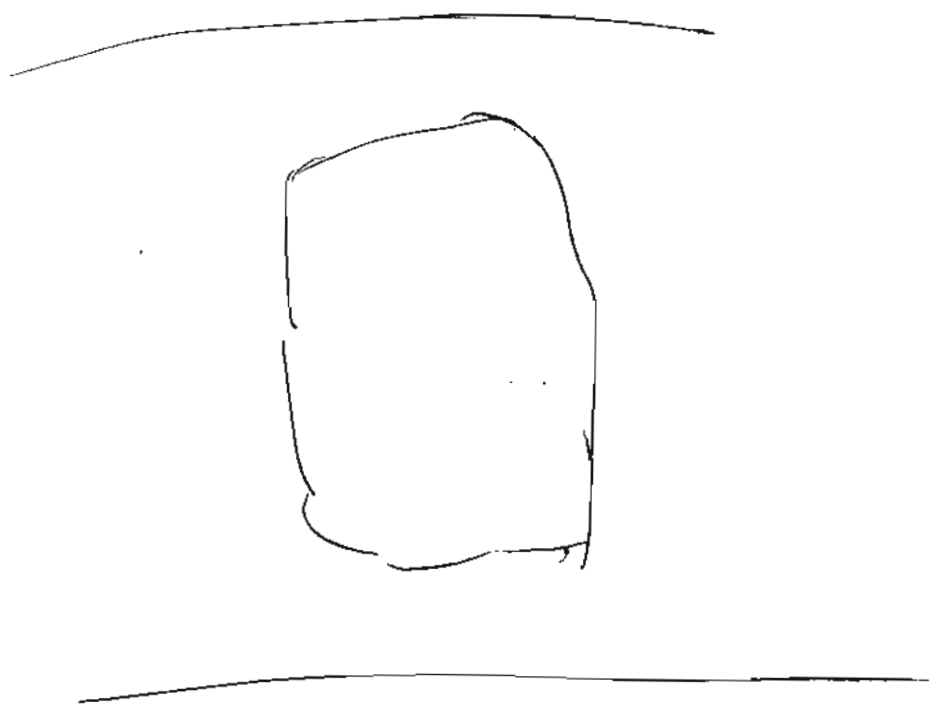


TXSU-SMDM

TXSU-SMDM



STOP

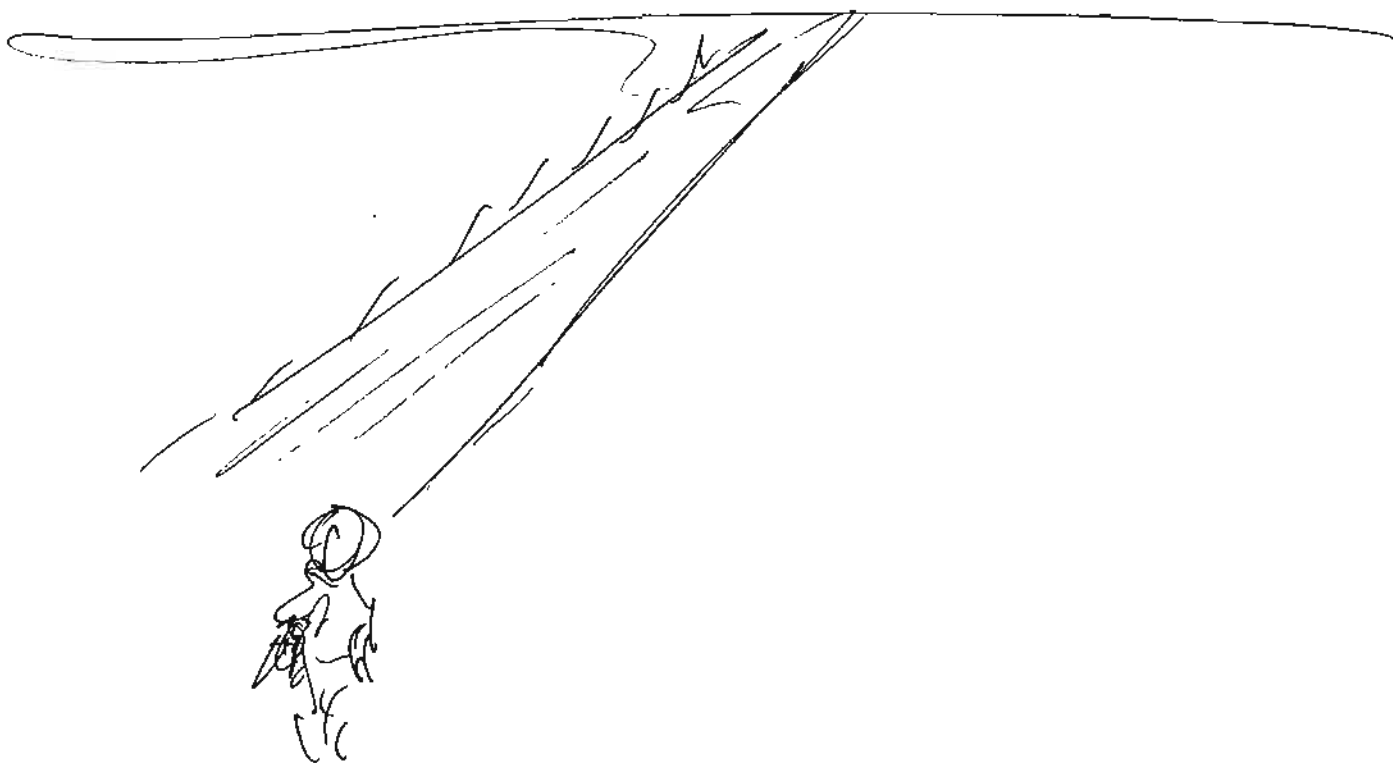
TXSU-SM DM
TXSU-SM DM



Step

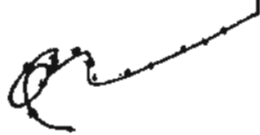
TXSU - SMDM

TXSU - SMDM



Stop

TXSU-SMDM
TXSU-SMDM



PL: complex

B: HARD

I: NATURAL

A: DYNAMIC

STOP

TXSU-SMDM



PL: complex

B: HARD

I: NATURAL

A: STATIC

STOP

TXSU-SMDM




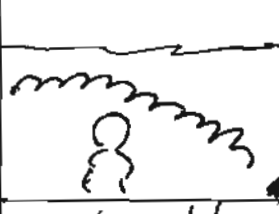
PL: complex

B: Semi SOFT

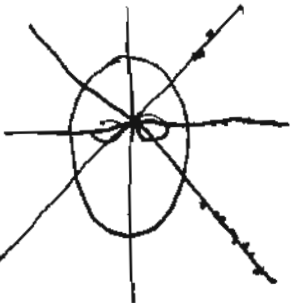
I: NATURAL

A: DYNAMIC

STOP

	SIGHTS	SOUNDS	Smells/TASTES	TEMPS	TEXTURES
Colors Black gray BROWN SILVER TAN gold Beige		voice	pitch TAR	COOL	Bristling
		crunch crinkle	Sweat	WARM	Doughy CLAY
		crunching	clay EARTH	COOL	BILLOWING
Brite Low		HUMAN gasp ahhh!	Sweat/ earth	COOL	HAIR muscles Flex
	people watch  () central () HUMAN	cheering	grass earth	WARM	hard plastic shell (Helmet)
Focus MEDIUM	structure)  of HUMANS	MUSIC	Asphalt grease (stadium smells)	WARM	—
	ACTIVITY complex 	engines rev autos	gasoline petrol	HOT	greasy grime
			stop		

TXSU - SMDM



	SIGHTS	SOUNDS	Smells/Tastes	Temps	Textures	P
Colors RED BLUE GREEN BLACK SILVER WHITE	structure Activity	engines	grass PAINT	COOL	Flesh HUMANS FABRIC NYLON	structure BOUNDARY/ OBSTACLE HUMAN ACTIVITY
Brite MEDIUM	Entrance or doorway 	clapping	A grimy public place smells	COOL	metal PAINTED Big hinges	heavy old Door rust paint metallic
Focus MEDIUM	IMPACT 	Thud crunch	grime	HOT	compacted Dense	Impact condenses compresses
	STAND BACK 	voices yelling	fuel gasoline	WARM	MASHED	SQUASHING MASHED STAND BACK
	Light BEAM 	crunch (footsteps on glass)	OLD Beer	WARM	AIR HAS particulate (DUSTY)	Like flash/light BEAM
			step			

