

5-1 ideograms - idea

2 sensations (vision)

3 T-SK

T-outlines sk-concepts

4 verbalization

→ gesticulations - shaping w/ hands leading to 3D idea holographic

model is the idea of the site which is then viewed

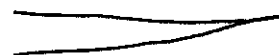
3D incorporates - mass
- volume
- distances

cannot simply model the sk and T

feeling - strength of emotion

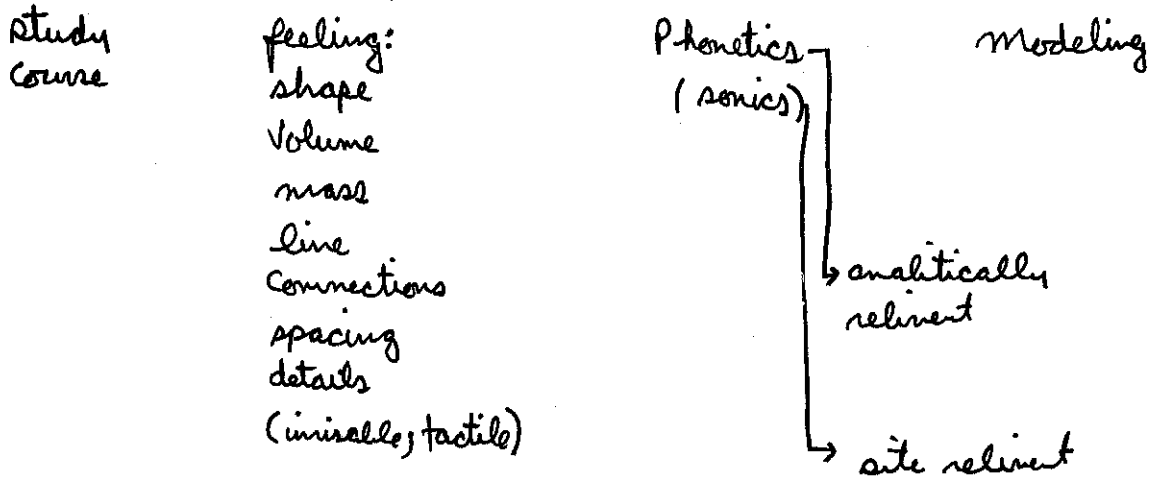
5-6 feelings - volume } estimate of size, distances, height, depth, togetherness
mass }
gestalt shapes } separateness

Aol Dime - Shape forms

Aol D Bush  loss of signal line (black)

Aol Peacocking

Aol P



sonics of or having to do with sound

phonetics - conforming to pronunciation

phonics - the use of elementary phonetics

Consonants - tongue touches mouth

Vowels - tongue suspended

AUM

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Stage 6

when do you start S-6?

Dimensional references

S-2 - site area

S-4 - D- horizontals

verticals

angles

* mass - solid -

* volume - big -

Break - pull out D references from S-2 and S-4 - can produce ideograms & sketches

list 17 A-

B-

T

SK

Stage 6 II interiors/details

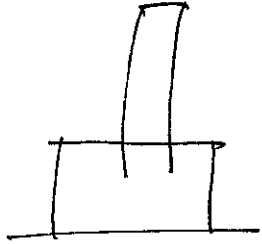
zigzag line - monitored by structure not content

End

S-3

~
~
~
~
~

explore



End

Stage Six is three dimensional modelling (holographic representation) of the site.

This three dimensional modeling allows the viewer to incorporate mass and volume into the data being collected about the site.

S-1 ideograms are ideas of the site, not representations. S-2 are sensations at the site. S-3 trackers are outlines of the site and S-3 sketches are concepts or representations of element of the site. Both forms of S-3 are 2-dimensional and loose the true characteristics of the site. S-4 is verbalization of elements of the site which incorporates S-2, Dimensionals, AI, EI, Tangables, and Intangables. S-4 provides tremendous amounts of data but most of it is still 2-dimensional and until these bits of data are assembled into their proper 3-D configuration the true essence of the site will not be "represented".

The stage-6 model is the idea of the site being expressed and objectified through feeling. One cannot simply model the S-3 sketch. The viewer must allow ~~the~~ his feelings to construct the model which is then viewed as the finished product.

Stage 6 allows estimates of size, distances, height, depth, togetherness and separateness. These 6 categories show the true mass and volume in the form of gestalt shapes.

There are two forms of Aol the viewer must be aware may occur during S-6 (as well as other times). Aol P (peacocking) comes when the object being constructed reminds the viewer of something "like a hotel or hospital or ~~the~~ school house, or embassy". The viewer must call an Aol P Break and allow this desire to ~~analyze~~ analyze to subside. The second form of Aol is Aol Prime (Aol D). This is when the viewer gets "stuck" on a S-1 ideogram or a S-3 Task and tries to build it into a 3-D model. This will cause him to lock into only one element of the site and lose the signal for the rest of the site. One can be sure they are in Aol D when the signal line is lost completely and things go black. Upon realizing he is in Aol D the viewer should call an Aol D Break and clear the fixation from his mind. This will allow the signal to reinstate itself.

②

Now that we know what stage 6 is, when do we start 5-6? Stage-6 truly begins when we have dimensional ~~to~~ references which incorporate volume and mass. At the point the viewer should pull out all dimensional ~~the~~ references from 5-2 and 5-4 and list them. Often times simply listing these elements will produce more dimensionals or ideograms. If an ideogram is produced the viewer should go for the A and B. Ts may also be produced at this time, if so, the viewer should sketch the T. When this is done and the feelings are strong, the viewer should begin modeling. While modeling if a 5-1 through 5-4 signal comes up the viewer must objectify them on paper and then continue modeling. After a proficiency is established for exterior modeling then ~~stage~~ the viewer can move on to Stage 6 phase II, details and interiors.

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AI- EI

Emotion - strong generalized feelings, psychical excitement

Aesthetic - sensitive to art and beauty or ugly matters of taste

EI- signal line

AI - open ~~complexities~~

EI - closed singularities