

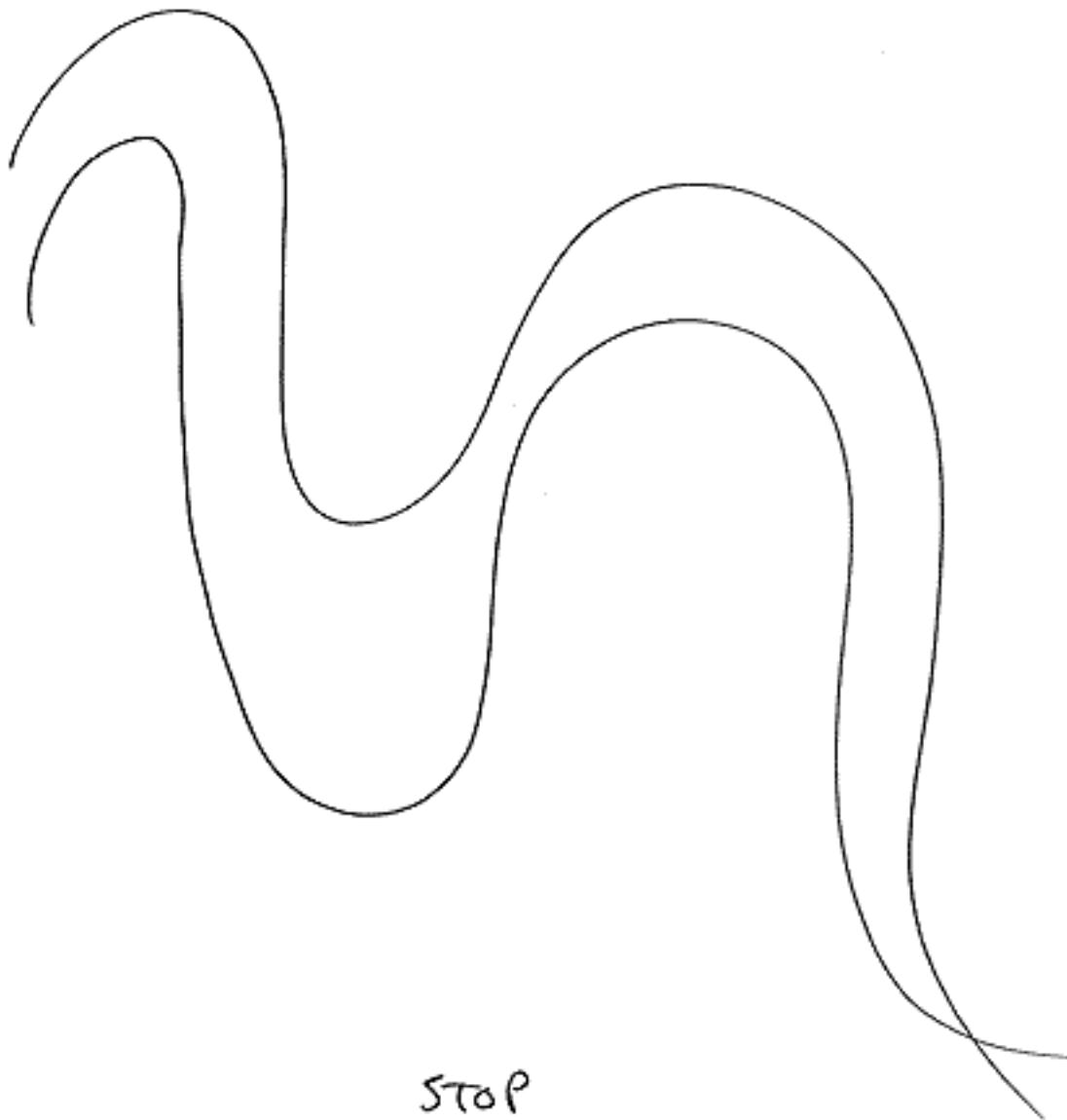
IDEOGRAM

PAGE 1 :

ES03 - N4C9

JIM :

