assets	federer slide scans			federer scans	scantron, tests, learning styles					soviet textiles; photos from V&A, natural history museam, & british museum		screenshots of looney tunes			soviet textiles					soviet textiles
source	sports (tennis) action & reaction shots	landscape architecture, urban planning, digital architecture, parametric modeling	library of babel, Fukushima, Hurican Katrina, amandoned towns and cities,	libraries, palaces, sublime architecture	landscape architecture, urban planning, digital architecture,	outerspace, aliens, astronomy, witches		landscape architecture, football games, performance art, social interactions, public art,		roger brown special collection, egyptian records, house museums, archives, sketchbooks,	Quarries, maps	paratext (Hashish in Marsilles paper)		comparative literature, stylesheets, style guide, controlled vocabulary		natural phenomena, minerals & rocks, medical images, diagrams,	flickr, glitch art,	video/computer games, sea punk, retro graphics,	maps, data visualization, GIS, parametric modeling	libraries, information architecture
artist inspiration		hotshepsut's temple				Mike Kelley, Paul Pfeiffer, Nick Cave,				Roger Brown Special Collection, Burtynsky quarries		Walter Benjamin, Borges								Ed Paschke, James Connolly
	(outside of real life)	4D						3D				?	outside of real life	outside of real life	3D/2D			2D		
category/subject	Sports,Games,Recreational	nature		sublime spaces		magic			rituals	personal record, fossil, carbon print,	object collection	language, syntax		information architectures, generative architecture (digital architecture),		fake/real maps, infographics, digital/analog noise			information architecture, classification systems, taxonomies, controlled vocabulary,
					natural phenomena		stonehendge, marble quaries	food				encylopedia, dictionary	rules, prescribed orders, controleld architecture,		error, materiality, binary, language,	man-made patterns with & out of nature			
NATURE	proj Federer	natural materials phenomena	proj natural disaster			proj magic	natural phenomena	constructed phenomena	proj Salad	proj Sheets								proj Federer (see 8C)		
NATURE/TECHNOLOGY	project scanner/ translation (see 11R)			the law library	playgrounds						archive	writing by hand		project games		proj Patterns			
TECHNOLOGY											project classified document	proj Looney Tunes		glitch?		proj Scanner, translation	Minecraft	project maps	database
craft		possibly			possibly	possibly, I must be sure of the implications of magic and craft though (might unauthenticate my larger goal)	Craft aesthetic I like is inspired by this					yes, because of the objectness, materiality of archives	yes, materiality	yes					
prescribed rules for interaction																			
example	sports: tennis, yoga	rocks, minerals, gems,	tornado, flood, nuclear waste, tsunami	cathedral, Parthenon, pantheon	memories of my experiences at the park	positions													
specifics	process as compared to painting, physical experience: emotional feelings vs. analytic strategies of the brain knowing technical strokes							aesthetic materiality				information organization, classification systems & con-trolled vocabulary within library science,	looney tunes: creates a vocabulary with rules for a fictitious world						
questions	What are the common systems of navigation between tennis and painting? In what architectures can both situations exist				Can I reconstruct magic through social interactions		construction of reality/ construction of a dish by "making" something from ingredients								Why am I so intrigued by physcial objects that imitate virtual objects				
images																			