52 PHONICS

A: Rabble Babble Dabble Daphne
Crave rare Army escape fallen flatten ALARM

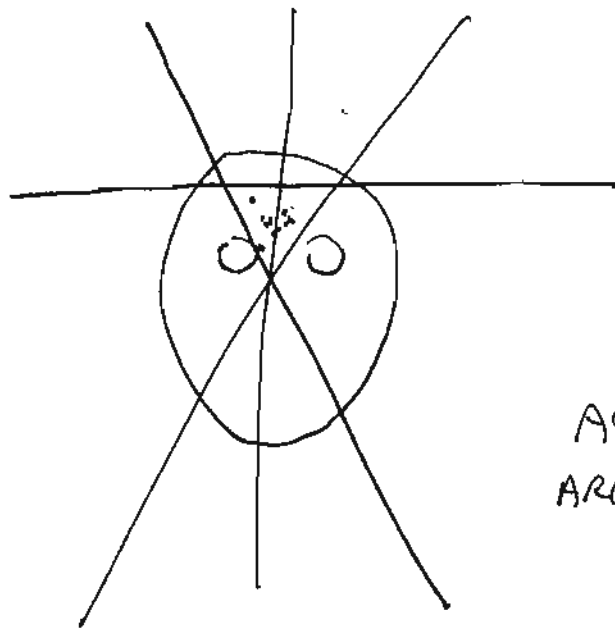
E: engraved people sheen enlighten

I: TIRE ingot ignite IRON

O: portal portable portray polite porch

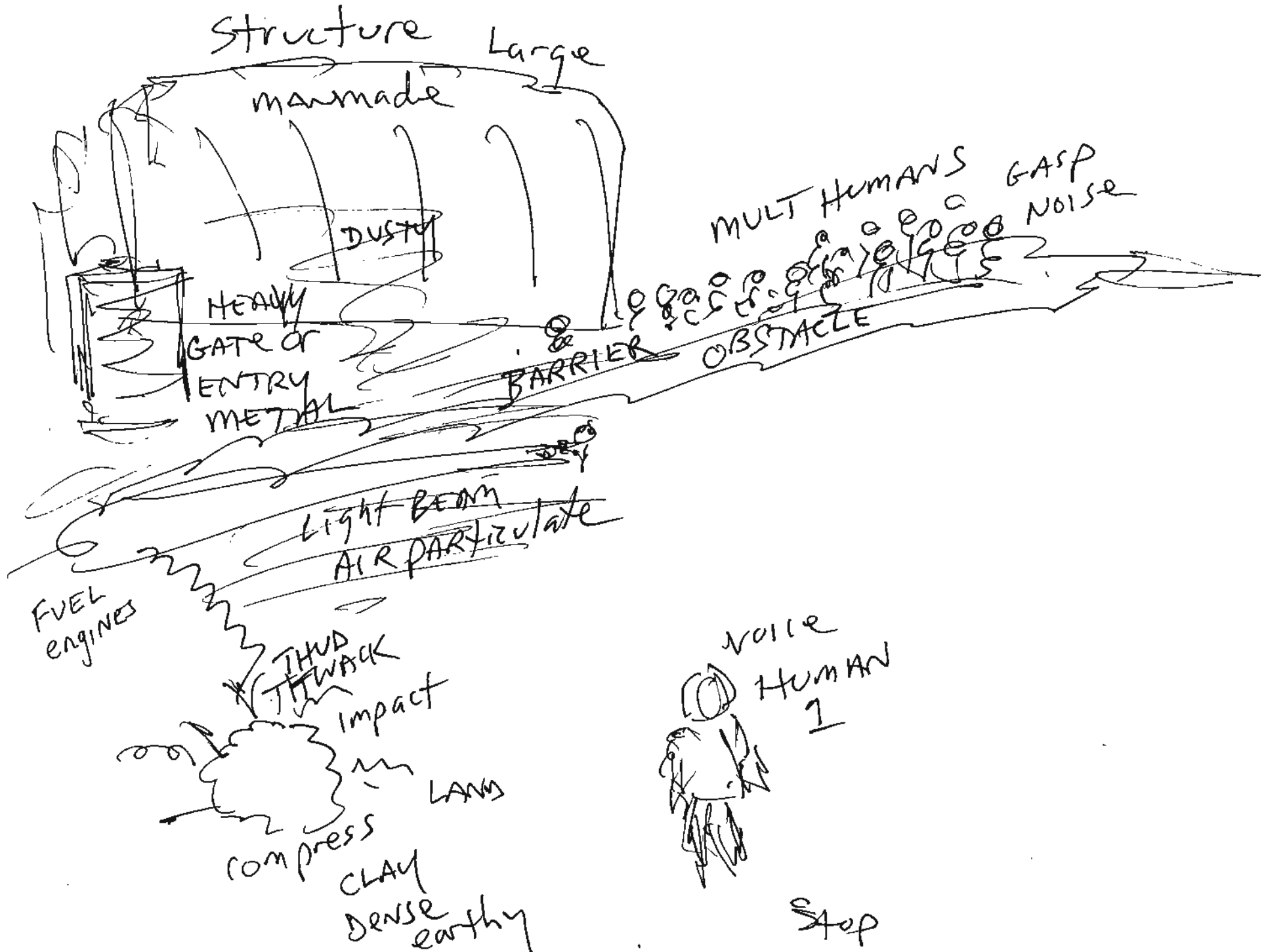
U: Shumber slump trump underwater
turpentine Lump clumped

FREE Space: Clay clash mashed mangle
Light Beacon powerful flatten
Flatten



Andrew
Archbishop

Step

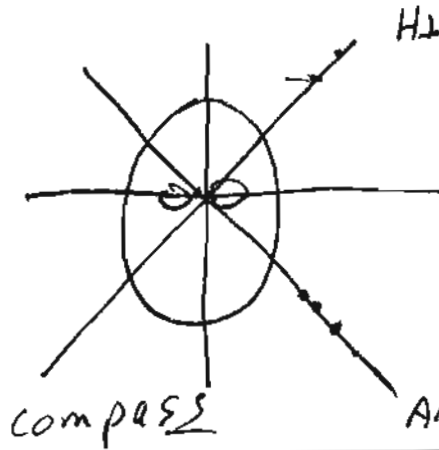


CASCADE

LAND | AIR | STRUCTURE | ENERGY
OBSTACLE | WATER

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

BLACKBOARD

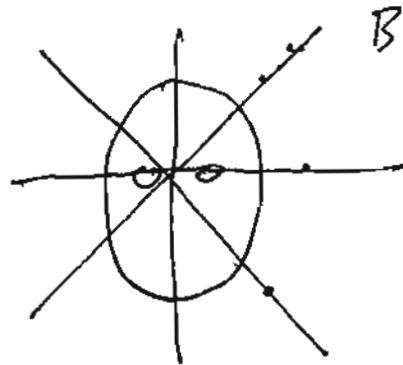


LAND |

POPPING
engines
small projectiles like
little rockets fire
whoosh

Hilly to the east
small community
outskirts of town
people gather
travel & congregate
here for event
Annual event calculations