ES03 - N4C9

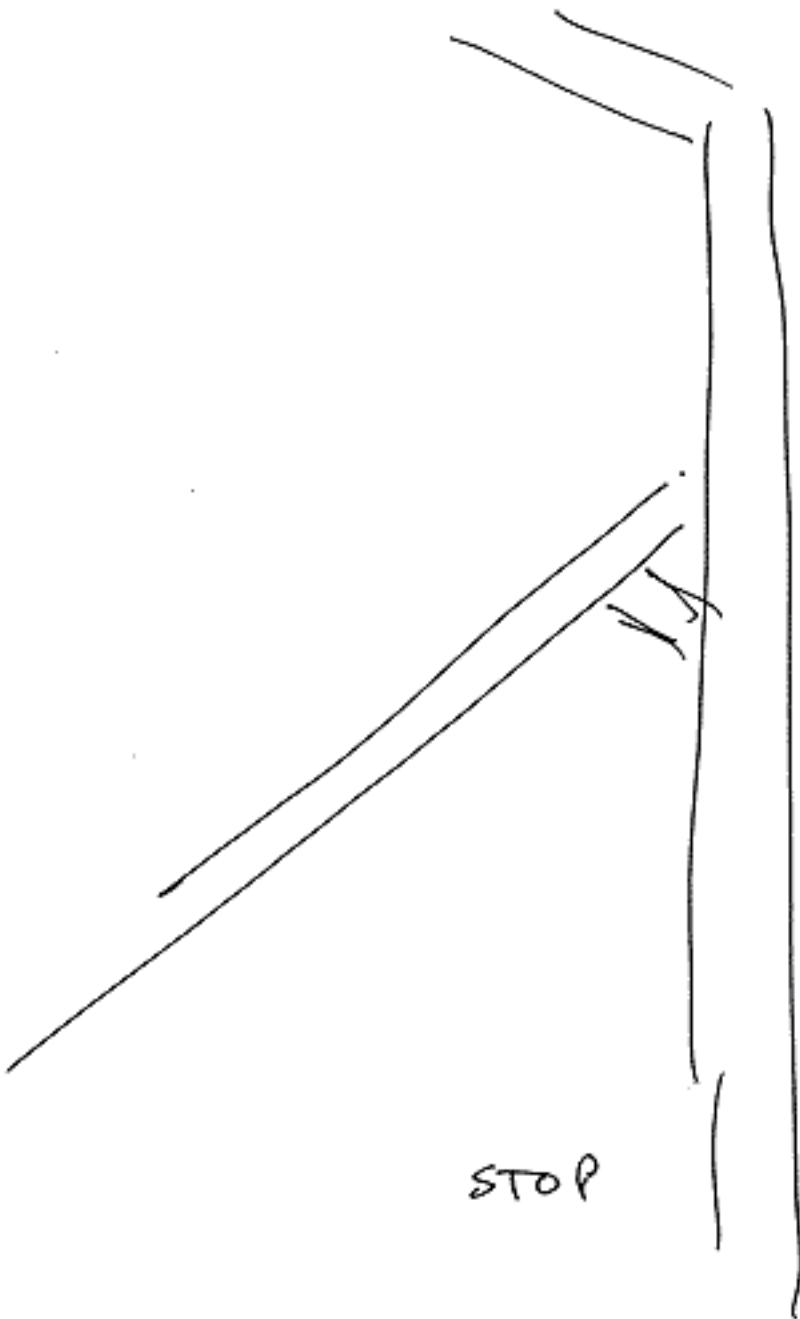


IDEOGRAM

ES03 - N4C9

PAGE 2 :  
JIM :

