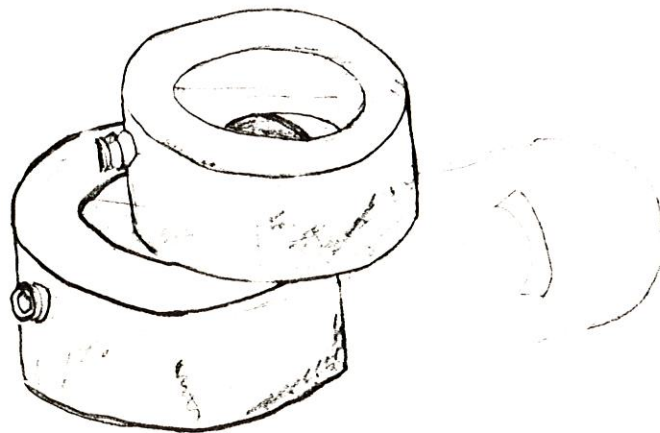




5 OK



5 DRAWING



10

260 X

26

~~260~~

A- important  
\_\_\_\_\_

## AI

AI can be expected to occur at anytime after a bracket (or cluster) of two or more S-2.

AI are necessary before going on to S-3 sketches or trackers. AI will also bring about more ~~needed~~ S-2.

When an AI occurs the viewer should call an AI Break and then declare the AI. The viewer should allow the AI to settle before continuing with the session.

An AI may occur at anytime during the session. When the session structure is correct an AI should occur after a bracket of S-2 especially to include dimensional descriptors which indicate a "change of aperture". After the viewer has noticed this "change of aperture" he should be on the look-out for the AI.

An AI is an important part of S-3 because it leads to trackers and sketches as well as additional more refined S-2.

The real value of an AI is the fact that the viewer is participating or interacting with the site. Trackers and sketches allow others to see what the site is, but the AI is the personal interaction of the viewer with the site. This interaction allows a tremendous flow of data.

An AI is the aesthetic impact as it "impacts" on the viewer. This impact can be too much or overwhelming to the viewer so the viewer must take a AI Break to allow the system to settle before trying to continue with the session. This break may be for a few minutes or a few days. An AI is necessary before the viewer can proceed to S-4.

1. List places where AI can occur.
2. Point out specific preferences where in training we expect AI to occur.

1. AI can occur:

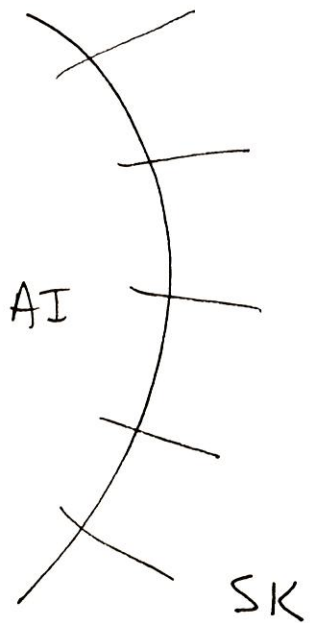
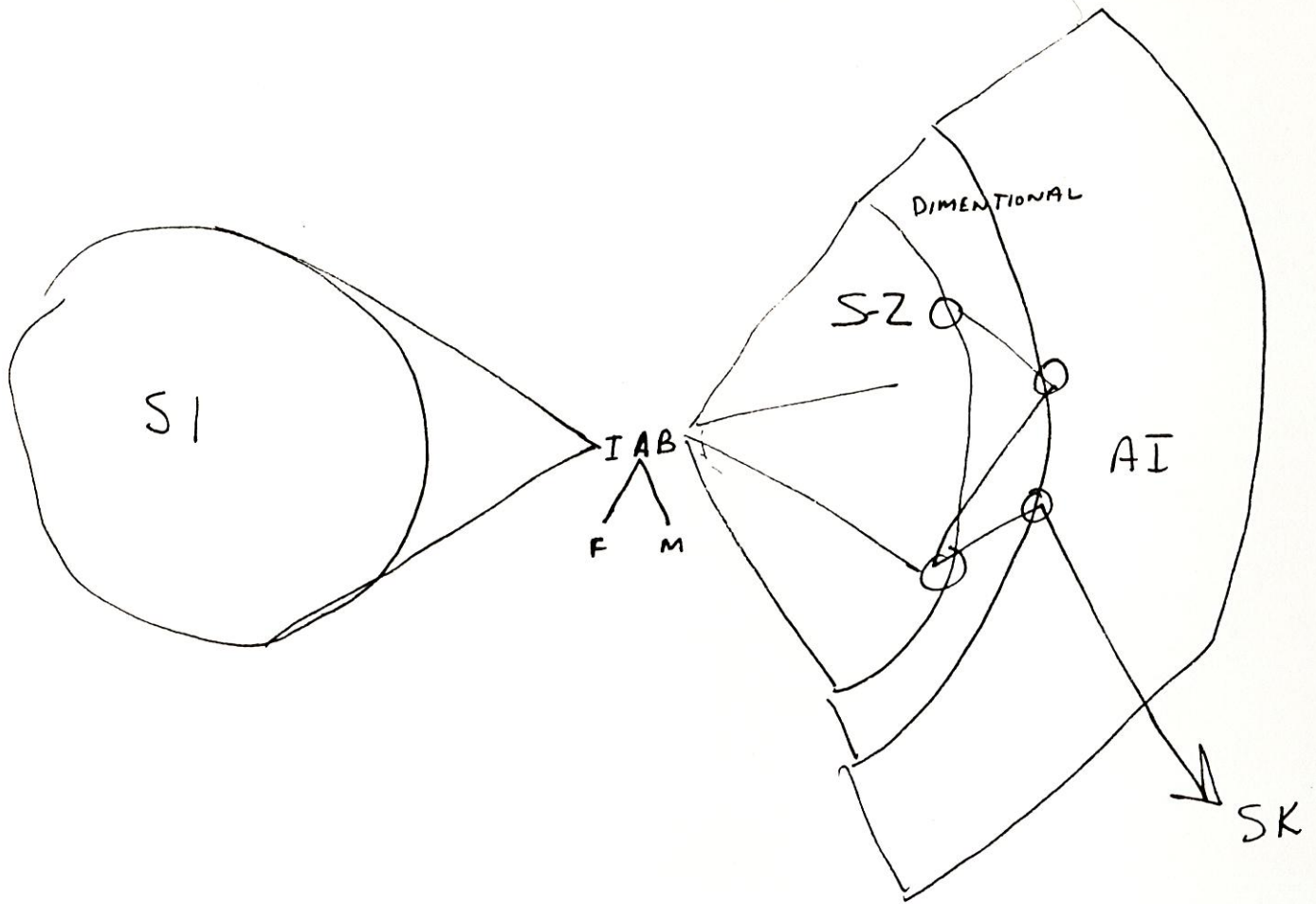
- a) Anytime
- b) After a string of S-2 X
- c) after dimensional descriptors

2. We want and expect AI to occur at the end of S-2 training ideally after a string of S-2 which include dimensional descriptors. It should occur at the end of S-2 because it is a necessary part of going on to S-3.



24 AUG 83

PEP TALK



S-4

three kinds of feelings based on A

S-6

3D modeling