BLACKBOARD



AIR |

AIR IS
DENSE

AIR HURTS
eyes
eyes water
RED

BEAM of Light
HAZY AIR
DUST
particulate
matter

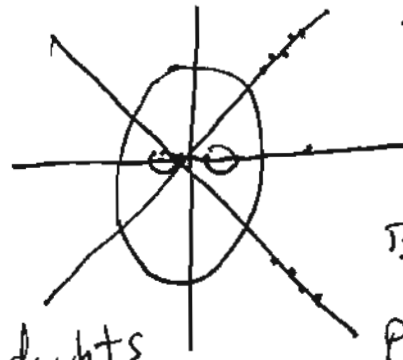
crunch
splatter
soot

Step

BLACKBOARD

STRUCTURE |

glass
old historic



TALL FACADE
MASSIVE structure

crunching
BRICK spraying
rushing sounds

embattlement
forgone

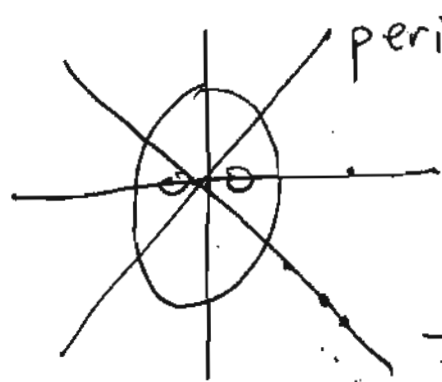
doubts

pavement
leached odor

BLACKBOARD

OBSTACLE

people kept out
stay BACK



perimeter patrol
guards ATV's

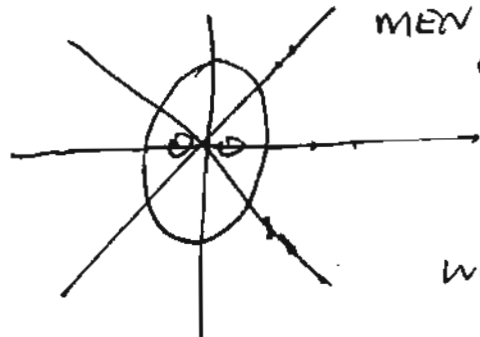