ES03 - N4C9



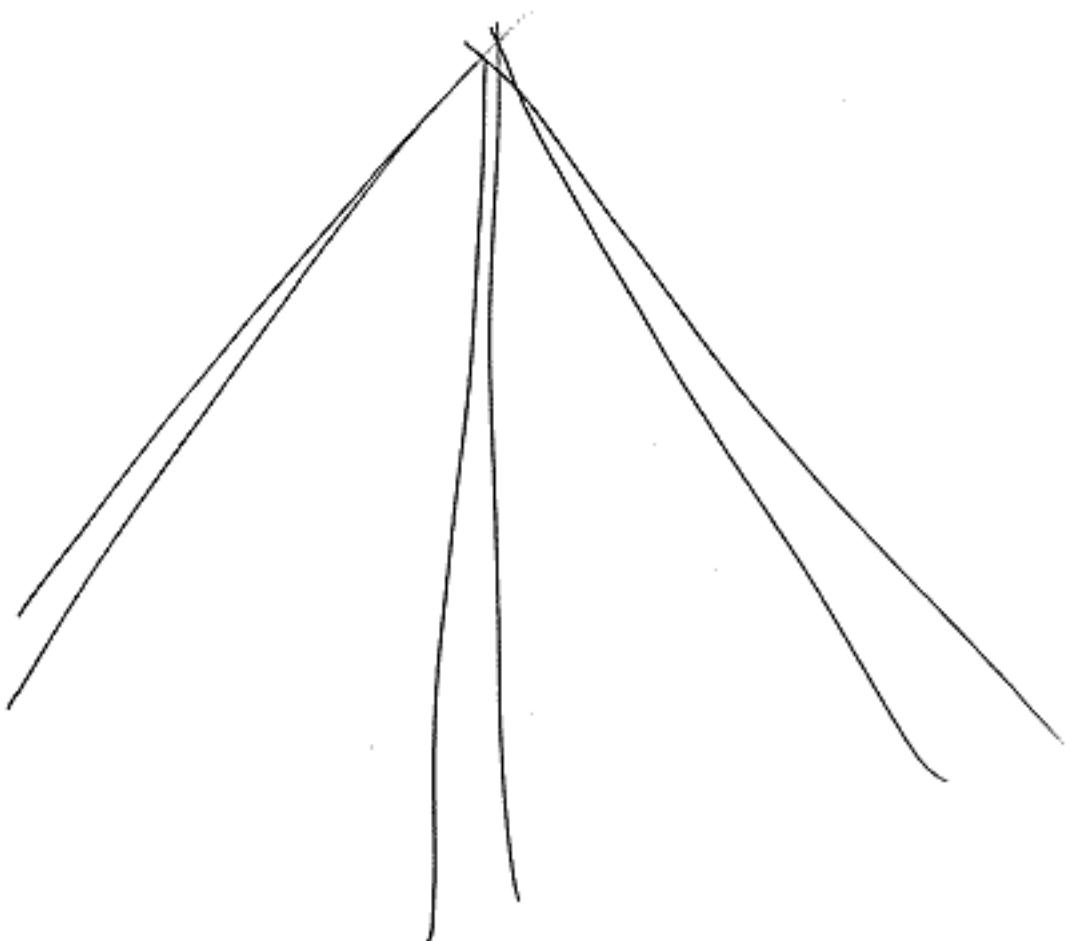
STOP

DEOGRAM

ES03-N4C9

PAGE 3;  
JIM;

ES03-N4C9



STOP

## IDEOGRAMS/PROBES

PAGE 1A:

JIM :

TIME : H

E503 - N4C9

E503 - N4C9

PL: COMPLEX



B: SEMI-HARD

I: NATURAL

A: STATIC

STOP

E503 - N4C9

PL: COMPLEX



B: HARD

I: MANMADE

STOP

A: STATIC

E503 - N4C9

PL: COMPLEX



B: HARD

I: MANMADE

A: DYNAMIC

STOP

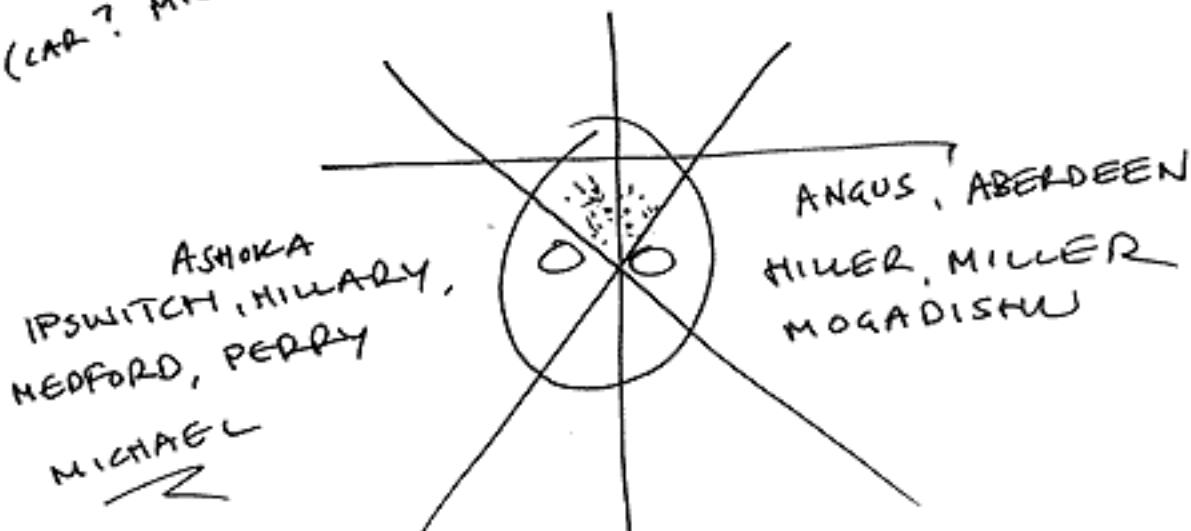
E503 - N4C9

	SIGHTS	SOUNDS	SMELLS/TASTES	TEMPS	TEXTURES
NARS WHITE DOWN GREEN GRAY	 DARK MATERIAL	GRINDING METAL	OILY / BITTER	COOL	SLIPPERY
LITE MEDIUM		RHYTHMIC TAPPING	PUNGENT /	WARM	GRITTY
OCUS LON		WINOY	URINE / SOUR	COLD	SMOOTH (METAL)
			STOP		

- ash, ASHOKA, CARRY, CALM, APPEAL,  
 ART, ANGUS, ABERDEEN, ASSAULT  
 PAK, NAM, DAM, PAN
- il, ICH, IPSWICH, HILLARY, HILLER,  
 MILLER, SINCH, LINCH, PIQ, BIGOT,
- BE, MED, MEDICAL, MEDFORD, PERRY,  
 MEGA, BENT, LETTER, LEVERAGE  
 TEST, PELETT
- MOG, MOGA, MOGUL, MOGADISHU,  
 MORON, POLICY, POPULAR, CONTRA

HU, MULL, POLVER, BUDDY,

(CAR? MICHAEL)

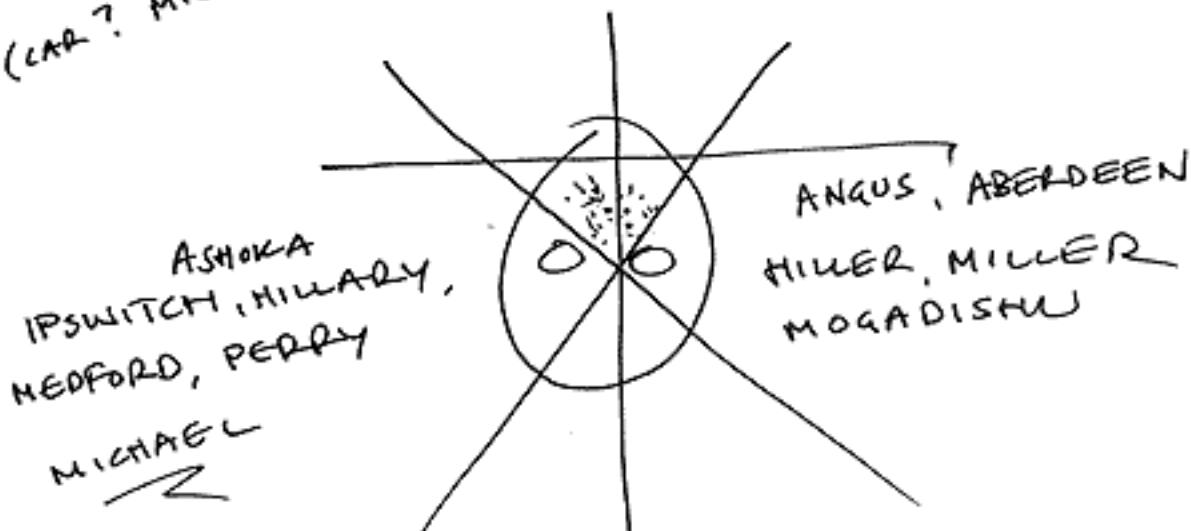


## 52 PHONICS

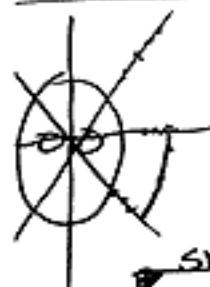
- ash, ASHOKA, CARRY, CALM, APPEAL,  
 ART, ANGUS, ABERDEEN, ASSAULT  
 PAK, NAM, DAM, PAN
- il, ICH, IPSWICH, HILLARY, HILLER,  
 MILLER, SINCH, LINCH, PIQ, BIGOT,
- BE, MED, MEDICAL, MEDFORD, PERRY,  
 MEGA, BENT, LETTER, LEVERAGE  
 TEST, PELETT
- MOG, MOGA, MOGUL, MOGADISHU,  
 MORON, POLICY, POPULAR, CONTRA