crowd sounds
asphalt-tar smells
fuel

hastily put up
SANDBAG

temporarily erected

BLACKBOARD

LIFE: HUMAN MULT



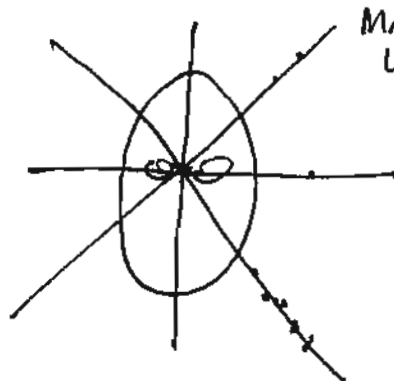
MEN WOMEN
CROWDED Bunched up

shuffling talking
Body odors

witness ADMISSION
excitement waiting

BLACKBOARD

LIFE HUMAN |

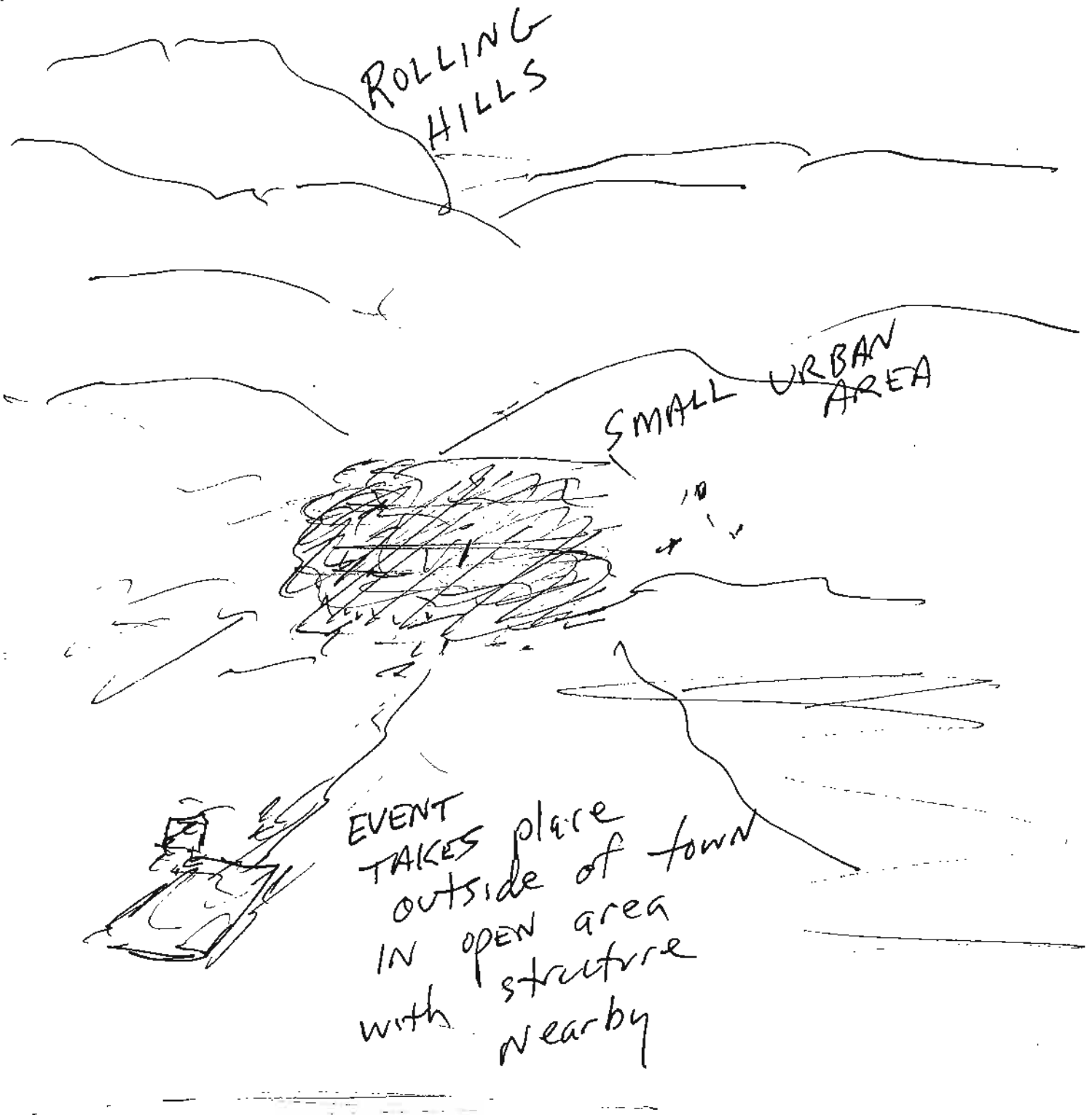


MAN
UNiformed

voice static
leather sweat

hurried goggles
frenzied

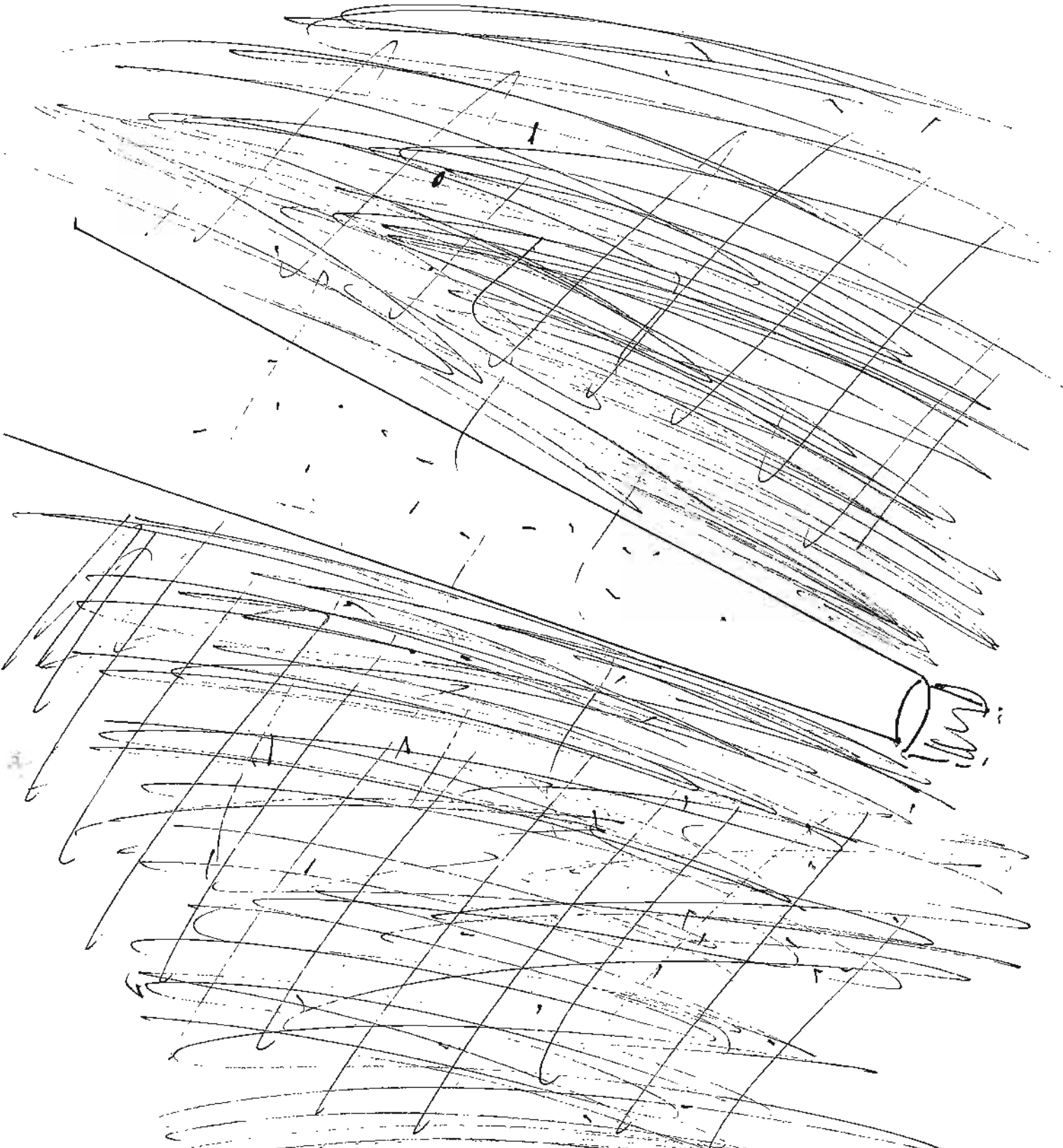
about spinning
clockwork condensation
stop



STEP

BLACK BOARD

AIR 1

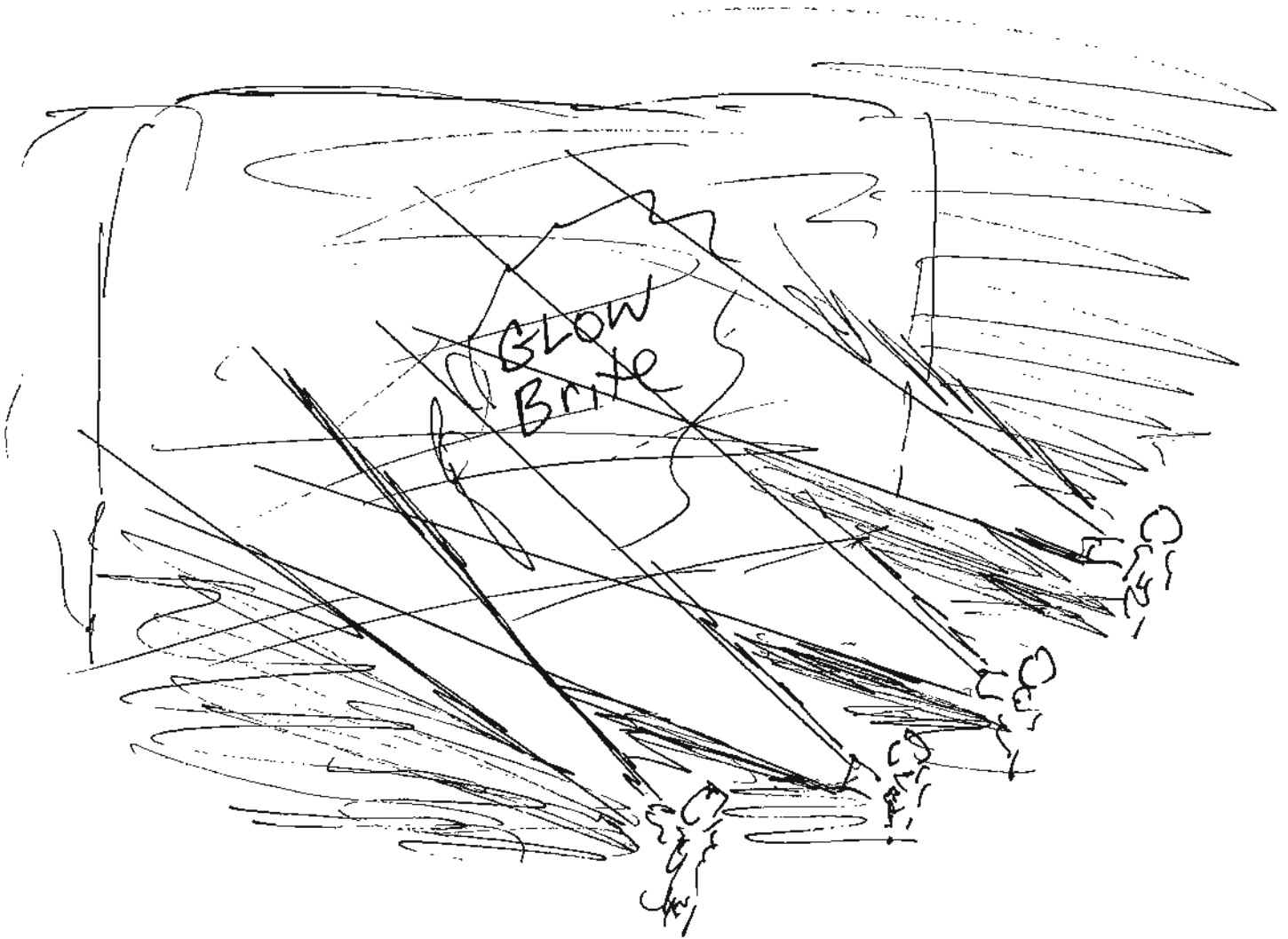


Light BEAM

pierces DARKNESS

particulate in the AIR

STOP

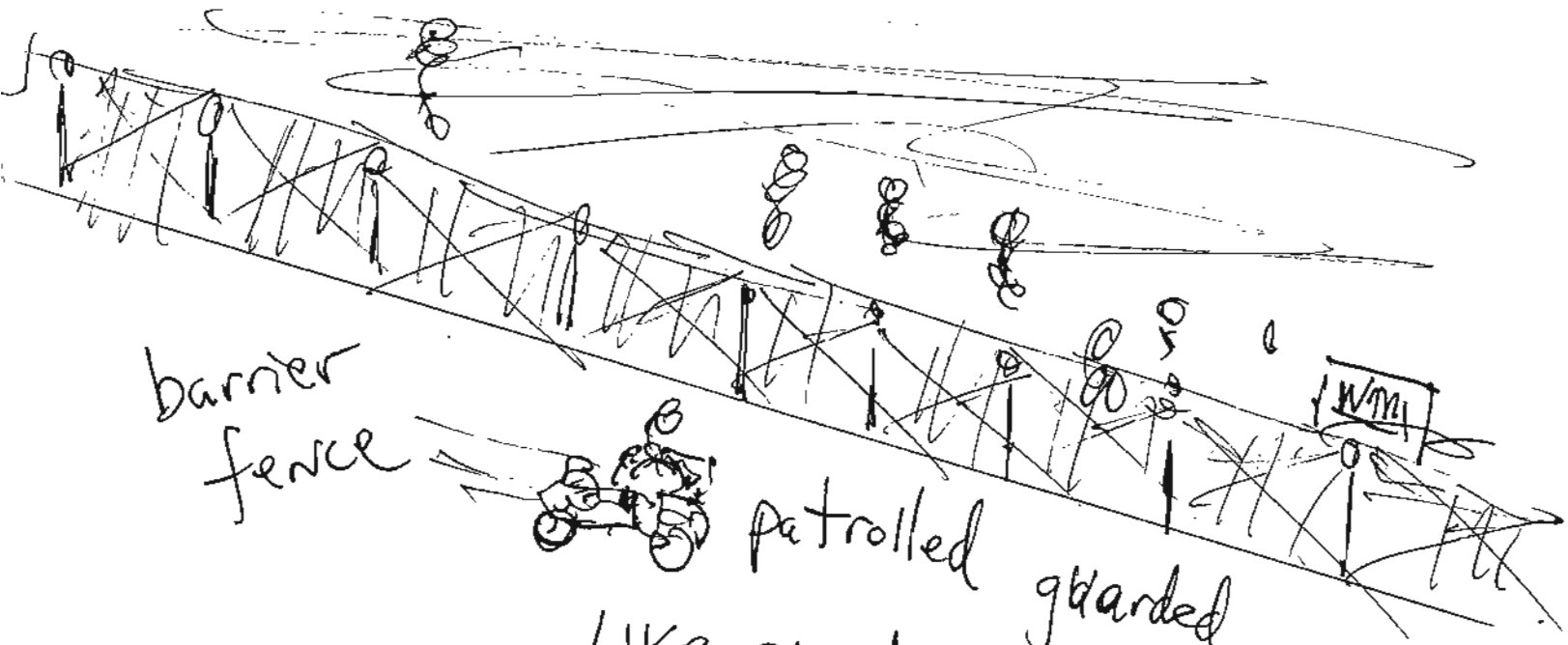


MULT people
either shining beams
or almost looks
like firefighter
hoses spraying -
but not quite