HU, MULL, POLVER, BUDDY,

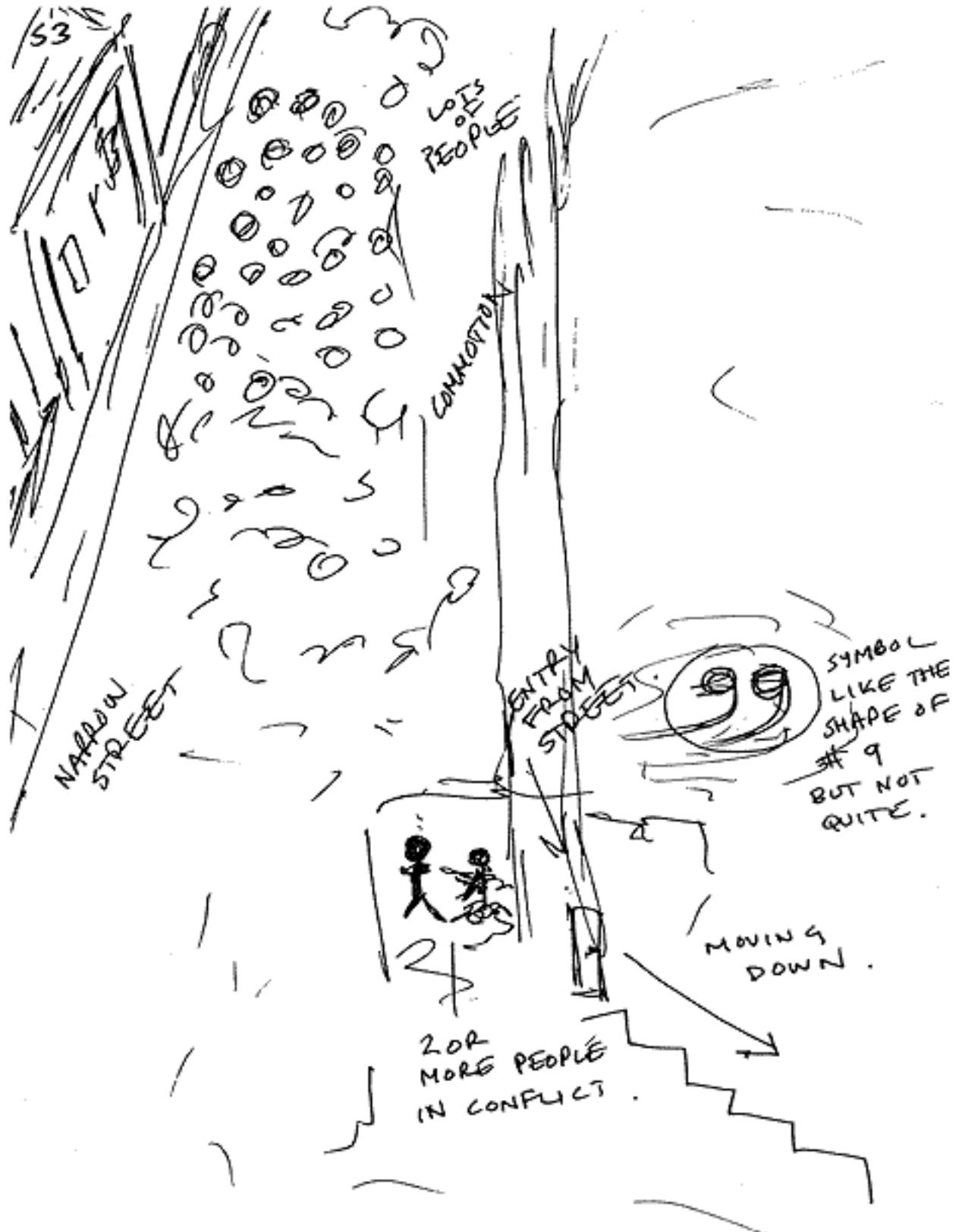
(CAR? MICHAEL)



E503 - NUC9



	SIGHTS	SOUNDS	SMELLS/TASTES	TEMPS	TEXTURES	P
colors yellow blue green	 LOTS OF PEOPLE.	LOUD CROWD OF PEOPLE	PUNGENT / SPICY	WARM	SOFT (CLOTH-LIKE)	LARGE GROUP MOVING THRU STREET
rite on	 (SYMBOL 2)	QUIET	LEATHER SMELL / -	WARM	SUPPERY	A SYMBOL OR REPRESENTATIVE VALUE
focus low		LOUD SHOUTING (FIGHTING)	SWEAT / BLOOD	COOL / WARMER	SOFT (FLESHY)	FIGHT QUARREL BAD
		METALLIC CLINKING	DIRTY / GREASY	WARM	BUMPY	STORAGE
			STOP			



# CASCADE

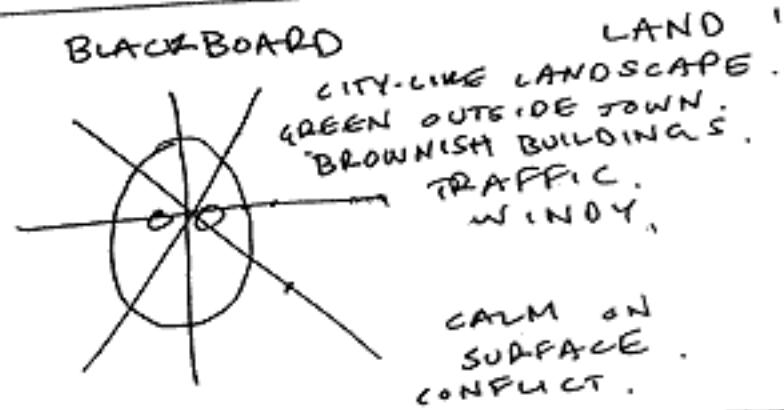
LAND 1 AIR 1 WATER 2  
STRUCTURES 2 ENERGY = OBSTACLE 1

LIFE: VEGETATION LOW

LIFE: HUMAN MULTIPLE

LIFE: OTHER -

THERE APPEARS TO  
BE A WATERWAY  
OR RIVER NEARBY.