step

BLACKBOARD

Obstacle



barrier
fence



patrolled
guarded

LIKE guard
ON ATV

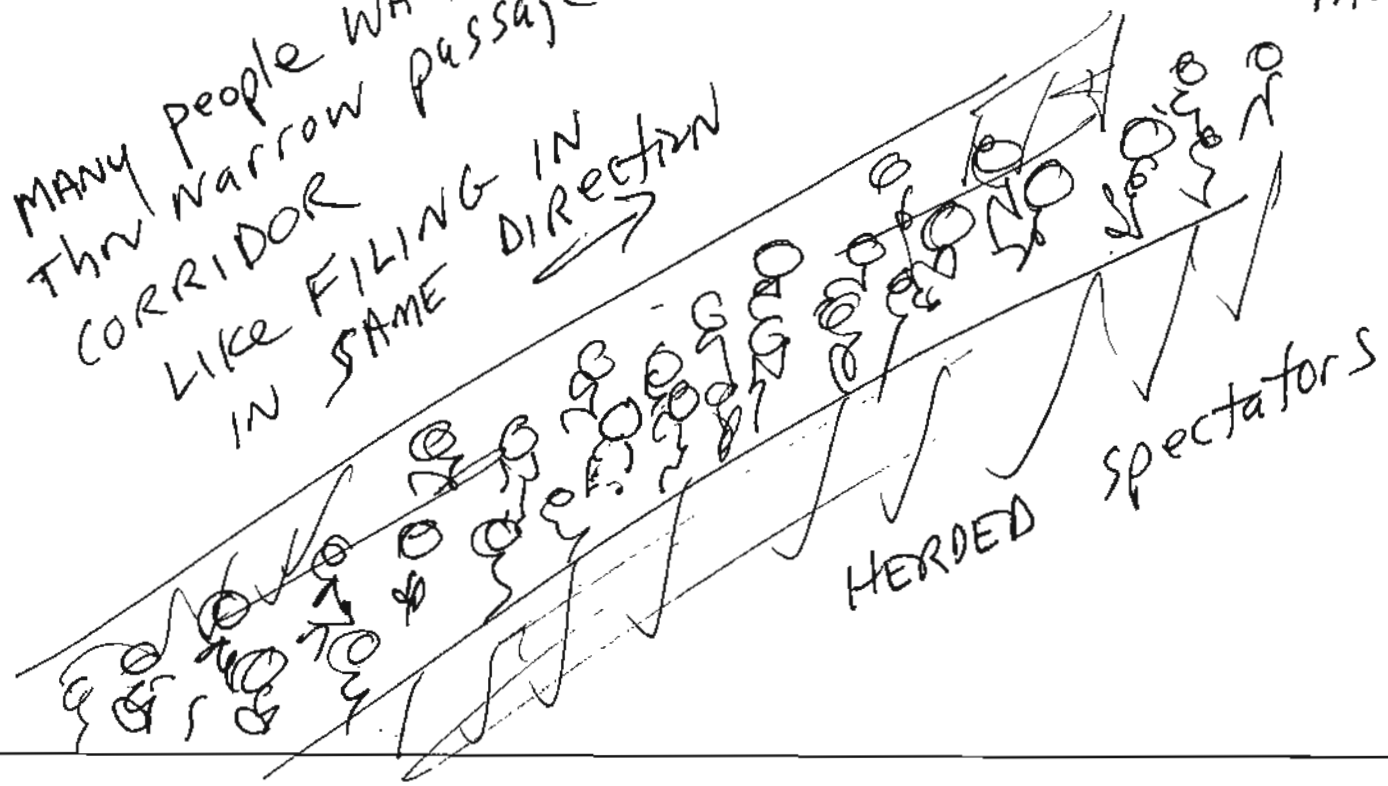
Signs
posted

Stop

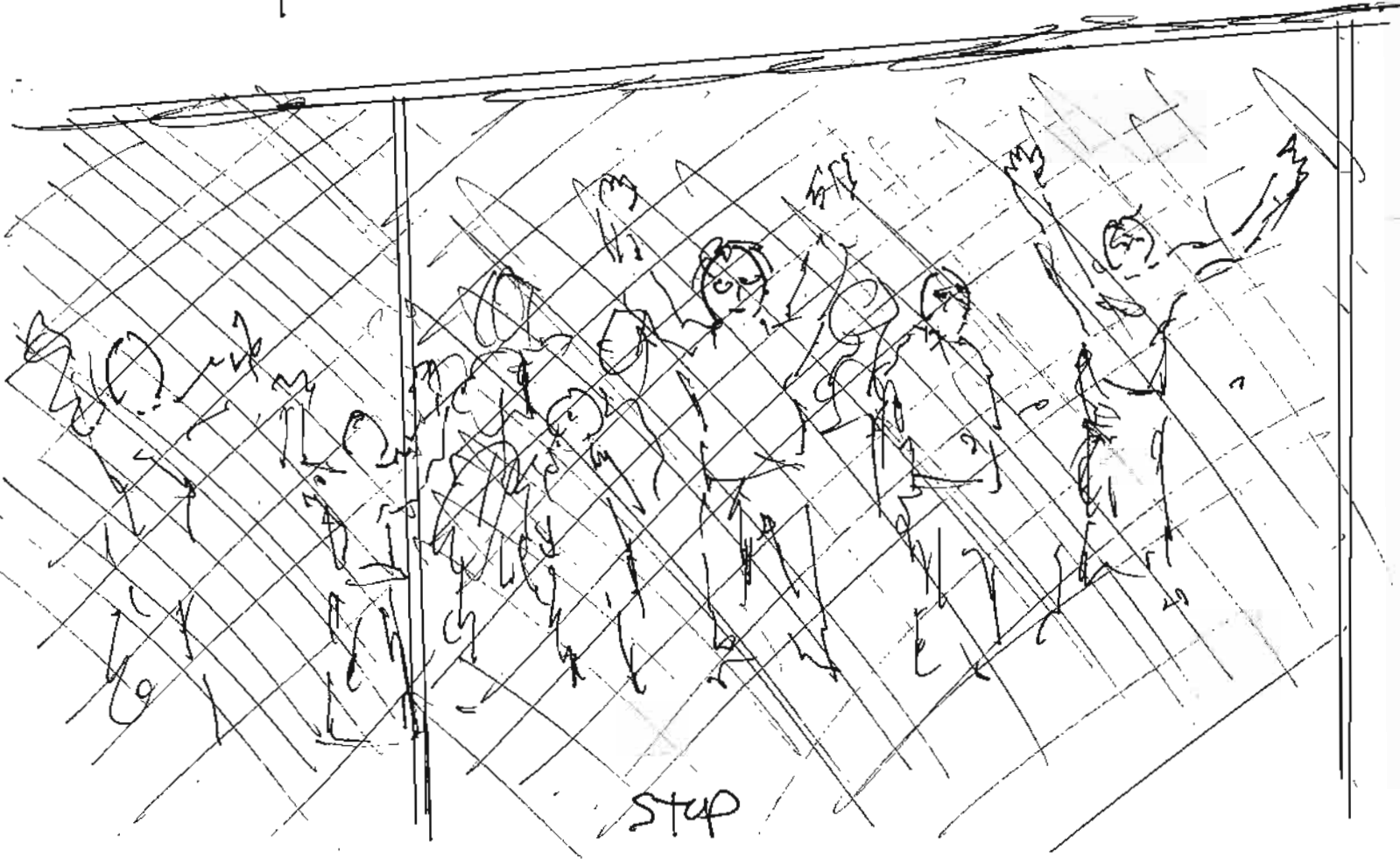
MANY people WALK
thru narrow passage
CORRIDOR
LIKE FILING IN
IN SAME DIRECTION

BLACKBOARD

LIFE HUMAN
MULT



people peering thru CHAIN LINK fence