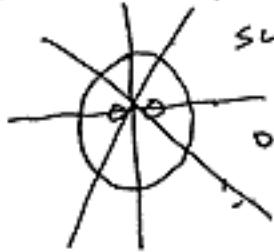
BLACKBOARD

AIR <sup>1</sup>



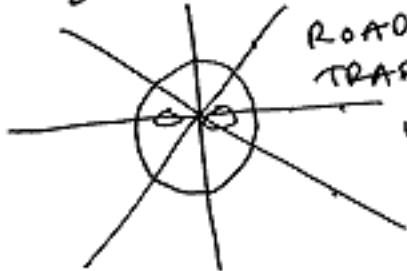
(POLLUTED)

BLACKBOARD



WATER 1  
SLOW FLOWING WATER  
LIKE A RIVER.  
DРИPPING WATER.  
SLOSHING.  
REMOVED.

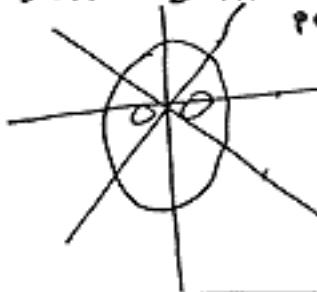
BLACKBOARD



STRUCTURE 1

ROAD, STREET.  
TRAFFIC STOPPED.  
LOUD SIRENS.  
BANG.  
SNEAKY.  
HIDDEN

BLACKBOARD



STRUCTURE 2  
poor QUALITY.

BANGING,  
METALLIC,  
CLANG.  
HIDE . COVER

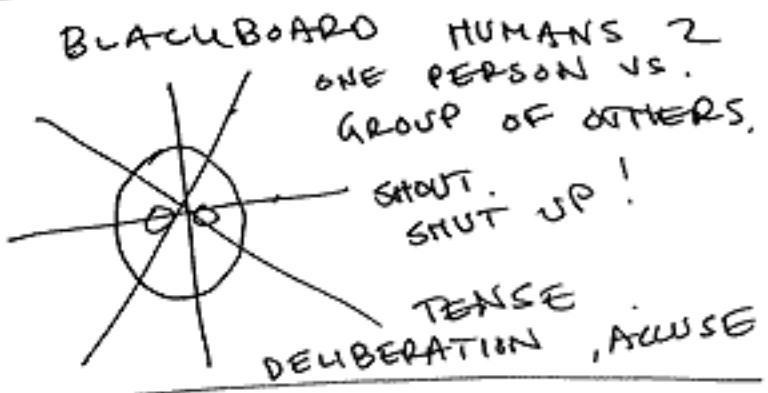
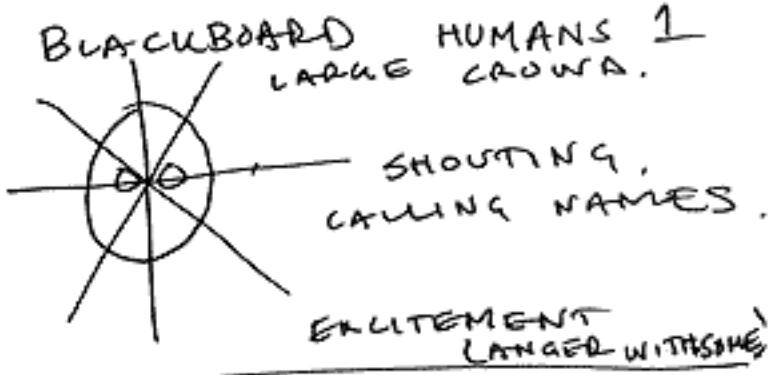
BLACKBOARD



OBSTACLE 1

FENCED IN,  
BOXED IN  
CRACKING  
SOUND.

LOCK !,  
LOCK UP !