they have fingers IN the fence



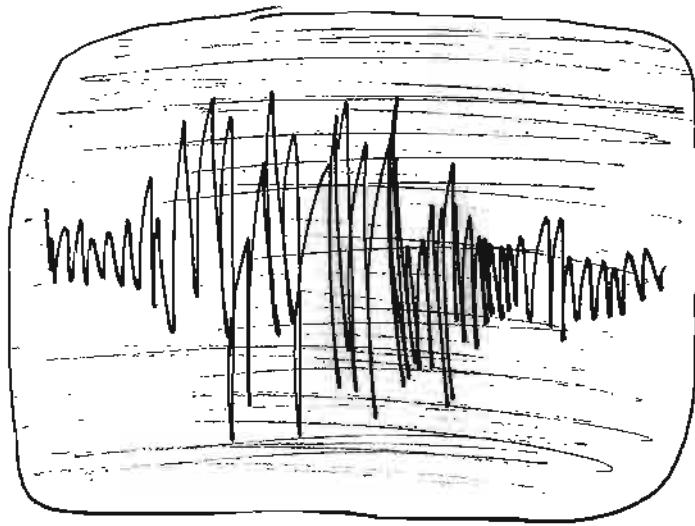


Sense of A Helmet
or protective
Head gear
lenses over eyes
radio
working some
controls
involving motion
movement

step

Something to do with this target
involves a monitor that shows
some frequency modulation

~~A~~



people record AND observe this

Step

JULY



Step