BLACKBOARD

LAND 1

BRIDGE

COUNTRY SIDE

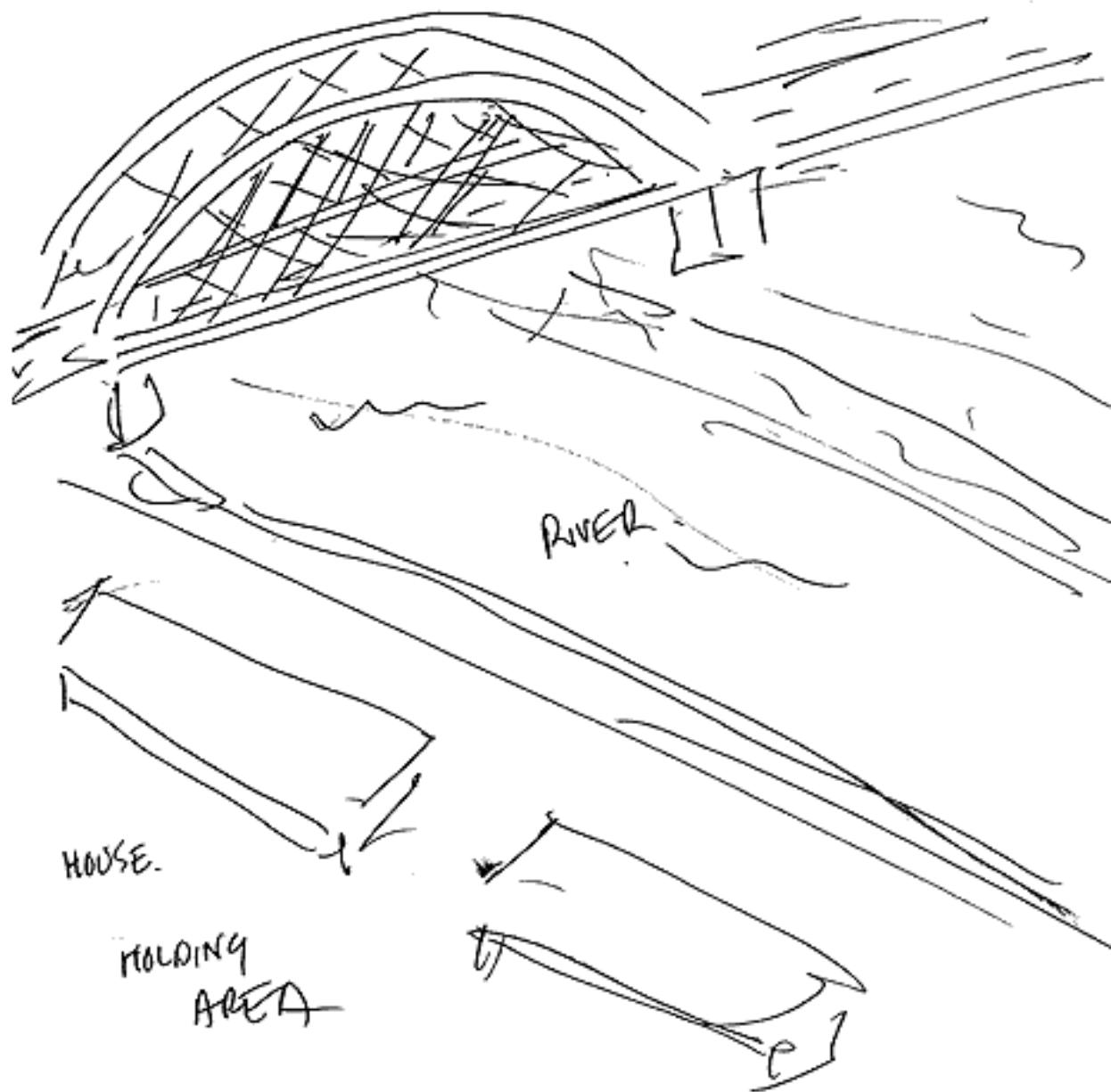
RIVER

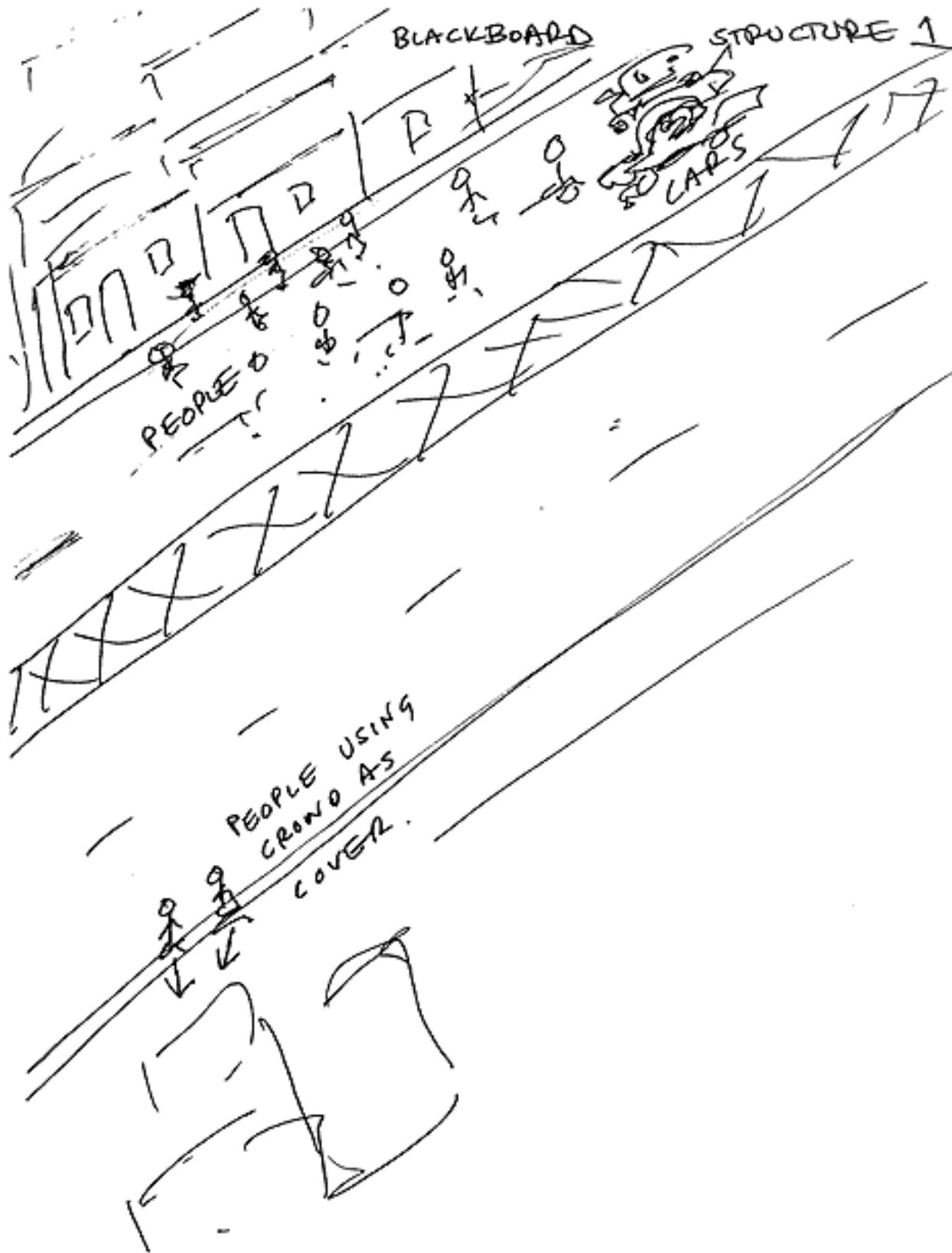
URBAN  
AREA

BRIDGE



BLACKBOARD WATER 1





BLACKBOARD

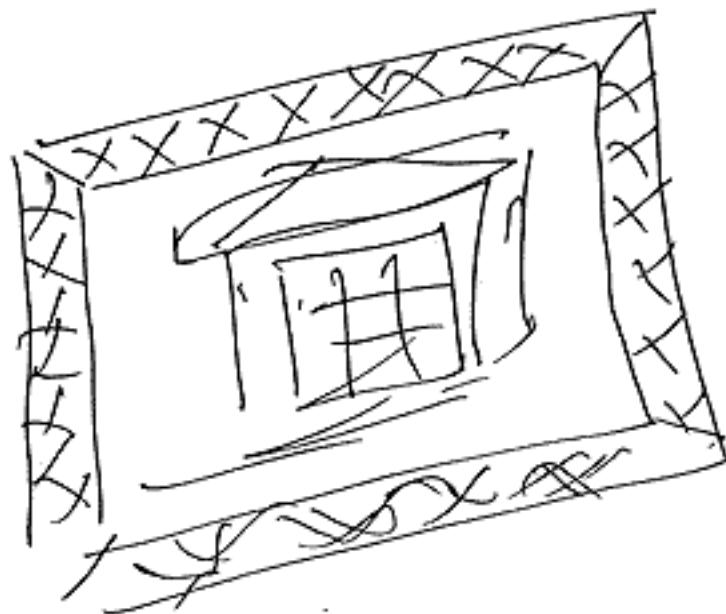
STRUCTURE 2

CORRUGATED  
STEEL  
ROOF.

poor quality  
RUSTY.

BLACKBOARD

OBSTACLE 1



LARGE CROWD OF PEOPLE  
MOVING DOWN STREET.  
(DEMONSTRATION)

THERE IS SOME COMMOTION.  
TOO MANY PEOPLE TO SEE  
CLEARLY.  
TRAFFIC IS STOPPED.

BLACKBOARD HUMANS 2

